

JOHN CLEATER b. 1965, USA

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www.cleater.com

EDUCATION:

- 1995 Columbia University, Graduate School of Architecture and Planning, New York, NY
Master in Architecture
- 1989 Georgia Institute of Technology, Atlanta, GA / Paris, France Exchange
Bachelor in Architecture
- 1986-7 Atlanta College of Art, Atlanta, GA
Foundation Fine Arts

SELECTED EXHIBITIONS:

- 2015 *Rafter* solo sculpture and collage exhibition
Thompson Giroux Gallery, Chatham, NY
- 2015 *Picturesque* AR installation
Olana State Historic Site, Hudson, NY
- 2015 *Foggy Notion* AR installation
Widow Jane Mine, Rosendale, NY
- 2013 *The Hermetic Museum: ThingOscope* installation
Corcoran Gallery 31, Washington D.C.
- 2013 *I Must Be Seeing Things* Drawing Show
Gallery 1930, Birmingham, AL
- 2013 *The Fuzzy ThingOscope*
CR10 Project Space, Linlithgo, NY
- 2013 *The Last Giant Squid Sperm* outdoor sculpture
Clermont Historic Site, NY
- 2012 *[I Must Be Seeing THINGS](#)* installation
FACT Liverpool, UK
- 2012 *I Must Be Seeing THINGS* Drawings
Thompson Giroux Gallery, Chatham, NY
- 2011/13 *Sky Pavilions*, Augmented Reality on LAYAR
DAW Singapore
ICA Boston, MA
High Line, NYC
Devotion Gallery, Brooklyn, NY
DUMBO Arts Festival, Brooklyn, NY
Venice Biennale, Italy
ISEA Istanbul, Turkey
Terminal 5, JFK Airport, NY
OMI International Arts Center, Ghent, NY
Bucknell University Gallery, PA
- 2010 *Cleater Studio*, Group exhibition
Architecture for Art, Hillsdale, NY
- 2010 *Appendages*, Group exhibition
Nicole Fiacco Gallery, Hudson, NY
- 2009 *Appendages*, Solo exhibition
Nicole Fiacco Gallery, Hudson, NY
- 2008 *New Now! Appendage #1*
John Michael Kohler Arts Center, Sheboygan, WI
- 2007 *Invisible Cities*, Video Environment, 3 Legged Dog, NYC
The Builders Association, Project Director
- 2005 *Col250*, Video environment, Columbia University, NYC
The Builders Association, Project Director

- 2003 *FluxSpace 3*, Documenta XI, Kassel, Germany
Asymptote, Project Architect
- 2002 *Designing the Highline*, Grand Central Station, New York, NY
Cleater Design, Jury Selection
- 2001 *Detour: Queens Plaza Revitalization*, Van Allen Institute, New York, NY
Detour, Principle Architect
- 2000 *FluxSpace 2*, Venice Biennale, Italy
Asymptote, Project Architect
- 2000 *FluxSpace 1*, CCAC Gallery, San Francisco, CA
Asymptote, Project Architect
- 1998 *EMERGENCY EXIT!*, Artists Space, New York, NY
Cleater Design
- 1997 *Wax Tails fragments*, New York Art Exchange, New York, NY
Cleater Design
- 1995 *Master Builder fragments*, Storefront For Art and Architecture, New York, NY
The Builders Association, Installation Design

SELECTED ARCHITECTURE PROJECTS:

- 2012 *Africa Hope*, Theater Complex, Kigali, Rwanda
Cleater Design, Principle
- 2011 *Cleater Studio*, Columbiaville, NY
Cleater Design, Principle
- 2009 *eco Info Pavilion* proposal, OMI, NY
Cleater Design, Principle
- 2007 *LRTX Artist Residency Housing/Studios*, LaReunion, TX
Cleater Design, Principle
- 2005 *Stanley Moss House Addition*, Rhinebeck, NY
Cleater Design, Principle
- 2005 *Brooklyn College Gymnasium*, Brooklyn, NY
Cleater Design, Principle
- 2004 *Cleater Home Restoration*, Columbiaville, NY
Cleater Design, Principle
- 2003 *Carlos Miele Flagship Boutique*, 410 W. 14th St., New York, NY
Asymptote, Project Designer
- 2002 *Designing the Highline*, New York, NY,
Cleater Design, Principle Architect, Jury Selection
- 2001 *Detour: Queens Plaza Revitalization Proposal*, Queens, NY
Cleater Design, Principle Architect
- 1999 *Guggenheim Virtual Museum*, www
Asymptote, Project Architect
- 1999 *New York Stock Exchange Systems Operation Center "Vital Vortex"*, New York, NY
Asymptote, Project Architect

SELECTED PERFORMANCE PROJECTS:

- 2015 *Elements of OZ* Monclair State
The Builders Association, Set Designer
- 2009-14 *House / Divided*, Wexner Performing Arts Center, OH; BAM, NY (2012); Boston 2014
The Builders Association, Set Designer
- 2001 *Extravaganza*, Arts at St. Annes, Brooklyn, NY, (Touring: Belgium, Germany, France.)
The Builders Association, Set Designer
- 1996 *The Imperial Motel: Faust*, Zurich, Switzerland
The Builders Association, Set Designer
- 1995 *The White Album*, New York University, Experimental Theater Wing
The Builders Association, Set Designer
- 1994 *The Master Builder*, Chelsea Market Building, Top Floor, New York, NY

1993 The Builders Association, Set Designer
Wax Tails, Museo di Pesce, New York, NY
Cleater Design, Director, Sets, Lighting

ARTIST RESIDENCIES:

2007 Kohler Arts/Industry Foundry
Created 19 *Appendages*; Large Cast iron and Brass sculptures with enamel and chrome plated finishes

TEACHING EXPERIENCE:

2005 Brooklyn College Community Partnership, Brooklyn, NY
3D computer modeling workshop
2004 New York University, Tisch School of the Arts, Interactive Telecommunications Program, NY
Adjunct Assistant Professor, "Intersection - Bridging the threshold between physical and virtual space", Interactive Art
2004 Columbia University, School of the Arts, Computer Music Center
Adjunct Assistant Professor, Sound / Image Studio "Re-Inventing Edison through site specific Installation"
2004 Time, Space, Place 3, Adelaide, Australia
Visiting Artist/ Facilitator, Master Class – "Bridging Physical and Virtual Space"
2000 Columbia University, Graduate School of Architecture, Hani Rashid Studio
Teaching Assistant, 3 Large Scale Installations brought to Venice Biennale 2000, American Pavillion

Selected Publications:

2015 The Builders Association Book
MIT Press
2015 *Thing 37*
Letterpress edition of 200, Sweden
2015 *Elements of OZ*
New York Times
2012 House/Divided @ BAM
New York Times
2011 *Augmented Reality*
[STATE magazine, London, UK](#)
2011 *Peeling Layers of Space Out of Thin Air (Sky Pavilions)*
[Wall St. Journal](#)
[Architect's Newspaper](#)
[WIRED Beyond the Beyond](#)
2010 *Appendages*
[Sculpture Magazine](#)
[Chronogram](#)

Artistic Media used

- Drawing
 - o Mixed media
 - o Pencil
 - o Ink
- Collage
 - o Photo montage
 - o Mixed media
- Sculpture
 - o Casting

- Assemblage
- Architectural construction skills
 - Venitian plaster
 - Concrete foundations
 - Plumbing
 - Finish and rough carpentry
 - Electrical wiring

Software Skills:

- Osx and Windows
- Adobe Creative Suite (Advanced knowledge)
 - Photoshop
 - Illustrator
 - After Effects (video effects)
 - InDesign (Book design)
 - Dreamweaver (Web authoring)
- Vectorworks CAD
- Maya 3d modeling and animation
- Audacity audio editing
- Final Cut Pro Video editing
- X-Code
- iOS developer