

# STANISLAV ROUDAVSKI

**Contact Address:** Faculty of Architecture, Building and Planning, University of Melbourne, Melbourne, 3010, Australia

**E-mail:** stanislav.roudavski@cantab.net; **Tel. (work):** +61 3 8344 3360

## EDUCATION

2008: Doctor of Philosophy; Dept. of Architecture, University of Cambridge, UK; thesis title—*Staging Places as Performances: Creative Strategies for Architecture*

1997: Master of Science in Computer Aided Building Design (full-time one-year course); The University of Strathclyde, Glasgow, UK

1993: Master of Architecture / Master of Fine Arts (full-time six-year course); The Academy of Arts, St. Petersburg, Russia; diploma-project mark: excellent (highest possible); diploma project selected for the International Exhibition of the Best Architectural Diploma Projects organised by the Russian Ministry of Education

## PROFESSIONAL PRACTICE

Several years of professional architectural and design practice in several European countries working on the themes including urban planning; housing, office and retail design; religious-building design as well as museum and exhibition design

1998–2000: Equator European Architects; Helsinki, Finland; Moscow, Russia: architect

1997–1998: David Murray Associates International Ltd.; Aberdeen, UK: architect

1993–1996: Simultaneous work at Ustinov's Architectural Studio, Rivin's Architectural Studio and EDC (Environment, Design and Construction) in St. Petersburg, Russia: architect and designer

## TEACHING

Several years of experience in university-level architecture-studio teaching at all levels including diploma students; master-level lectures, seminars and workshops; individual and group supervisions. Practice- and research-based teaching experience in dance, cinematography, 3D modelling, animation, special effects and interactive applications

2008–present: Faculty of Architecture, Building and Planning, University of Melbourne, Australia: Lecturer in Digital Architectural Design

2000–2008: Department of Architecture, University of Cambridge, UK: part-time tutor

2002–2003: University of Cambridge—Massachusetts Institute of Technology (MIT), Joint Architecture & Urban Design Studio; Cambridge, UK; Cambridge, MA, USA: tutor and coordinator

1995–1996: St. Petersburg Technological University of Service, Russia: architectural-studio tutor, diploma level

## RESEARCH

Leader, principal developer and key team-member in several research projects focusing on:

**Advanced geometries and procedural designing.** Advanced geometries; parametric, generative and simulation-based design; intelligent design tools; adaptive and biology-inspired architecture; computer-aided manufacturing; mass customisation; complex systems; self-organisation and emergence

**Hybrid-environment designing.** Virtual architectural and archeological representations; interactive drama and narrative; interactive cinematography; augmented, dramatic environments; ludology of online and single-player games

**Performance studies.** Performative traditions, rituals, games, non-art practices, invisible theatre and performance of everyday actions in the context of architectural problematique

**Practice-based research methodologies.** Action- and practice-based, participatory epistemologies and methodologies. Retention and exchange of tacit and practical knowing

**Participatory and inclusive designing.** Distributed creativity, patterns of invention, critical design and designing as social action

2008–present: Faculty of Architecture, Building and Planning, University of Melbourne, Australia: Lecturer in Digital Architectural Design

2000–2008: Department of Architecture, University of Cambridge, UK:  
full- and part-time pre- and post-doctoral researcher

## RESEARCH FUNDING

2006 (unclaimed): Post-doctoral research fellowship in support of *Adaptive Architecture: Biology, Performance and Architecture of Affordances* project awarded by Serviço de Formação de Recursos Humanos, the Portuguese national research funding body, approx. £32,000, sole investigator

2004–2007: National Health Service (NHS) Estates and Design Excellency Unit research grant to access the use of digital interactive representations in architectural design in the *Braunstone Health and Community Centre* case-study in Leicester, £30,000, key team-member responsible for strategic R&D and implementation, Cambridge, UK

2001–2007: The Engineering and Physical Sciences Research Council (EPSRC) grant followed by funding from Estate Management and Building Services (EMBS), University of Cambridge, *Web-Based Participation for Campus-Scale Project Design*, £162,000, team member responsible for virtual environment R&D, leader of the *Virtual West Cambridge* project component, Cambridge, UK

2001–2003: The Higher Education Funding Council for England (HEFCE) grant, *Haven Real-time 3D Virtual Environment*, £7,500, principal co-investigator, Cambridge, UK

## TECHNICAL SKILLS

**Traditional media.** Extensive training and experience in drawing, painting, sculpting, physical modelling and photography

**Graphic design.** Photoshop, Illustrator, InDesign, etc.

**Multimedia.** GoLife, Dreamweaver and online content-management systems including Moodle, Joomla, WIKINDX, etc.

**Drafting.** AutoCAD; MiniCAD, ArchiCAD, Microstation, etc.

**Moving image, editing, compositing, tracking, special effects.** Media 100, Premiere, AfterEffects, FinalCut, Shake, Fusion, Combustion, etc.

**3D modelling, texturing, animation, lighting, rendering.** 3D StudioMAX, FormZ, Maya, Houdini, RenderMan, Rhinoceros 3D, etc.

**Real-time.** Game-engine editing and scripting including Unreal, Quake, Serious Sam, Max Paine and Zanzarah as well as programming in development environments such as VirTools, MAX/MSP/Jitter, etc.

**Programming.** Project-related scripting for multimedia and modelling in C/C++; VBScript; VirTools Script, Perl, TCL, MEL, RhinoScript and Python

## PUBLICATIONS

### EDITED BOOKS

2010: Christiane M. Herr, Ning Gu, Marc Aurel Schnabel and Stanislav Roudavski, *Circuit Bending, Breaking and Mending: Proceedings of the 16th International Conference on Computer-Aided Architectural Design Research in Asia*, 579-588, (CAADRIA, Hong Kong)

### BOOK CHAPTERS

TBP: Roudavski, Stanislav and Penz, François, 'Spatial Context of Interactivity', In *Interactive Convergence: Interdisciplinary Research in Multimedia*, ed. by Scott P. Schaffer and Melissa L. Price (Rodopi Press, in press)

### JOURNAL ARTICLES

2010: Roudavski, Stanislav, 'Transparency or Drama? Extending the Range of Academic Writing in Architecture and Design', *Journal of Writing in Creative Practice*, 3, 2, pp. 111-133

2009: Roudavski, Stanislav, 'Towards Morphogenesis in Architecture', *International Journal of Architectural Computing*, 7, 3, pp. 345-374

2006: Artopoulos, Giorgos and Stanislav Roudavski (in alphabetical order), 'A Performative Situation: Prague Biennale Pavilion', *Interfaces*, 68, (2006), pp. 10–13

2006: Artopoulos, Giorgos; Roudavski, Stanislav (in alphabetical order), 'It's a Parasite! Prague Biennale Pavilion', in *Metalocus*, 18 (2006)

2005: Roudavski, Stanislav, 'ISEA 2004: Layers of Performance', *NY Arts Magazine*, 10, 1/2, (2005)

2002: Nitsche, Michael, Stanislav Roudavski (in alphabetical order), Maureen Thomas, and François Penz, 'Narrative Expressive Space', *SIGGROUP Bulletin*, 23, 2, (2002), 10–3

#### CHAPTERS IN CONFERENCE PROCEEDINGS

2011: Roudavski, Stanislav and Sonya Parton, 'Architectural Creativity in Commercialised Cyberspace', in *Circuit Bending, Breaking and Mending: Proceedings of the 16th International Conference on Computer-Aided Architectural Design Research in Asia*, ed. by Christiane M. Herr, Ning Gu, Marc Aurel Schnabel and Stanislav Roudavski, pp. 365-374

2011: Roudavski, Stanislav and Anne-Marie Walsh, 'The Headspace Project: Computer-Assisted Fabrication as an Introduction to Digital Architectural Design', in *Circuit Bending, Breaking and Mending: Proceedings of the 16th International Conference on Computer-Aided Architectural Design Research in Asia*, ed. by Christiane M. Herr, Ning Gu, Marc Aurel Schnabel and Stanislav Roudavski, pp. 579-588

2010: Roudavski, Stanislav, 'Virtual Environments as Techno-Social Performances: Virtual West Cambridge Case-Study', in *CAADRIA2010: New Frontiers, Proceedings of the 15th International Conference on Computer Aided Architectural Design Research in Asia*, ed. by Bharat Dave, Andrew I-kang Li, Ning Gu and Hyoung-June Park, pp. 477-486

2006: Roudavski, Stanislav and Giorgos Artopoulos, 'Digital Design Techniques for Synthetic Systems', in *Synthetic Landscapes: Proceedings of the 25th Annual Conference of the Association for Computer-Aided Design in Architecture (ACADIA 2006)*, ed. by Gregory A. Luhan, Phillip Anzalone, Mark Cabrinha and Cory Clarke (Mansfield, OH: Bookmasters, 2006)

2006: Artopoulos, Giorgos, Stanislav Roudavski (in alphabetical order) with François Penz, 'Adaptive Generative Patterns', in *Proceedings of The Second International Conference of the Arab Society for Computer Aided Architectural Design (ASCAAD 2006)*, ed. by Jamal Al-Qawasmi and Zaki Mallasi (Sharjah: The Arab Society for Computer Aided Architectural Design (ASCAAD), 2006), pp. 341–362

2006: Roudavski, Stanislav, Giorgos Artopoulos (in reverse alphabetical order) with François Penz, 'Digital Design Techniques for Adaptable Systems: Prague Biennale Pavilion', in *GameSetAndMatch II: The Architecture Co-Laboratory on Computer Games, Advanced Geometries and Digital Technologies*, ed. by Kas Oosterhuis and Lukas Feireiss (Rotterdam: Episode Publishers, 2006), pp. 478–486

2003: Roudavski, Stanislav and François Penz, 'Space, Agency, Meaning and Drama in Navigable Real-Time Virtual Environments', in *Digital Games Research Conference 2003 Proceedings*, ed. by Marinka Copier and Joost Raessens (Utrecht: Utrecht University, 2003)

2003: Roudavski, Stanislav and François Penz, 'Spatial Context of Interactivity', in *Interactive Convergence: Critical Issues in Multimedia*, ed. by Scott P. Schaffer and Melissa L. Price (Oxford: Inter-Disciplinary Press, 2003)

2003: Nitsche, Michael, Stanislav Roudavski (in alphabetical order), Maureen Thomas and François Penz, 'Drama and Context in Real-Time Virtual Environments: Use of Pre-Scripted Events as a Part of an Interactive Spatial Mediation Framework', in *Proceedings of 1st International Conference on Technologies for Interactive Digital Storytelling and Entertainment*, ed. by Stefan Göbel et al. (Darmstadt: Fraunhofer IRB Verlag, 2003), pp. 296–310

2002: Nitsche, Michael, Stanislav Roudavski (in alphabetical order), Maureen Thomas and François Penz, 'Building Cuthbert Hall Virtual College As a Dramatically Engaging Environment', in *Proceedings of the Participatory Design Conference 2002*, ed. by Thomas Binder et al. (Palo Alto: CPSR, 2002)

#### CONFERENCE POSTERS

2006: Roudavski, Stanislav; Artopoulos, Giorgos (in reverse alphabetical order), 'A Performative Situation', in *International Symposium on Electronic Art (ISEA 2006)*

2006: Roudavski, Stanislav and François Penz, 'Context Design and Cinematic Mediation in Cuthbert Hall Virtual Environment', in *Virtual Storytelling; Using Virtual Reality Technologies for Storytelling Second International Conference, ICVS 2003*, ed. by Olivier Balet, Gérard Subsol and Patrice Torguet (Heidelberg: Springer, 2003), pp. 112–115

#### CATALOGUE ENTRIES

2006: Roudavski, Stanislav and Giorgos Artopoulos (in reverse alphabetical order), 'Digital Design Techniques for Synthetic Systems', *the 25th Annual Conference of the Association for Computer-Aided Design in Architecture (ACADIA 2006) Exhibition Catalogue*

2005: Artopoulos, Giorgos and Stanislav Roudavski (in alphabetical order), 'It's a Parasite!', in *International Biennale of Contemporary Art 2005 - National Gallery in Prague*, ed. by Ivan Hartmann, Svetlana Michajlová, and Katarína Rybková (Prague: Národní galerie v Praze, 2005), pp. 122–123

#### IMAGE CREDITS

2006: Roudavski, Stanislav, digital rendering on the cover of the *Interfaces* journal, project by

## COMPETITIONS

2007: ACADIA/IJAC 2007 Cover Image Competition; Hosted by the Association for Computer-Aided Design in Architecture (ACADIA) in collaboration with the International Journal of Architectural Computing (IJAC); *It's a Parasite* (digital rendering); honourable mention

## PEER RECOGNITION

ongoing: Arts Faculty Board member; University of Melbourne, AU

ongoing: *Journal of Writing in Creative Practice*; referee

ongoing: *Digital Creativity* journal; member of editorial board; reviewer

ongoing: CAADRIA, *the Association for Computer-Aided Architectural Design in Asia*; reviewing committee member

2011: *International Journal of International Computing*; guest editor

2010: *Visual Studies Journal*; reviewer

2010: CAADRIA, *the Association for Computer-Aided Architectural Design in Asia*; Paper Selection Committee member

2009–2010: *Queen's College*, University of Melbourne; member of Senior Common Room

2009: *Art.Media.Design | Writing Intersections Conference 2009*; Melbourne, AU; organizing committee member

2007: *Discursive Formations - Place, Narrative and Digitality in the Museum of the Future*, workshops and conference; Cambridge, UK; organiser and coordinator

## SELECTED EXHIBITIONS, FESTIVALS, LECTURES AND OTHER EVENTS

2010: Signal Art Space; Urban Melbourne Workshop; leader; Melbourne, AU

2010: St. Kilda Festival; installation; Melbourne, AU

2010 Architecture and Design Film Festival; film presentation; Chicago, US

2010 Architecture and Design Film Festival; film presentation; New York, US

2010 Moscow Architecture Film Festival; film presentation; Moscow, Russia

2010: Holes in the Wall art event; installation; Melbourne, AU

2010: HEADSPACE 2; exhibition; Wunderlich gallery, Melbourne, AU

2010: HEADSPACE 1; exhibition; Wunderlich gallery, Melbourne, AU

2010: Pattern Events: In Virto and in Silico; solo research exhibition; Wunderlich gallery, Melbourne, AU

2010: Kitchen Table symposium; presentation; Melbourne, AU

2010: Third Space symposium; presentation; Melbourne, AU

2009: *Art.Media.Design | Writing Intersections Conference 2009*; paper presentation; Melbourne, AU

2009: Digital Resources for the Humanities and Arts conference; paper presentation; Belfast, UK

2009: The Centre for Ideas, Victorian College of Arts; guest lecture; Melbourne, AU

2008: CREATE 2008 conference; poster and movie presentation; London, UK

2007: Power and Space International Conference: Transforming the Contemporary City; poster presentation; Cambridge, UK

2007: Generative Art 10th International Conference; poster presentation; Milano, Italy

2006: Synthetic Landscapes: the exhibition of the 25th Annual Conference of the Association for Computer-Aided Design in Architecture (ACADIA 2006); film and project presentation; Louisville, KY, USA

2006: 3D Event: London Technology Network; poster presentation; London, UK

2006: Futuresonic 2006: Urban Festival of Electronic Music and Arts; invited presentation and panel participation in Urban Play Symposium, Social Technologies Summit; panel title: *Interactive Architecture (Built on an Internet of Things)*; Manchester, UK

2006: River's Edge Film Festival; film and project presentation; Paducah, KY, USA

2006: ZeroOne San Jose: A Global Festival of Art on the Edge & the Thirteenth International Symposium of Electronic Art (ISEA 2006), Interactive City Symposium; project poster and film presentation; San Jose, USA

2006: Technology Matters, conference; invited presentation; Ecole Nationale Supérieure d'Architecture Paris-Malaquais, Paris, France

2006: Rylands Art Prize Exhibition; artwork presentation; King's College, Cambridge, UK

2006: Compendium, an exhibition at the Royal Institute of British Architects (RIBA); invited participation; London, UK

2005: Olhares de Outono, 6th International Festival of Digital Arts; film presentation and three invited lectures; Centro de Investigação em Ciências e Tecnologias das Artes (CITAR), Universidade Católica Portuguesa, Fundação para a Ciência e a Tecnologia (FCT); Porto, Portugal

2005: It's a Parasite; pavilion and interactive performative installation at the International Biennale of Contemporary Arts (IBCA), Czech National Gallery, Museum of Modern Art, Prague, Czech Republic

2005: People, Places, Prosperity; a European seminar on sustainable urban development involving practitioners and agencies specialising in urban development, environment, regeneration, architecture and planning, policy-makers, academics and funding bodies; Scotland Europa, British Council Brussels and The Royal Institution of Chartered Surveyors (RICS), Scotland House Brussels, Belgium

2005: Design Away Day Panel; invited presentation; National Health Service (NHS), Design Excellency Unit; The BALTIC Centre of Contemporary Arts, Newcastle, UK

2004: Creative Media Production for Mobile Devices, idea-development workshop; invited participation; Nokia, Cambridge University Moving Image Studio (CUMIS), Centre for Applied Research in Educational Technologies (CARET), Cambridge, UK

2004: Crossovers in Audiovisual Arts and Interactive Media; international symposium invited presentation; University of Art and Design & Crucible Studio; Helsinki, Finland

2003: Good City Conference; invited presentation; Churchill College, University of Cambridge, UK

2003: Synthesising Reality Seminar; invited lecture; The British Academy of Film and Television Arts (BAFTA); London, UK

2003: Reading the Runes; film presentations; TateModern; London, UK

2003: RESPOND!!! International Festival, Network Exchange Symposium: "Research/Practice//Practice/Research"; invited lecture; Cambridge, UK

2003: Space Workshop; invited idea-development and workshop contributions; AccessArts; Cambridge, UK

2003: Dancers and Creative Movers Workshop; invited workshop contribution; AccessArts; TateModern; London, UK

## **AWARDS AND SPONSORSHIP**

Numerous on-merit, competitive grants, scholarships and sponsorships in support of my studies and research from governmental organisations, independent funding-bodies, educational institutions and industrial partners including, among others:

2010: Teaching Innovation Award commendation; Faculty of Architecture, Building and Planning; Melbourne, AU

2010: Melbourne Design Awards; finalist; Melbourne, AU

2010: Graham Treloar Fellowship; Faculty of Architecture, Building and Planning; Melbourne, AU

2010: Early Career Researcher Grant; Faculty of Architecture, Building and Planning; Melbourne, AU

2009: Early Career Researcher Grant; Faculty of Architecture, Building and Planning; Melbourne, AU

2001–2005: Annual Ferris Fund Awards, King's College; annual Kettle's Yard Awards; King's College Special Initiative Fund; Lundgren Research Award; Commonwealth and Overseas Trust grant; King's College Grant; all at the University of Cambridge, UK

1996: British Council Chevening Scholarship; British Foreign and Commonwealth Office, UK

1987–1993: Annual, on-merit Academy of Arts scholarships; The Academy of Arts, St. Petersburg, Russia

## **LANGUAGES**

Russian, English, German