

## **Tim Gruchy (Visual Musician, Multi-Media Artist)**

Born : Wales / Resident : New Zealand

**[www.grup.tv](http://www.grup.tv)**

Tim's extensive career spans the exploration and composition of immersive and interactive multimedia through installation, music and performance while redefining it's role, challenging the delineations between cultural sectors. He has exhibited multimedia works, photography, video, music and performance since the 1980s as well as his larger expressions in the public art arenas. His works are held in private, corporate and museum collections.

His installations and performances feature in many international and Australasian institutions, festivals and public spaces including WOMAD (2017), Wenzhou Bienalle (2016), Dak' Art Dakar (2016), Auckland Arts Festival (2015 & 2009), New Zealand Arts Festival (2014), SCOUT Auckland (2012), Biennale of Sydney (2012) (collaboration), Beijing 798 (2011), Shanghai Expo (2010), 2nd Asian Art Biennial Taiwan (2009), Melbourne International Arts Festival (2009), Adelaide Festival (1986-2008), and Sydney Festival (2004). Theatre and opera credits include 'AIDA' Sydney Opera House and touring Australia (2009-2013), 'Ainadamar', Adelaide Festival (2008), 'The Leningrad Symphony' (2006) and 'HAIR' (2003). His visual designs have featured in works by Opera Australia, OzOpera, Sydney Theatre Company, Australian Dance Theatre and Mau.

His work has been exhibited in Africa, Australia, New Zealand, China, Taiwan, Holland, Belgium, UK, USA, Japan, France and Thailand

He is represented by Trish Clark Gallery in Auckland, where is most recent solo exhibition was Kade's Cognition in Feb 2016

Tim has lectured and facilitated workshops in video art and interactive digital design at creative institutions around the world including Shanghai; Future University of Hakodate (Japan); National Institute of Dramatic Art (Sydney); University of Technology Sydney; Te Papa (New Zealand) and Queensland University of Technology (Brisbane). He has also been extensively involved in museum design and various projects at the intersection of architecture and multimedia.

