

# CV : HENRY DRIVER

[www.henrydriverartist.com](http://www.henrydriverartist.com)

M.A (Distinction): Fine Art, Norwich University of the Arts 2016  
B.A (First Class): Fine Art, Norwich University of the Arts 2015  
Based in Suffolk, UK

## Selected Commissions & Funding

WaterPortals, Arts Council Project Funding 2023 - 2025  
Silhouette, EU Social Fund & Eastern Education Funded Video game 2023 - 2024  
GreenSkills: Sustainability in VideoGames - R&D Funding 2023  
Digital Art & Climate Change, DYCP, Arts Council 2022  
Unseen & Unceasing, The Art Station, Saxmundham 2021-2022  
New Creatives, BBC Arts & Arts Council England, 2020-2021  
Groundswell Festival Commission June 2021  
Cognitive Sensations: Web Artwork, Feb 2020  
Crossing Temple Barns, Essex County Council, Nov 2019  
[UNIT] Lunar, Norwich Arts Centre, Oct 2019  
University of Essex, 360" Video Artwork, July 2019  
Depden Care Farm, Suffolk, April - June 2019  
BIT Time, Signals, Basildon, April 2019  
TEO, Collusion, Cambridge. Dec 2018 - May 2019  
Norwich Castle Museum & Gallery, Norwich. Oct 2018  
VR & MR artwork, NNAB, Norwich April - May 2018  
A.I Public Artwork R&D, Collusion, Bury St Edmunds. Nov 2017 - Apr 2018  
VR/AR R&D, Collusion, Cambridge. Mar - Jun 2017  
e-Luminate Festival, Cambridge. Feb 2017  
Red Bull Music Studios, London, Aug 2016  
Firstsite Collectors' Group Bursary Award, 2015  
Stratagem, Cambridge, 2015

## Selected Press

[Vice](#), Waypoint, Review, 2021  
[Edge Magazine](#), Review, 2021  
[Gamers With Glasses](#), Review, 2021

## Solo/Guest Artist Exhibitions

TreePlanter, Level, Derbyshire, UK 2025  
WaterPortals, Gainsborough House, Sudbury, UK Mar 2024 - Jun 2024  
WaterPortals, Level, Derbyshire, UK Sep 2023 - Jan 2024  
CONFLICT, DYAD Creative, Dove Street Studios, Norwich UK. Aug 2018  
Grove, Grove Projects, Suffolk, UK. Sep 2016  
Phantom, Firstsite, Colchester, UK. Guest visual artist exhibiting six video installations and large scale projections. Oct 2015

## Residencies

Northern Sustainable Futures, Sweden, May/June 2023  
Level Centre, Derbyshire, June 2022  
Reassemble Lab, Fiber Festival, Amsterdam, NE, June - July 2021  
Groundswell: Regenerative Agriculture Show, Hertfordshire, June 2021  
East Anglian Digital Incubator, Suffolk, 2020 - 2021  
Crossing Temple Barns, Essex, Aug - Nov 2019  
Bloc Lab, BLOC, Hadleigh Library, Suffolk. Aug 2019  
Hotel Generation, Arebtye, London, May 2019 - July 2019  
Depden Care Farm, Suffolk, April 2019 - June 2019  
[UNIT] Phase II, Norwich Arts Centre, Jan 2019  
Dove Street Studios, Norwich, Jun - Aug 2018  
Plug In, Signals, Colchester, Mar 2018

alt.barbican, Barbican, London, May - Nov 2017  
Commission Projects, Mentoring Programme, Cambridge, Feb 2016 - May 2017  
Data-culture lab, Collusion, Cambridge. Jan 2017  
Sainsbury Centre for Visual Arts, Graduate Residency, Norwich, Sep 2016  
Grove Projects, Artist in residence, Bury St Edmunds, Suffolk, Sep 2016  
Leverhulme Arts Scholar, Wysing Arts Centre, Cambridge, July - Aug 2015

## Selected Group Exhibitions

### 2024

Silhouette, The Art Station, Suffolk, UK

### 2023

Sediment Spirit, Sainsbury Centre, Norwich, UK

### 2022

Leftfield Collection, EGX, Excel, London, UK  
Play Make Learn, Maddison, USA  
Alien Gardening, LIKELIKE, Pittsburgh, USA

### 2021

14th International Conference on Interactive Storytelling Exhibition, Tallinn, EST  
Moving Nature, Das Das, Istanbul, TUR  
Health and the Climate and Ecological Emergency, UCHL, London, UK  
Phytopia, India Science Festival, Science Gallery, Bangalore, India.

### 2020

Phytopia, Science Gallery, Bangalore, India.  
Groving, Bury St Edmunds, UK

### 2019

Framed\* Spaces, LaLaPort, Yokohama, Japan.  
AOS, Arebyte, London.

### 2018

Framed\*, Dong Gallery, Taipei, Taiwan.  
Armistice: Legacy of the Great War, Norwich Museum & Art Gallery, UK.  
Recent Work Gallery, Seoul, South Korea.  
Projection installation at FORTE Festival, Portugal.  
Seeing Things, Forum, Norwich, UK.

### 2017

Outpost Members Show, Outpost, Norwich, UK  
A Latent Reality, Barbican, London, UK  
Subversions of Reality, MUTEK, Montreal, CA  
Pattern Recognition, Vector Festival, InterAccess, Toronto, CA  
Splintered Binary, Gossamer Fog, London, UK  
Dark Body Dark Identity, Spektrum, Berlin, GER

### 2016

Aesthetica Art Prize Exhibition, York St Mary's, York, UK

### 2015

EachOther, Wysing Arts Centre, Cambridge, UK.  
STEALTH, Vivid Projects, Birmingham, UK.  
Late at Tate, Tate Britain, London, UK.

### 2014

SAVORR XII, Undercroft, Norwich, UK.  
Loud Tate 2014: Code, Tate Britain, London, UK.  
Blueprint Festival Exhibition, Tate Liverpool, Liverpool, UK.  
Just A Day, Firstsite, Colchester, UK.

Tate GIF Party (Late at Tate 07/02), Tate Britain, London, UK.

## Screenings

EA Sustain, Firstsite 2024  
A MAZE 10th international festival of games & playful media, Berlin, GER, 2021  
Art Subverting Reality, MUTEK, Montreal, CA 2017  
Stentor, Torreløft, Copenhagen, DEN, 2015  
Open Screening, Whitechapel Gallery, London UK 2015  
Beams Festival, Gaffa Gallery, Sydney, AUS 2015  
Half Worlds, Enclave Projects, London, UK 2013

## Video Festivals

Prague Science Film Festival, CZ, 2021  
Beacons Festival, Leeds, UK 2014  
Tele Visions Project, Sydney, AUS. 2013  
CHANNELS Video Art Festival, Melbourne, AUS. 2013  
IKono On Air Festival, Berlin, GER 2013

## Awards

Gee Learning Game Award Finalist 2022  
Shortlisted for the Sustainability First Art & Writing Prize 2021  
Nominated for Kleinwort Hambros Art Prize 2018 (Top 15 Under 35 Artists in the UK)  
Shortlisted for 9 month V&A Videogame residency 2018  
Emerge, Digital Art Shortlist 2018  
Aesthetica Art Prize 2016 Shortlist  
XL Catlin Guide 2015  
Channels & Fact: Human Futures shortlist 2015  
Norfolk Contemporary Art Society Award 2015

## Selected Workshops

Experimental Photography & Projection workshops provided for Crossing Temple Barns (Essex), Depden Care Farm (Suffolk), West Suffolk College (Suffolk), Castle Manor School (Suffolk),

## Selected Conferences

Beth Chatto Symposium, Aug 2024  
EA Sustain, Firstsite, Jan 2024  
Game On For Nature, Jun 2022 & 2023

## Selected Workshops & Lecturing

Hourly lecturer in Games Design & Interactive Media, West Suffolk College 2022- present  
Summer School workshop, Norwich University of the Arts, 2022  
Platform lectures, Norwich University of the Arts, 2021  
AHSS Lecture, Anglia Ruskin University, 2021  
Live Visuals workshop series, BLOC, 2020  
LCH Talks, West Suffolk College, 2019  
Photography & Projection Workshops, Crossing Temple Barns, 2019  
Depden Workshop series, across Suffolk, 2019  
Visiting Lecturer, Norwich University of the Arts. 2018  
Plug In Workshops, Signals & Firstsite, 2018

# HENRY DRIVER

## BIO

My aim is to create projects which connect us to our environment, as well as combat the climate crisis by presenting achievable responses to this. Coming from a farming family, I have witnessed the effects of climate change, as they ravage harvests. It was from experiencing this, that in 2019, I decided to solely focus on the environment.

I have shown across the world in Australia, Canada, Czech Republic, Denmark, Estonia, Germany, India, Japan, Portugal, South Korea, USA, Turkey and Taiwan. My videos have been broadcast on TV in over 40 countries. While in the UK, I have shown at galleries such as Tate Liverpool, Tate Britain, Whitechapel & Barbican. Currently I am working on WaterPortals an Arts Council Project funded interactive digital project exploring water and climate change from 2023 to 2025. I am also directing a video game commissioned by the Eastern Education Group & funded by the European Social Fund. This is a collaborative game created alongside incredible students from West Suffolk College & University.

I was commissioned to create the interactive artwork 'Secrets of Soil' for BBC Arts and Arts Council England through New Creatives. Over 95,000 have downloaded Secrets of Soil in the year since its release, while its exhibited audience reach for every festival/gallery/conference is over 100,000, and its social media reach is 4.3 million. The project has been shown across the world at art galleries, games and film festivals, farming conferences, scientific institutions, hospitals and schools. Receiving praise from critics such as EDGE Magazine who described it as "hypnotic pleasure...Driver turns this subterranean odyssey into something truly fantastical..." & Vice Waypoint "A spectacular underground cosmos. It's everything I wish my educational software at school could have been."

I was selected by Turner Prize winner Mark Leckey to exhibit at Tate Liverpool in 2014, and published in the XL Catlin Guide 2016 "...this guide brings together art's next big names" (Dazed & Confused). I was shortlisted and exhibited for the global Aesthetics Art Prize in 2016. In May 2017, I was selected for alt.barbican, a major new accelerator for innovative artists working at the intersection of art and technology in partnership with The Trampery, MUTEK, the British Council, and the National Theatre's Immersive Storytelling Studio. I was chosen as one of the top 15 artists aged under 35 in the UK, for the Kleinwort Hambros Art Prize 2019. I exhibited a selection of artworks in Sainsbury Centre's major exhibition on soil and climate change called Sediment Spirit.

Key commissions include the creation of VR and holographic artworks for the NNAB (2018), and an interactive video installations for e-Luminate Festival (2017). I created a video installation for BRITs (2021) nominee AJ Tracey & Mumdance, which was commissioned by Red Bull Music Studios, London. Barbara Dougan and I were commissioned by Collusion to create an interactive artwork using A.I facial tracking and live CGI for their 2019 showcase exhibition. I was commissioned by Essex County Council to create a semi-permanent artwork for Cressing Temple Barns, during a three month residency. In 2020, I created the artwork for Lucy Gooch's breakout E.P which featured in Pitchfork's release's of the year lists. Other highlights include creating video commissions for a 93m public art screen in Taipei and a 30m display in Yokohama. Alongside this, I have been commissioned to create audio/visual installations, as well as theatre, live music and festival projections, music videos and record sleeves.

I have created and led a variety of workshops such as for photography, hands on projection collages, video installations, projection mapping, creating live visuals, visual coding, and 3D modelling crash courses. During my three month residency at Depden Care Farm, I ran workshops for adults with learning difficulties & disabilities, as well as GCSE/6th form students at (Priory School, and Castle Manor), West Suffolk College and adult volunteers from Depden Care Farm. The workshops explored the farm's impact on participant's wellbeing, as well as their connection to the environment, and provided new ways for them to visually communicate this. The resulting artworks created from the projection and photography workshops, were then developed into permanent image sculptures, displayed across the farm. In 2019, I co created an interactive artwork with students and pensioners commissioned by Signals.