

## Andrew F. Scott

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Born: 11/15/64 Brooklyn, NY

### Artist Statement

*My artwork serves as a bridge through which I can reconcile and communicate collective cultural ideals. These ideals are expressed as objects or installations which have relevance and significance on a variety of levels to the society in which they exist.*

*As a result, most of my work is conceptually based. Once a concept has been defined, I will seek out and utilize whatever media and means that will best facilitate the realization of my ideas.*

## Long Form Bio

Andrew Scott is an artist, and professor working at the intersection of digital fabrication technologies, traditional artistic practices, and collective cultural ideals. Using laser cutters, CNC mills, 3d printers and scanning technologies as tools, he fabricates sculptures, creates installations and immersive visual experiences by bringing static objects to life using projection mapping. His creative practice spans more than three decades. Working at diverse scales in a variety of materials and digital platforms, he has been exhibited worldwide in galleries, museums, and other venues. He has also created several permanent public art projects and participated on design teams with architects and engineers on major civic projects.

Since 1988, he has taught and developed several academic programs that have combined digital media and traditional fine arts practices. As an Assistant Professor in the Department of Art, he established the Computing Center for the Arts at Central State University a Historically Black College and University (HBCU) in Wilberforce, Ohio. As the coordinator for Sculpture on the Savannah campus for the Savannah College of Art and Design (SCAD) he took an active role in developing a program that served students from the many diverse disciplines on the Savannah campus. There he taught courses for the School of Foundations, School of Design and The School of Building Arts. His expertise in traditional studio practices and computer-mediated design and building techniques established him as a leader on the campus in digital fabrication.

In 2014 he became an Associate Professor of Art and Technology at the University of Texas at Dallas. There he designed and developed the ATEC Fab-Lab and 3d studio. As an extension of his artistic philosophy, the lab focuses on the exploration of art and technology through traditional studio practice in all of its forms.

Andrew Scott has a diverse yet focused creative practice. In 2014 he completed a memorial to fallen police officers for the city of Gainesville Florida. During the 2015 PULSE Art and Technology Festival at the Jepson Museum in Savannah Georgia, he presented his first projection mapped sculpture, "Reliquary. In 2012 he was invited as the featured artist for the Cartasia Sculpture Biennial in Lucca Italy. His work Black Man Grove Resilience graced the historic Piazza San Michele. During the Same year his sculpture "Follow the Drinking Gourd" was presented in PULSE festival and remained suspended in the Atrium of the Jepson Museum throughout the year. In 2014 he participated in the "Signs of Life" exhibition at Rush Arts Corridor Gallery in Brooklyn, New York. In 2011 he presented "Digital Sculpture Explorations" at the Jepson Museum. In 2008 he installed the world's largest gavel in the south reflecting pool of the Ohio Supreme court.

In 2015 He designed the cover for Grammy Award winning Jazz artist and composer Terence Blanchard. Entitled "Breathless", the album was inspired by the words of Eric Garner, "I can't breathe". Nominated for a Grammy the album-established collaboration between the two artists that was thirty years in the making. Using Terence Blanchard's music, Professor Scott created "The Terence Blanchard Studio" in which students built applied the philosophy and

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*Breathless Creative Exploration*. 2015-16  
Projection Mapped Sculpture: [See Me As I Am](#)

### Statement on Public Art

*Unlike the work I create in my studio where I have total control over the form, materials and content of the work, public art projects are by their nature a collaborative process.*

*As such, I view myself as a member of a team whose goal is the completion of a collaborative project that reflects the vision and enriches the lives of the community.*

*My approach to public art projects is to take the vision established by the client as the starting point and to develop creative solutions that brings it to tangible form within the defined budget.*



*Reflecting Loss*. 2014  
Gainesville Police Department  
Gainesville, FL

collaborative approach used by Terence Blanchard to collaboration in art and technology. The culmination of the class was the fabrication of a thirty-foot theatrical backdrop that was used for projection-mapped animation and video that was dynamically responsive to the music of Terence Blanchard and the E-Collective during the live concert.

He worked as the Creative Director within the Surface Transportation Division at Burgess and Niple Limited in Columbus, Ohio on a wide variety of transportation projects. While there he helped to produce the Aesthetics Guidelines Manual for the State of Ohio's bridge and roadways systems. He worked on several pilot projects including the Dayton 5th street bridge over the Little Miami and the Town/Rich street bridge in Columbus, Ohio.

Andrew Scott's work has been recognized and supported through multiple fellowships by the Ohio Arts Council in media and sculpture. He has also been the recipient of fellowships, awards and artist residencies through the Greater Columbus Arts Council. His teaching and research at the Savannah College of Art and design was supported through Presidential Fellowships for Faculty Development. Since 1914 the ATEC Faculty Development Endowment Fellowship had supported his work at the University of Texas at Dallas. The office of the Provost is currently supporting his creative work and research.

Andrew F. Scott is an Associate Professor of Art and Technology at the University of Texas at Dallas. He was born in Brooklyn, New York. Holding a B.F.A. from Long Island University, Southampton and an M.F.A. from The Ohio State University, he has also studied at its Advanced Computing Center for the Arts and Design (ACCAD).