

# Morgan Sutherland

Computation Arts student

Concordia University

website

Morgan is a core member of the Ozone media choreography team, massaging sensor data, extracting features, and generating state evolution. He is pursuing an interdisciplinary education in new-media, philosophy, computer science, and mathematics. Background interests include electronic music and cognitive science. He is interested in responsive media systems: embodied interaction, feature-extraction, and real-time processing and synthesis.

His projects include Grottesque Perturbations, Touch, Remedios' Terrarium, Gemini II [MOV], Pneus, E-Sea, Skylight, and Time-Sand.