

Pedro Falco

1997. Buenos Aires, Argentina.

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Designer, Artist and Teacher.
I write images with computers.

SHORT BIO

_Audiovisual Designer (UBA), digital artist, tech developer and professor. His work and research is focused on the reinterpretation of data and our link with the internet. Passionate about real-time processes, he explores generative systems, databases, blockchain technology and procedural modeling to create interactive installations, online experiences, electronic objects and data visualizations.

With a multidisciplinary approach, he has been part of teams that have developed open-source tools, video games, web3 generative art projects and interactive installations, among others.

He has been part of exhibitions in Buenos Aires ('No existe tierra más allá' at CheLa, 'Arte Generativo y Criptoarte' at +CODE), Rio de Janeiro ('NFT Rio') and Bogota ('Exposición Datos + Arte' at Datasketch Gallery). He also held talks and seminars at the Cultural Center of Spain in Buenos Aires (CCEBA), Bafici and TRImarchi 20.

Since 2019 he has been teaching the subject "Audiovisual Theories" in the "Image and Sound Design" program at the University of Buenos Aires.

PERSONAL INFO

- _ Date of birth : 1997-02-25.
- _ ID: 40134517.
- _ Phone: +541151011735.
- _ Address: Cramer 1380, Ciudad Autónoma de Buenos Aires, Argentina.
- _ Nationality: Argentine, Italian.

EDUCATION

- _ 2021: Audiovisual Designer. University of Buenos Aires (FADU, UBA).
- _ 2014: Argentine and Italian bachelor's degree. Scuola Italiana Cristóforo Colombo.

ADDITIONAL EDUCATION 📖

- _ 2022: "Shader Prototyping" by Patricio Gonzalez Vivo.
- _ 2022: "Seminario Intensivo" by Gabriel Rud. UR.
- _ 2020: Seminar "Lo incalculable o cómo distinguir un humano de una máquina" by Leonardo Solaas. PLUSCODE.
- _ 2020: Seminar "El autorretrato como construcción de identidad" by Lic. Valeria Stefanini. Asociación Amigos del Museo Nacional de Bellas Artes.
- _ 2019: Theoretical and practical course on videomapping and visuals for live shows. Centro Argentino de la Luz.
- _ 2018: Comprehensive colorist training course. Punto Cine.

LANGUAGES 🌐

- _ Spanish, English and Italian.

TOOLS 🛠️

- _ TouchDesigner.
- _ JavaScript, HTML, CSS, Python and Lua.
- _ Node.js.
- _ Arduino and Raspberry Pi.
- _ Blender.
- _ Adobe Premiere Pro, After Effects, Illustrator and Photoshop.

EXHIBITIONS 🖼️

- _ 2022: "Observaciones sobre el ruido en la condensación de una nube" at PlusCode, Buenos Aires, Argentina.
- _ 2022: "Foliage" at NFT Rio, Rio de Janeiro, Brasil.
- _ 2021: "Ráfagas" at "No hay tierra más allá" (CheLA), Buenos Aires, Argentina.
- _ 2021: "Babel" at "Datos + Arte" (DataSketch), Bogotá, Colombia.
- _ 2019: "BOOST" at "La noche de los museos", Buenos Aires, Argentina.

CONFERENCES AND SEMINARS 🗣️

- _ 2022: Panel at TRImarchi 20: "Web3 x FUTURX | Caso x Yon FruLa | Colectivo Arte x CryptoArg | Música x Enigma" at Trimarchi 20.
- _ 2022: Lecture entitled "No se hablar en este nuevo mundo" at Desarmadero x WIP Arte Digital.
- _ 2022: Workshop "Guardar como: un recorrido sobre el almacenamiento de píxeles en una blockchain" at CCEBA.
- _ 2022: Panel at BAFICI: "Paisajes Audiovisuales o el arte de perderse".