TIM BISHOP

ARTIST, SOUND RECORDIST + SPATIAL AUDIO DESIGNER. b. 1981, WORCESTER, UK

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"I am an artist, designer and technician using sound to create powerful, immersive and engaging one-to-one performance and installation experiences. Since 2016, I have also been working with sound for other people's film, VR, 360 film, immersive theatre and art installation projects, specialising in 3D sound techniques and teaching immersive practice and technologies."

EDUCATION

| 2011 | University of Bristol, UK | BA Drama (First-Class Honours) |

SOUND DESIGN, RECORDING, MIXING + CONSULTATION

Demo reel available here.

2023

Sound Designer (Quadraphonic)	The Meeting	HORSE
Sound Designer (Ambisonic + VBAP)	Flickan utan ansikte	Teater Sagohuset
Sound Consultant + Audio Technician	spelling the wind without words	
		Matilda Tjäder
MaxMSP programming	Tack	Helena Fernández Cavada

2022

Sound recording + MaxMSP	Immersive Days lecture	Alona Rodeh
Sound Designer + Creator (Binaural)	Resonans	SPECT scenkonst
Sound Designer (Binaural)	In The Mood	Karlsson + Ryan
Sound Recordist (Ambisonic)	VR/360 production	IVAR Studios
Artistic Consultant + Sound Recordist (Binaural)		
	Guided By Nature	Emma Brisdion
Sound Designer (Spatial)	Memento Sonus	Skillinge Teater
Sound Designer (Ambisonic)	The Crossing	Neil Bell
Sound Recordist	The Crossing	Neil Bell
Sound Designer (Ambisonic)	Sounding ESS	Tim Bishop
Sound Designer (Ambisonic)	Arkiv	Teater Insite

2021

Sound Post-Production Mix (Binaural)	Julhälsning	Deep Studios
Sound Designer (Ambisonic)	Arkiv (workshop)	Teater Insite
Sound Technician (Binaural)	Visby Walk	Teaterambulansen

Role	Project	Client/Director
Sound Recordist/Designer (Ambisonic)	Sheltered (Installation)	Tim Bishop
Sound Recordist	Walk in my shoes (Trailer)	SPECT scenkonst
Sound Technician	Expo:Scenkonst (Live Stream)	Riksteatern Skåne
Sound Recordist	MOT (Film)	Teater Insite

2020

Role	Project	Client/Director
Sound Designer	Cherrie at HX (Film)	Caroline Troedsson
Sound Recordist + Mix	Laga langos med Tina (Film)	Caroline Troedsson
Sound Designer (Binaural)	30.000 dagar (Audio walk)	Skillinge Teater
Sound Designer (Ambisonic)	Ögonvittnen (Immersive theatre performance) Malmö Stadsteater	

2019

Role	Project	Client/Director
Sound Designer (Interactive 6DOF spatial sound) Blackout (Performance)		Tim Bishop
Sound Recordist	Cultural Luggage	Teater Sagohuset
Sound Designer (Ambisonic)	Particular Mo(ve)ments (VR + Dance performance) The Event Horizon	
Sound Designer / Mixer / Recordist (Ambisonic) The Big Boo (360)		Bombina Bombast
Sound Designer (Ambisonic)	Save The Basin! (360 & VR)	Joshka Wessels
Developer in Residence (Interactive 6DOF spatial sound) Ljudvärldsberättande		Teater Sagohuset
Sound Designer (Ambisonic)	#Thelmatoo (360)	Bombina Bombast

2018

Role	Project	Client/Director
Sound Mixer (Ambisonic)	Window Watching (360)	Victor Bergström
Sound Designer / Mixer / Recordist (Ambisonic) Kinematografi (360)		Bombina Bombast
Sound Design (Binaural)	Imagined Scenario For Headphones, Lunds domkyrka (Installation)	Tim Bishop

2017

Role	Project	Client/Director
Spatial Audio Consultant	The Garden of Thoughts (VR)	Pernilla Belfrage
Sound Mixer (Ambisonic / Binaural)	Escape From Sweden (360)	Joshka Wessels
Sound Recordist	Alice In Wonderland (VR)	Åsa Egnér
Sound Recordist	It Could Have Been Me (VR)	Åsa Egnér
Sound Mixer (Ambisonic / Binaural)	History Is Made (360)	Jenni Koski
Sound Mixer (Ambisonic)	The Trial (360)	Joshka Wessels
Sound Design (Binaural)	Imagined Scenario For Headphones, Stenkrossen, Lund (Installation)	Tim Bishop

2013-2016

Role	Project	Client/Director
Sound Design (Binaural)	From A to B (Performance)	Tim Bishop

2011

Role	Project	Client/Director
Sound Design (Binaural)	Untitled Piece (Performance)	Tim Bishop

INSTALLATIONS

2023

Anechoic Chamber, HumLab, Lund University (VR)

Inter Arts Center, Malmö, Sweden (Sound)

2022
Nanocosmic Investigations, Inter Arts Center, Malmö, Sweden (Sound)

2020
Vinterlund, Lund, Sweden (Sound)

2019
Stenkrossen, Lund, Sweden (Sound)

2018
Lunds domkyrka, Sweden (Sound)

2017
Mono Festival, Lunds konsthall, Lund, Sweden (Sound)
Stenkrossen, Lund, Sweden (Sound)
Stenkrossen, Lund, Sweden (Sound)

P E R F O R M A N C E S

2021
Inter Arts Center (IAC), Malmö, Sweden

2020
Stenkrossen, Lund, Sweden

2019
Dunkers kulturhus, Helsingborg, Sweden
NEDNAC (Network for the Diversification of Nordic Arts and Culture) - Artist's Dinner, Malmö, Sweden

2018
Gylleboverket, Österlen, Sweden
Ribban beach, Malmö, Sweden (collaboration with Bombina Bombast)
Galleri CC, Malmö, Sweden

2016
Mono Festival, Lunds konsthall, Lund, Sweden

2015
Lunds konsthall, Lund, Sweden
Passage Festival, Helsingborg, Sweden

2014
Malmöfestivalen, Malmö, Sweden
Sommarlund, Lund, Sweden

2013
Kulturnatten, Lund, Sweden

2012

Worcester City Museum & Art Gallery, Worcester, UK
Stockholm Fringe Festival (STOFF), Kulturhuset, Stockholm, Sweden
Bristol Live Open Platform (BLOP), Arnolfini, Bristol, UK

WORKSHOPS + TALKS

2022

Presentation of artistic practice and use of Max MSP with artist Freja Andersson, Region Skåne and IAC Dissemination Conference, Inter Arts Center, Malmö
One-to-one - talk about my artistic practice, Inter Feral #7, Malmö Academy of Music
Max MSP four-day workshop led by myself and composer Alessandro Perini, Inter Arts Center, Malmö

Max MSP, tracking systems and interactive design for artist Jens Friis-Hansen, Malmö, Sweden

2021

Audio spatialisation and how to build interactive software for physical art works, Immersive Days, Inter Arts Center, Malmö (Workshop)
Creating unique experiences through immersive thinking, Immersive Days, Inter Arts Center, Malmö, Sweden (Webinar Talk)

2020

Presentation of my ambisonic impulse response workflow and experience of Pozyx tracking system for 6DOF spatial audio, Spatial Audio in VR/AR/MR Facebook group of professional sound designers (Webinar Talk)

2019

Spatial Audio for 360 & VR, VR Hive, Region Gävleborg, Gävle, Sweden (Talk + Mentoring)

2018

Immersive audio for 360, VR and film, FilmCentrum Syd, Malmö, Sweden (Workshop)
Immersive audio – playing with realities, BoostHbg's Knytkalas, Jonstorp, Sweden (Workshop)

2017

Spatial Audio for 360 & VR, Narrative VR Lab, Göteborg, Sweden (Workshop)
Spatial Audio for 360 & VR, Inter Arts Center, Malmö, Sweden (Workshop)
Spatial Audio for 360 & VR, BoostHbg, Helsingborg, Sweden (Workshop)

TEACHING

2023	Individual student mentoring, K3, Malmö University, Malmö, Sweden
	Blekinge Institute of Technology (joint lecture and feedback session with artist Freja Andersson for students studying sound, visual media and immersive design)
	Lund University, Sweden (lecture and workshop for students on the Virtual Reality and Augmented Reality Master's Programme)
	Individual student mentoring, Österlenskolan of art and design, Simrishamn, Sweden
2022	Artistic leader for 3-week Immersive art course at Österlenskolan of art and design, Simrishamn, Sweden

Teater Insite, Malmö, Sweden (2 weeks expert teaching and exploring spatial audio techniques for performing arts)

Lund University, Sweden (lecture and workshop for students on the Virtual Reality and Augmented Reality Master's Programme)

SPECT scenkonst, Malmö, Sweden (2 weeks expert teaching and exploring spatial audio techniques for performing arts)

2021   Lund University, Sweden (Guest lecture on spatial audio for Interaction Design students)

Artesis Plantijn University College Antwerp, Belgium (Guest lecture on spatial audio for postgraduate VR students)

2019   Malmö Art Academy, Sweden (Kinaesthetic Audio, a week-long course on practical sound techniques for art students, run by myself and sound artist Julia Giertz)

2018   Malmö Art Academy, Sweden (Kinaesthetic Audio, a week-long course on practical sound techniques for art students, run by myself and sound artist Julia Giertz)

2011   University of Bristol, UK (Sound Design, BA Drama)

O T H E R

2023   Reference assessor (open call for dance and game development residency), DansCentrum Syd

C O M P E T E N C I E S

S K I L L S   &   E X P E R I E N C E

Building Immersive Environments
Curating
Festival Production
Film Production
One-to-One Performance
Sound Design
Sound for 360, AR & VR
Sound Recording, Editing, Mixing & Mastering
Spatial Audio (e.g. binaural, ambisonics, VBAP, Mach 1, Atmos, etc.)
Teaching
Theatre
VR Technologies
Web Design & Maintenance
Workshop Leading

S O F T W A R E   K N O W L E D G E

AUDIO & INTERACTIVITY:
Audio Ease 360Pan Suite
Ableton Live
Arduino IDE
Audinate Dante Controller
Audinate Dante Virtual Soundcard
Blue Ripple Sound

BWF MetaEdit
dearVR pro
Dolby Atmos Production Suite
Facebook 360 Spatial Workstation
Ffmpeg
Flux Analyzer
Flux Spat Revolution
Genelec GLM
Google Resonance
IRCAM SPAT
iZotope RX10 Advanced
Mach1 Spatial System
MaxMSP
Metric Halo MIO Console
Pure Data
QLab
REAPER
Sound Devices Wave Agent
Sound Forge
Sound Particles
Tentacle Sync Studio
TwistedWave
Unity
Vordio
Wwise
and numerous audio plugins for sound production & spatial audio... e.g. Blue Ripple Sound, Mach 1, etc.

IMAGE & VIDEO:
Adobe Photoshop
Adobe Premiere Pro
Affinity Designer 2
Affinity Photo 2
Affinity Publisher 2
Calibrite Profiler
Capture One Pro
Davinci Resolve Studio
Exiftool
Final Cut Pro X
HandBrake
Insta360 Studio

H A R D W A R E   K N O W L E D G E

Arduino
Bose Frames AR glasses
Genelec speakers
Headtracking devices (e.g. Waves NX, iPhone, BNO055 sensor-based trackers)
Leica Q2 and SL2-S cameras
Pozyx Indoor positioning system
Raspberry Pi
Sennheiser headphones
Various microphones and audio recorders from DPA, Neumann, SoundField, Sonosax, Schoeps, Sennheiser, Sound Devices and Zoom
VR headsets (e.g. Oculus Go, Oculus Quest, HTC Vive)
UHF radio microphone and wireless monitoring systems (e.g. Audio Ltd, Lectrosonics, Sennheiser)

C E R T I F I C A T I O N S

Wwise Fundamentals 101 (Audiokinetic, August 2018)
Dante Level 2 (Audinate, Feb 2018)

Dante Level 1 (Audinate, Feb 2018)

GRANTS

2022	Kulturbryggan
2022	BoostHbg, prototypstöd
2022	Lunds kommun, projektbidrag
2021	Lunds kommun, AiR
2021	Konstnärsnämnden, krisstipendium
2021	Lunds kommun, arbetsstipendium
2020	Region Skåne, expresstöd
2019	Kulturbryggan
2019	BoostHbg, prototypstöd
2018	Lunds kommun, project grant (for Mono Festival)
2018	Lunds kommun, project grant
2016	Kulturbryggan, startstöd, project grant (collaboration with Bombina Bombast)
2016	Lunds kommun and Framtidens kultur, project grant (for Mono Festival)
2014	Lunds kommun and Framtidens kultur, project grant

REFERENCES

On request