

TIM BISHOP

ARTIST + 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.”

EDUCATION

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

PERFORMANCES

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

INSTALLATIONS

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)

SOUND DESIGN, RECORDING + MIXING

Demo reel available [here](#).

2021

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|--------------------------------------|------------------------------|------------------------|
| Sound Recordist (Ambisonic) | Sheltered | Dir: Tim Bishop |
| Sound Designer (Ambisonic) | Arkiv (workshop) | Dir: Teater Insite |
| Sound Post-Production Mix (Binaural) | Julhälsning | Dir: Deep Studios |
| Sound Technician (Binaural) | Visby Walk | Dir: Teaterambulansen |
| Sound Recordist/Designer (Ambisonic) | Sheltered (Installation) | Dir: Tim Bishop |
| Sound Recordist | Walk in my shoes (Trailer) | Dir: SPECT scenkonst |
| Sound Technician | Expo:Scenkonst (Live Stream) | Dir: Riksteatern Skåne |
| Sound Recordist | MOT (Film) | Dir: Teater Insite |

2020

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|----------------------------|---|-------------------------|
| Sound Designer | Cherrie at HX (Film) | Dir: Caroline Troedsson |
| Sound Recordist + Mix | Laga langos med Tina (Film) | Dir: Caroline Troedsson |
| Sound Designer (Binaural) | 30.000 dagar (Audio walk) | Dir: Skillinge Teater |
| Sound Designer (Ambisonic) | Ögonvittnen (Immersive theatre performance) | Dir: Malmö Stadsteater |

2019

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|---|---|----------------------------------|
| Sound Designer (Interactive 6DOF spatial sound) | Blackout (Performance) | Dir: Tim Bishop |
| Sound Recordist | Cultural Luggage | Dir: Teater Sagohuset |
| Sound Designer (Ambisonic) | Particular Mo(ve)ments (VR + Dance performance) | Dir: Maria Reihs, Majula Drammeh |

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|---|----------------------------|-----------------------|
| Sound Designer / Mixer / Recordist (Ambisonic) | The Big Boo (360) | Dir: Bombina Bombast |
| Sound Designer (Ambisonic) | Save The Basin! (360 & VR) | Dir: Joshka Wessels |
| Developer in Residence (Interactive 6DOF spatial sound) | Ljudvärldsberättande | Dir: Teater Sagohuset |
| Sound Designer (Ambisonic) | #Thelmatoo (360) | Dir: Bombina Bombast |

2018

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

2017

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

2013-2016

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| Sound Design (Binaural) | From A to B (Performance) | Dir: Tim Bishop |
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2011

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|-------------------------|------------------------------|-----------------|
| Sound Design (Binaural) | Untitled Piece (Performance) | Dir: Tim Bishop |
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WORKSHOPS + TALKS

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)

MaxMSP
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...

IMAGE & VIDEO:

Adobe Photoshop
Adobe Premiere Pro
Affinity Designer
Affinity Photo
Affinity Publisher
Exiftool
Final Cut Pro X
HandBrake
Insta360 Studio 2020

HARDWARE KNOWLEDGE

Arduino
Bose Frames AR glasses
Headtracking devices (e.g. Waves NX, iPhone, BN0055 sensor-based trackers)
Pozyx Indoor positioning system
Raspberry Pi
Sennheiser headphones
Various microphones and audio recorders from DPA, Neumann, SoundField, Sonosax, 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)

CERTIFICATIONS

Wwise Fundamentals 101 (Audiokinetic, August 2018)
Dante Level 2 (Audinate, Feb 2018)
Dante Level 1 (Audinate, Feb 2018)

REFERENCES

On request