

Biography



LiQin Tan

Tan has portrayed his inventive and autodidactic energy as an artist, educator and researcher for three decades while teaching in China, Canada, Singapore, and the U.S.A.

Tan is a co-director and an associate professor of art at Rutgers University-Camden. He has served as a core board member of the Digital Art Committee and as a juror for the digital art gallery at SIGGRAPH. He was also one of the activists during the '85 art trend of China. He has previously worked as an art director, animator, graphic designer, and executive art editor at local and worldwide industries.

Since transferring to the field of digital art, he has pioneered the "Digital-Primitive" and "Digital Nature" concepts, which have won great acclaim and a number of awards from both American and international art scenes. His artwork has been exhibited nationally and internationally in both solo and group shows. Examples include SIGGRAPH ('02-'07), Ars Electronica, Electronics Alive IV, iDMAa04-08, the National Art Museum in China, Songzhuang Art Museum, Moscow Int'l Festival of Animation & Media Art, the Beijing World Art Museum, the Vancouver Art Gallery, the Shanghai DuoLun Museum of Modern Art, the National Center for Computer Animation in UK, the Centre D'Art Contemporaine in Montreal, the Singapore Art Museum, the LaSalle Univ. Art Museum, the LA Center for Digital Art, the Noyes Museum of Art, the Jiangsu Art Museum, and the Guang Dong Art Museum, amongst others.

Tan's art research since 2000 has focused mainly on the merging of conceptual animation, animation installation, interactive animation, and digital prints on rigid materials. His resulting work was awarded first place from the 5th Digital Art and Computer Animation Competition by the Beecher Center for Art and Technology, and the "Best of Show" at International Digital Media and Arts Conference. He has also been awarded first place and the excellence prize from the China Academy Awards, the Award of Excellence from the International Digital IV, the Award of Excellence from the Global Media Competition from Gallery International, etc.

His publications include a number of articles regarding contemporary art, art criticism, art education, and animation. In addition to these articles are his books and catalogues, such as [Digital Natural Art](#), [Digital Artwork Collection II](#), [Character Animation & Rigging](#), and [Tan on Art/Art on Tan](#). His in-progress books are: [Conceptual Animation and Animation Installation](#) and [Singularity Art](#).