



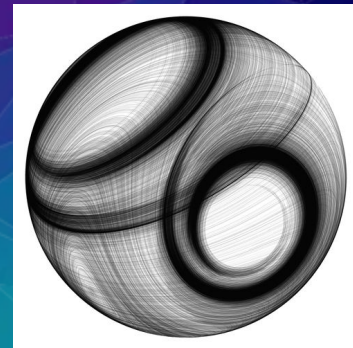
Reza Ali

Reza Ali



- Moved to California from New York
- Is a computational designer, software engineer, and artist
- Worked for various companies such as Motion Theory, Nokia Research Center, and Google
- Freelanced for POSSIBLE and Santa Barbara Museum of Art
- Started his own studio called Hi-Rez in 2018

Reza Ali (cont.)



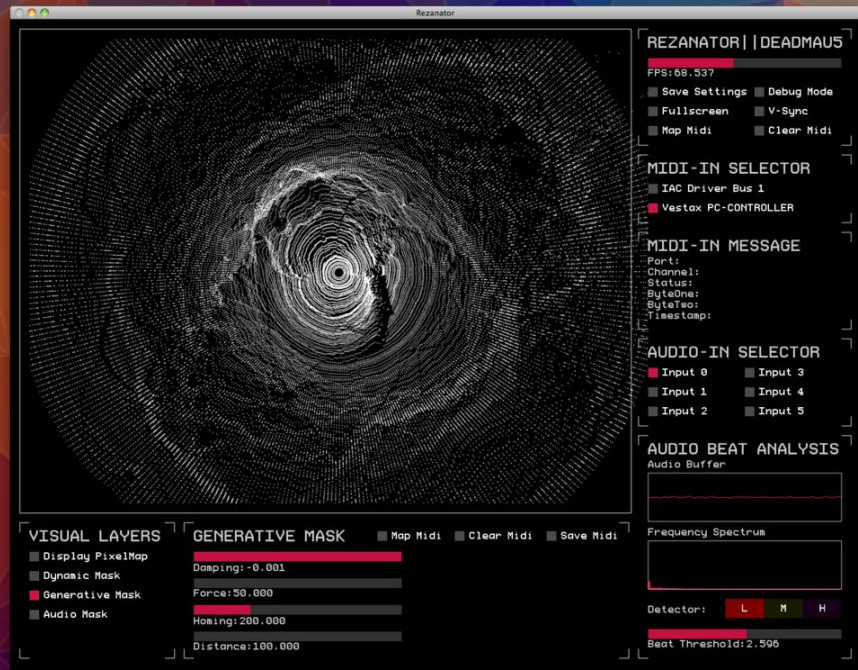
- Work displayed in the United States and internationally
- Featured in *Visual Applications* by Manuel Lima, *Generative Art* by Matt Pearson, the Creative Applications Network website, and the Creators Project by Vice, and magazines
- Spoke in the United States, Canada, and Thailand at many different events

Swarming Structures



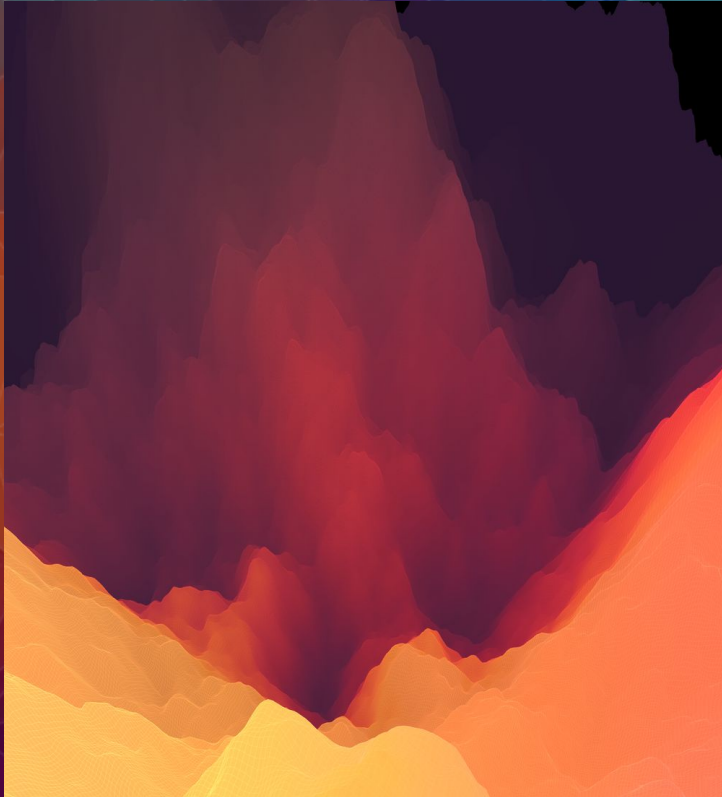
- Created in Maya & MEL Scripting
- Swarming is used to represent a flock of birds
- Created curves from the position
- Driven by randomness and sinusoid patterns

DEADMAU5 + REZANATOR



- Created the visual background for deadmau5's show
- Reacts to the alternating set list for the show
- Any alterations to the music would be displayed in the background
- Composed of 5 layers

Dolby Concourse [A+V] Installation



- At Dolby headquarters' lobby, on its digital ribbon
- Concourse made with Ryan McGee
- Changes throughout the day and night with altering audio
- During the day, the screen is ambient
- During the night, the screen is monochromatic

References

- Ali, Reza. “Work.” *REZA*, www.syedrezaali.com/.
- Ali, Reza. “About.” *REZA*, www.syedrezaali.com/.