Terence Broad

terencebroad.com

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EDUCATION

- **Goldsmiths, University of London** — London
  PhD; Computational Arts — *October 2018 - November 2024*

- **Goldsmiths, University of London** — London
  MSci Creative Computing; Distinction — *September 2012 - July 2016*

AWARDS AND HONOURS

- **Grand Prize** - ICCV Computer Vision Art Gallery, 2019.
- **Honourary Mention** - Prix Ars Electronica, 2017.

SELECTED EXHIBITIONS

- *(un)stable equilibrium*, SOLOS Gallery, 2025.
- *CVPR AI Art Gallery*, Music City Center, Nashville, 2025.
- *CVPR AI Art Gallery*, Seattle Convention Center, Seattle, 2024.
- *Creative Machine Oxford*, Jesus College, Oxford, 2023.
- *FILE Festival*, Fiesp Cultural Center, São Paulo, 2022.
- *Creative Machine*, Goldsmiths College, London, 2022.
- *Reflections in the Water*, Feral File, Online, 2021.
- *the depot₋ digs*, the depot₋, London, 2021.
- *NeurIPS AI Art Gallery*, ~~Vancouver Convention Center~~ Online, 2020.
- *thereafter.hiatus*, one gee in fog, Geneva, 2020.
- *CCI Inaugural Exhibition*, Camberwell College of Art, London, 2020.
- *NeurIPS AI Art Gallery*, Vancouver Convention Center, Vancouver, 2019.
- *ICCV Computer Vision Art Gallery*, COEX Convention Center, Seoul, 2019.
- *Science Fiction - A Journey into the Unknown*, Kunsthal, Rotterdam, 2019.
- *Into the Unknown*, Brandts Museum of Art & Visual Culture, Odense, 2018-19.
- *IAM*, Garage Museum of Contemporary Art, Moscow, 2018.
- *Counting The Waves*, Bard Hessel Museum, New York, 2018.
- *Science Fiction: A Journey into the Unknown*, Onassis Cultural Centre, Athens, 2017-18.
- *All these Moments will be lost in Time like Tears in Rain*, FMAC, Geneva, 2017.
- *Ars Electronica Festival*, Ars Electronica, Linz, 2017.
- *Into the Unknown: A Journey through Science Fiction*, The Barbican, London, 2017.
- *Why Future Still Needs Us: AI and Humanity*, Art Center Nabi, Seoul, 2016.
- *Robot Vision Party*, The Photographers Gallery, London, 2016.
- *Dreamlands: Immersive Cinema and Art, 1905–2016*, Whitney Museum of American Art, New York 2016-17.

SCREENINGS

- *Artist Moving Image in AI*, ArtScience Museum, Singapore, 2024.
- *Besides The Screen: Graphic Intelligences & Algorithmic Fictions*, Museum of Image and Sound, São Paulo, 2019.
- *Impakt Festival*, Impakt Center, Utrecht, 2018.
- *Its origins are indeterminate*, Whitechapel Gallery, London, 2018.
- *Ars Electronica Animation Festival*, Ars Electronica Center, Linz, 2017.
- *Dreamlands: Immersive Cinema and Art Film Program*, Whitney Museum of American Art, New York, 2017.
- *Pluk De Nacht*, Amsterdam, 2016.
- *PANDO@EnclaveLab*, Enclave Gallery, London, 2016.

COLLECTIONS

- *Blade Runner - Autoencoded*, The Contemporary Art Collection of the City of Geneva, Acquired 2018.

Broadcast Media Coverage

- **CBC Radio**, *CBC Spark: An Artificial Intelligence remade Blade Runner*, 2016.
- **Sky News**, *The emerging world of AI art*, 2016.

Printed Media Coverage

- **MIT Technology Review**, *How AI can help supercharge creativity*, 2025.
- **Future Art Ecosystems 4**, *Serpentine Gallery*, 2024.
- **The State of the (CHI)Art**, *Miriam Sturdee, Makayla Lewis and Mafalda Gamboa*, 2023.
- **Discorrelated Images**, *Shane Denson*, Duke University Press, 2020.
- **Slightly Slipping on a Banana Skin**, *Stéphane Cecconi*, FMAC, 2018.
- **Into The Unknown: A Journey Through Science Fiction**, *Laura Clarke and Patrick Gyger*, Barbican International Enterprises, 2017.
- **AI: The Other I**, *Gerfried Stocker, Christine Shöpf, Hannes Leopoldseder*, Hatje Cantz Verlag, 2017.
- **CyberArts 2017**, *Gerfried Stocker, Christine Shöpf, Hannes Leopoldseder*, Hatje Cantz Verlag, 2017.
- **The New York Times**, *Diving Into Movie Palaces of the Mind at the Whitney*, 2016.
- **The Wall Street Journal**, *At the Whitney, a Different Take on the Moving Image*, 2016.

Digital Media Coverage

- **The Verge**, *What happens when you feed AI nothing*, 2025.
- **London Evening Standard**, *The Leader Podcast: Would you buy AI art for your home?*, 2023.
- **New Scientist**, *This science fiction trip is delightful, confusing – and risky*, 2017.
- **The Independent**, *Blade Runner, Autoencoded: The strange film that sums up our fears of AI and the future*, 2017.
- **Motherboard**, *The Neural Net That Recreated 'Blade Runner' Has the Movie Stuck in Its Memory*, 2017.
- **AQNB**, *The future is only an extension of our past: BB9 + beyond*, 2016.
- **Vox**, *A guy trained a machine to "watch" Blade Runner. Then things got seriously sci-fi.*, 2016.
- **TechCrunch**, *Oculus Hack Uses Cameras And Music To Mess With Your Perception.*, 2014.

Invited Talks

- *AI as artistic material*, Creativity & AI Workshop (keynote talk), Prato, 2025.
- *Explaining AI through artistic practice*, IEEE Workshop on AI for Art Creation (keynote talk), Nantes, 2025.
- *Expanding the Generative Space*, Hiwar & British Council AI and Art Seminar, Online, 2025.
- *Expanding the Generative Space*, Winchester School of Art, Winchester, 2025.
- *Expanding the Generative Space*, UAL CCI PG Research Seminar, London, 2025.
- *Expanding the Generative Space*, CreativeAI Meetup: The Return, London, 2025.
- *Using Generative AI as an Artistic Material: A Hackers Guide*, Made by Many AI & Art Seminar, London, 2024.
- *Content, Copyright And Generative AI (panel discussion)*, London Data Week, London, 2024.
- *Colours emerging from nothing in (un)stable equilibrium*, Colors of AI workshop, University of Jönköping, 2024.
- *Artful Intrusions*, Misleading Images Seminar, National Studio of Contemporary Art, Fresnoy, 2023.
- *The next generation of CreativeAI*, CreativeAI Research Conference, University for the Creative Arts, Online, 2023.
- *Artist talk*, BA Fine Art Perspectives Programme, Camberwell College of Art, London, 2022.
- *Beyond Imitation*, Goldsmiths, University of London, 2022.
- *Beyond Imitation*, UAL Creative Computing Institute, 2021.
- *Beyond Imitation*, SIGGRAPH SPARKS, Online, 2021.
- *Active Divergence with Generative Deep Learning*, ICCC'21, ~~Mexico City~~ Online, 2021.
- *Artist talk*, the depot_, London, 2021.
- *Network Bending: Expressive Manipulation of Deep Generative Models*, EvoStar, ~~Seville~~ Online, 2021.
- *Amplifying The Uncanny*, xCoAx, ~~Graz~~ Online, 2020.
- *What is the best approach to learning representations of aesthetics?*, IGGI Conference, University of York, 2019.
- *Autoencoding Blade Runner*, SIGGRAPH '17 Art Papers, Los Angeles Convention Center, 2017.
- *Autoencoding Blade Runner*, Cambridge Coding Academy, London, 2016.
- *Autoencoding Blade Runner*, RE WORK Deep Learning Summit, London, 2016.
- *Autoencoding Blade Runner*, CreativeAI Meetup #1, Google Campus London, 2016.