

Stewart Blackwood

Sound Designer/Composer/Media Artist

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Curriculum Vitae

Education

Master of Fine Arts – Sound Design for Theater & Dance, UC San Diego

Bachelor of Fine Arts – Sound Design & Technology, Kent State University

Academic Papers & Grants

Master's Thesis– A Methodology for Creating Theatrical Spatial Sound Experiences, 2022

Norman Design Recipient– Creating Tools for Spatial Audio Trajectories, 2021

USITT Sound Commission – Creating MIDI Instruments for Use in Live Theater, 2020

GSA Travel Grant UCSD

KSU Flash Grant Recipient: Macbeth, 2016

Teaching Experience

<i>World Building in Unity Pt. 1 & 2 ^</i>	UC San Diego	2021
<i>Sound Design Practicum</i>	UC San Diego	2021 - 2022
<i>Introduction to Theatre Design *</i>	UC San Diego	2020
<i>Great Performances on Film *</i>	UC San Diego	2020 - 2021
<i>Introduction to Theater *</i>	UC San Diego	2019
<i>Lighting & Sound Practicum~</i>	Kent State University	2018
<i>Audio Editing for Podcasts ^</i>	Black Squirrel Radio	2016-2018

* Denotes Teaching Assistant Experience ^ Denotes Workshop ~ Denotes Guest Lecture

Student Mentoring

<i>MSG</i>	UCSD (Online Due to Covid-19)	St. Kate Mcleod	2020
<i>New Directions</i>	UCSD (Online Due to Covid-19)	St. Various	2020
<i>Mr. Burns</i>	UCSD (Online Due to Covid-19)	St. Hailey Brown	2020
<i>Suessical Jr.</i>	Hangar Theater	St. Raigan Williams	2018
<i>Black Squirrel Radio Podcasts</i>	Black Squirrel Radio	St. Various	2016-2018

Theatre Sound Design

<i>The Royale *</i>	Creede Repertory Theatre	Dir. Kyle Haden	(2022)
<i>Steel Magnolias</i>	Creede Repertory Theatre	Dir. Amanda Berg Wilson	(2022)
<i>Sherwood *</i>	Creede Repertory Theatre	Dir. John DiAntonio	(2022)
<i>Napoli Milionaria *</i>	UCSD: Potiker Theater	Dir. Marco Barricelli	2022
<i>51Barrio!</i>	UCSD: Potiker Theater	Cgph. Patricia Huerta	2021
<i>Sotoba Komachi *</i>	UCSD: Forum Theater	Dir. Michelle Hyunh	2021
<i>Heap *</i>	UCSD: Remote Production	Dir. Colette Robert	2021
<i>Proof of Love *</i>	Black Lives Black Words	Dir. Kyle Haden	2020
<i>La Cage</i>	Cygnnet Theater	Dir. Sean Murray	2020
<i>Ironbound</i>	UCSD: Arthur Wagner	Dir. Emily Moler	2020

<i>Winter's Tale</i> *	Island Shakespeare Festival	Dir. Kyle Haden	2019
<i>Midsummer Night's Dream</i>	Island Shakespeare Festival	Dir. Jackie Apodaca	2019
<i>Godspell Jr.</i>	Cleveland Playhouse	Dir. Mariah Burks	2019
<i>Wild Fire and The Bird Scouts</i> *	Cleveland Playhouse	Dir. Luke Brett	2019
<i>Feed</i> *	Cleveland Playhouse	Dir. Pamela DiPasquale	2019
<i>Amazing Tale of The Backyard Adventure</i> *	Hangar Theatre: Kiddstuff	Dir. Christopher Nunez	2018
<i>The Transition of Doodle Pequeño</i> *	Hangar Theatre: Kiddstuff	Dir. Kyle Haden	2018
<i>Death Comes to Us All, Mary Agnes</i>	Hangar Theatre: The Wedge	Dir. Christopher Nunez	2018
<i>A Brief History of America</i> *	Hangar Theatre: The Wedge	Dir. Kyle Hayden	2018
<i>Pan-African Tales</i> *	Pan-African Theatre Ensemble	Dir. Tameka Ellington	2018
<i>Emilie</i> *	Kent State University	Dir. Courtney Brown	2018
<i>Hedda Gabler</i> *	Kent State University	Dir. Cory Atkins	2018
<i>Haunted School House and Lab</i> *	Factory of Terror	TD. Liam Roth	2017
<i>Dance '17 Mosaic</i> *	Kent State University	Dir. Jeffery Rockland	2017
<i>Little Women</i>	Kent State University	Dir. Terri Kent	2016
<i>Macbeth</i> *	Kent State University	Dir. Fabio Polanco	2017
<i>Women Beware Women</i> *	Rubber City Theatre	Dir. Dane Leasure	2015
<i>The Tell Tale Heart</i>	Kent State University	Dir. David Holland	2015
<i>Omega Man</i>	Kent State University	Dir. Hannah Graham	2015
<i>Dance '15 Moving Parts</i>	Kent State University	Dir. Joan Meggit	2015
<i>New Works Festival</i>	Kent State University	Dir. Danny O'Donnell	2014
<i>Woodsman</i>	Kent State University	Dir. Jerimie Newcomb	2014

* Denotes original composition

Composition for Theatre

<i>Cyrano De Bergerac</i>	Island Shakespeare Festival	Dir. Erin Murray	(2022)
<i>Pia's Wonderous Adventures in Txlandia</i>	UCSD, CalIT2 Ideas Grant	Dir. Robert Castro	2021
<i>Ubiquity</i>	UCSD (In-Development)	Dir. Garret Schulte	2019
<i>Basement</i>	KSUIF	Dir. Rachel Ramras	2017
<i>Intimate Apparel</i>	Kent State University	Dir. Fabio Polanco	2017
<i>Khaye Feygl</i>	Kent State University	Cgph. Jeffery Rockland	2017

Assistant Sound Design

<i>Man in Love</i>	UCSD: Mandel Weiss Theatre	SD. MaeAnn Ross	2019
<i>Sweat</i>	Cleveland Playhouse	SD. Jane Shaw	2018
<i>Xanadu</i>	Hangar Theatre	SD. Sean Hagerty	2018
<i>Dolls House pt.2</i>	Hangar Theatre	SD. Josh Maywood	2018
<i>Chicago</i>	Hangar Theatre	SD. Todd Hutchinson	2018
<i>Into the Woods</i>	Kent State University	SD. Cory Kosman	2016
<i>BFA/SDF Dance</i>	Kent State University	SD. Shane Cutlip	2015

Audio Engineer

<i>Beulah Rowely</i>	NYC Workshop	Dir. Judith Dolan	2021
<i>Theater Academy</i> *	Cleveland Playhouse	PM. Penny Zaletel	2019
<i>Hay Fever</i>	Cleveland Playhouse	PM. Penny Zaletel	2018

<i>Hi, Are You Single</i>	Cleveland Playhouse	PM. Penny Zaletel	2018
<i>Newground Theatre Fest *</i>	Cleveland Playhouse	PM. Penny Zaletel	2018
<i>2018 Theatre Academy</i>	Cleveland Playhouse	PM. Penny Zaletel	2018
<i>All Shook Up</i>	Kent State University	SD. Courtney Jean	2018
<i>Thoroughly Modern Mille *</i>	Kent State University	SD. Cory Kosman	2016
<i>Sideshow *</i>	Kent State University	SD. Nicholas Drashner	2015
<i>KDE Dance Show</i>	Kent State University	SD. Charles Korecki	2015
<i>House of Blue Leaves</i>	Kent State University	SD. Shane Cutlip	2014
<i>My Heart is a Drum</i>	Kent State University	SD. Charles Korecki	2014
<i>Hot Mikado *</i>	Kent State University	SD. Nathan Rosmarin	2014

* Denotes live mixing

Residencies, Related Experience, & Professional Affiliations

Maelstrom Collaborative Arts, Four Futures Artist: Rentism	2021
Maelstrom Collaborative Arts, Digital Performance R&D Cohort Member: Interactivity	2021
Maelstrom Collaborative Arts, Digital Performance R&D Cohort Member: Presenting	2021
SEAMUS Member	2019-2021
TSDCA Member	2018-2021
Hangar Theatre, Sound Design Fellow	2018
Kent State, Audio Engineer	2017–2018
Black Squirrel Radio, Technical Director	2016–2018

Multimedia, Interactivity, Software Development

Spaces, Between– 2022

Software Developer & Sound Designer

This is a piece created for the composer Lydia Brindamour. It involved writing a Max/MSP patch that amplified only the resonant harmonics of a piano as well as spatializing the quintet of string instruments to slowly move around the room in a circle. I used the VBAP spatialization algorithm and ring of eight speakers encircling the audience. (Max/MSP, Javascript)

32 Acres– 2021 (In collaboration with Center Theatre Group and UCLA)

Developer & Technical Sound Designer

32 Acres is an app developed for the LA state Historic Park & presented by *Center Theatre Group*. It is a sound walk that tracks the user location to trigger audio play back. The experience was created/written by Marike Splint. The music and sound content were created by Jonathon Snipes. It is available on Google Play and the App Store.

<https://www.32acresla.com/>

Epoch– 2021

Co-Creator, Composer, Sound Designer, Co-Video/Projections Design

A multimedia experience dedicated to the exploration of time. Using a combination of video effects exploring time, we invited the audience to experience an interactive art making experience. We edited and distorted a reproduction of an image of the audience on multiple surfaces by recording their gestures in real time. It used live video feed, generative music, lighting, custom interactivity programming, and multiple projectors.

<https://www.stewartblackwood.com/interactivity--non-traditional-productions.html#Epoch>

Spatial Sound Suite– 2021

Developer & Programmer

A suite of object based spatial audio tools & algorithms implemented in Javascript, C++ (with the JUCE SDK), and Max/MSP. The equipment for this work was funded in part by the Norman Design Fund. (C++, Javascript)

<https://github.com/Blackwoodsounddesign/spatialsuite>

Little Anarchist– 2020

Lead Developer & Programmer

Little Anarchist is a cascading distortion audio plugin. It utilizes waveshaping, clip, and soft distortion techniques. Included is a one pole filter that allows the user to choose which part of the audio signal they would like to distort. Free to the internet.

<https://www.stewartblackwood.com/tools--research.html>

Reflected Voices – 2020

Lead Developer, Composer, Sound Designer, Programmer

Reflected Voices is a virtual sound-art installation. It was created and programmed in the Unity game engine. The audio was mixed and mastered in Ableton utilizing multichannel Binaural simulation. 3D Models were created in the program Blender. Presented in UC San Diego's Fringe Lab Festival.

<https://www.stewartblackwood.com/reflected-voices.html>

The Visualizer – 2019

Lead Developer & Programmer

The Visualizer is a Max for Live device that allows the user to create 3D, real-time, geometric video designs. It has the ability to react to sound, vary in size, change color, change shape, etc. Utilized as a part of R&D at Maelstrom Collaborative Arts. Free to the internet.

<https://www.stewartblackwood.com/tools--research.html>

VFX Processor for Feed – 2019

Control Interface Design, Composer, Sound Designer

Created an Ableton-based, vocal-effect-processing control interface. It allowed the actors to affect their voices in real-time: pitch bending, delay/reverb, chorus, and DJ style sound effects. Utilized at the Cleveland Playhouse.

<https://www.stewartblackwood.com/feed.html>

Slow No Wake – 2018

Composer, Sound Designer, Control Interface Design

Created original soundscapes, field recordings, and music for an art piece in Maelstrom Collaborative Art's event *Bricolage*. There was also a custom Ableton control interface created for use in this project.

<https://www.stewartblackwood.com/bricolage.html>

Haunted School House and Laboratory – 2017

Composer, Sound Designer, Interactivity Designer

Designed a new sound system and composed all new music for a nearly fifty-year-old haunted house. Eighty-four speakers were hung and two hours of music was written for the theme park.

<https://www.stewartblackwood.com/akron-haunted-schoolhouselab.html>

Summary of Skills

Audio Software : Ableton, Reaper, Logic, Muscore, QLab, FuzzMeasure, Smaart, Vectorworks, Canvas, Izotope, REW, SFX, macroLab, Sound Particle U

Composition : Extended Techniques, Electro-Acoustic Composition, Computer Music, Classical, Jazz, Indie, Pop, Ambient, Guitar Pedagogy, Orchestration, Counterpoint, Arrangement

Sound Reinforcement : Console Programming/Routing, Spatialization System Design, Instrument Mic-ing Techniques, Wireless Microphones, Live Mixing, Dante, Interactive Technology, RF Coordination, Dante Certified, Shure Integrated Systems Certified,

Computing : Max/MSP/Jitter, Unity, Pure Data, Software Development, JUCE Framework, C#, C++, Arduino, Max for Live, VST Programming

Video : Isadora, Qlab, OBS, Jitter, GEM, Adobe After Effects, Adobe Premiere, Photoshop, Illustrator, Blender

Awards

Award in Sound Design: Macbeth, 2018 (SETC)

Outstanding Sound Design: Macbeth 2017 (APO)

Outstanding Undergraduate Musician, 2017 (KDE)

Outstanding Sound Designer, 2017 (APO)

Rubensahl Technical Theatre Award, 2018 (KSU)

Outstanding Sound Designer 2017 (APO)

Outstanding Sound Design: Tell Tale Heart 2016 (APO)