個人簡介

　　黃石，中國傳媒大學動畫與數字藝術學院教授，博士生導師，清華大學博士，紐約 Parsons 設計學院客座教授，北京市科學技術委員會責任專家，HCII 國際人機交互大會理事。長期從事虛擬實境和交互藝術研究並出版多部著作 。曾擔任《玩具總動員 3 iPhone》遊戲策劃，電影《三體》概念設計總監。出版專著 5 部，VR 光學裝置獲國家發明專利授權 1 項。作品入選美國 ZeroOne & ISEA2006 國際電子藝術展、瑞士巴塞爾新媒體藝術展、藝術與科學國際作品展。新媒體裝置《空窗子》獲首屆吳冠中科學與藝術創新獎，虛擬實境論文獲 HCII2018 國際人機交互大會最佳論文獎。

Huang Shi, professor and doctoral supervisor of School of Animation and Digital Arts, Communication University of China, Ph.D. of Tsinghua University, visiting professor of Parsons Design School in New York, responsible expert of Beijing Municipal Science and Technology Commission, director of HCI International. He has been engaged in virtual reality and interactive art research for many years. He was the game designer of "Toy Story 3 for iPhone" and the concept design director of the movie "Three-Body Problem". He published 5 monographs and obtained 1 national invention patent authorization for VR optical device. His artworks were selected for the ZeroOne & ISEA2006 in the United States, the New Media Art Exhibition in Basel, Switzerland, and the International Art and Science Exhibition. The new media installation "Empty Window" won the first Wu Guanzhong Science and Art Innovation Award, and the virtual reality paper won HCII2018 Best Paper Award.