

Michael A. Fox

Tel. +1 310.621.5685 Fax. +1 310.862.4555
34586 Calle Naranja, Capo Beach, CA 92624
mafox @ foxlin.com

Education

Massachusetts Institute of Technology (M.I.T.): SMArchS 1996
University of Oregon (BArch): 1992

Weblinks

Current and past architectural projects:
<http://www.foxlin.com>
Current and past teaching and research activities:
<http://www.robotecture.com>

Professional Experience

Fox Lin Inc., Principal, Los Angeles, CA 2005-Present
Projects include: Pactrans Headquarters, Mojave Ranch Master Plan, Triton Residence, Reade Street Loft Renovation, and Valentine Residence. Large Scale exhibits are listed below under “exhibitions”
Odesco, Principal, Los Angeles, CA 2003-2005
Roart-KDG, Partner, New York – Los Angeles, CA 2001-2002
Boeing Business Jet Interiors, Team member for the interior design of the Boeing Business Jet, Redmond WA, 2000-2002
Kitamura Associates, Design Team Leader, Tokyo, Japan 1997-1998
Hoberman Associates, Design Prototyping of large scale kinetic structures, NY, NY 199

Teaching Experience

Cal Poly, Pomona, **Associate Professor**, Design Studios, Interactive/Experience Design, Space Architecture and Construction and Materials.
USC, University of Southern California, Guest Design faculty, winter 2011. Design and implementation of a class on Intelligent Building Facades.
SCI_ARC, Design faculty, 2004-2005. Also 2002. Southern California Institute of Architecture, Design and implementation of a class on Interactive/Experience design. Thesis advisor for 8 Masters in Architecture Students.
Art Center College of Design, Design Faculty, 2003-2005. The Design and implementation of design studios dealing specifically with Interactive Design on an Environmental Scale. Also in charge of the construction and maintenance of the ESTUDO web domain at Art Center.
MIT, Research Fellow and Research Affiliate, 1998-2001. Founder of the MIT Kinetic Design Group. Also, design and implementation of coursework to develop the skills for designing intelligent kinetic solutions in architecture.

International Workshops:

National Cheng Kung University (NCKU) Tainan Taiwan 2011, as part of 2011 World Design Expo with international students from 5 additional universities
American University of Sharjah (AUS) Sharjah, UAE 2011, Design and implementation of a *workshop* on Interactive Architecture
Toyohashi University of Technology (TUT) Toyoshi, Japan 2010, Design and implementation of a *workshop* on Interactive Architecture

National Cheng Kung University (NCKU), Tainan Taiwan 2009, Design and implementation of a *workshop* on Interactive Architecture
Hong Kong Polytechnic University (HKPU), Guest Design Faculty, **2001, 2003, 2007, 2008, 2009, 2010** Design and implementation of two classes exploring intelligent kinetic solutions in architecture, "Interactive Architecture"
National Chiao Tung University (NCTU) Taipei 2008, Design and implementation of a *workshop* on Interactive Architecture

Research Activities

Primary: Research activities are centered on interactive and biomimetic architectural systems and spaces, specifically the issues of embedded computational infrastructures, human and environmental interaction, physical control mechanisms and the processes of architects designing such systems.
Kinetic Design Group, Research Fellow/ Research Affiliate 1998-2001, Previous Director and Founder of the Kinetic Design Group, M.I.T. Department of Architecture, Design Technology.
Secondary: Active Sustainable Systems and Space Architecture
Book: Interactive Architecture published by **Princeton Architectural Press** with Miles Kemp and an Introduction by William J. Mitchell.

Committee/ Affiliations

Association for Computer Aided Design in Architecture (ACADIA), Board of Directors, (2009-Present) Various Sub-committees 2009-Present
ACADIA Secretary (2011- Present)
International Journal of Architectural Computing (IJAC) Editorial Board
American Institute of Aeronautics and Astronautics (AIAA), Member, 2008-Present
Space Architecture Technical Committee (SATC) committee within the American Institute of Aeronautics and Astronautics (AIAA) 2009-Present
SATC: Space Education Sub-committee 2009-2010
SATC: Space Construction Sub-committee 2009-Present
LEED AP 2009 Certified
State of California Contractor (CSLB) Lic# 917638
CSU, Member of the International Studies Advisory Board, 2008
CSU, Member of a Committee to develop an Architecture + Engineering Minor, 2008
CSU, Member and former Chair of Department of Architecture External Communications Committee, 2005-Present
American Solar Energy Society (ASES), Member, 2008-Present

Honors and Awards

Outstanding Faculty Member, Department of Architecture at Cal Poly Pomona, 2011
USGBC LA Natural Talent Design Competition: 2009: Directed separate groups of Students to win the First, Second and Third prizes.
AIA LA Honor Award, For Bubbles: Interactive Urban Environment, 2007
USGBC LA Natural Talent Design Competition: 2008: Directed separate groups of Students to win both First and Third prize.
Faculty Innovation Award at Cal Poly Pomona, 2007
US Environmental Protection Agency, P3 Competition, Honorable Mention, 2006
Outstanding Faculty Member Award by the Athletic Association at CPP, 2006
Domus BBJ International Design Competition, Second Prize, 2000
EDCO Grant competition for Research in Education, First Prize, 1999
Outstanding SMArchS Thesis, MIT: "Novel Affordances of Computation to the Design Processes of Kinetic Structures"
Kumamoto ArtPolis Design Award, Kumamoto, Japan
Thesis Design Award: University of Oregon

Funding/ Sponsorship:

Insomniac Productions: (for Neural-Sky Exhibit), 2010
Henry Woo Travel Grant, 2010
Coachella Valley Music and Arts Festival, 2009
RSCA Grant: California State University, 2008
Coachella Valley Music and Arts Festival Grant, 2008
AIA New Orleans Exhibit Grant, 2008
Presidential Travel Grant, 2008, 2006, 2007
Cal Poly Pomona Research Mini-Grant, 2008, 2007, 2006, 2005
US Environmental Protection Agency (EPA), P3 Grant, 2006
Annenberg Foundation, 2006 (based on project at Materials and Application Gallery)
Pasadena Art Alliance, 2006 (based on proposal submitted to Materials and Application)
TAPPI Foundation Research Grant, 2000
Graham Foundation Research Grant, 1999
LEGO/DACATA Corporation, 1999
Adobe Systems Inc, 1999
MIT Space Planning and Organization Research Group (SPORG) 1998-2000

Selected Publications

By Michael Fox

Note: If only Michael Fox is listed then he was the principal author and presenter, names of co-authors are not listed here but can be found as credited on the actual publications.

Proceedings: 41st International Conference on Environmental Systems (ICES) “Viral Design: Conceptual Contributions to Architectural Attributes of Space Station Design”: Portland, OR, 2011
Proceedings: 14th International Conference on Human-Computer Interaction (HCI 2011) “Self Replicating Robotic Strategies as a Catalyst for Autonomous Architectural Construction”: Orlando, FL, 2011
Proceedings: Thirty Third Symposium on Computer Technology of Information Systems and Applications, “Catching up with the Past, A small Contribution to a Long History of Interactive Architecture: Sponsored by the Architectural Institute of Japan, Tokyo, Japan, 2010
Proceedings: Space 2010 “Creating Architectural Building Blocks with Autonomous Reconfigurable Robotics for Long Term Lunar Habitat Construction: Proceedings to the AIAA: Space 2010 Conference, Anaheim, CA, 2010
Journal: Footprint, "Catching up with the Past: A Small Contribution to a Long History of Interactive Environment", Published by Delft University, Delft, the Netherlands, 2010
Journal: Zhuangshi, "Interactive Architecture Will Change Everything", Published by Academy of Art and Design, Tsinghua University, Beijing 2010
Proceedings: BESS 2010, High Performance Building Enclosures - Practical Sustainability “The GK Smart Window: Fenestration that responds effectively to real-time changes in temperature, sunlight and wind,” Cal Poly Pomona, CA, 2010
Proceedings: International Conference on Interaction Design (ICID) “From the Mechanical to the Biological,” Proceedings to the First International Conference on Interaction Design, Tsinghua University, Beijing, 2009
Journal, Zhuangshi, “Interactive Architecture will Change Everything” Published by the Academy of Art and Design, Tsinghua University,
Proceedings: ACADIA Conference Proceedings “Flockwall: A Full-Scale Spatial Environment with Discrete Collaborative Modules,” Proceedings to the 2009 Association of Computer Aided Design in Architecture Conference, Chicago, IL. 2009
Proceedings: ARCHIBOTS (UBICOMP) “The End of Robotics in Architecture (as we almost got to know it),” Published as a supplemental proceedings to the 11th ACM International Conference on Ubiquitous Computing, Orlando, FL. 2009
Proceedings: CAADRIA Conference Proceedings, “Redesigning the Brick: Creating a New

Vocabulary of Basic Architectural Building Blocks with Autonomous Reconfigurable Robotics,” Proceedings to the 14th Conference on Computer-Aided Architectural Design Research in Asia, Yunlin, Taiwan 2009. (Presented by Other)

Proceedings: The American Solar Energy Society (ASES) With Erin Ezell, Lesley Felton, Pablo LaRoche, Presented by Jillian Epp “The PRIME Evaluation System: a Student Developed Eco Analysis Tool”. San Diego, CA, May,8, 2008

Proceedings: National Solar Energy Conference With Erin Ezell, Lesley Felton, Pablo LaRoche “Greenkit: A Modular Variable Application Cooling System. Cleveland, Ohio, July 7-12, 2007

Proceedings: Game Set Match Conference Starting From The Micro: A Pedagogical Approach to Designing Interactive Architecture, Delft, the Netherlands on March 29th, 2006

Proceedings: “ACADIA Conference, Savannah, Georgia, September 2005.

Journal: “Flaunt”, Original Drawing and story based on the “12 Cautionary Tales for Christmas by Superstudio”, Summer, 2004

Proceedings: CAADRIA Conference Proceedings “Starting from the Micro,” Bangkok, Thailand, October, 2003

Book: “Mobile Architecture”, Chapter Entitled “KDG” ed. Jennifer Siegal, Princeton Architectural Press. 2002.

Book: “Transportable Environments 2” ed. Robert Kronenburg, Joseph Lim and Wong Yunn Chii. Two Chapters entitled “Sustainable Applications of Intelligent Kinetic Systems” and “Beyond Kinetic”, SPON Press, London ,UK. 2002.

Book: “Meta Media, Hyper Culture”, ed. Lisa Tilder and Beth Blostein. Excerpts from the symposium “Meta Media, Hyper Culture”, held at the Wexner Center Ohio State University, Columbus Ohio. January, 2002. Princeton Architectural Press, 2002.

Journal: “OZ”, Journal of Architecture, “Ephemerization" Published by the Kansas State University Department of Architecture, spring 2001

Journal: “TAPPI” Technical Association of Pulp and Paper Products” Journal “Comparative Assessment of Corrugated Products for Kinetic Architectural Applications” Research Project Overview, spring 2001

Book(Chapter): MANSEE: “Managing Interactions for Intelligent Environments”, Intelligent Kinetic Systems in Architecture”, Chapter in Dublin, Ireland; December 1999

Proceedings: Megacities 2000 “Deployable Multi-Story Settlements for Urban Environments”, Hong Kong, January 2000.

Selected Publications

Featured In

Television Movie, on Discovery Chanel, “Can You Live Forever?” featured project from "Mobile Earth Base Design for the Space Elevator" : Cheuk Kwan. Yiu, Hosted by Adam Savage, Dangerous Films, October 16th.

Book: Matter: Material Processes in Architectural Production. Gail Peter Borden (Editor), Michael Meredith (Editor) Routledge, featured “FlockWall”: an interactive environment, August 2011

Book: LED - A Lighting Component with Architectural Potential, featured image of Interactive Facade Project "Power Modules" by Karina Munkholm Madsen, Institute of Technology, Lighting laboratory, Royal Danish Academy of Fine Arts, School of Architecture in Copenhagen. 2011

LS:N Global, part of The Future Laboratory, Interview by Stephen Graves, www.LSNglobal.com, July 2011

C3 Magazine “Bubbles” project by FoxLin and NonDesigns was featured “Bubbles”, by Jina Park, Issue 301, Seoul, Korea. September, 2009.

Book: “Media Facades” Interactive Façade project featured, Mathias H Hausler, Media Facades, History, Technology, Content, AVEdition Press, Ludwigsburg, Germany. 2008

Book: “Digital Materiality in Architecture”, Contributed Text, Gramazio, Fabio and Kohler, Matthias, Digital Materiality in Architecture: Gramazio & Kohler 1:1”, to Q & A, Lars Müller Publishers. Released January 2009

Ad Astra Magazine Work from Topic Design Studio "Viral Structures initiative for Establishing Large Scale Colony on the Moon" McCullough, Edward, June 2008

Surface Magazine, "Automatic Architecture" Issue #69, December 2007.

Book: "Venice, CA: Art and Architecture in a Maverick Community", Entitled "KDG" ed. Michael Webb, Harry N. Abrams, Inc. 2007.

Architectural Record, "Space Invaders: Los Angeles Installation Inflates, Titillates", David Sokol, February, 2007

Architect "No Ice" May 2007

Metropolis, "Shape Shifters", **September 2007**

Form Magazine "Bubbles, May 2007

LA Architect, "Essential Elements", Jennifer Caterino, January-February 2007

Cool Hunting, Ami Kealoha, January, 2007

LA City Beat, "Effervescent Architecture", Dr. Rebecca Epstein, December 28, 2006

Los Angeles Times , "Designs on Inflation," , September 2006

ReadyMade, "Space Inflators" *Jen Trolio, February/March 2007*

California Home & Design, Space Invaders, Elaine Santore, December, 2006

CNN, International Newspaper article "Buildings get Wise to the Future" September, 8, 2006.

Architectural Record, "Robo Buildings: featuring the work of Odesco and the KDG", Paradis Press, Paris Summer, 2004.

Architecture&Movement, Chapter Entitled "KDG" ed. Pilar Echavarría, LinksInternational. Due out June, 2003.

Family Handyman, "Kitchen of the Future: Kitchen Talk" Summer 2003

Perspecta, KDG and Odesco are featured. Yale school of Architecture, Summer, 2003

Aircraft Interiors International, First Quarter 2001

DOMUS, "New Visions for Business Jet Interiors" July 2000

LeMonde, "Elastic Architecture", by Odile Fillion, June 2000

D'A, Highlight of the Kinetic Design Group Website, by Odile Fillion, March, 2000

PLAN, Publication of the MIT Department of Architecture, 2000

StudioVoice: "Architecture Beyond Architecture", by Ryusuke Naka, Article on the Kinetic Design Group, Tokyo, Japan, 1999

Technology Review, Deployable Teleconference Station, Installation, 1997

Palimpsests of Stone; Redevelopment and Design for Public Spaces in Piazza Isolo, Book publication of International Competition Proceedings, Livio Dimitriu and Vincenzo Pavan, eds., USA Books 1997

Architecture: Tele-collaboration in Design, Collaborative work from the Kumamoto ArtPolis, Kumamoto, Japan.

Selected Exhibitions

Art, Talks and Sensations featuring "Mobile Earth Base Design for the Space Elevator", Abu Dhabi / Saadiyat Island, UAE, November, 2011

2011 IAD Congress World Design Expo, Taipei Taiwan 2011

SUPERFRONT: Pacific Design Center. "Nanocity" Los Angeles, CA. April-August, 2010.

NewSpace 2011 NASA Ames Research Center EVSS Space Station Designs (Student Work) Moffett Field, CA. July, 2011.

Objct Gallery, "Interlace": Large-Scale furniture environment, Claremont, CA. September, 2010.

LA Contemporary "Interlace": in Rogue Design: 5 from CA, Los Angeles, CA. June-August, 2010.

Beyond Wonderland "Neural Sky": an interactive environment, at San Bernardino, CA. March 2010.

Coachella "Neural Sky": an interactive environment, at Coachella Valley Music and Arts Festival in Coachella, CA. April 2010.

Tsinghua University "Interactive Architecture", at School of Interaction Design. 2009

Coachella “FlockWall”: an interactive environment, at Coachella Valley Music and Arts Festival in Coachella, CA. March 2009.

Materials and Applications “Bubbles”: an interactive spatial pneumatic environment at an urban scale, at Materials and Applications in Silverlake, CA.

A + D Architecture and Design Museum, “Young Blood: Next Gen” LA, CA, 2006

Center for Contemporary Art “People Doing Strange Things with Electricity: NANO-CITY-2. Seattle, WA, 2004

Pasadena Wind Tunnel “Gardenlab Experiment”: NANO-CITY, Part of a group exhibit focused on Ecology and the Environment. Pasadena, CA, September 2004

Japanese American Cultural Museum: Recent work of Design Studios from Art Center College of Design including a full installation of an “Interactive Restaurant”, Los Angeles, CA, September, 2004

Knoxville Museum of Art, Student work and the work of FoxLin on “The Art of Structure, the Structure of Art, Knoxville, Tennessee, April, 2004.

Triennale di Milano, Exhibit of Boeing Business Jet Interior Design, June 2000

Gallery SLO, Los Angeles, CA. Exhibit of "Kinetic Design Group w/ Bryant Yeh: Work in Progress", 1999

MindFest: Festival of Designing, Inventing and Learning, MIT Media Lab, Student work from the course "Intelligent Kinetic Systems" 1999

Lyon Biennale, with Piotr Kowalski, Design and installation of deployable teleconference station, 1996.

Liang Gallery, Exhibit of Drawings and Paintings, Boston, MA. 1996

Gallerie LeLong, Design of Exhibit for/ with Krystof Wodziko, “Xenology: Immigrant Instruments” NY, NY, 1995

Selected Lectures

2011 IAD Congress World Design Expo, Taipei Taiwan 2011

NTUST National Taiwan University of Science and Technology, Taipei Taiwan 2011

NCKU National Cheng Kung University, Tainan Taiwan 2011.

Tsinghua University, “Interaction and Sustainability”, Beijing China, May, 2001.

Shenyang Jianzhu University, “Interaction and Sustainability”, Shenyang, Liaoning China, May 2011

American University of Sharjah (AUS) “Interactive Architecture”, Sharjah, UAE 2011

Architectural Institute of Japan, “Interactive Architecture”, Tokyo, **Japan**. March 2011

Toyohashi University of Technology, “A Brief History of Interactive Architecture”, December 2010 Toyohashi, Japan.

OBJCT Gallery, “Recent work of FoxLin”, November 2010 Claremont, CA.

ETH, Eidgenössische Technische Hochschule, “Interactive Architecture”, April 2010 Zurich, Switzerland.

HKPU, Hong Kong, “Recent Work”, March 2009.

Dynamic Dimension Design, Tel Aviv, Israel, March 2010.

Tsinghua University, Beijing China, September 2009.

NCKU National Cheng Kung University, Tainan Taiwan 2009.

HKPU, Hong Kong, “History of IA”, March 2009.

Clemson University, Clemson, SC, “History of IA and FoxLin”, October, 2008.

University of Buffalo, SUNI, Buffalo, NY, “History of IA”, October, 2008.

NCTU, Taiwan, “Experimenting with Experience”, January, 2008.

Mobius LA, AIA Symposium, Los Angeles, CA, October, 2007.

Plenary Speaker, **ACADIA Conference**, Halifax, Nova Scotia, September, 2007.

Hong Kong Polytechnic University (HKPU), Taiwan, “Scale in Design”, January, 2008.

Situated Technologies Symposium in New York, on October 18th, 2006.

Plenary Session, ACADIA 06 Conference entitled "Smart Architecture at **Otis College of art and Design** entitled "Promises and Pitfalls of IA" September, 6, 2006

MAK Center, LA Forum Lecture Series, “New Horizons” Los Angeles, CA November, 2005

Woodbury University, “The End of Mechanics”, Los Angeles, CA, September, 2005

International Conference on Sustainable Design, Bergamo Italy, Servitec, , September, 2005

Taliesin West “IA”, Near Phoenix, AZ, Spring 2005

University of Utah “Horizons”, Salt Lake City, UT, Spring 2005

MIT “**Design and Computation Lecture Series**”, “A New Sense of Interactive Architecture”, Cambridge MA, Spring 2005

UST “**Building the Impossible: Architecture in Motion Symposium**”, St. Louis, Mo, Spring 2005

Harvard University, “A New Sense of Interactive Architecture”, Cambridge MA, Spring 2005

Cal State University Pomona: “Living with IA”, Pomona CA Fall, 2004

University of Bergamo, “Interactive Architecture”, Part of a lecture Series sponsored by Servitec, Bergamo, Italy.

University of Tennessee, School of Art and Architecture: Recent work of Odesco: Beyond Kinetic”, Knoxville, Tennessee, March, 2004

Art Center College of Design, Work of Odesco and the KDG, Pasadena, CA, Fall, 2003.

Guest: Discovery Channel: “Monster Nation” TV Program, Inventor/Builder. Fall, 2004

Guest: Discovery Channel: “Monster House” TV Program, Architect/Builder, screen name “Gadget God” Spring 2003

Hong Kong Polytechnic University, “Recent Work, May, 2002

Chinese University of Hong Kong, “Recent Work, April, 2002

Meta Media, Hyper Culture Symposium, “Teletecture”, Baumer Symposium, Wexner Center, Ohio State University, Columbus Ohio, January, 2002.

TU Delft, GameSetandMatch” Sumposium “Beyond Kinetic”, “at the Faculty of Architecture, Delft, Netherlands.

Singapore National University, “Sustainable Applications of Intelligent Kinetic Systems”, Second International Conference on Transportable Environments. Singapore.

Moderator: ASCA Technology Conference, Moderator, Cambridge, MA June 2000

Workshop for Boeing Business Jet Interiors, Athens, Greece, October 2000

Hong Kong Polytechnic University, “Intelligent Kinetic Systems, Live Video Lecture, Hong Kong-MIT, 1999

Waseda University, Lecture on the Evolution of Interactive American Architecture, Tokyo, Japan, 1998, September, 2007.