

Graeme Patterson

Combining, sculpture, scale models, stop-motion animation, robotics, interactive programming, virtual reality and music, Graeme Patterson's work plunges us into a world that is as moving as it is playful. The product of a slow and meticulous creative process, his work entices us into an emotionally-charged parallel universe inhabited by dreams, games, memory, and nostalgia.

A finalist for the 2014 and 2020 Sobey Art Award, Graeme Patterson was born in Saskatoon and currently lives in Sackville, New Brunswick.

He was nominated for a Juno award in 2011 and received the Victor Martyn Lynch-Staunton award for media arts from the Canada Council for the Arts in 2012.

His work has exhibited at museums and galleries internationally including the National Art Gallery of Canada, the Art Gallery of Hamilton, the Art Gallery of Nova Scotia, the Galerie de l'UQAM (Montreal, QC), the Mendel Art Gallery (Saskatoon, SK) the Southern Alberta Art Gallery (Lethbridge, AB), the Surrey Art Gallery (Surrey, BC) the Centre Des Arts d'Enghien-Les-Bains (Enghien-les-Bains, France), MASS MoCA (Massachusetts, USA), and Creative Time (NY, USA).

He has also screened his animated films at several international festivals including the Toronto International Film Festival and the Reykjavik International Film Festival.