

Vance Feldman

B. 1982 | Portland Artist | email vance[at]foreverscape.com | ForeverScape.com | Insta, Twitter, Youtube: [@ForeverScape](https://www.instagram.com/ForeverScape)

Vance Feldman embarked on a lifelong journey to create the ForeverScape in 2009. Since then, he has grown the illustration to over three football fields long and engineered special machinery to play it back.

Education

Reed College - B.A. Studio Art
Portland State University - Will Vinton's Animation Intensive
International Baccalaureate - Higher Level Art, Thesis
Admitted to both SFIA & SAIC - based on portfolio review

Awards

HOW, Interactive Design Awards, BEST OF SHOW, 2011
Communication Arts, Interactive Design Annual, Experimental, 2010
I.D., Annual Design Review, Honorable Mention, 2010
HOW, Interactive Design Awards, Outstanding, 2010
Adobe, MAX Awards, Finalist, October 2009
Caspar T. Locher Summer Creative Scholarship, 2003

Solo Exhibitions, Lectures & Pop-Culture

Sketch eXchange - 2013
solo exhibition, lecture

Denver Independent Comic Expo - 2017
Invited panelist, paid guest exhibition

Portland Art Museum - 2008, 2011
interactive art installations

Library of Congress on-site "Overture" Media Wall
co-designer, developer (with Seconds Story Studios)

Sustainable Seattle - 2010
artist in residence, invited event artist (space needle exhibition hall)

The Globe - 2011
solo exhibition

Beastie Boys - 2007
designed & implemented sound-reactive animations

Reed College - 2017
guest lecture

Other Exhibitions

Goodfoot, 2017
AFRU Gallery 2014, 2016 - multiple exhibitions
Remains Gallery 2014, 2016 - featured artist
HTML5 Dev Conf 2011 - 3d animation
iDoc Monthly - 2017
Willamette Week 2013 - commissioned illustration

Press

[Portland Mercury](#) - Print/online "It Goes Until I do"
[Reed Magazine](#) - Print/Online "Sketching Infinity"
[303 Magazine](#) - Print/Online "What You Missed..."
[WeMakePDX](#) - Online "Febuary eXchange w/Vance"
[Mercury Blog](#) - Online "ForeverScape at the Globe"
[XCuttingConcerns](#) - Podcast Interview