

Philip C Philip

Barcelona, Spain | filisonic.me@gmail.com | +34 608 706 702 | philipcp.carrd.co | linkedin.com/in/philip-c-philip

SUMMARY

Interdisciplinary artist working at the intersection of field recording, computational translation, and physical making. Trained in sound engineering, cinematography, stop-motion animation, and procedural game design. Current practice records the rhythms of places -- birds, water, built environments -- and translates them through Pure Data into pen-plotter drawings, asking what happens at each step of the crossing.

EDUCATION

Research in Design and Communication (Master's) -- Universitat de Vic - UCC, Barcelona, 2025
Research focus: interactive media as tools for ecological storytelling.

Master's in Animation in Game Design -- UPC Universitat Politècnica de Catalunya, Barcelona, 2024
Thesis: *Procedural Environments as Narrative Devices in Immersive Storytelling*.

Master's in Stop-Motion Animation -- BAU, Centre Universitari de Disseny de Barcelona, 2023
Thesis project: *Recordando* -- a stop-motion exploration of memory and identity.

BA, Cinematography and Film/Video Production -- MetFilm School, London, 2014
Specialisation in visual storytelling and experimental cinema.

Diploma in Sound Engineering and Music Production -- SAE Institute, 2008
Focus on spatial audio and environmental soundscapes.

SELECTED PROJECTS

Raven Drawing -- Sound-to-Plotter Pilot | 2026

Field-recorded approximately 90 seconds of intermittent raven calling; translated the recording through a Pure Data patch into spatial drawing instructions; executed on a pen-plotter. First completed pilot of the proposed practice-based PhD on cross-media translation.

Chrysalis -- Sci-fi Game | Rolling Barrel Studios, 2023-24

Built procedural VFX systems in Unity for an interactive environment exploring symbiotic relationships between organisms and technology. Procedural-systems experience here directly informs the Pure Data pipeline in current practice.

Punarjanani -- Animation Short | 2019-21 | vimeo.com/854496642

Directed a 10-minute animated film on cycles of ecological destruction and regeneration. Bronze medal, ONE Earth Awards 2022; selection, BNP Paribas Green Film Festival 2022.

RESEARCH INTERESTS

- Translation between media -- what survives, what transforms, what unexpectedly emerges
- Field recording and deep listening as research method
- Computational pipelines (Pure Data, generative systems) as collaborators, not tools
- Drawing as a record of rhythm and time
- Practice-based research methodology; care ethics in artistic practice

SKILLS

Sound & Audio: Field recording, spatial audio, environmental soundscapes, audio mixing

Programming & Computational Practice: Pure Data, MaxMSP, Processing, C#, Python (basic), Visual Scripting

Visual / Generative: Unity, Unreal Engine, Cinema 4D, Maya, Blender, After Effects, Dragonframe, Premiere Pro

Research Methods: Practice-based research, speculative fiction writing, ethnography

Languages: English, Hindi, Malayalam, Tamil, Spanish (basic)

AWARDS & HONORS

ONE Earth Awards -- Bronze (Punarjanani), 2022 | BNP Paribas Green Film Festival -- Selection (Punarjanani), 2022 | Kalanand Art Contest -- Bronze, Prafulla Dahanukar Art Foundation, 2016