



Lisa [A] Frank PHOTOGRAPHY

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EDUCATION

University of Wisconsin-Madison, MFA Design Studies, 2011.
School of Visual Arts, NYC, Digital Imaging and Textile Design, 2000-2004.
Yale School of Drama, Scenic Art and Design, Graduate Certificate, 1981-1982.
University of Wisconsin-Madison, Graduate Department of Art, 1979-1980.
University of Wisconsin-Madison, BS Art Education, 1979.

FELLOWSHIPS & AWARDS

Sony Alpha Female+ Award, 2020.
CODAworx, Top 100 Projects, 2018.
D2P Discovery to Product Igniter Award, University of Wisconsin-Madison, 2015-16.
MacDowell Colony Evelyn Stephanson Nef Photography Fellow, 2015.
Senior Fellow, Design Studies Department, University of Wisconsin-Madison, 2015.
Senior Research Fellow, Beckman Institute for Advanced Science and Technology, University of Illinois, 2013.
Honorary Fellow, Living Environments Laboratory, Wisconsin Institutes for Discovery, UW-Madison, 2012.
David and Edith Sanaiko Frank Fellowship for a Woman in the Arts, UW-Madison, 2011.
Year of the Arts Award for Design Studies, University of Wisconsin-Madison Arts Institute, 2011.

EXPERIENCE SUMMARY

Summary

Lisa A. Frank is a Sony Alpha+ photographer and a MacDowell Colony fellow in photography. She holds an MFA in Design Studies from the University of Wisconsin-Madison where she has taught computer generated design and digital photography as an adjunct professor. She has a BS in Art Education from the UW and a graduate certificate from the Yale School of Drama in scenic art. Lisa also has an extensive professional background as a working artist in New York City where she designed textiles, wallpaper, and innovative surface treatments for residential and commercial interior projects. She painted scenery for the Metropolitan Opera, feature films and Broadway productions as a member of the United Scenic Artists union. Always excited by interdisciplinary projects, Lisa was chosen to be a Senior Research Fellow at the Beckman Institute for Advanced Science and Technology at the University of Illinois Urbana-Champaign. She was the first artist to be given that distinction. With support from the UW-Madison's Living Environments Lab and the U of I's Visualization Lab, Lisa became an early developer of art-based VR content.

PROFESSIONAL EXPERIENCE

Lisa Frank Photography

Fine Art Digital Photographer and Designer, 2006-current
Created a large body of nature-themed photographic artwork that is exhibited in galleries and sold as limited edition fine art prints. Collaborated on a wide range of projects and developed artwork for many commissions.

Bach Dancing + Dynamite Society

Projection Designer, Overture Center for the Arts, Madison, WI, 2021 and 2016
Designed digital paintings/projections for a highly regarded classical music series. Each season, four varied programs of engaging music were performed, ranging from classical masterworks to contemporary composers. Each was represented by a unique digital projection, shown on the large screen behind the musicians in 2016 and before each piece of music on 2021's online series.

Wonder [VR] Studio

Virtual Reality Application Designer and Founder, 2011-2019
Conceived of and art directed two VR apps for the Montefiore Health System to be used as a childrens' pain reduction tool. Collaborated with a team of two VR programming specialists. Researched and published an academic paper entitled, "Using the computer driven VR environment to promote experiences of natural world immersion." This was presented at the ISAT/SPIE annual symposium on electronic imaging.