

Robin McCain

Producer, Visual Effects Artist

Robin McCain is a pioneer in applied multimedia, computer graphics, and theatrical productions. Her early work as a lighting and sound designer for Theater Memphis led her to a B.A. degree in broadcasting & technical theater from Rhodes College in 1972. Her position as a multimedia integrator in the early 90's for Intel Corporation included producing and presenting computer based multimedia presentations for the Vice-President for Corporate Strategy throughout the USA and Europe. Earlier, she was a field engineer for Evans & Sutherland, pioneers in computer graphics, and was involved in installations for NASA Ames, Boeing, Lucasfilm, Pixar, and the Universities of California, Oregon and Washington. She has been involved in many consultancies throughout Silicon Valley and the Bay Area, most recently at Genencor International, InnVision, and Episcopal Community Services.

McCain co-incorporated NewName Performance in 1989 at which time she came on as Technical Director and converted an industrial space into the alternative Nouveau Theater. She has been a member of USITT, Bay Area Video Coalition, Film Arts Foundation, IEEE and appears in Who's Who. McCain's skills with multimedia and her knowledge of marketing and technical production assisted her in developing an interface between the organization and major corporations.

McCain has co-produced over two dozen projects with Leslie Streit. Most notably, ***VLAD DRACULA IN THE YEAR 2000*** (1994), a multimedia stage production which toured to the Edinburgh Festival, ***VD2001*** (1996) the first serial on the World Wide Web and winner of several awards, ***EYEWITNESS*** (1999), ***LAVINIA'S DREAM*** (1999) and ***BILLBOARD MAN*** (2004).

She has just finished work on the digital visual effects for ***GOD WEARS MY UNDERWEAR***, a film about the Holocaust and recently co-founded Cinematiks, a new production company.

McCain is the illustrator and webmaster for the graphic novel ***ANARCHIST***, currently published on the Internet, and is exploring the possibilities of online marketing for artistic work as new episodes are released.