

David O'Reilly

David O'Reilly (b. 1985, Kilkenny, Ireland) is an artist based in Upstate New York whose work explores worlds and simulations: systems that unfold, behave, and resist conventional narrative. His practice spans animation, video games, and large-scale installation.

His short film *Please Say Something* (2009) won the Golden Bear for Best Short Film at the Berlin International Film Festival — the first computer-animated work to receive the prize. Its follow-up, *The External World* (2011), premiered at Venice and won over forty international awards. He has written for *Adventure Time* and *South Park*, and designed the fictional video games in Spike Jonze's *Her*.

In 2014 he released *Mountain*, a minimal ambient simulation. *Everything* (2017), a model of the universe in which every object is a playable character, won the Golden Nica at Prix Ars Electronica and became the first video game work to qualify for an Academy Award. *Eye of the Dream* (2018–2023), a 360° dome film and installation, was exhibited at the 21st Century Museum of Contemporary Art, Kanazawa. His most recent work, *EACHOTHER* (2026), is a live simulation of one million autonomous beings, with its first public preview at the 42nd Hamburg International Short Film Festival in June 2026.

His work has been shown at the Barbican Centre, NTT ICC, the Walker Art Center, IMMA Dublin, MAAT Lisbon, SFMOMA, and the Hong Kong Arts Centre, and has been the subject of retrospectives at MoMA New York, the Walt Disney Concert Hall, and New Chitose International Animation Festival. He is a member of the Academy of Motion Picture Arts and Sciences.

Education

2005 Fabbrica, Benetton Communication Research Center, Treviso, Italy — Scholarship
c. 2003–2004 Institute of Art, Design + Technology (DLIADT), Dublin, Ireland — Animation (coursework)

Selected Works

EACHOTHER, live simulation/installation, 2026
Eye of the Dream, 360° dome film, 2018–2023
Everything, simulation, 2017
Mountain, simulation, 2014
The External World, animated film, 2011
Please Say Something, animated film, 2009
RGB XYZ, animated film, 2007

Selected Retrospectives

2019 Kilkenny Animated Festival, Ireland
2019 Las Palmas de Gran Canaria International Film Festival, Spain
2015 Modern Mondays, Museum of Modern Art (MoMA), New York, NY

Solo Exhibitions

2022 Corona Voicemails, YveYANG Gallery, New York, NY
2018 *Eye of the Dream*, YveYANG Gallery in collaboration with Art World, O Art Space, Shanghai, China
2017 La Roche-sur-Yon Film Festival, La Roche-sur-Yon, France
2017 Zorlu PSM – Zorlu Performing Arts Center, Istanbul, Turkey

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Selected Group Exhibitions

2026 Eye of the Dream, Living Canvas, Dublin, Ireland
2026 WORLDBUILDING III: Gaming and Art in the Digital Age, curated by Hans Ulrich Obrist, Canyon, New York, US
2026 Undershed, Watershed, Bristol, UK
2026 More than Human, ArtScience Museum, Singapore
2026 Following the Traces (Po śladach), WRO Art Center, Wrocław, Poland
2026 Games +: Cultures, Communities and Arts, Itaú Cultural, São Paulo, Brazil
2025 Sous le même ciel ? (Under the Same Sky?), Le Cube Garges, Garges-lès-Gonesse, France
2025 More than Human, The Design Museum, London
2025 Interspecies, Museum of Contemporary Art (MAC) at the Centro Cultural de Belém (CCB), Lisbon, Portugal
2023 DXP (Digital Transformation Planet): Towards The Next Interface, 21st Century Museum of Contemporary Art, Kanazawa, Japan
2023 WORLDBUILDING: Gaming and Art in the Digital Age, curated by Hans Ulrich Obrist, Julia Stoschek Foundation, Düsseldorf, Germany
2023 Game Design Today, Museum für Gestaltung Zürich, Zurich, Switzerland
2023 VIRTUAL REALMS, Barbican Center, London, UK
2023 Chinretsukan Gallery at the Tokyo University of the Arts, Tokyo, Japan
2023 The Mirror of a Moment, Le Cube Garges, Paris, France
2022 VIRTUAL REALMS, WA Museum Boola Bardip, Perth, Australia
Poikilo Museum, Finland
2022 Hyperscapes – Virtual Landscape as a Place of Longing?, Kornhausforum, Bern, Switzerland
2022 GAME UP, Green On Red Gallery, Berlin, Germany
2022 YY OS Gold Canopy, YveYang Gallery, New York, US
2022 Eye of the Dream, Living Canvas, Dublin, Ireland
2022 VIRTUAL REALMS, WA Museum Boola Bardip, Perth, Australia
2022 Poikilo Museums (Kouvola Art and City Museum), Kouvola, Finland
2022 The Pieces I Am, UCCA Edge, Shanghai, China
2022 Beneath the Skin, Between the Machines, HOW Museum Shanghai, China
2021 Ab7 X Onassis Culture X Berliner Festspiele X Eugenides Foundation: The New Infinity, 7th Athens Biennale, Athens, Greece
2021 The New Infinity, Berlin Art Week, Berlin, Germany
2021 VIRTUAL REALMS, ArtScience Museum, Singapore
2021 Thailand Biennale, Thailand
2021 VIRTUAL REALMS, SciArt Singapore
2021 Everyday is a New Day, YveYANG POP-UP Gallery at OōEli, Hangzhou, China
2020 Designs for Different Futures, Walker Art Center, Minneapolis (organized with Philadelphia Museum of Art & Art Institute of Chicago), Minneapolis, MN
2020 Tbilisi Architectural Biennial & Triennale di Milano, Georgia and Italy
2020 Fukuoka Airport, Japan
2019 IMMA, Dublin, Ireland
2019 Philadelphia Museum of Art, Philadelphia, PA
2019 MAAT, Lisbon, Portugal
2019 YveYANG + Postmasters Gallery, New York, NY
2019 Kunsthall ULYS, Denmark
2019 Green on Red Gallery, Ireland
2019 Cité du design, Saint-Étienne, France
2019 Walker Art Center, Minneapolis, MN
2019 Hong Kong Arts Centre, Hong Kong
2019 Tokyo Photographic Art Museum, Tokyo, Japan
2018 CAFA Game Art Exhibition, Central Academy of Fine Arts, Beijing, China
2018 NTT ICC, Tokyo, Japan
2018 States of Play: Roleplay Reality, FACT, Liverpool, UK

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2018 Unwanted Stories, Edith-Russ-Haus, Oldenburg, Germany
2017 Tokyo Midtown, Tokyo, Japan
2017 San Francisco Museum of Modern Art (SFMOMA), San Francisco, CA
2017 Shenzhen Animation Biennale, Shenzhen, China
2017 Ludwig Forum, Aachen, Germany
2017 Frankfurter Kunstverein, Frankfurt, Germany
2017 Prix Ars Electronica, Linz, Austria
2013 7th Digital Art Festival Taipei: Artificial Nature, Songshan Cultural and Creative Park, Taipei, Taiwan
2013 Essays On Reality, Galerie EIGEN + ART, Berlin, Germany
2013 The Wrong (Digital Art Biennale), New York, Los Angeles & Online
2006 Centre Pompidou Les Yeux Ouverts, Paris, France

Selected Festivals & Screenings

2026 Algorithmic Entanglements, REFRESH San Francisco, San Francisco, CA
2026 EACHOTHER, 42. Kurzfilm Festival Hamburg / OPEN SPACE, Hamburg, Germany
2023 No, Future, No Cry – Exposição Coletiva, Festival Verão Azul, Lagos and Loulé, Portugal
2022 Shaping the Future: A New Art Ecosystem Mediated by Technology, Seoul Arts & Tech Festival "Unfold X", Seoul, South Korea
2022 Sculpting Time, Illumination of Being, Afterparty NFT Art + Music Festival, Las Vegas, NV
2021 Ottawa International Animation Festival, Ottawa, Canada
2021 ∞ o'clock featuring David O'Reilly's Quarantine Dreams, Unsound's Ephemera Festival, Warsaw, Poland
2018 Interactive Experiences: Visual Aesthetics and the Way We Play, Zurich University of the Arts (ZHdK) in cooperation with Ludicrous – Zürich Game Festival, Zurich, Switzerland
2018 David Lynch's Festival Of Disruption, Brooklyn Steel, New York, NY
2018 GLAS Animation Festival, Los Angeles, CA
2017 London International Animation Festival, London, UK
2017 Film Festival La Roche-sur-Yon, France
2014 10th Anniversary Pictoplasma Festival, Berlin, Germany
2014 Roy & Edna Disney/CalArts Theater, Los Angeles, CA
2014 Chitose International Animation Festival, Japan
2014 Ottawa International Animation Festival, Canada
2013 Circuito Off Venice, Italy
2013 Kikk Festival, Belgium
2013 Anima Mundi, Brazil
2013 Vienna Filmmuseum, Austria

Selected Talks & Masterclasses

2020 The World Around, New York City, NY
2020 ALIFE Conference (Online, Japan)
2020 Pictoplasma In Isolation (Online, Berlin)
2020 Mouvo, Prague, Czech Republic
2020 FITC, Amsterdam, Netherlands
2019 Kilkenny Animated Festival, Ireland
2019 BitBang Festival, Argentina
2019 Las Palmas de Gran Canaria International Film Festival, Spain
2018 VENT, Japan
2018 Hamburg Planetarium, Germany
2018 The New Infinity, Germany
2018 Frame by Frame Conference, Chicago, IL
2018 Berliner Festspiele, Berlin, Germany

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2018 Playgrounds Festival, Eindhoven, The Netherlands
2018 GLAS Animation Festival (talk), Los Angeles, CA
2018 Ludicious-Zürich Game Festival, Zurich, Switzerland
2017 LIAF (London International Animation Festival), London, UK
2017 New Chitose Intl. Animation Festival, Hokkaido, Japan
2017 Ars Electronica, Linz, Austria
2017 Berlinale Talent Campus, Berlin, Germany
2011 Yale University, New Haven, CT
2011 Prix Ars Electronica, Linz, Austria

Selected Awards

2019 Contribution to Animation, BitBang Festival
2018 Special Jury Prize [Lab], Clermont-Ferrand
2017 Golden Nica (Computer Animation), Prix Ars Electronica
2017 Jury Prize, VIS Vienna Independent Shorts
2017 Most Innovative Game, Games for Change Award
2017 Winner in Entertainment Category, World Technology Awards
2017 Most Amazing Game Award, A MAZE. / Award
2016 Best Animated Character, Third Culture Film Festival
2016 Most Fantastic Award (Best in Show), Fantastic Arcade Festival
2015 Honorary Mention, Prix Ars Electronica
2013-2014 Special Mention, Ottawa International Animation Festival
2013-2014 Special Jury Prize (Collection), American Film Institute (AFI) Fest
2012 Best Animation – Best Experimental, SOTW Awards
2012 Dead by Dawn Film Festival, Audience Award
2011 Best Short Film, Ljubljana International Film Festival
2011 Best Contemporary / Experimental Short, Sapporo Shortfest
2011 Golden Gate Awards – Best Animated Short, San Francisco International Film Festival
2011 Best Animation, Melbourne International Animation Festival
2011 Honorary Mention – Short Filmmaking Awards, Sundance Film Festival
2011 Best Animation, Tampere Film Festival
2011 IFTA (Irish Film and Television Awards), Best Animation
2011 Grand Prix "Golden Kuker", Sofia International Animation Film Festival
2011 Best Short Film, Anim'est IAFF Romania
2011 Grand Prix, 25 FPS International Experimental Film and Video Festival
2011 ASIFA Austria Award, VIS Vienna Independent Shorts
2011 Award of Distinction, Prix Ars Electronica
2011 Best German Short Film, Regensburg Short Film Week
2011 Best Animation / Yoram Gross Award, Flickerfest
2011 Audience Award, Uppsala International Short Film Festival
2011 Grand Prix, Stuttgart International Trickfilm Festival
2011 Best Short Film – Obliqua Section, Barcelona International Short Film Festival
2010 Public Award, Cinémathèque Québécoise
2010 Berlin Award, Berlin Interfilm Festival
2010 Grand Prize, Kurzfilmtage Winterthur
2010 Golden Zagreb Award, Animafest Zagreb
2009 Golden Bear for Best Short Film, Berlinale (Berlin International Film Festival)
2009 Cartoon d'Or Award
2009 German Film Award (Deutscher Kurzfilmpreis)
2009 Best Narrative Film, Ottawa International Animation Festival
2009 Best German Short Film, Oberhausen International Short Film Festival

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Honors

Member, Academy of Motion Picture Arts and Sciences (AMPAS)
Member, Spark AR Partner Network
Creator, GLAS Simulation Prize
Cartoon d'Or Nominations (2009, 2010)
Prädikat Besonders Wertvoll (German Film Rating)