

Alexandros Spathis studied sound engineering at the Papantonopoulos Cinematography School and then proceeded with image editing, the creation of 3D graphics and the utilization of VFX (Visual Effects) for a large number of advertisement productions, and with documentaries and short films in Athens. He has been working for the Cultural Technology and Communication Department of the University of the Aegean since 2002 being responsible for the technical management and organisation of the Image, Sound and Cultural Representation Lab (ISCRL). He also participates in academic teaching on a pre and postgraduate level being responsible for video editing and 3D graphics. He has participated in a large number of research projects on production, digitization and processing of audiovisual material and 3D representations, has edited installations for exhibitions organised by the Cultural Technology and Communication Department and has collaborated with various agencies (e.g. Foundation of the Hellenic World, Region of the Aegean, etc), private enterprises, etc, for the installation and configuration/parametrization of audiovisual equipment and Motion Capture Systems (VR and AR).