

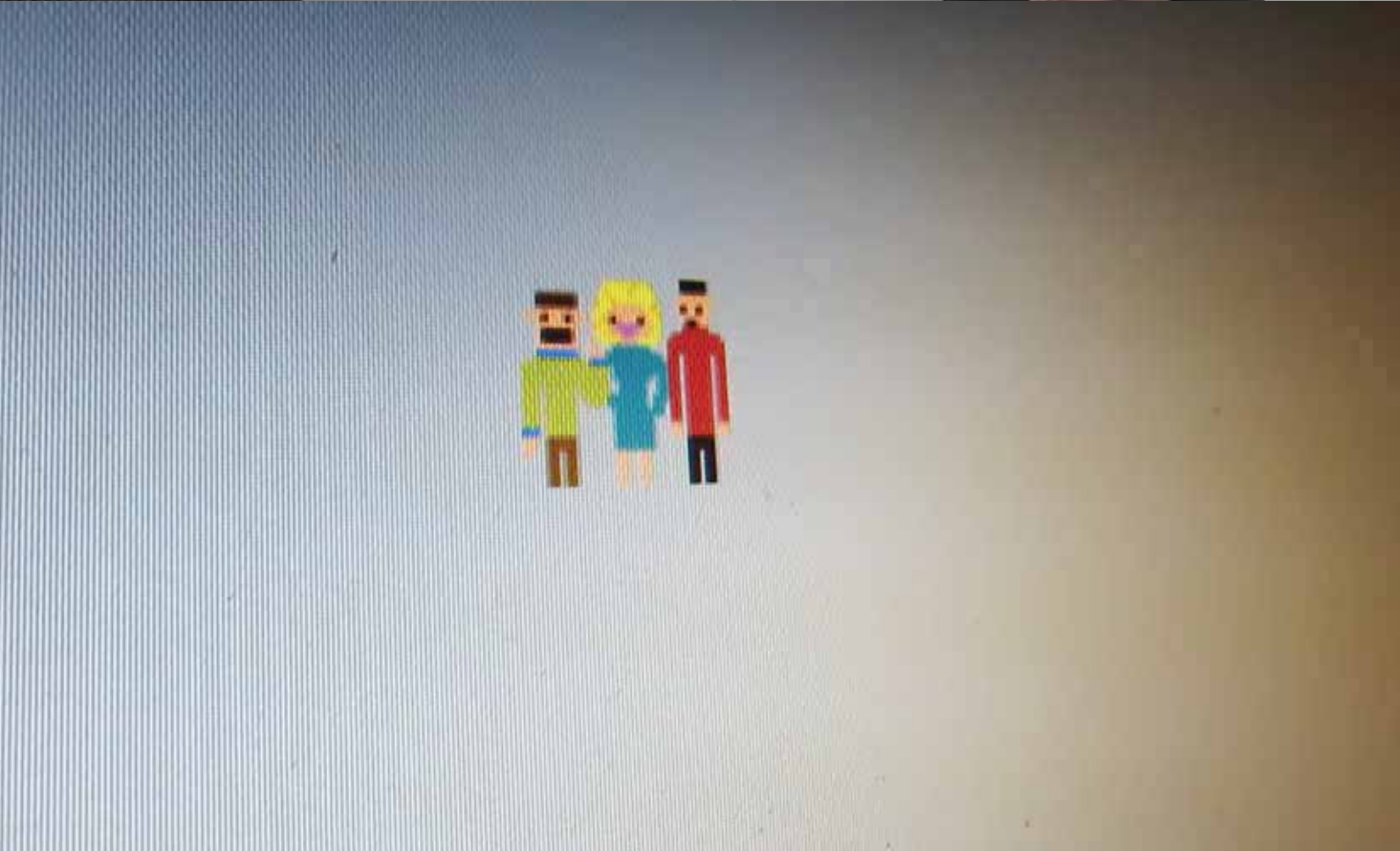
Exhibitions and presentations



Participation in STRP Space Makers symposium culminates in a symposium where creators showcase their collaborative projects, blending art, technology, and societal themes. These presentations often take the form of immersive exhibitions, interactive installations, or performances



Luca Arts Genk:
Participation in exhibition,
+ presentation and workshop



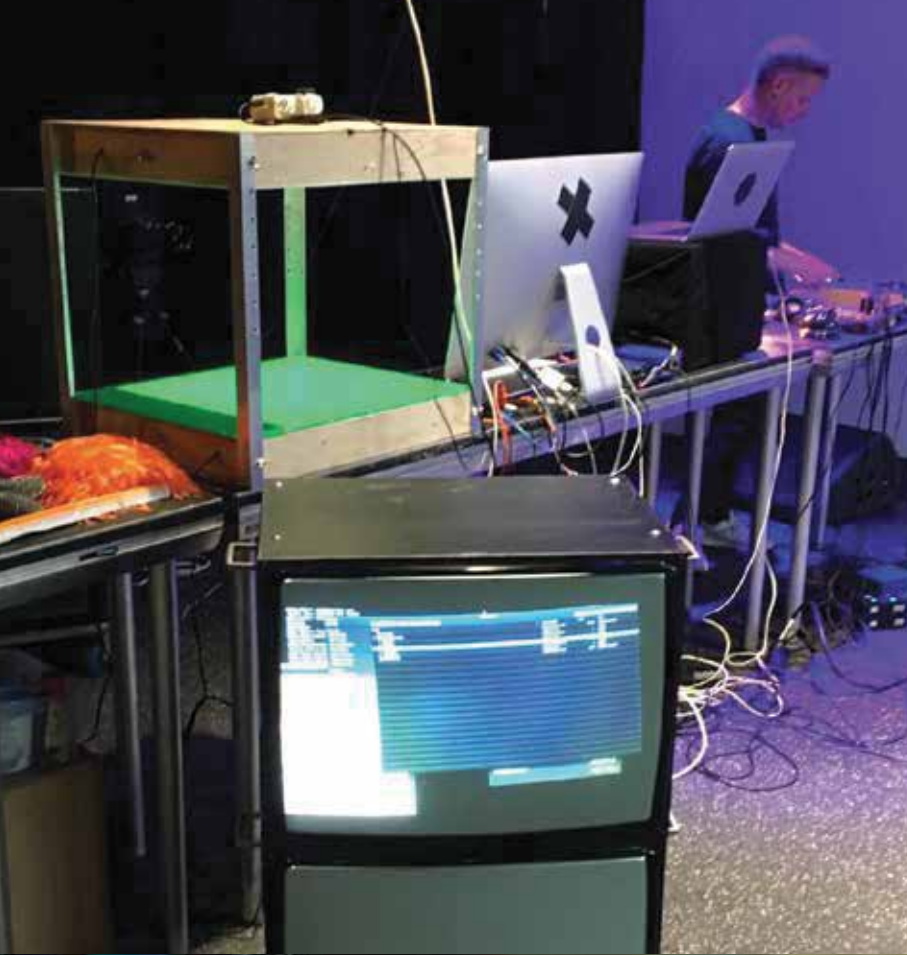
In this interactive prototype, the environment is intentionally minimal, stripped of context, detail, and distraction. A blank, ambient space surrounds a set of wandering characters, whose aimless movement becomes the central focus. With no clear purpose or direction, the void amplifies their gestures. The installation uses classic `www1` javascript code used for many webart installations, and is in its first phase.



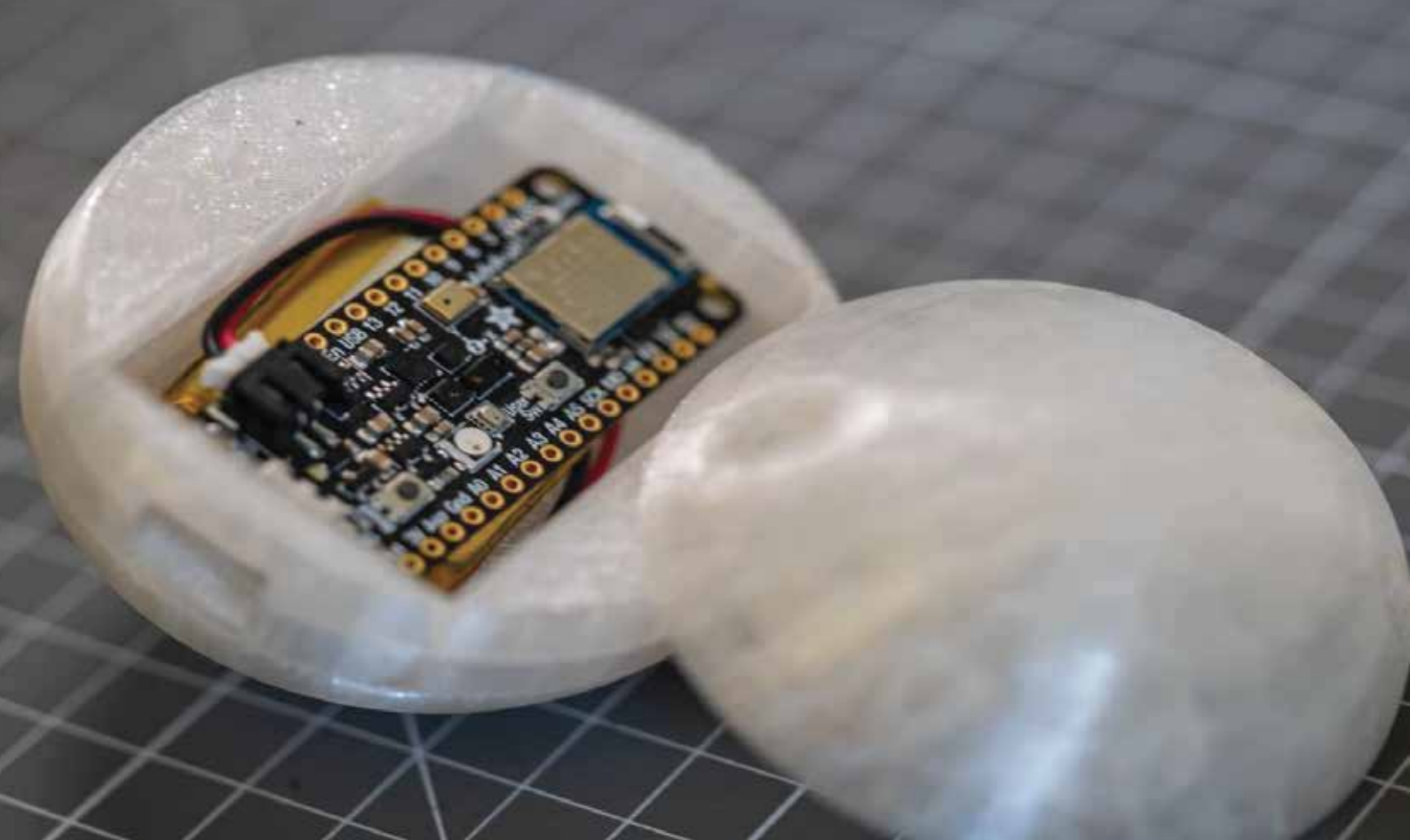
Prototype exhibited at Dutch Design Week, where spamletters can be reorganised into personalised letters to friends, family and loved ones. The installation uses repuposed hard- and software, and is made as an open source prototype with open source tools.



At Grafill in Oslo, I showcased a programme I curated called "Seeing Sound" and invited two experimental animators: Petri Henriksson and Rogier van der Zwaag, to present their work and creative process. Seeing Sound Cinema is a one-hour animation programme that showcases independent, innovative animations from creators around the world, using new approaches to filmmaking based on music. Also referred to as "seeing sound" by the first filmmakers in the 1950s, when the possibility of merging film and sound became a new feature in filmmaking, followed by a genre of films that base their visual storytelling on music. The speakers both focussed on their novel ways of animating, combining various unorthodox technologies to get unexpected results.



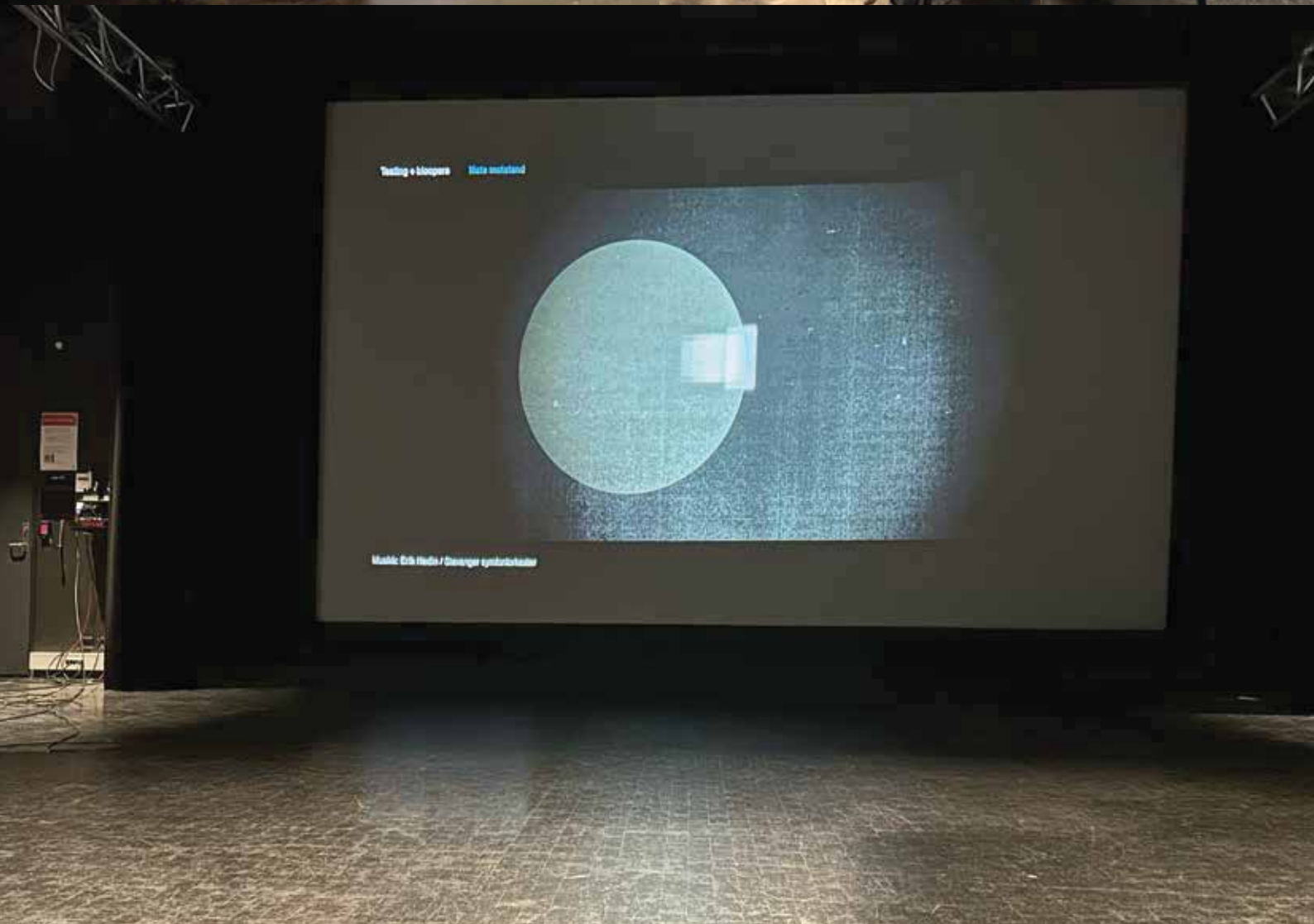
Prototype for live animation using custommade soft and hardware, the music can control the live animated footage. Custommade software combines live animation with live drums and live music produced on the nintendo gameboy, to synchronise live drums and electronic instruments to control playback of live animation.



Prototype for interactive controller, a 3d printed sphere with an xy controller that can map location, speed of rotation and collision. Using machine learning to detect collision.

Made as part of residency that is 3 fold, 2 parts early 2025, one part september 2025.

Teaching and organised lectures



illustrator LouLou, Set Margins Publishers, Kirstian Pedersen Animator.

Organised lectures at KMD with creatives in the field as part of research group Design in Context

Create Motion, Light & Kinetic Works using Microcontrollers



At KMD, my teaching centered on developing experimental interfaces that emphasized interactivity, guiding students through projects using programming, microcontrollers, augmented reality, and physical materials. This approach encouraged them to explore how digital and physical elements could be integrated to create responsive, engaging user experiences.

PROTOTYPES

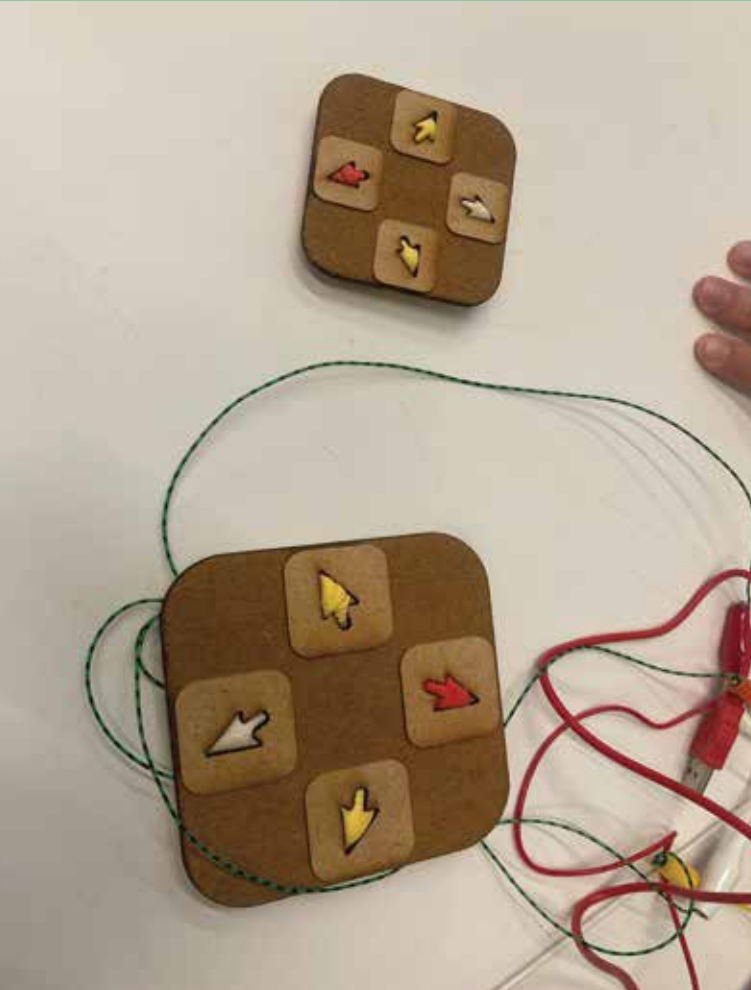
From the "Designing interactive experiences" Course

Augmented Reality Animations,
Physical DIY Interfaces & Games

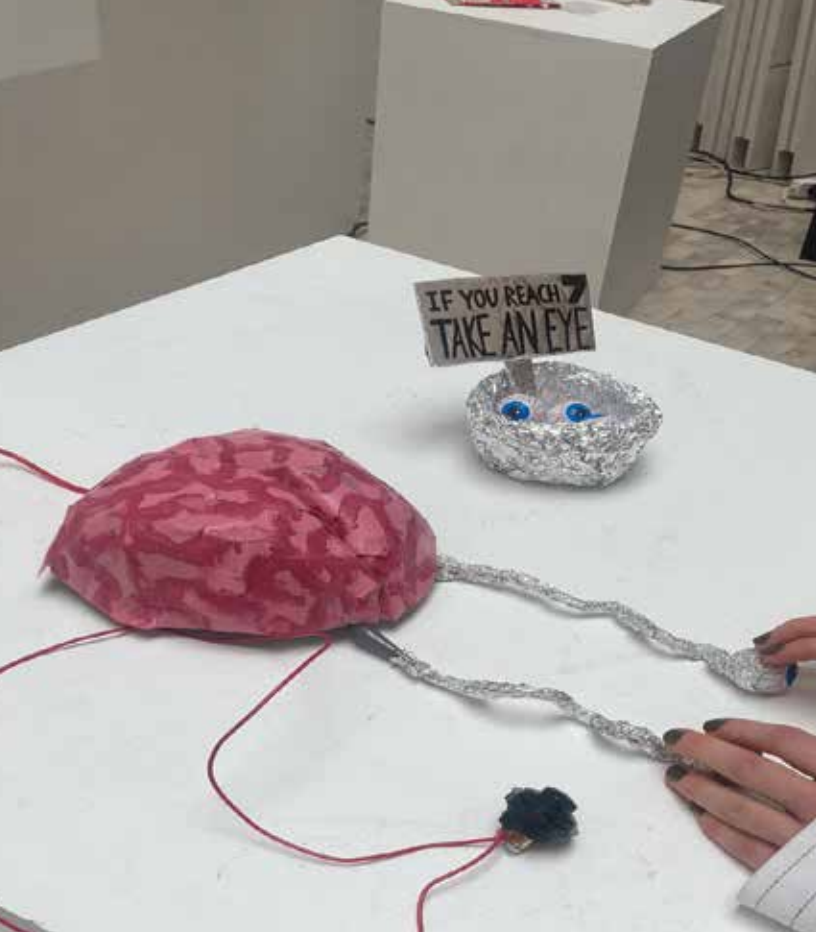


Fredag 29 September

KI 13, Øvre Hall



My teaching put emphasis on interactivity through experimental interfaces, where students worked with programming, microcontrollers, AR, and physical materials. We typically worked toward a final exhibition, where students collaboratively created interactive installations that combined code, data, and tangible elements to engage users in meaningful, sensory-driven experiences.



Our projects culminated in public exhibitions designed to encourage audience participation, where students collaboratively built immersive works that blended code, data, and tactile components to invite meaningful interaction, encouraging students to engage with interaction beyond the confines of the screen.