

CV & PORTFOLIO



TOMY HERSETA

A designer who works in various medium, from intangible to tangible medium ranging from sound, video, two-or-three-dimensional object, to interactive multimedia installation. He often work with multi-disciplinary approach, combining design, science, and technology.

Interested in social, internet culture, and speculative design issues, he tried to create a work that is not just for his own satisfaction but also could give a thought provoking experience to the audience with a narrative and fictional scenario sometimes with a little humour so it would be more interesting from the beginning, because he believe humour takes an important role in order to trigger something to achieve deeper conceptual goals.

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EXPERIENCES

- 2013 - Common Room & Engage Media**
Artist Participant for G30SPKI Video Slam
Project initiated by EngageMedia.org and
Common Room Network Foundation
- 2014 - Pasar Seni ITB 2014**
Music Director for renowned quadrennial art
festival organized by FSRD ITB
- 2016 - Indonesia Furniture Designer Association**
Designer Participant for 20 Best Design
Workshop with various experts from industry,
professional, and government
- 2016 - Irama Nusantara**
Sound Engineer & Music Archivist for a project
from Irama Nusantara as a music-archiving
collective in conjunction with National Radio
Station (RRI) and Indonesia ministry of creative
economy (BEKRAF)
- 2016 - Lokaswara**
Artist & Layout Designer for annual art event
Bandung International Digital Arts Festival 2016
- 2016 - Indonesia Ministry of Creative Economy**
Designer for a virtual reality installation team as
part of Freedom Indonesia pavilion for London
Design Biennale 2016
- 2016 - Digital Culture Visit**
Designer Participant & Host for a mini residency
and program by British Council and Bandung
Creative City Forum
- 2017 - Pecha Kucha Yogyakarta**
Speaker for sharing about how to develop archi-
tectural/interior project into virtual reality
- 2018 - Disket Sharing**
Speaker for sharing about being a multipotent-
ialite in this globalization and internet era

AWARDS

- 2015 - Bravacasa Design Challenge 2015**
Finalist, Category Lighting Design
- 2016 - Indonesia Designer Challenge 2016**
Winner, Category Furniture Design
- 2017 - Indonesia Fashion & Craft Awards 2017**
Honorable Mention, Category Home Decor
- 2017 - Indonesia Good Design Selection 2017**
Finalist, Category Furniture/Home Decor

MEDIA COVERAGES

- Pikiran Rakyat Newspaper**
Polylogue: an Interpractice Presentation
- Pikiran Rakyat Newspaper**
Pameran Seni Bertajuk Benda Diatas Meja
- Kompas Newspaper**
Polylogue: an Interpractice Presentation
- Woomba #4 Magazine**
Artwork Showcase
- Bandung Magazine**
Artwork Showcase: MITOS
- Bravacasa Indonesia Magazine**
Bravacasa Design Challenge 2015
- NYLON Indonesia Magazine**
Interview: Indonesian 13 Local Music Heroes
- CASA Indonesia Magazine**
Alumni Bravacasa Design Challenge
- DCDC Substereo OZ Radio**
Interview & Showcase: Gaung
- Indonesia Morning Show NET TV**
Pertunjukan Tari Video Mapping IMS

NYLON

INDONESIA

Local Music Heroes

SELECTED EXHIBITIONS

- 2012 - FRAKTAL by TPB FSRD 2011**
Aula Timur ITB, Bandung
- 2013 - Bandung Zine Fest**
Gedung Indonesia Menggugat, Bandung
- 2014 - Jogja Zine Fest**
Ace House Collective, Yogyakarta
- 2014 - Polylogue: an Interpractice Presentation**
Galeri Yuliansyah Akbar, URBANE, Bandung
- 2015 - CASA by BRAVACASA 2015**
The Ritz-Carlton Ballroom, Jakarta
- 2015 - Modern Artefact Club :**
Benda-Benda Diatas Meja
Galeri Yuliansyah Akbar, URBANE, Bandung
- 2016 - MOZAIK/IFFINA Indonesia**
Jakarta Convention Center, Jakarta
- 2016 - CASA 2016**
The Ritz-Carlton Ballroom, Jakarta
- 2016 - Bandung International Digital Arts Fest**
Bandung Convention Center, Bandung
- 2016 - Indonesia Pavilion Freedom**
London Design Biennale 2016
Somerset House, London
- 2016 - Bandung New Emergence**
Vol.6: LISTEN!
Selasar Sunaryo Art Space, Bandung
- 2017 - CASA 2017 Designer Corner**
The Ritz-Carlton Ballroom, Jakarta
- 2017 - MOZAIK Indonesia**
Jakarta Convention Center, Jakarta
- 2017 - Pameran Getok Tular #2 :**
Spacing Out (Lamunanku...)
Omunium Space, Bandung
- 2017 - Digital Design Weekend**
Lawangwangi Creative Space, Bandung

SELECTED PERFORMANCES

- 2014 - Pemuda Setempat Exhibition**
Galeri Platform, Bandung
- 2014 - Pasar Seni ITB 2014**
Institut Teknologi Bandung, Bandung
- 2015 - Ruang Gelap: Audio Visual Showcase**
Intermedia Studio FSRD ITB, Bandung
- 2015 - Napolleon/Swell Java-Java Tour**
Widya Mitra Building, Semarang
- 2015 - More Brutallity Less Harmony**
Mondo Café, Jakarta
- 2016 - Jogja Noise Bombing Festival**
Indonesia Contemporary Art Network, Jogja
- 2016 - KVMSY Mini South East Asia Tour**
Findars Artspace, Kuala Lumpur
Rainhouse, Ipoh
The Substation Theater, Singapore
- 2016 - Pekan Komponis Indonesia : Musik**
Eksperimental Elektronik
Teater Kecil Taman Ismail Marzuki, Jakarta
- 2016 - Salon vol.4 : Encountering the Everyday**
Selasar Sunaryo Artspace, Bandung
- 2017 - Archipelago Festival**
Energy Building SCBD, Jakarta
- 2017 - Noice Festival**
Kuningan City, Jakarta
- 2017 - Tomy Herseta Mini Europe Tour**
Centrum voor Labiele Media, Dordrecht
Emser Straße, Berlin
XB Liebig, Berlin
Noiseberg, Berlin
- 2017 - Digital Design Weekend**
Lawangwangi Creative Space, Bandung
- 2017 - Bandung International Digital Arts Fest**
Spasial, Bandung



BORDERLESSNESS

Interactive Installation

120 cm x 80 cm x 70 cm

Variable Media

2014

Polylogue : "An Interpractice Presentation"

This installation consists of box made of reclaimed wood with various medium inside ranging from narrative text, mirror, light, sound, and scent. The installation tried to takes audience from the outside world, when they put their head into the box they will taken into another narrative world where their sensory triggered by the installation. It only worked when there are two people put their head into the box.

The idea is to tell a story about the absence of limitation in today's world, where time and distance are no longer boundaries for the communication between people. The internet makes us feel close to each other even though we are in the different places and in different times. But then again, this installation also tried to spark a question: does it make a better communication for us or just exactly the opposite way?



IT'S STRANGE VR

Virtual Reality
Immersive Experience
Oculus Rift & Leap Motion
2015

LeapMotion 3D Jam 2015

In the 43 days range, we challenged and “hacked” ourselves with absolute zero experience about VR before. Developed for LeapMotion 3D Jam 2015, I was assigned by Labtek Indie as the part of a 5-people team, consisted of designers & developers. We were exploring & tinkering with the Leap Motion Controller & Oculus Rift to create an immersion of AR/VR experience. The result of the jam is “It’s Strange”, an immersive VR game controlled with your hands via Leap Motion Controller.

It’s a weird, weird, weird, weird world, and we are down with that.

“You are a wanderer in a foreign world where the only way to understand what’s happening is by not trying to understand it. Just enjoy the beautiful, out-of-this-world scenery where you can interact with alien florals and objects. Your left hand is an ancient spirit trapped in a tree branch. And your right hand is a funky incarnation of an amoeba with swirly, mesmerizing bubbles.”

Light up alien towers, grab underwater bubbles, and feed orbivorous plants for your enjoyment. Yes, orbivorous... Because they only eat orbs created by your hands.”



INDONESIA MUSIC CENTER

Bachelor Thesis - Final Project

Interior Design

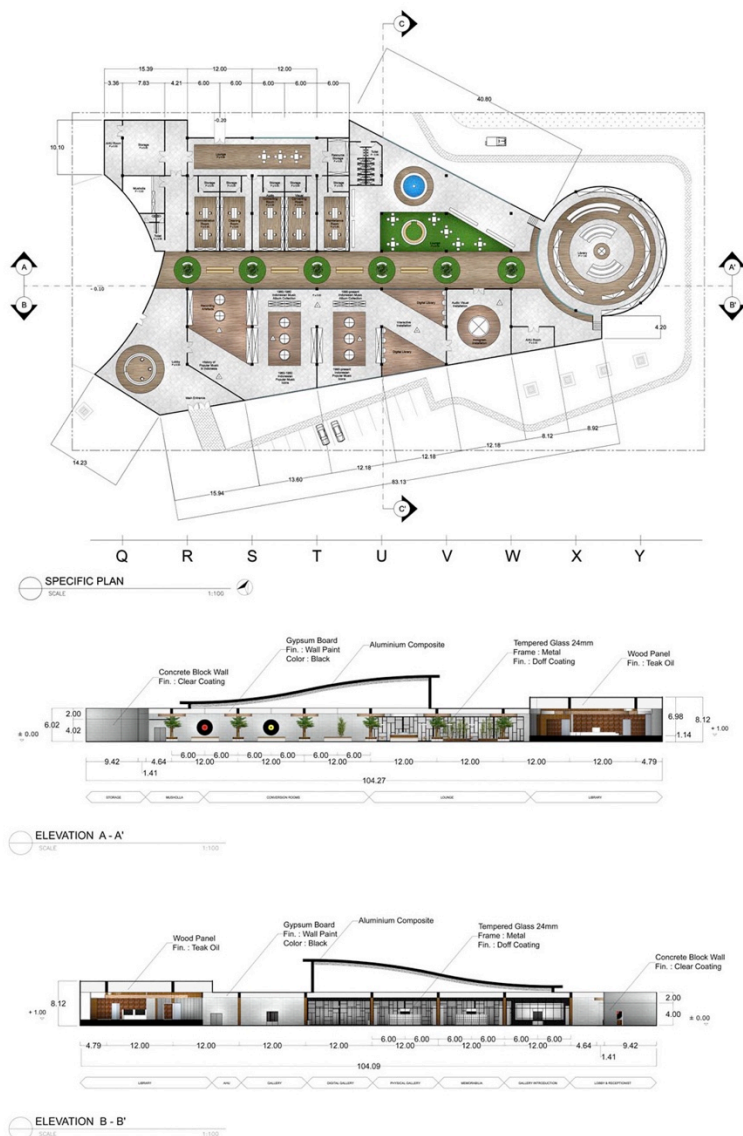
Various Medium

2015

Interior Design, Faculty of Art & Design ITB

One of the phenomenon in the history of music development is the transition from the analog era to the digital era, which affects many aspects in the later music development.

Indonesia Music Center is an integrated facility which concerns in archival research, preservation, information, education, and entertainment of popular music in Indonesia.



I use a Virtual Reality for the simulation of the project to create an immersive experience, with helps from Elian for the script, and Labtek Indie for providing the Oculus Rift.

IMAGINARY LANDSCAPE, FICTIONAL OBJECT

Interactive Installation

100 cm x 100 cm x 75 cm

Wood, Fabric, Stainless

2015

Modern Artefact Club's Pameran 1 :
"Benda-Benda Diatas Meja"



An interactive installation for an exhibition by Modern Artefact Club, a design collective who tried to detach from usual known term about "design" in Indonesia. This collective is focusing on new approach and sparking discussion about perception and ways of thinking about design. The installation consists of a table with unusual form to attract audiences to look closer. The surface is visually flat but it made from a sheet of stretched fabric. Shortly, the table seems normal but it actually can't be used for normal activities.

The idea is to provoke audiences to think outside the table. Trying to criticize about the usual standards of ergonomic standards, which is not impossible to change as the time passes by. Using the fictional scenario to spark questions such as "what if human posture is gradually shrinked in the next 50 years? Does the ergonomic standard still relevant to that change?".



BENT

Interactive Installation

300 cm x 300 cm x 300 cm

Variable Media

2016

Bandung International

Digital Arts Festival 2016



An interactive multimedia installation using passive infra-red sensor controlled by Arduino to detect any movements which trigger the glitched visual on the screen. Responding the bias information that we can easily access nowadays in the internet era.

This installation tried to engaging the audience and provoking us to think more about anything we perceive in the media, because everything that we see on the news or in any social media are not always as what it seems in the actual event. Most of the times they are being curated or even manipulated in order to disguising facts or herding opinions for their own aims.



CONSUMING/CONSUMED

Interactive Installation

200 cm x 250 cm x 300 cm

Variable Media

2016

Bandung New Emergence

Volume 6 : LISTEN!



An interactive installation using a pair of stereo monitor speakers, a microphone, and a CRT screen with some devices inside the box. The installation worked based on what audience speak through the microphone, then processed into Google search engine, and then visualized with some glitchy image results and the voice is also thrown back repetitively through the speaker with ping-pong delay effect.

The idea is all about the information we obtain from the internet. Utilizing the imperfection of Google speech recognition, so the image result will not be always precisely the same as the audience spoken, the installation tried to engaging audience that the information on the internet is not always right. But because the information is conveyed over and over again, it makes people slowly believe that the information is right. Eventually there will be 2 options, rather we consuming or be consumed by the information on the internet.



BERDIKARI SATELLITE

Virtual Reality Installation
Variable Dimension
Oculus Rift
2016

Freedom Indonesian Pavillion
London Design Biennale 2016



Berdikari is a virtual reality installation for London Design Biennale 2016 - Utopian in Design. This is an installation presented by Indonesian Pavillion, brought the utopian ideas of Indonesian space age era, 10 years after Asian-African Conference. This project executed by a small team consists of Bandu Darmawan as the director, Elian Daiva as the programmer, and me as multimedia designer.

Freedom opens the gates. Communication brings it all home. The Berdikari satellite is about communication. In a postcolonial world during the height of the Cold War, the launch of Berdikari represents the aspirations of Asian and African nations to better facilitate communication between its member states. Yet it's also piece of groundbreaking technology that radiates symbolism. The light yet durable materials reflects the endurance and independent spirit of its members states. Its transparent body represents hope. The satellite's light rotation pattern and solid foundation reflects the variety of ideologies of Asian and African nations, all stitched together through its 10 panel shape that symbolises the Dasasila Bandung, the single source of utopian inspiration for Berdikari.



TEST TONE FOR VARIOUS “FAMILIAR” INSTRUMENTS

Sonic Pi's Code

42 cm x 29.7 cm

Digital Print on Paper

2017

Pameran Getok Tular : “Spacing Out (Lamunanku...)”

Pameran Getok Tular is an exhibition of ideas and notions. The artwork is not have to be done, mostly in a form of sketches. And the theme is about the boredom of many “immaterial” workers such as designer, journalist, copywriter, etc. They often have to deal with more challenging and flexible working hours, so that they have find their own leisure time for their passion or hobby.

So I tried to visualize my notion about doing thing that is in the grey area between working and playing. Then I found a software called Sonic Pi which could create a music with codes. I use the familiar instruments that we usually play and the song that probably very familiar with any Indonesian youth generation. Finally, I create a particular hook from each songs with some simple codes in Sonic Pi. The sounds can be heard with scanning the QR code on the bottom corner which linked to YouTube video.

Test Tone for 4-String Bass

```
live_loop :nirvana do
  use_bpm 120
  use_synth :sine
  with_fx :wobble do
    play 40
    sleep 0.5
    play 40
    sleep 0.5
    play 41
    sleep 0.5
    play 42, release: 1.25
    sleep 1
    play 45
    sleep 0.5
    play 42, amp: 0.5
    sleep 0.5
    play 45
    sleep 0.5
    play 42
    sleep 0.5
    play 42
    sleep 0.5
    play 41
    sleep 0.5
    play 40
    sleep 0.5
    play 47
    sleep 0.5
    play 40
    sleep 0.5
    play 40, release: 1.5
    sleep 100
  end
end
```

Test Tone for 6-String Guitar

```
live_loop :peterpan do
  use_bpm 120
  use_synth :saw
  with_fx :distortion do
    play 60, amp: 0.5
    sleep 0.5
    play 64
    sleep 0.5
    play 60, amp: 0.5
    sleep 0.5
    play 65, release: 1.5
    sleep 1
    play 64
    sleep 0.5
    play 60, amp: 0.5
    sleep 0.5
    play 62, release: 1.5
    sleep 0.5
    play 55
    sleep 0.5
    play 59, amp: 0.5
    sleep 0.5
    play 62, release: 1.25
    sleep 0.5
    play 59
    sleep 0.5
    play 60, amp: 0.5
    sleep 0.5
    play 62, release: 1.25
    sleep 0.5
    play 60, amp: 0.5
    sleep 0.5
    play 62, release: 1.5
    sleep 100
  end
end
```

Test Tone for 8-Hole Flute Recorder

```
live_loop :kartini do
  use_bpm 120
  use_synth :square
  with_fx :reverb do
    play 60, attack: 0.5
    sleep 1.5
    play 62, amp: 0.5, attack: 0.5
    sleep 0.5
    play 64, attack: 0.5
    sleep 1
    play 65, amp: 0.75, attack: 0.5
    sleep 1
    play 67, attack: 0.5, release: 1.5
    sleep 1.5
    play 64, amp: 0.5, attack: 0.5
    sleep 0.5
    play 60, attack: 0.5, release: 1.5
    sleep 2
    play 69, amp: 0.75, attack: 0.5, release: 1.25
    sleep 1.5
    play 72, amp: 0.5, attack: 0.5
    sleep 0.5
    play 71, amp: 0.75, attack: 0.5, release: 1.25
    sleep 1
    play 69, amp: 0.5, attack: 0.5
    sleep 1
    play 67, attack: 0.5, release: 2
    sleep 100
  end
end
```



EXTINCT FREQUENCIES

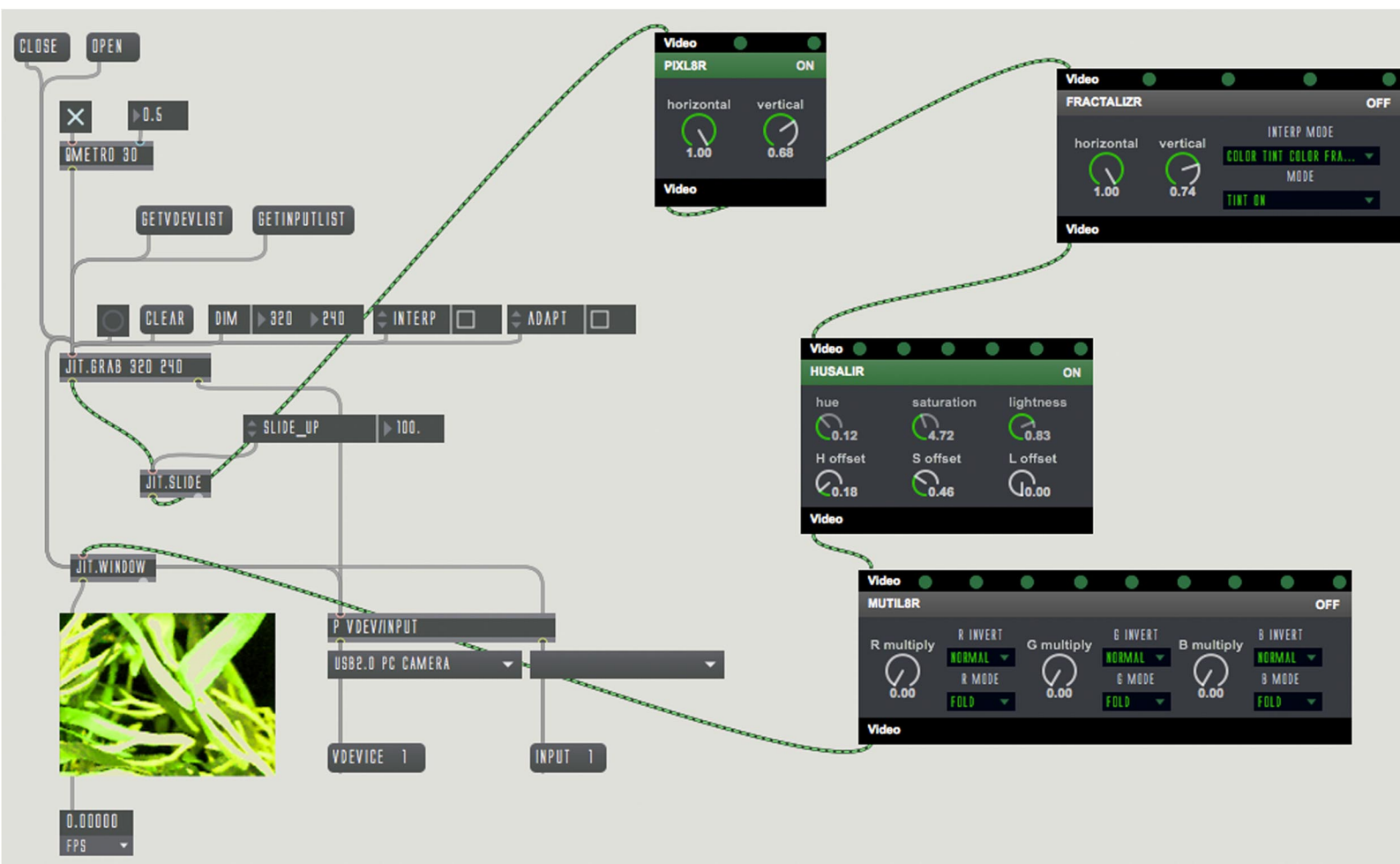
Multimedia Installation
Variable Dimension
Variable Media
2017

Digital Design Weekend



This installation consists of multiple servos embedded with artificial plants which can move so they will rub against each others. The sound from the frictions are amplified then processed through some digital effects. The movement of the plants are also live-recorded with a camera and then processed through software and visualized through the screen.

This installation tried to bring us into a soundscape from a dystopian future where nature has deteriorated to a stage that all we are left with is artificial things because of the modernization and industrialization. Sounds we find in nature today, are no longer part of this installation's future soundscape, 20-30 years from now.



TOMY HERSETA

Producing as well as performing with his own real name. Utilizing the electronics for most prominently ambient soundscape, repetitive structure and cinematic atmosphere with tape delayed vocal and a little mix of noises and glitches.

- Attempt EP

<http://www.hemarecords.com/artists/tomy-herseta/>

- Live at Pekan Komponis Indonesia

(with Fahmi Mursyid & Abshar Platisza)

<https://www.youtube.com/watch?v=cVnV7ngb1sQ&t=2s>

- Live at Noiseberg, Berlin

<https://www.youtube.com/watch?v=KiZftqhQOwk>

KVMSY

A pseudonym of his experimental project for more noise and harsh stuff. Releasing splits with many other noise artist in Indonesia and contributed for several noise compilation.

- Bandcamp

<https://kvmsy.bandcamp.com/>

- Live at Findars Artspace, Kuala Lumpur

<https://www.youtube.com/watch?v=fxbdgXp-lqw&t=2s>

- Live at Jogja Noise Bombing Festival 2016

(with Rio of Coffee Faith)

<https://www.youtube.com/watch?v=Z6taPR0HJGs>

SCORING WORKS

Composing music for several needs such as video score, performance soundtrack, games, apps, etc.

- Soundcloud

<https://soundcloud.com/kvmsy>

- Moola Mantra Pasar Seni ITB 2014

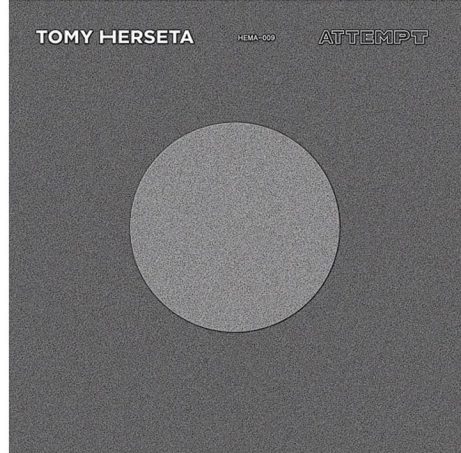
<https://www.youtube.com/watch?v=FxZhIE-Jy7w>

- Mata-Mata Pasar Seni Augmented Reality App

<https://www.youtube.com/watch?v=asLaE2dat6w>

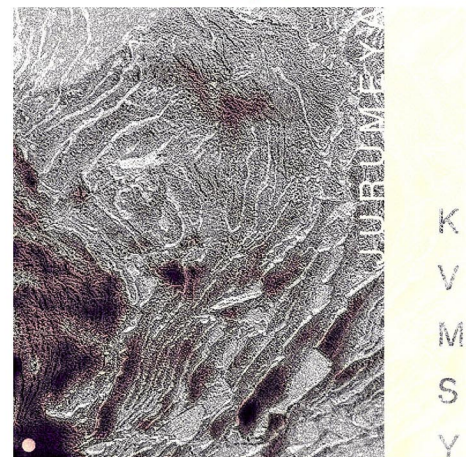
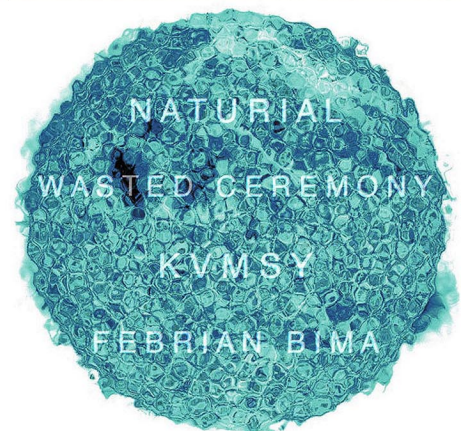
- It's Strange Virtual Reality

https://www.youtube.com/watch?v=oTii7SSfyLM&list=PLtORxv7WIkEEQ_xDjwIYvBEK6FziWwq72



A STEREO MYTH

fin.



**KVMSY/
RJML**





THANK YOU