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Multi-Purpose Tower

2025 | Algorithmic Sound Installation
Materials: Custom Software, RaspberryPi, Aluminium, 4-channel audio, amplifiers
Exhibited at **ARKO Art Center, Seoul | South Korea**

MPT-1 is the first result of appropriating a common method of deception by giving technology a secondary use - in this case a cellphone-tower being a bench. Through speakers embedded in the antenna-cases, the audience can listen to an algorithmic composition made by sampling the frequency-spectrum used for mobile communication and speculate on their encrypted messages.

Free Labour

2025 | Algorithmic Composition for Industrial Cranes
Materials: DC Motors, Custom Software, RaspberryPi, Aluminium
Exhibited at Lothringer13, Munich | Germany

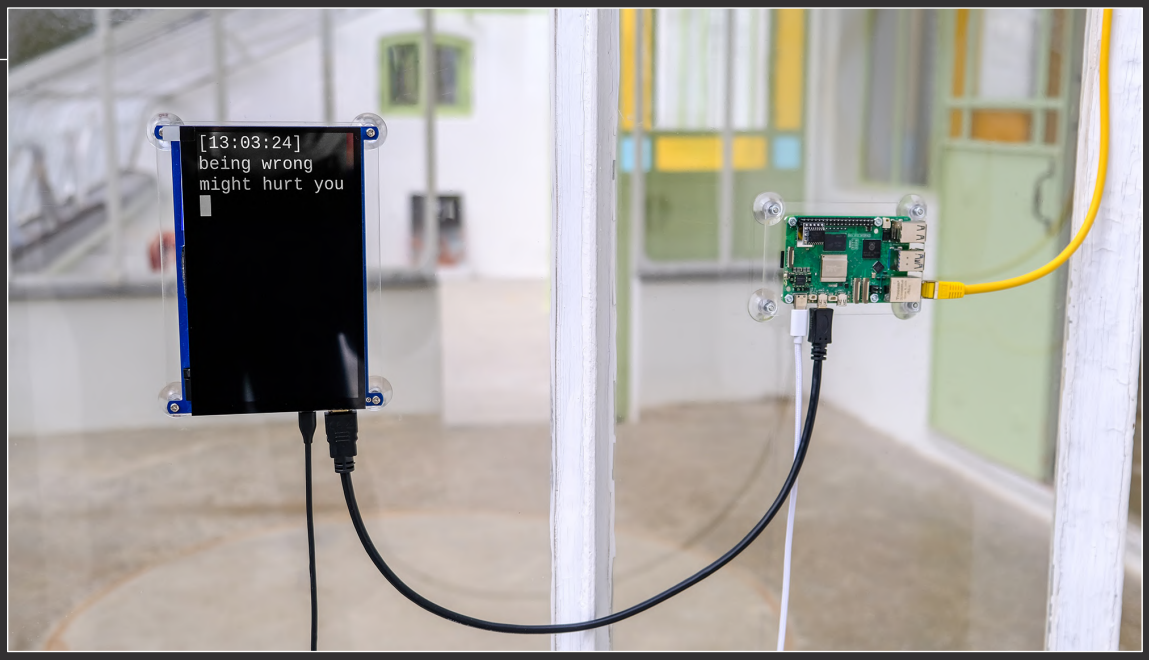
FL is a generative installation that transforms ***Lothringer13*** Halle's industrial infrastructure into a self-regulating, machinic choreography. Installed in the main hall, the work activates the space's three overhead cranes, each equipped with custom-made motors and logged into a shared network that allows them to continuously communicate with one another.

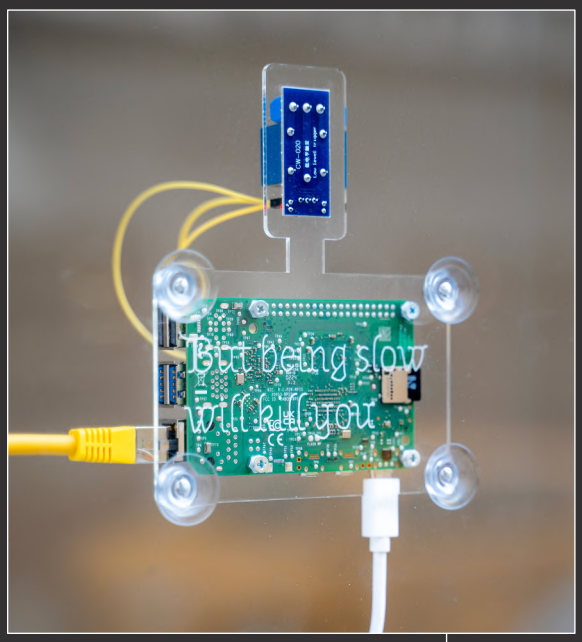
2,5e-7 second loss

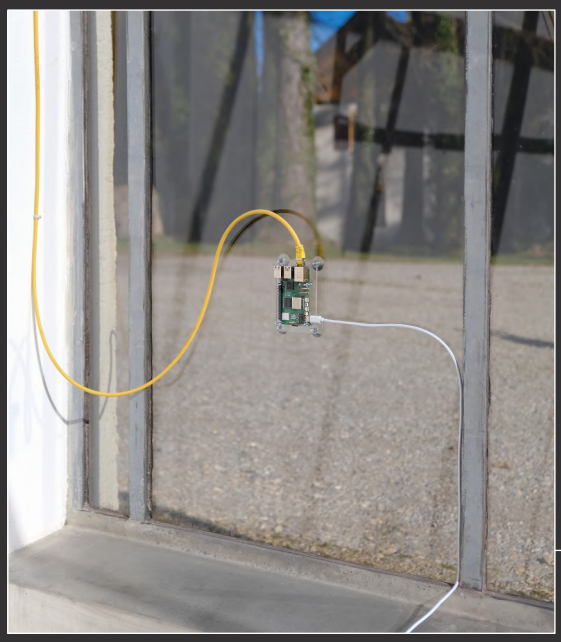
2025 | Sound Installation
Materials: Custom Software, RaspberryPi, Network Cable, Relays, Screens
Exhibited at **Villa Waldberta, Munich | Germany**

Every second, a quote is accessed and traded back and forth by two pairs of single-board computers, connected via unequal amounts of cable: 50m and 1m. Although synced in the beginning, the extra amount of cable causes nano-seconds of delay, forcing them to go in and out of sync over the course of several hours.

Presented in a glass house where temperatures and brightness made it impossible for the audience to comfortably look at the installation - it reflects the 'residual heat' and inhospitable conditions of modern data-centers.





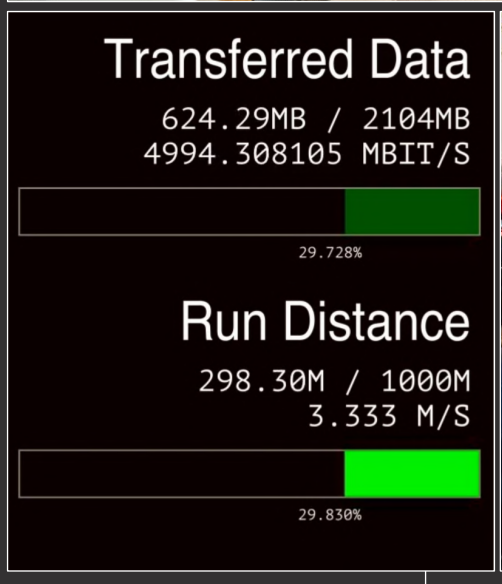


Equi-Distant

2025 | Performance
Materials: Custom Software, Treadmill, Runner
Exhibited at NEBYULA, **Munich | Germany**

A race between a file-transfer and a runner, made for the opening of my solo-show ‘Equi-Distant’. At the start signal, a file was sent from the gallery to the nearby datacenter *EQUINIX MU3*, which specializes in equidistant trading. For the duration of the performance, the audience could then see, hear and smell a file being transferred via the runner and a custom-built network monitoring interface.

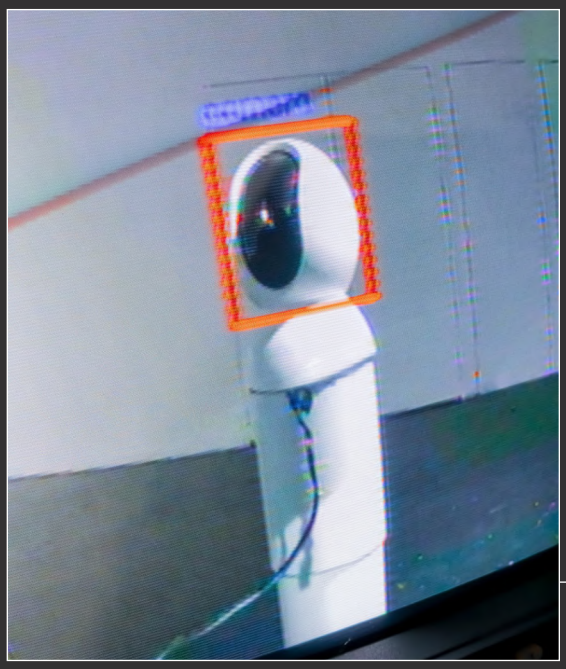
Find a short excerpt of documentation here



Camera Self-Surveillance

2024 | 8-channel Algorithmic Composition for IP Cameras
Materials: Surveillance Cameras, CRT-TVs, RaspberryPis
Exhibited at WORM, Rotterdam

There are thousands of surveillance-cameras in the Netherlands, all collecting what can be described as “behavioural surplus data”. Strangely, the cameras themselves are almost never represented in public datasets. ***CSS*** is an experiment to fill that dark-spot by creating an object-recognition algorithm that recognises surveillance cameras and uses them to observe one another.



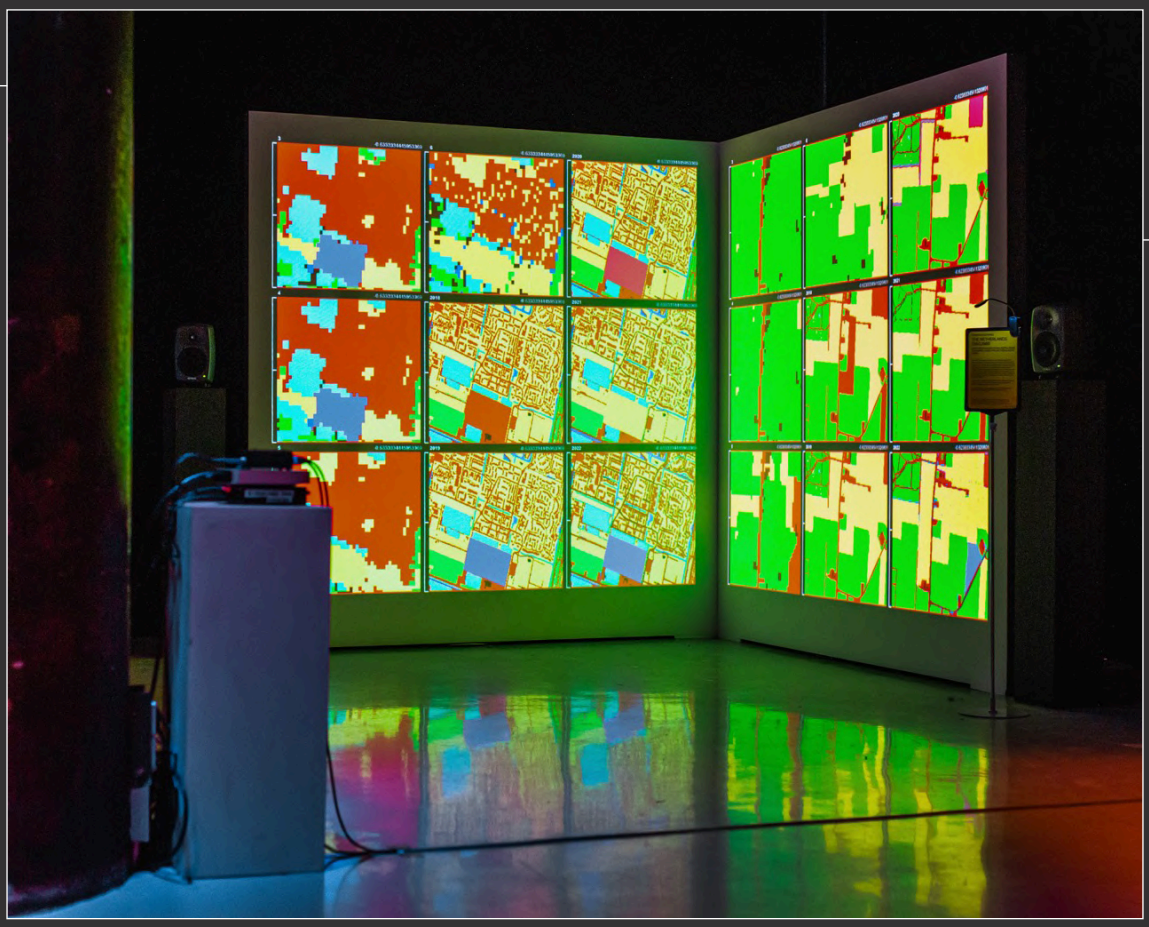
The Netherlands (350.3MB)

2024 | Data Sonification, Algorithmic Composition for Audio and Visual
Materials: 6x3m projection surface, 3-ch sound, 2-ch visuals
Exhibited: V2, Rotterdam

Since 1986, the Netherlands has been divided into a map of 42 classes, ranging from “natural grass lands” and “urban built-up areas” to “potatoes”, with the help of remote-sensing technology and geospatial reference-data. Developed to aid in predicting future development of The Netherlands, this highly complex system comes with the inherent limitations of computation and systems-thinking, as it compresses the entirety of the country into a data-packet of just 350,3MB (LGN2022).

The installation The Netherlands (350,3MB) is a translation of exactly these data-packets of recent decades into sound, with the goal of creating an abstract, sonic representation of the country.

Find AV-Excerpt here.



Somewhere Around 900MHz

2023 | Data Sonification, Algorithmic Composition for Audio and Visual
Materials: Steel frame, 70” screen, headphones, RaspberryPi, SDR, macMini
Exhibiting at Nieuwe Instituut, Rotterdam

This repurposed surveillance-tool generates a sound-composition in real time, by collecting and decrypting sensitive information from nearby phones. ***Find a short excerpt here***.

SA900_Port

2024 | Data Sonification, Algorithmic Composition for Audio and Visual
Materials: Panel-Antennas, 7” screen, headphones, RaspberryPi, SDR
Exhibited at ***Dutch Design Week***, Eindhoven

Portable cell-phone tower that collects data from nearby phones and turns sensitive data into a sound-composition. Continuation of research-project “Somewhere Around 900MHz”.

Listen to a live-recording here.

CELL-PHONE

2023 | Interactive AV Installation
Materials: Unreal Engine, 7” screen, stereo-sound, Antenna
Exhibited at Uncloud Festival, Utrecht

*S*ite-specific installation made during short residency for Uncloud Festival in the isolation cells of the former psychiatric prison.

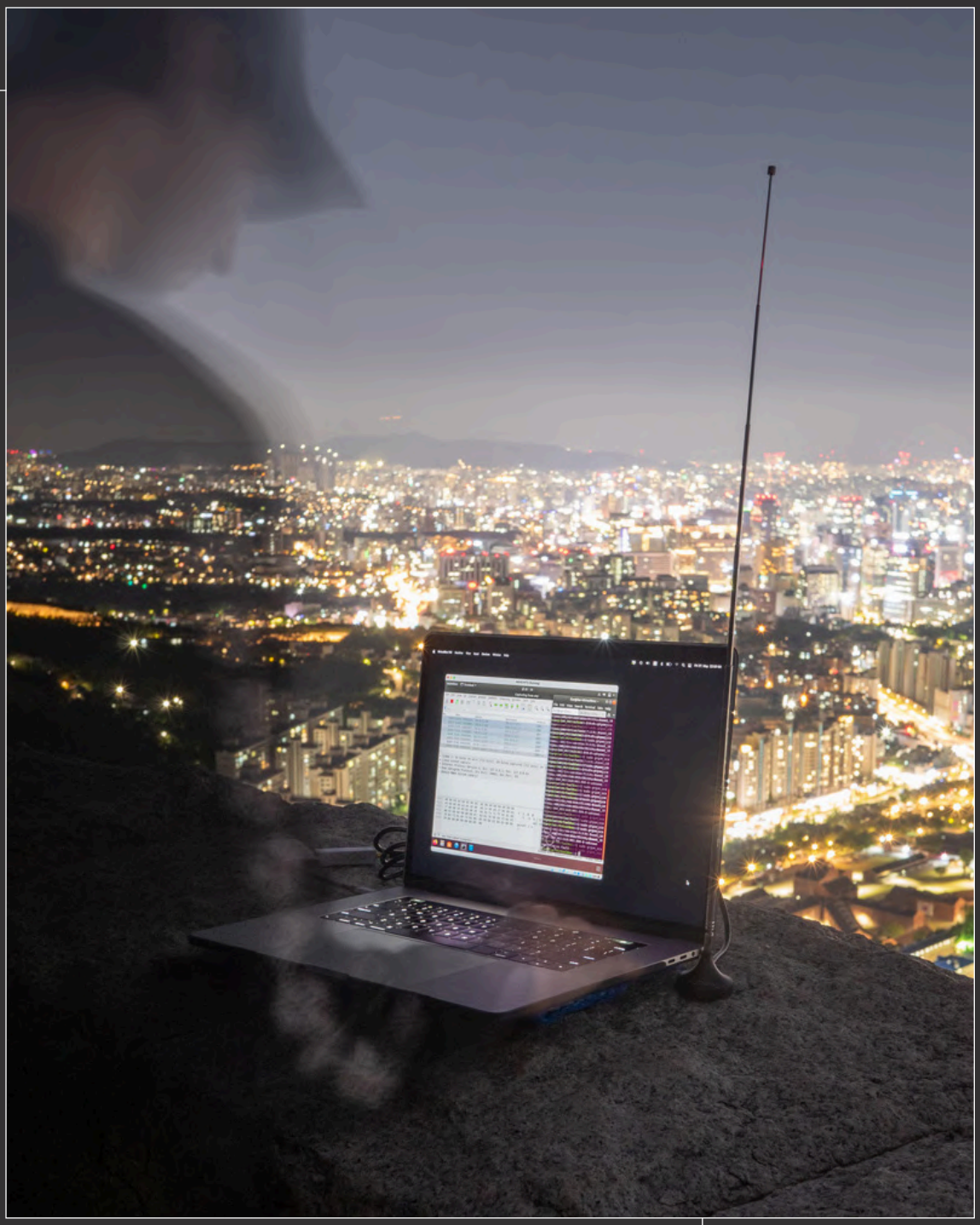
Link to Video-Documentation

Amateur Engagement in Advanced Technoscience

2022 | Live-Coding-Performance, Research Project
Documentation from *Seoul, South Korea*

Research on adapting the practise of exploiting network vulnerabilities.

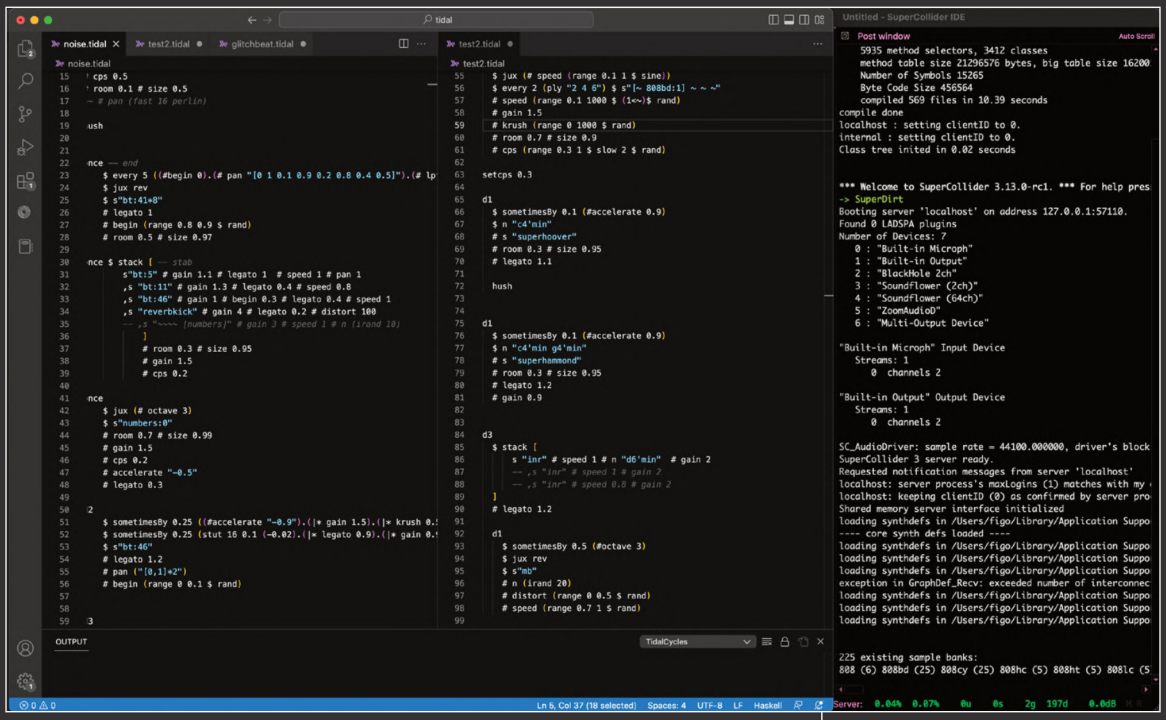
Find an excerpt from a live performance here



Two Kids at the Adult's Table

2022 | Furniture Design and Audio/Visual-Performance
17:30 mins, 2-channel AV
Materials: Custom Furniture, live-coding, TouchDesigner

Documentation from **Ten to Ten**, Royal Academy of Arts Den Haag



D¹R-30-F

2021 | Algorithmic Score, Kinetic Installation
Materials: Doors, stepper-motor, transducer, arduinos
Exhibited at *Plan-B Art Festival, Iceland*

Composition for automated doors based on rule 30 of elementary cellular automata.

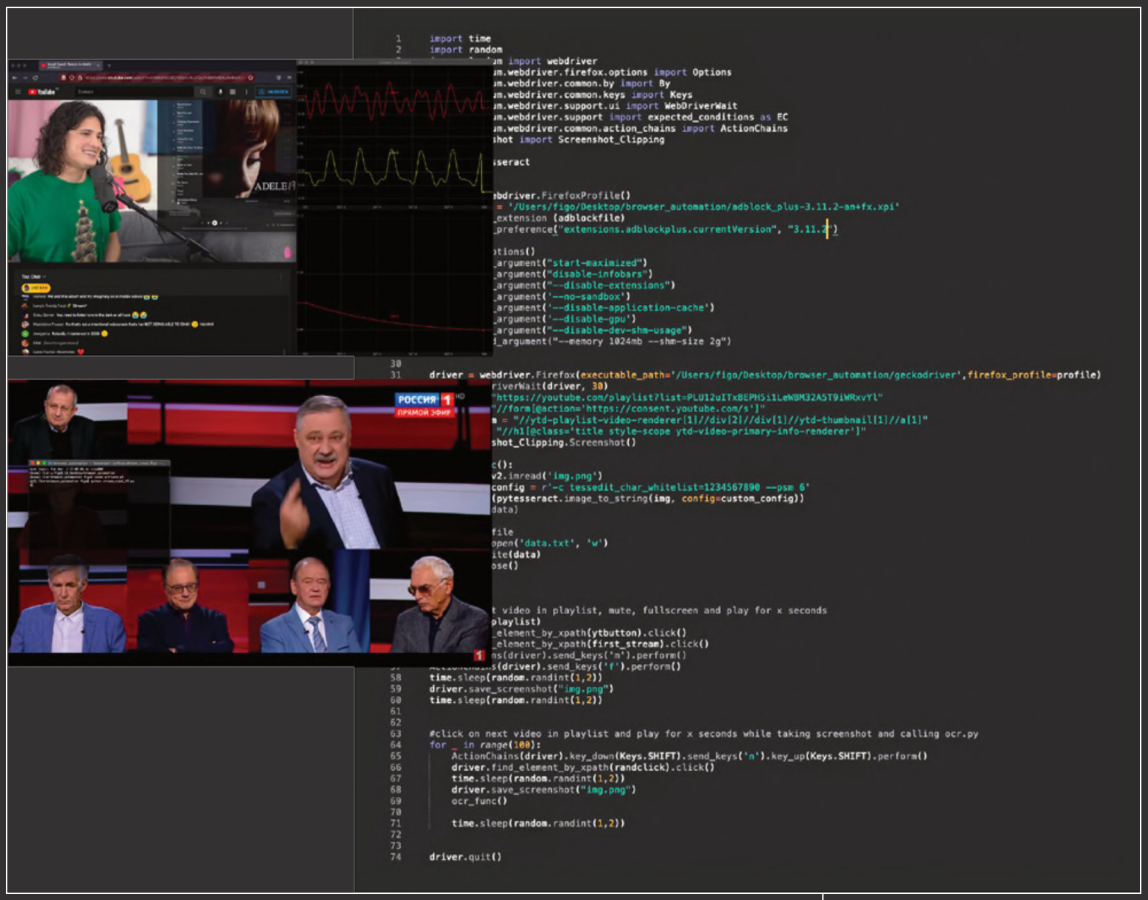
Video Documentation from Sketch

for _ in range(100)

2021 | AV-Performance
Materials: Custom automation software, PureData, 2-channel audio

Python-script that runs through current YouTube livestreams, analyses the visual output and interprets it as audio data.

Find short video documentation here

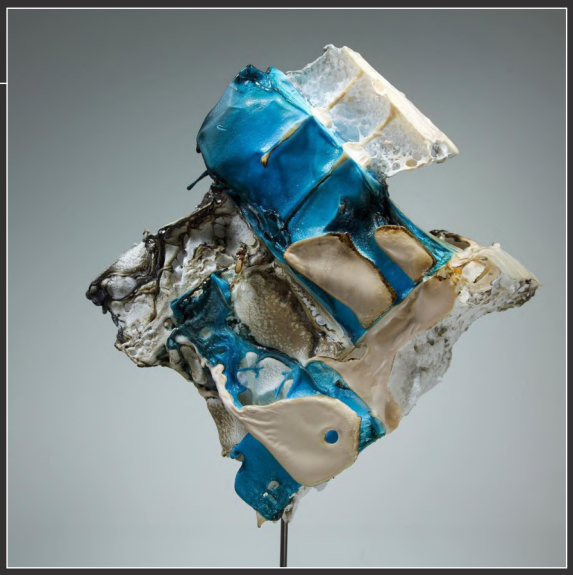


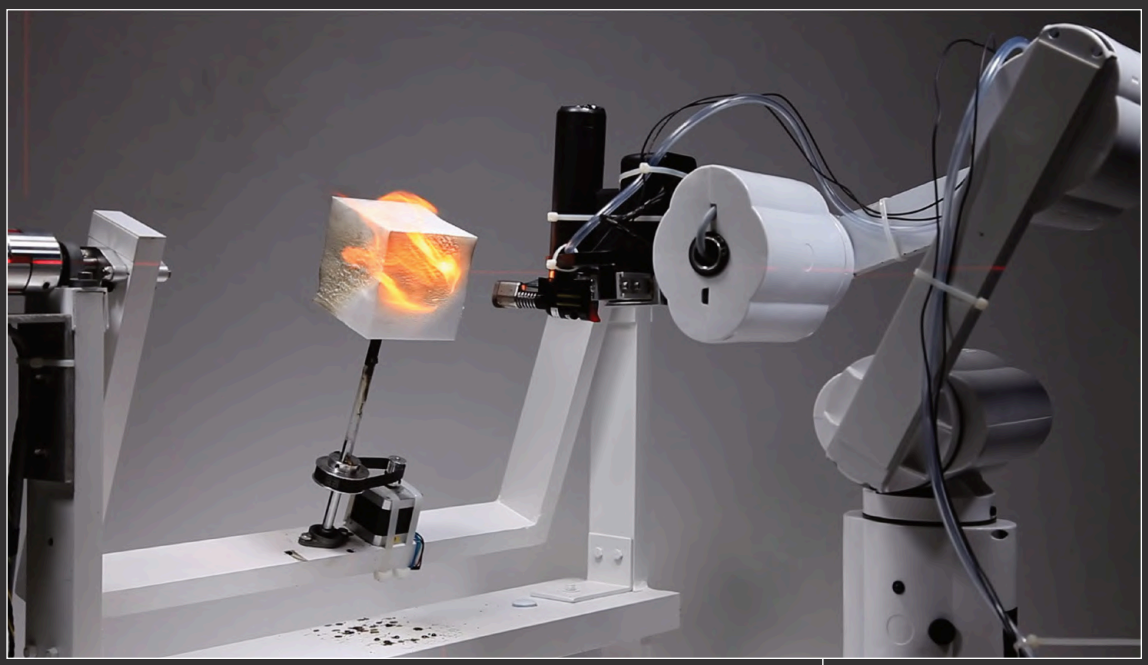
No Growth Without Erosion

2021 | Autodestructive Research, assisting Aldo Brinckhoff
Role: Programmer, Composer

Researching on automated erosion by melting extruded polystyreen (XPS) in an highly precise automated setup. By changing distance, path and movement speed of the burner we examined different results.

Link to video documentation





Invisibility of Non-Location

2022 | Algorithmic Composition
Materials: Custom speakers, 2-channel sound
Documentation from **[inside the geofence]** *Vienna, Austria*

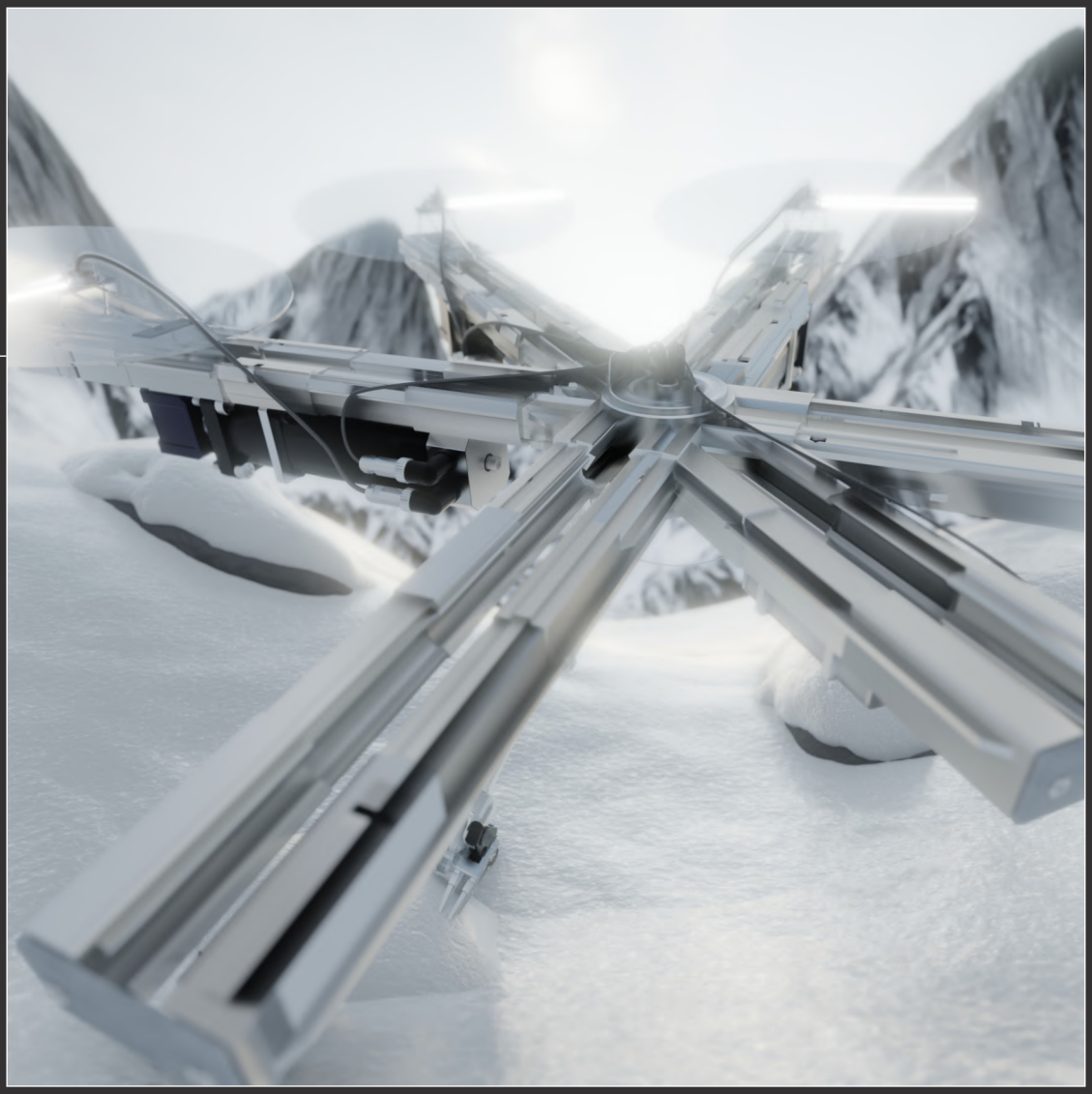
Algorithmic sound-piece composed for custom speakers and audio-walk of Silke Riis and Silja Beck at University for Applied Arts Vienna.

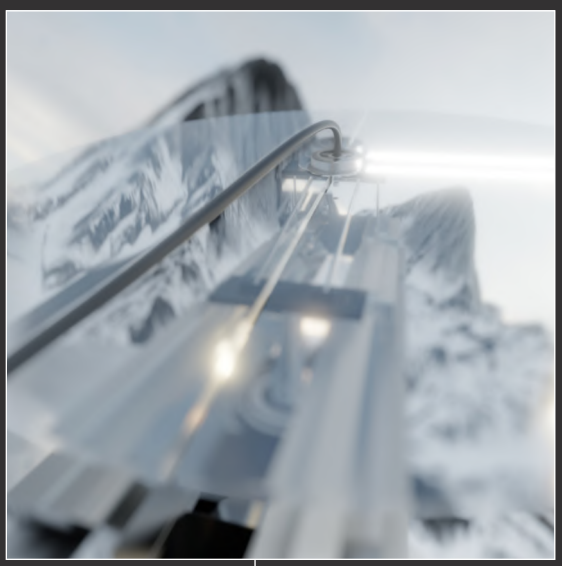
Video Documentation

Imaginary Lines

2022 | Digital Sculpture for Augmented Reality

Documentation from AR Exhibition in *Tokyo, Japan*





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