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02102013

## Curriculum Vitae



Ole works as a software artist, computer programming forming his artistic practice. He has worked with interactive video projections and advanced realtime video analysis as well as digitally controlled and programmable large scale installations. His installations can work as interactive spaces for theatre and modern dance. He teaches spatial video workshops for scenographers and dancers at The Danish National School of Performing Arts. He assists in research and teaching at the IT University of Copenhagen. He masters open source creative coding frameworks such as OpenFrameworks (C++), Arduino (C) and Processing (Java).

He works as part of RECOIL PERFORMANCE GROUP, IN-TRANSIT and ILLUTRON. He has been part of HALFMACHINE and TABLA.DK. He is a current member of UAFHÆNGIGE SCENEKUNSTNERE.

1978 Born in Ringsted, Denmark

### *Education:*

- 2003 - 2004 Guest studies at MASTER OF ART AND TECHNOLOGY, IT University, Gothenburg, Sweden
- 1999 - 2000 BACHELOR IN INTERACTIVE MEDIA, Roskilde University
- 1997 - 1999 HUMANISTIC BASIC EDUCATION, Roskilde University

### *Other education:*

Courses and workshops in electronics, programming as well as performance methods such as viewpoints, contact improvisation etc. Four intensive years living in CHRISTIANIA, taking part in the activist self-governance, working with infrastructure, culture, politics and press.

### *Tutors and teachers:*

Kjell Yngve Petersen, Karin Søndergaard, David Crawford, Kenneth Hansen, a.o.

### *Awards:*

- 2012 REUMERT, NATIONAL DANISH THEATRE AWARDS, Dance Performance of the Year for LIVING ROOM.
- 2010 REUMERT, NATIONAL DANISH THEATRE AWARDS, Dance Performance of the Year for FROST.

### *Positions:*

- 2013 - COORDINATOR FOR IT, ART AND DESIGN, Intermedia Lab, It University of Copenhagen, Denmark.
- 2011 - 2013 TEACHING ASSISTANT, CAOS Section, It University of Copenhagen, Denmark.
- 2011 - 2012 COORDINATOR FOR MEIDATED SPACES, Scenography Dept. of the National Theatre School, Denmark.

### *Artistic Works:*

- 2012 GETTING BACK IN THE WHOLE, stereographic filming and projection for scenography with Deborah Vlaeymans, IN TRANSIT, Copenhagen, Denmark.
- 2012 LIVING ROOM, programming and design of interactive scenography with Recoil Performance Group, Copenhagen, Denmark.
- 2011 MALPAIS, programming and design of interactive scenography with Recoil Performance Group, Copenhagen, Denmark.
- 2010 INLAND, video triptych based on research trip to Northwestern Greenland 2009 exhibited in the foyer of Dansehallerne, Copenhagen for rerun of FROST.
- 2010 HATS, PLANES AND TRAINS, programming and design of interactive scenography with Recoil Performance Group commissioned by Dance Digital, Luton, UK.
- 2010 FUCK YOU BUDDY, programming and design of interactive scenography with Recoil Performance Group, Copenhagen, Denmark.
- 2009 FROST, programming and design of interactive scenography for Dansk Danseteater, Copenhagen, Denmark.
- 2009 UTOPIAN FLOES, programming and design of video scenography for Caravan Stage Tall Ship Theatre, sailing from Galaxidi, Greece.
- 2009 TIMEMAP#3, programming and design of interactive scenography with Recoil Performance Group at Dansehallerne, Copenhagen, Denmark.

*Artistic Works (continued):*

- 2009 DON'T JUDGE A BOOK BY IT'S COVER, programming of tactile feedback installation by Veronika Bökelmann and Ståhle Stenslie at Litteraturhuset, Oslo, Norway.
- 2008 WORK IN PROGRESS, generative installation performing automating pen doodling curated for the alt\_cph opening, by Stine Hebert and Mikrogalleriet, Denmark.
- 2008 KOSMISK FRYGT ELLER DEN DAG BRAD PITT FIK PARANOIA, video design for a piece on global warming directed by Tue Biering at Aarhus Teater, Århus, Denmark.
- 2008 STOP MOTION, interactive photo installation curated for re:new festival, Denmark and shown at New Media Meeting 03, Sweden.
- 2008 BODY NAVIGATION, interactive floor projection scenography for a dance performance with Recoil Performance Group dance for Labyrint at Kaleidoskop k2, Denmark.
- 2008 DEMO-CRAZY, video design for a piece on democracy in eurovision format directed by Egil Palsson at Camp X Rialto, Copenhagen, Denmark.
- 2007 GRENZSTADT MIDDLE EAST networked dance performance with Recoil Performance Group at the Masahat festival, Beirut, Copenhagen and Amman.
- 2006 VANISHING CURRENTS, video design and set construction for Caravan Stage Tall Ship Theatre, sailing from Rotterdam, Netherlands.
- 2005 LIGHT MOVES, interactive video installation for mine - digital art festival 05, Tingbæk Chalk Mines, Støvring, Denmark.
- 2004 REGNTID, interactive rain installation curated by Roskilde Festival, and appearing at the Halfmachine festival, Christiania.
- 2004 FLYT DIG, interactive video installation curated by copenhagen gallery for the Generator festival, Copenhagen, Denmark.
- 2003 WHITE CUBE, installation and dance performance with tabla.dk at the Robodock Festival, Rotterdam, Netherlands.
- 2003 HALFFRAME, interactive video installation for the Halfmachine festival, Christiania, Denmark.
- 2003 CYBERACADEMY.DK, interactive web piece an entry for ZKM Medienkunstpreis, made at Master of Art and Technology, Sweden
- 2002 UNDERSTRØM, sub terrain light and projection installation for a tabla.dk event in an old bunker under the Fælledparken park, Copenhagen, Denmark.
- 2001 GLASPERLESPILLET (THE GLASS BEAD GAME), interactive multimedia installation, a term project at Interactive Media, Roskilde University, Roskilde, Denmark.

*Festivals / Exhibitions:*

- 2013 WORLD STAGE DAYS 2013, Cardiff, Wales, United Kingdom.
- 2013 CLICK FESTIVAL, Elsinore, Denmark.
- 2012 TANZFESTIVAL, ZKM Karlsruhe, Germany.
- 2012 CLICK FESTIVAL, Elsinore, Denmark.
- 2012 MOSTRA INTERARTE, Rio de Janeiro, Brazil.
- 2012 RESONATE, Belgrade, Serbia.
- 2011 BLACK BOX GALLERY, Copenhagen, Denmark.
- 2010 BLACK BOX GALLERY, Copenhagen, Denmark.
- 2010 GALERIE BRUNNHOFER, during ARS ELECTRONICA, Linz, Austria.
- 2009 KEDJA, Oslo, Norway.
- 2009 K15 FESTIVAL, Bochum, Germany.
- 2008 ZIRKULATION, Copenhagen, Denmark.
- 2008 JUNGE HUNDE, Århus, Denmark.
- 2008 NEW MEDIA MEETING 03, Norrköping, Sweden.
- 2008 ALT-CPH, Copenhagen, Denmark.
- 2008 METROPOLIS CONFERENCE, Copenhagen, Denmark.
- 2008 RE:NEW, Copenhagen, Denmark.
- 2007 METROPOLIS BIENNIAL, Copenhagen, Denmark.
- 2007 MASAHAT DANCE FESTIVAL, Beirut, Lebanon; Amman, Jordan & Copenhagen, Denmark.
- 2005 MINE - DIGITAL ART FESTIVAL 05, Støvring, Denmark.
- 2004 GENERATOR, Copenhagen, Denmark.
- 2004 HALFMACHINE, Christiania, Denmark.
- 2004 ROSKILDE FESTIVAL, Roskilde, Denmark.
- 2003 ROBODOCK, Rotterdam, Netherlands.
- 2003 HALFMACHINE, Christiania, Denmark.

### *Research:*

- 2013 - 2015 STEREO, artistic research in Stereographic projections as immersive stage scenographies, IMPact, Kulturværftet in Elsinore, 3LD Studios in New York and Recoil Performance Group, Copenhagen, Denmark.
- 2012 - 2015 LEDLYS, interdisciplinary research in LED light, IT University & Royal Danish Academy of Fine Arts Schools of Architecture, Design and Conservation, Copenhagen, Denmark.
- 2011 ECOTELEMEDIA, translocal performance research, IT University, Copenhagen, Denmark.
- 2009 LONGING - FAST FORWARD, research trip for 3 year project in Kullorsuaq, Greenland.
- 2008 RECOIL WORKSHOP, laboratory on networked performance in the city, Christiania, Denmark.
- 2005 UDEN TITEL II, performance laboratory on framing and video, Odsherred, Denmark.
- 2005 TELEMATIC PERFORMANCE LAB II, practice as research in performance, Copenhagen, Denmark.
- 2004 TELEMATIC PERFORMANCE LAB I, practice as research in performance, Copenhagen, Denmark.
- 2004 TABLA.DK PERFORMANCE CAMP, Stilling Strand, Denmark.

### *Lectures:*

- 2013 MAKING YOUR COMPUTER SEE, Behind the Scenes of Recoil Performance Group at World Stage Days WSD2013, Royal Welsh College of Music & Drama, Cardiff, Wales, United Kingdom.
- 2013 Coding as creative digital practice in stage arts, Talk and Panel member. SCENEKUNST UPDATE, by invitation from The Danish Art Council, Aarhus & Copenhagen, Denmark.
- 2011 LONGING - FAST FORWARD presentation as part of the MATHIAS STORCH VORLESUNGEN at Nordeuropa Institut, Humboldt University, Berlin, Germany.

### *Teaching:*

- 2013 CREATIVE DIGITAL PRACTICE, teaching artistic practice for masters at the IT University, Denmark.
- 2012 MOVEMENT IN SPACE, 3 week video workshop for dancers at the School for Modern Dance, Denmark.
- 2012 MAKING YOUR COMPUTER SEE, open workshop at Mostra Interarte festival, Rio de Janeiro, Brazil.
- 2011 - 2013 DIGITAL AESTHETICS, ass. teacher in courses for bachelors and masters at the IT University, Denmark.
- 2011 KINECT AND TRACKING WORKSHOP, workshop at CAKI, Copenhagen, Denmark.
- 2011 MEDIATED SPACES 1, 1 week video workshop at National Theatre School, Denmark.
- 2011 MEDIATED SPACES 2, 1 week video workshop at National Theatre School, Denmark.
- 2011 NARRATIVE IN INTERACTIVE SYSTEMS, workshop with Tina Tarpgaard and Luis Emilio Bruni for students following the MALPAIS production from Medialogy, Aalborg University, Denmark.
- 2010 MOVEMENT IN SPACE, 2 week video workshop for dancers at the School for Modern Dance, Denmark.
- 2007 INFRARED TRACKING, ir-video workshop at the Oslo National Academy of the Arts, Oslo, Norway.
- 2007 NORDIC SPACE PROJECT, 3 week video workshop at the National Theatre School, Denmark.
- 2007 PROJECTION DRAMATURGY, 3 day video workshop at the National Theatre School, Denmark.
- 2006 REFLEXIVE SPACES, 3 week video workshop at the National Theatre School, Denmark.

### *Stipendiums:*

- 2011 THE DANISH ART FOUNDATION travel grant for Mexico.
- 2011 THE DANISH ART FOUNDATION personal grant.
- 2010 KULTURKONTAKT NORD for LONGING - FAST FORWARD, an Interdisciplinary project in Greenland.
- 2010 NAPA for LONGING - FAST FORWARD, an Interdisciplinary project in Greenland.
- 2010 THE DANISH ART FOUNDATION travel grant for Greenland.
- 2010 KULTURKONTAKT NORD travel grant for Greenland.
- 2009 THE DANISH ART FOUNDATION travel grant for Greenland.
- 2009 THE DANISH ART COUNCIL for FUCK YOU BUDDY, a Recoil performance.
- 2008 THE DANISH ART COUNCIL for TIME MAP #3, a Recoil performance.
- 2005 THE DANISH ART COUNCIL for UDEN TITEL II, a tabla.dk performance research lab.