

Portfolio Joris Putteneers

// Personal Profile:

Joris putteneers is an architect and researcher, interested in speculating the anthropocene through means of software, hardware and media technologies.

His work has been exhibited at MomA New York, London design festival, Venice Biennale and multiple film festivals.

He has taught studios and workshops internationally at the Bartlett UCL, Texas A&M, KUL Faculty of Architecture and TU Wien.

Since 2017 he has been actively working in his practice where he develops solutions in the fields of Data driven design, Machine learning applications, web and software development, visualisations and Art direction.

get in touch at putteneersjoris@gmail.com

// Education

2021	Master of Architecture @KULeuven (Cum Laude)
2017	Bachelor of Architecture @KULeuven
2013	Architecturale Vorming @Heilig Graf Turnhout
2011	Electro mechanics @Vrij Technisch Instituut
2008	Electro techniques @Vrij Technisch Instituut
2007	Industrial Sciences @Vrij Technisch Instituut
2006	Metal and woodworking @Vrij Technisch Instituut
2005	General education @Maris Stella institute Westmalle

// Teaching experience

	<u>DEX2024 @INDA (THA)</u>	μ
2024	// Together with Deniz Guvendi, we taught a 10 day workshop through our firm archigrad.io. The course was about - #hacking #tracking #tracing #scraping #sensing #AI #synthetic #Iot #architecture #augmentation #compression #surveillance #scripting #algorithms and was called Master/Slave.	
	<u>Scientific researcher @KULeuven. (BE)</u>	μ
2023	// Responsible of developing workflows and applications for use in VR, XR media, as well as teaching a studio.	
	<u>Bpro RC1, RC19 & RC20 @Bartlett School of Architecture. (UK)</u>	û
2021	// Teaching the Bpro architectural design cluster RC1 (Cli-Migration), and urban design clusters: RC19 & RC20 (Autonomous Ecologies) at The Bartlett School of Architecture (UK) together with Deborah Lopez and Hadin Charbel (RC1, RC20) & Corneel Cannaerts and Michiel Helbig (RC19).	
	<u>Misfits Workshop @The University of Tennessee - Knoxville. (US)</u>	•
2021	// A technical workshop exploring Houdini, Python and Vex to produce architectural prototypes. projects	
	<u>317 Artificial intelligence @Texas A&M. (US)</u>	μ
2020	// A practical course, implementing artificial intelligence in an architectural context. The Course was given together with course director Gabriel Esquivel, Mehdi Farahbakhsh and Shane Bugni.	
	<u>Workshop Autonomous Agencies @Bartlett School of Architecture. (UK)</u>	∩
2019	// Workshop tackling architectural systems relating to contemporary urgencies and domains, connected to a post-singularity and post-anthropogenic ecology. projects	
	<u>Workshop Generative Morphologies @TU Wien. (AT)</u>	::
2019	// Workshop on creating a speculative narrative without a human agency. Co-taught with Vamsi Krishna Vemuri. promo video , jury pictures	
2019	T4T lab 2019 @Texas A&M. (US)	■
2016	Blender workshop in Paris. (FR)	0

// Articles / Publications / Interviews

2018	<u>Interview D2 Inspiration Series.</u>	~
	// Interview with Fabio Palvelli, organizer of the D2 conference in Vienna. The interview was part of a bigger series, covering interviews with Mike Winkelmann	

	[Beentje] Chris De (TheFuture) Allan McKay (VEX supervisor) Edon Gurazli	
	<u>Interview VTM.</u>	Ÿ
2018	// An interview on the national news where the functionality of a data driven air filtration system (Aerlis) was explained. VTM video	
	<u>Interview CGarchitect.</u>	4
2017	// Collaboration on an interview with Jeff Mottle, aswell as being appointed as a jury memeber for the 2018 cg awards. interview	
	<u>Interview Unbuilt.</u>	—o
2017	// Interview on the approaches to procedural architectural work with Houdini. interview	
// Exhibitions / Conferences / Lectures		
	<u>Venice Biennale. (IT)</u>	ll
2021	// Exhibitioning a portion of work at cityX venice Biennale. hyperlink , participants	
	<u>Lecture @Ball State University. (US)</u>	p
2021	// Lecture on speculative architecture.	
	<u>Lecture @Austin School of Architecture. (US)</u>	ñ
2020	// Presenting work on speculative architecture for the Architecture Lecture series. picture	
	<u>Speaker D2 Conference Vienna. (AT)</u>	v
2020	// Presentation on the role of virtual reality based tools in a workflow for storyboarding and art direction. presentation	
	<u>Texas A&M Lecture Business strategy. (US)</u>	<
2019	// Lecture on how to tackle some of the challenges of starting a business.	
	<u>Supernova Conference Antwerp. (BEL)</u>	e
2018	// Exhibitioning E A S. The lecture was presented By Dr.Angelo Vermeulen who is a researcher at TU Delft. Supernova is a conference that promotes the use of new technology by creative thinkers and designers.	
	<u>Exhibition London Design Festival. (UK)</u>	m
2018	// A ten-day festival that celebrated the affinity between biology, technology and design. The Aerolis team was brought together to present and exhibit their work during this time.	
	<u>Exhibition Bredaphoto. (NL)</u>	≡
2018	// Together with Angelo Vermeulen, the DSTART team, and TU Delft university, a speculative long-distance spacecraft concept was created. By infecting very specific asteroids with a cluster of modules, we could harvest the asteroid's resources and re-use them for the creation of more modules which would hold a plant-based ecosystem. I was responsible for the creation of the evolutionary algorithm, as well as the visualisation. There are plans to invest in a miniature module that will be placed in outer space for further prototyping. project , video , exhibition	
	<u>Exhibition Parsons School of Design. (US)</u>	Λ
2018	// Interactive experience exhibiting a VR/AR environment of the Aerolis project.	
	<u>Finalist New York Biodesign challenge. (US)</u>	v
2018	// The creation of Aerolis, a data driven air filtration system. The system was produces with five bio-engineers, 4 PhD students and 2 professors. The task at hand was to measure/harvest wind velocity information and create a system which filters air of bad pollutants.A scale model was 3d printed with biotin-streptavidin infused polylactide (PLA) to functionalize the structure. official website , project , technical video , video	
	<u>London sketchbook festival. (UK)</u>	⊥
2017	// An exhibition of a selection of work, accompanied with a 30-minute presentation about the importance of digital tools as a creative extension in the field of architecture and design. Presented alongside the works of Jama Jurabaev and Steven Cormann.	
	<u>Dodenaus film festival Mechelen. (BEL)</u>	□
2017	// Presentation of the short film "Coda" that was created for the 500th anniversary of Rembert Dodoens, A Flemish botanist and scientist. The film was projected on the exterior of the Sint-Rombouts cathedral (Mechelen, Belgium) as well as on the interior of the dome. project , video	
	<u>Renovation "Het Steen". (BEL)</u>	⊞
2017	// A collaborative process between the city of Antwerp, Soulmade and noArchitecten in which we proposed a renovation of a castle heritage. I created a series of visualisations, representations and interactive AR/VR applications of the different stages of the restoration. The installation took place in a building that we renovated. project , photo	
	<u>Nebraska Art private exhibition. (US)</u>	c
2016	// A small exhibition of early work which explored the process of glitching architectural objects.	

// Passion projects

	<u>Scrolldontzoom</u>	⚖
2021	// An experiment on using .json file coordinates in a web-development setting. project	
	<u>Ugly, Stupid, Honest</u>	⌋
2020	// An inquiry of machine poetics. project	
	<u>hyper chunk</u>	■
2020	// A reconfiguration of the facade as a platform for monetizing ad-space. Inspired by a flowershop in Turnhout who decided to close its doors after it turned out that, renting out its facade as ad-space, was more profitable than maintaining the shop. project , photo	
	<u>Copepod</u>	
2018	// Experiments with a Gravity sketch and Blender based production workflow in Eevee, a real-time render engine. Copepod 1 2 3 4	
	<u>Material obfuscation</u>	⊙
2017	// Materializing the material artefacts behind the iterative process of scanning and 3d printing. project	
	<u>Skizoïd</u>	ξ
2017	// Intersecting boundaries between algorithmic and traditional design approaches. A conversation between hard and soft, digital and physical, expected and unexpected. project	
	<u>Nano</u>	⊃
2017	// A slightly more intelligent variation of the synesthesia algorithm. project	
	<u>Protozoa</u>	~a
2017	// An algorithm's interpretation of a architectural prototype in a post-anthropocentric timeframe. project	
	<u>Sui Generis</u>	⊆
2016	// A variation of the synesthesia algorithm, with an additional layer of hard surface objects. project	
	<u>Synesthesia</u>	∴
2016	// The development of an algorithmic system that creates spaces depending on the input protocol. As it is voxel based instead of primitive based, structures are created which could have not been achieved traditionally. project	

// Skills

SideFX Houdini

SideFX Houdini is used for procedural and non-procedural work and the generation of synthetic datasets. Houdini has been the main driver for 6 years. When working with geometric models, output renders are generated from the native houdini renderengines Karma or Mantra.

His Houdini expertise extends to SOP (surface operators), VOP (vector operators), LOP (lighting operators), PDG (procedural dependency graph), CHOP (channel operators) & COP (composite operators) contexts. Vex (based on C++) or python is used as a way of optimizing and automating node structures and to express computational Logic inside the Houdini Framework.

Blender

Blender is used for visualisation, world building, art direction and prototyping. It is a fast, intuitive and versatile mesh based modeling software that allows for rapidly sketching possible outcomes of projects.

python

Python is used for the automatisisation of tedious tasks. PyTorch, a python framework for machine learning research, is also used frequently.

other tools

- Photoshop, After effects, Nuke, Fusion,
- Git, Bash, HTML, CSS, JavaScript, Open Shading Language (OSL).
- Autocad, Sketchup, Vectorworks.
- familiar with renderengines: Fstorm, Cycles, Eevee, Mantra, Karma, Octane, Vray, Arnold

Other skills

- English (fluent), Dutch (native), French (basic)
- good communicator, good attention to detail.

// Other experiences

Part of multiple studio reviews.

	@Texas A&M school of Architecture, @University of Pennsylvania, @Bartlett UCL, @University of Tennessee, @The University of Texas at Austin, @TU Wien Faculty of Architecture and Planning, @Faculty of Architecture KU Leuven	⌘
2017		

2021	<u>Member of Fieldstationstudio.</u>	⦿
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Fieldstation explores architecture in relation to contemporary fields and connected to the Anthropocene and the technosphere. The studio focuses on the agency of emerging technologies and phenomena, and their impact on the culture and practice of architecture and the environment in which we operate as architects. [website](#)

Member of SEAD network: Space Ecologies Art and Design.

2017 SEADS (Space Ecologies Art and Design) is a transdisciplinary and cross-cultural collective of artists, scientists, engineers and activists. [website](#)

Start studio: Joris Putteneers Architecture.

2017 Since 2017 he has been actively working in his practice where solutions are being developed in the fields of Data driven design, Machine learning applications, web and software development, visualisations and Art direction.

2013 Certificate Business management

2011 Adobe certificate

// Interests

Computer Graphics related technology and implementations

(trigonometry, linear algebra + machine learning, applied mathematics, artificial intelligence, programming shaders, data science, ...)

Architecture theory & philosophy

(Mario Carpo, Jose Sanchez, Timothy Morton, everything from AD Magazine, ...)

mountainbiking

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