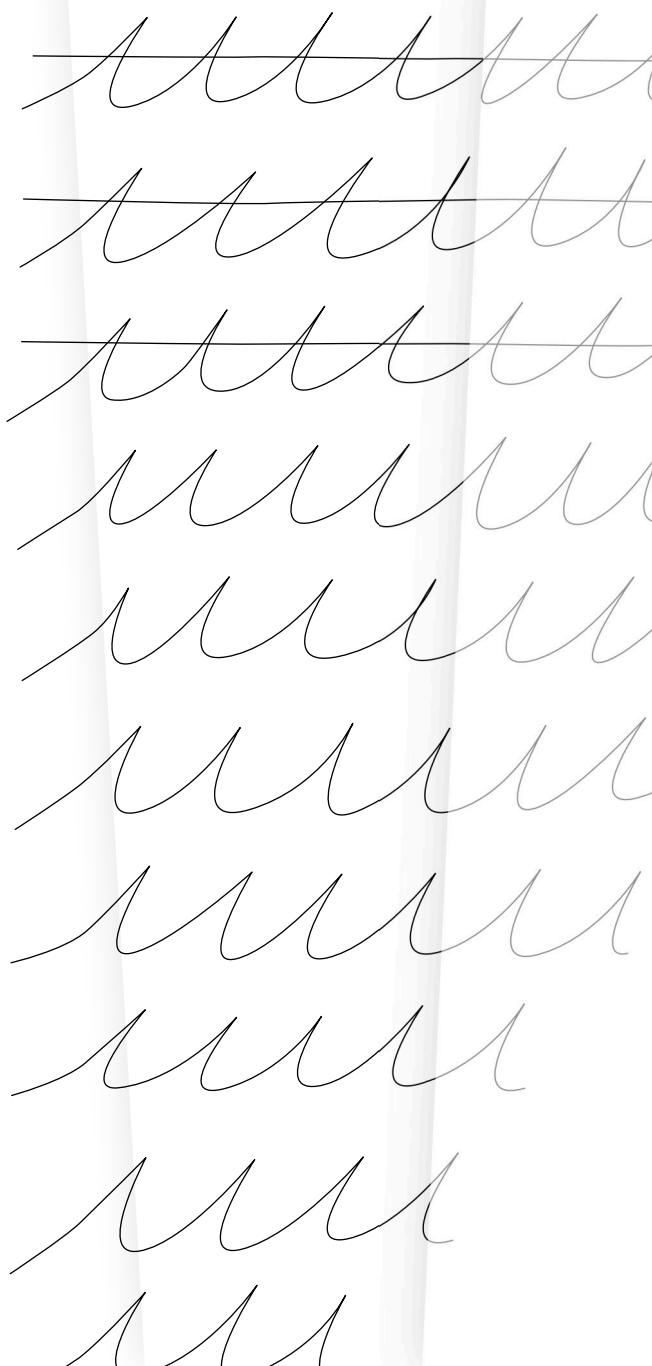


Bastian Schwenteck
Portfolio 2019-2024



M M M M M M M M M M

1 Graphic Design



KVARTET ŠKVÍRY & SPOJE



Petr Vrba - dychové nástroje, elektronika / Michal Matejka - gitara/
Jozef Krupa - bicie / Dalibor Kocián - vibrafón

Kvartet tvoria skúsení aj svoje nemalé skúsenosti hudobníci v oblasti improvizovanej a experimentálnej hudby, pôsobiaci aj v množstve iných projektov.

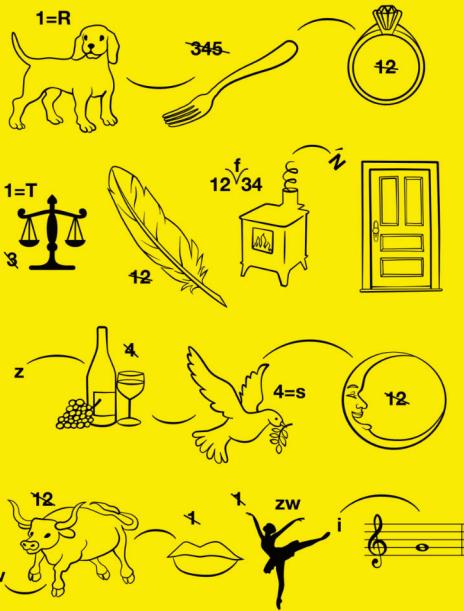
Základným tvorivým prostriedkom výsledného kvarteta je kolektívna improvizácia, v ktorej hráči sice uplatňujú



ELEUZ ÍNA

Horná ružová 1, Banská Štiavnica
streda 06.03. 2019 ————— 20:00

Z verejných zdrojov
podporil Fonds na
podporu umenia
zároveň súčasťou
hlavnej partnerky projektu

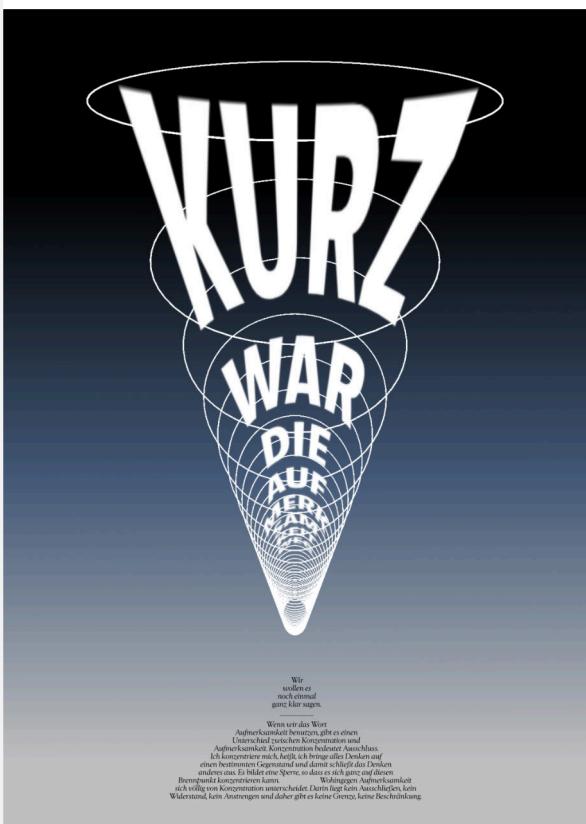


weißensee
kunsthochschule berlin
bühringstraße 20 13086
(Sa)-(So) 20. - 21. Juli 2024
kh-berlin.de 12 – 20 Uhr

weißensee
kunsthochschule
berlin

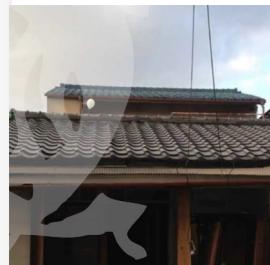
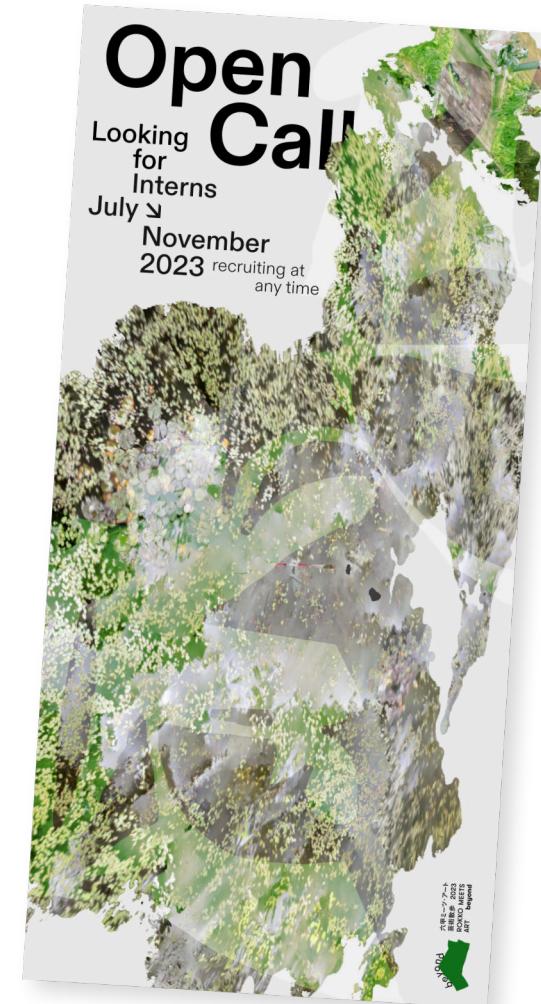
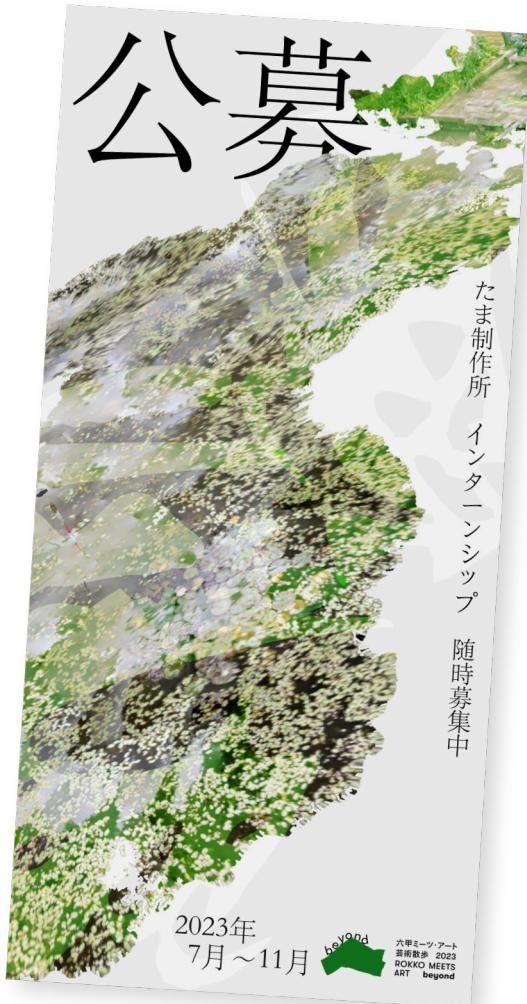
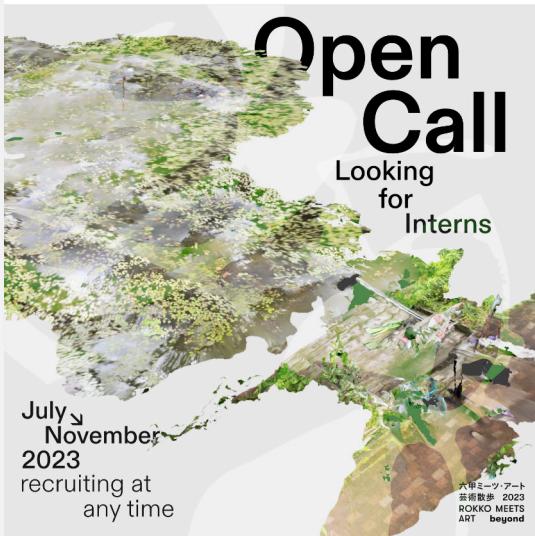
RUNDGANG ————— TAGE
DER OFFENEN TÜR 2024

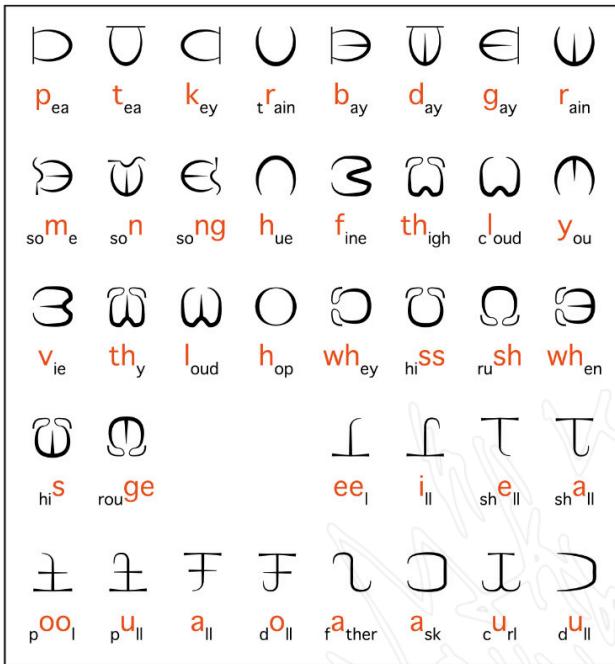




A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
Ä Ü Ö ß Á È Å Ä Å Æ
Ç È É Ë Ì Í Ò Ó , -

The image shows a graphic design element. The word "ROCK" is written in large, bold, block letters. The first letter "R" is blue, the second "O" is orange, the third "C" is blue, and the fourth "K" is orange. Below the "O" and "C" of "ROCK", the letters "EDDIE" are partially visible in a smaller, orange font. To the right of the "K", the letters "SCARFIE" are partially visible in a smaller, orange font. The background is white.





For this project, students were asked to put together a zine based on a series of interviews.

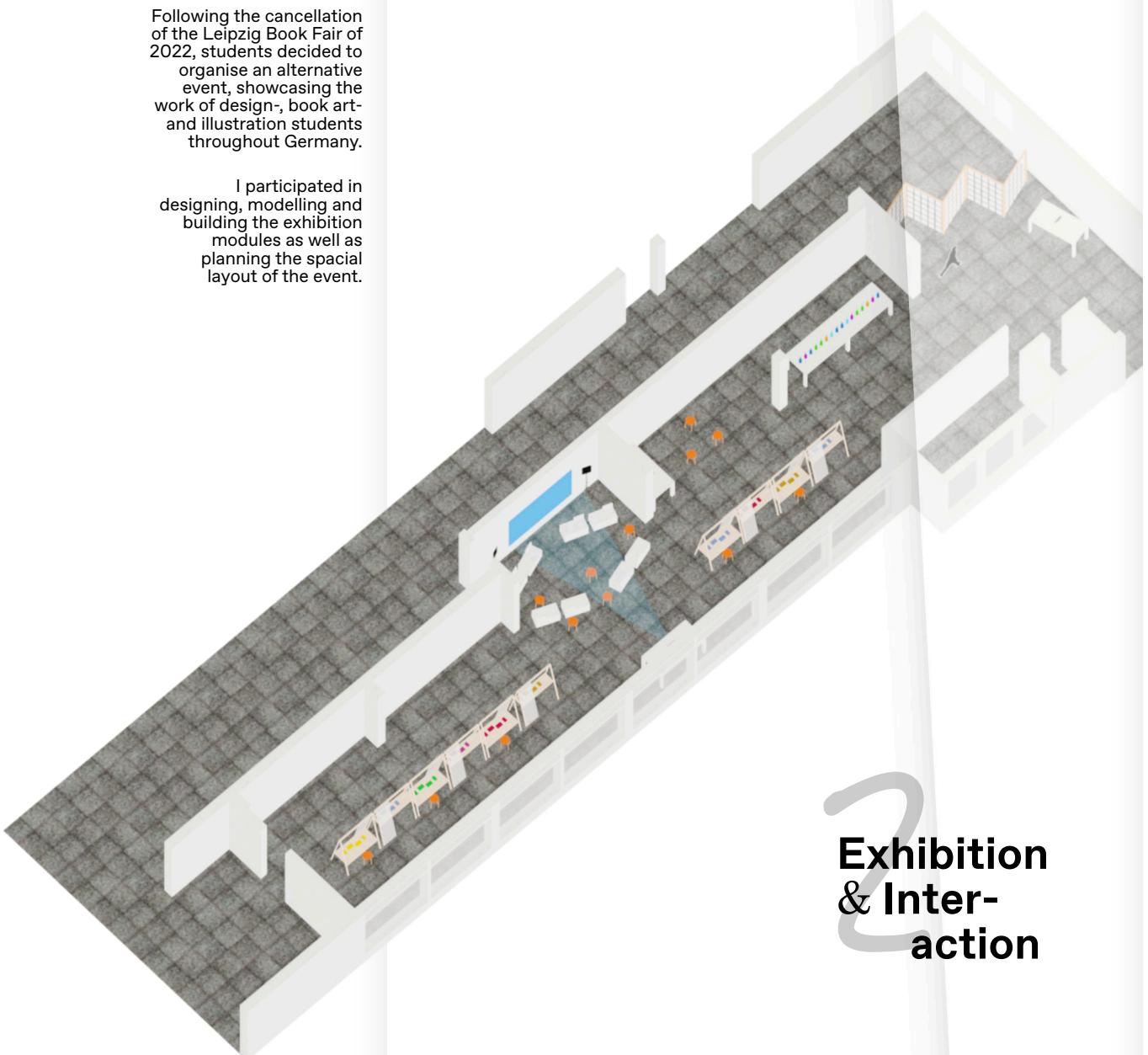
Together we aimed to make a brochure on the theme of the origin of writing and the disconnect between heard and written language. We employed both common and obscure means of writing such as the IPA and Visible Speech.

It is a collaborative project with Lilly Drosch and Nico Weiler.



Following the cancellation of the Leipzig Book Fair of 2022, students decided to organise an alternative event, showcasing the work of design-, book art- and illustration students throughout Germany.

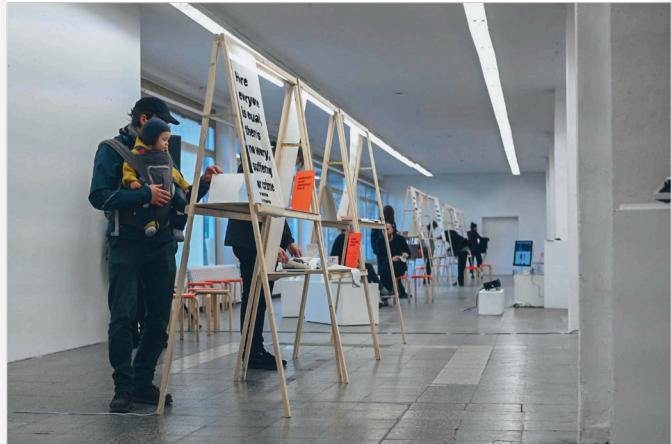
I participated in designing, modelling and building the exhibition modules as well as planning the spacial layout of the event.



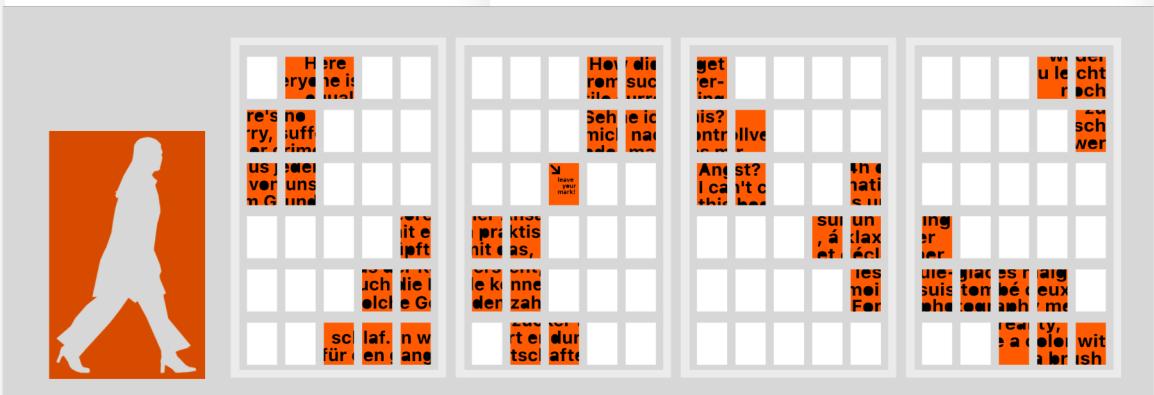
Exhibition & Inter-action

cgi-concept art and room layout for the exhibition

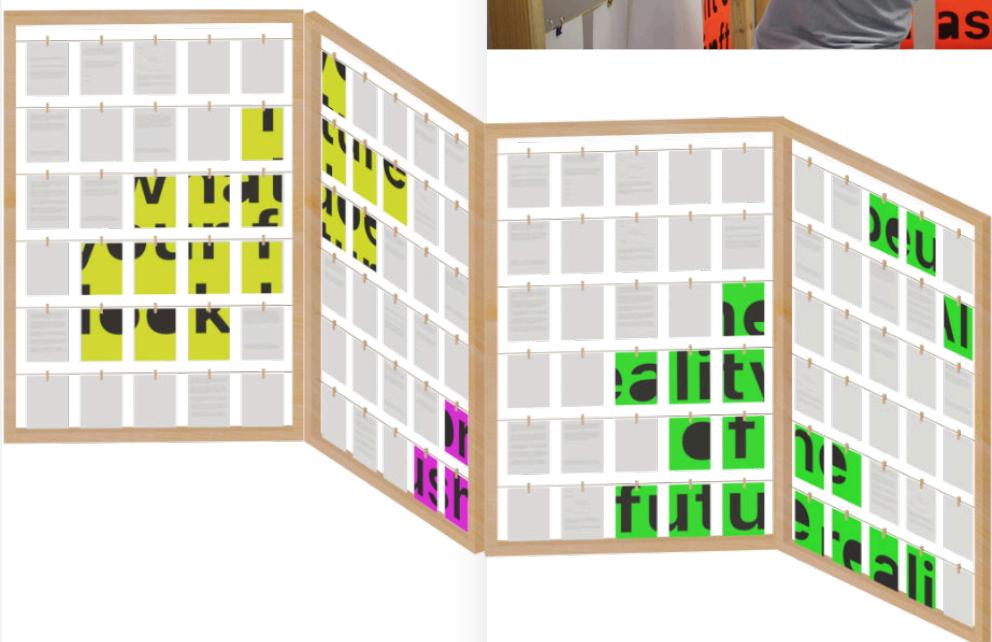




photos from the event



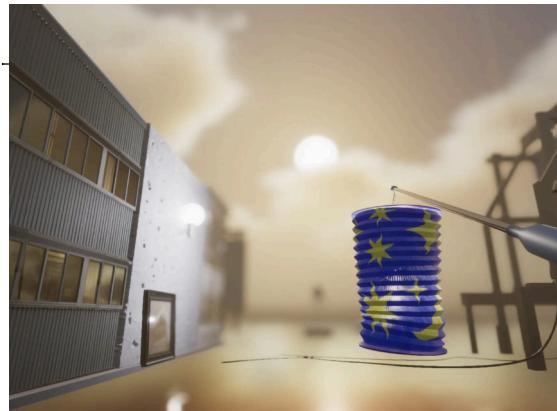
design for interactive room divider





1

2



0 1 2 3 4 5 6 7 8 9

0 1 2 3 4 5 6 7 8 9

0 1 2 3 4 5 6 7 8 9

0 1 2 3 4 5 6 7 8 9

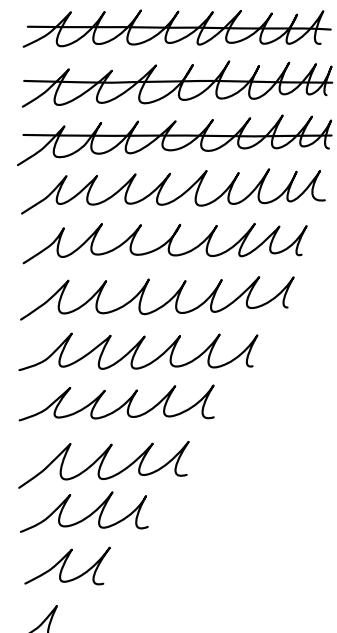
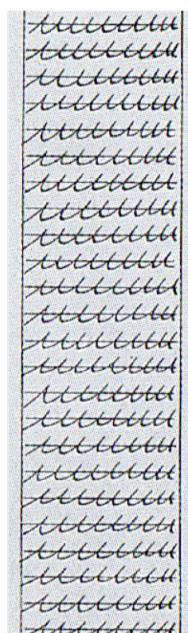
0 1 2 3 4 5 6 7 8 9

0 1 2 3 4 5 6 7 8 9

This installation employs two video channels, rendered in realtime, linking the history of walking rituals, the work of the late conceptual artist Hanne Darboven and simulations as a way of performing and keeping track of time.

One screen depicts a circular walk through an ever changing environment, never returning to the same place twice, the other an algorithm which calculates and draws out a new value for each date in the calendar.

Find an excerpt of it [here →](#)

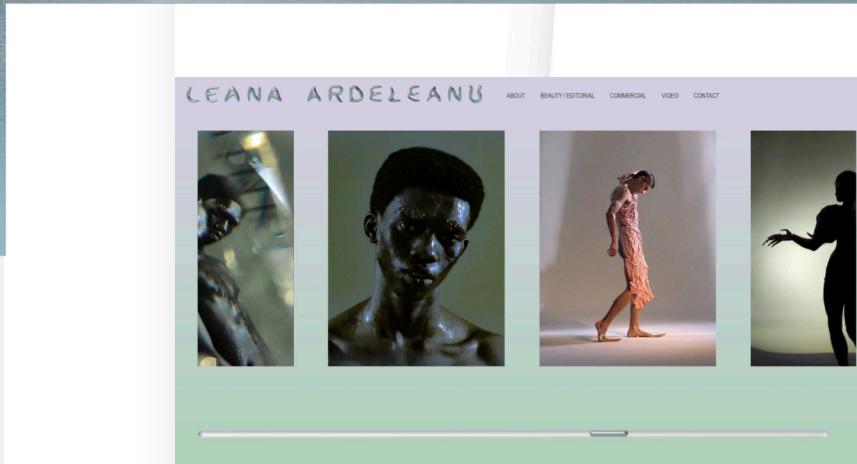
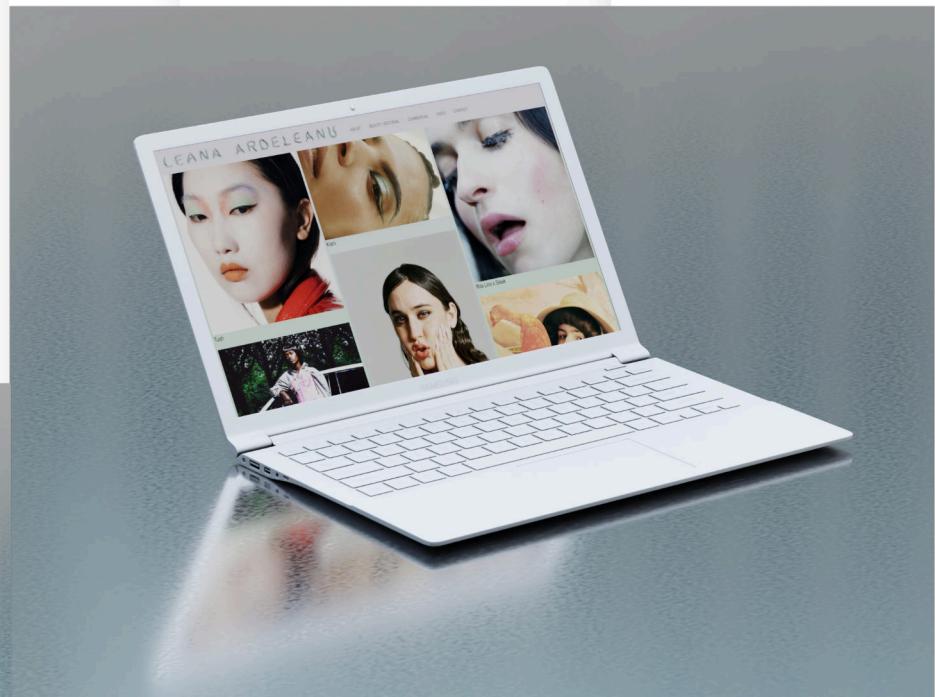


LEANA ARDELEANU



A portfolio-website, logo and splash screen animation for Berlin based make-up artist Leana Ardeleanu.

Find it [here →](#)





interactive AR-sculpture
"Central Station" for The
Wrong Biennale 2021

It can be viewed on
mobile devices [here →](#)



3

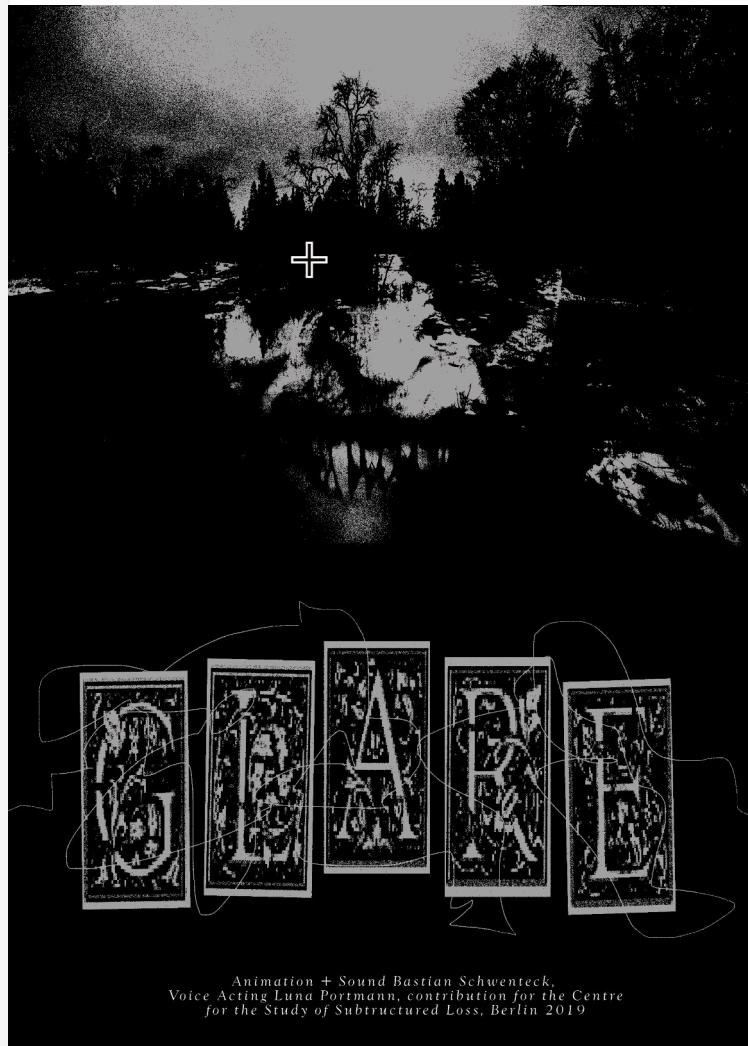
Video & Animations

Glare is a 13 minute animation, which was made during the CTR Substructured Loss residency, a program intended for research on loss and bereavement.

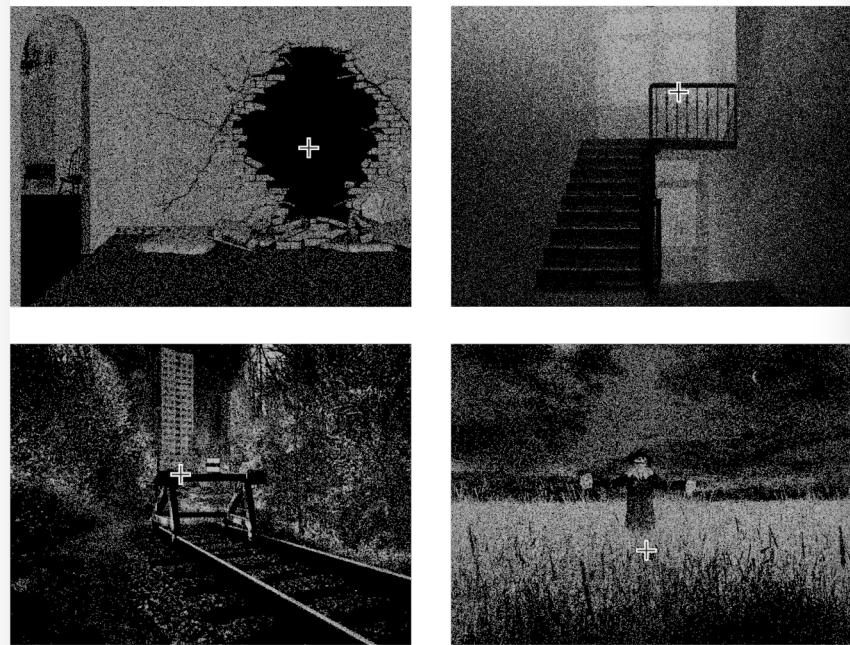
It follows an anonymous player through the mysterious world of an imaginary point-and-click game as it slowly untethers.

It was shown as part of the exhibition Of Lines and Familiar Thresholds in 2019.

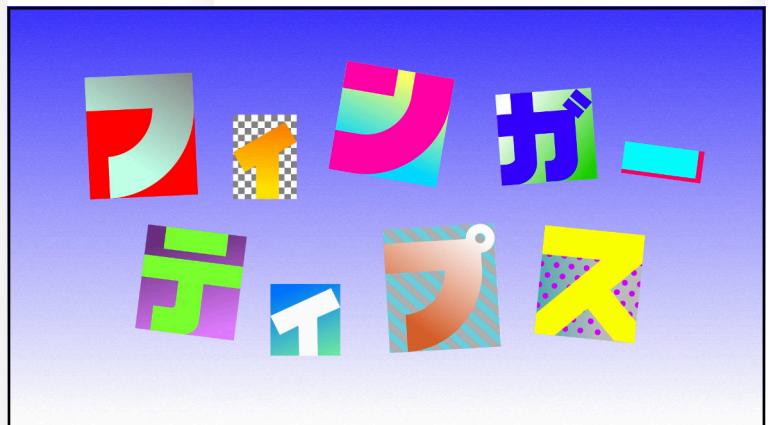
An excerpt of the video can be watched [here →](#)



Animation + Sound Bastian Schwenteck,
Voice Acting Luna Portmann, contribution for the Centre
for the Study of Substructured Loss, Berlin 2019



video stills



Motion Reel

of animation and motion
design [here →](#)

