

BASTIAN SCHWENTECK
→ PORTFOLIO 2024

BASTIAN SCHWENTECK

CV

he/him, *2000 in Berlin
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Design student with a keen interest and evolving skill set in the intersection of computer graphics, moving image and spacial interactions.



EDUCATION

OCT 2019 - JUL 2020
Humboldt-University Berlin,
Philosophy & Art History

OCT 2020-ONGOING
Berlin-Weißensee Art
Academy (KHB), Bachelor
In Visual Communication

APR - AUG 2023
Kyoto University of the Arts
(KUA), Exchange Semester

APR - JUL 2024
Berlin University of the Arts
(UdK), Exchange Semester



EXPERIENCE

OCT 2019 - JUL 2020
voluntary social gap year

JUN - JUL 2020
CTR. Substructured Loss
Residency program

2020-ONGOING
freelance video editing,
graphic- and webdesign

work contributed for The
Wrong Biennale, P14 Volks-
bühne, Münchner Kammer-
spiele, Leana Ardeleanu, KC
Eleuzína, Rokko Meets Art



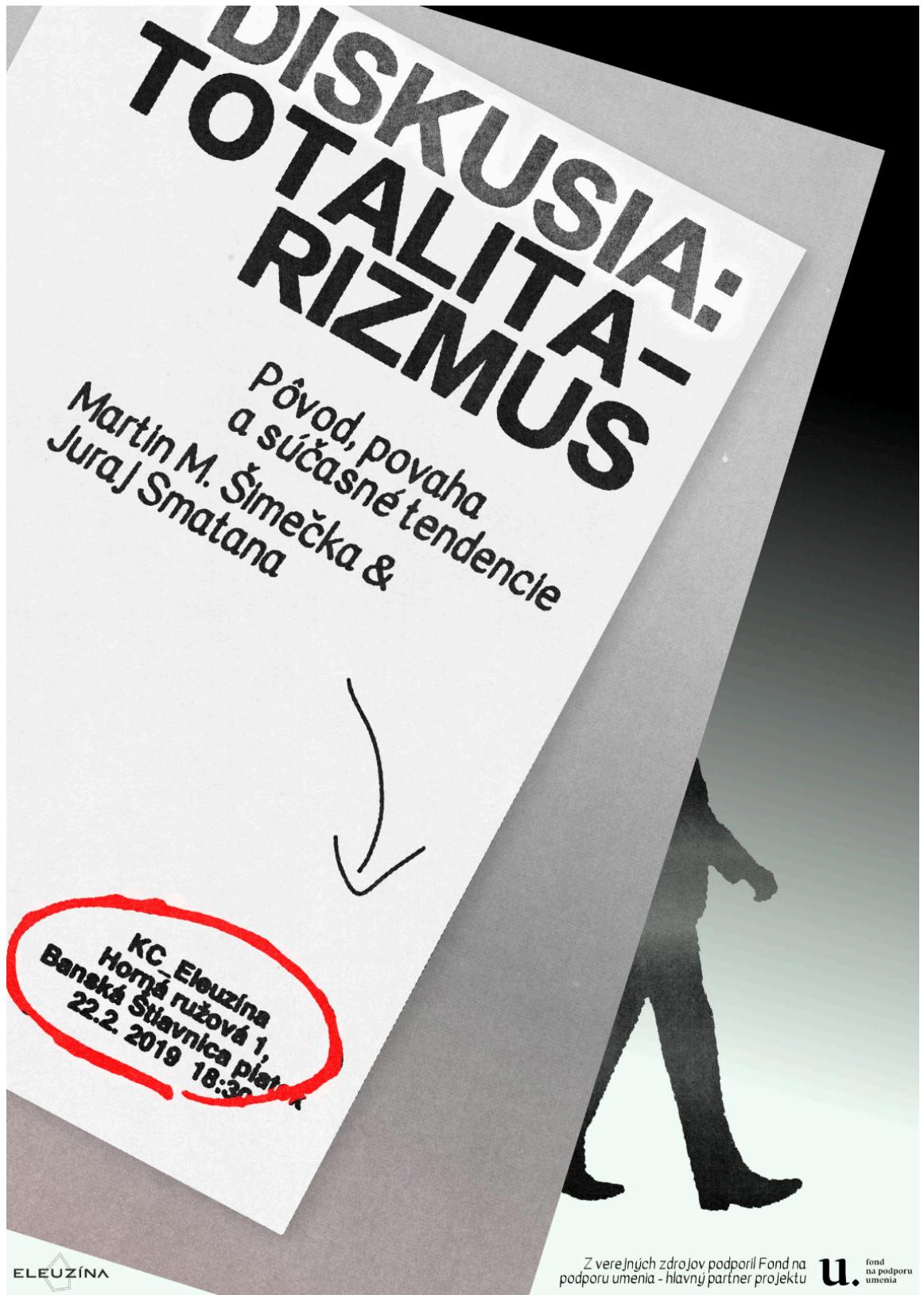
SKILLS

Graphic Design
& Image Editing
(Indesign, Photoshop,
Illustrator, Affinity)

Motion- & 3D-Design,
Video Editing
(After Effects, Premiere,
Blender, Unity, Houdini)

Webdesign and Coding
(intermediate Javascript,
C#, HTML, CSS, Figma)

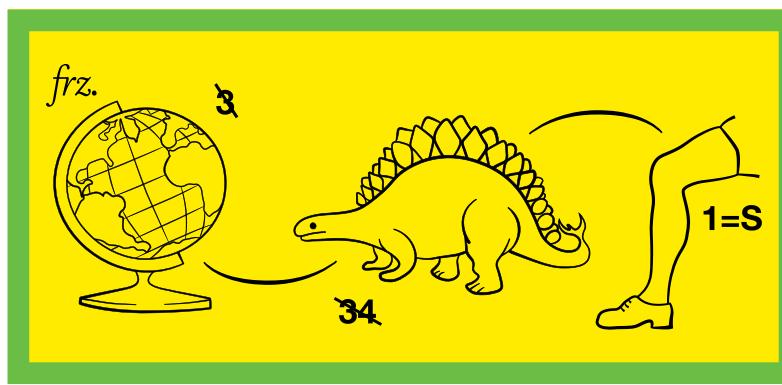
German, English, French
(A2 level), Japanese (B1)



KC Eleuzína

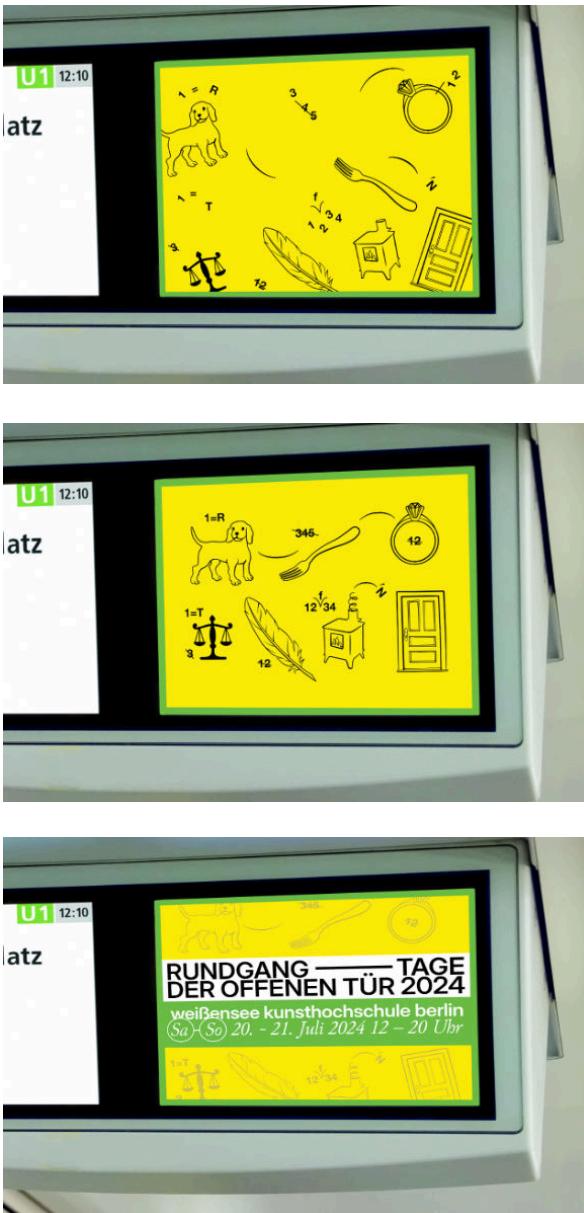
Poster series for events of the Slovak cultural center Eleuzína (2019), merging analog and CGI elements.



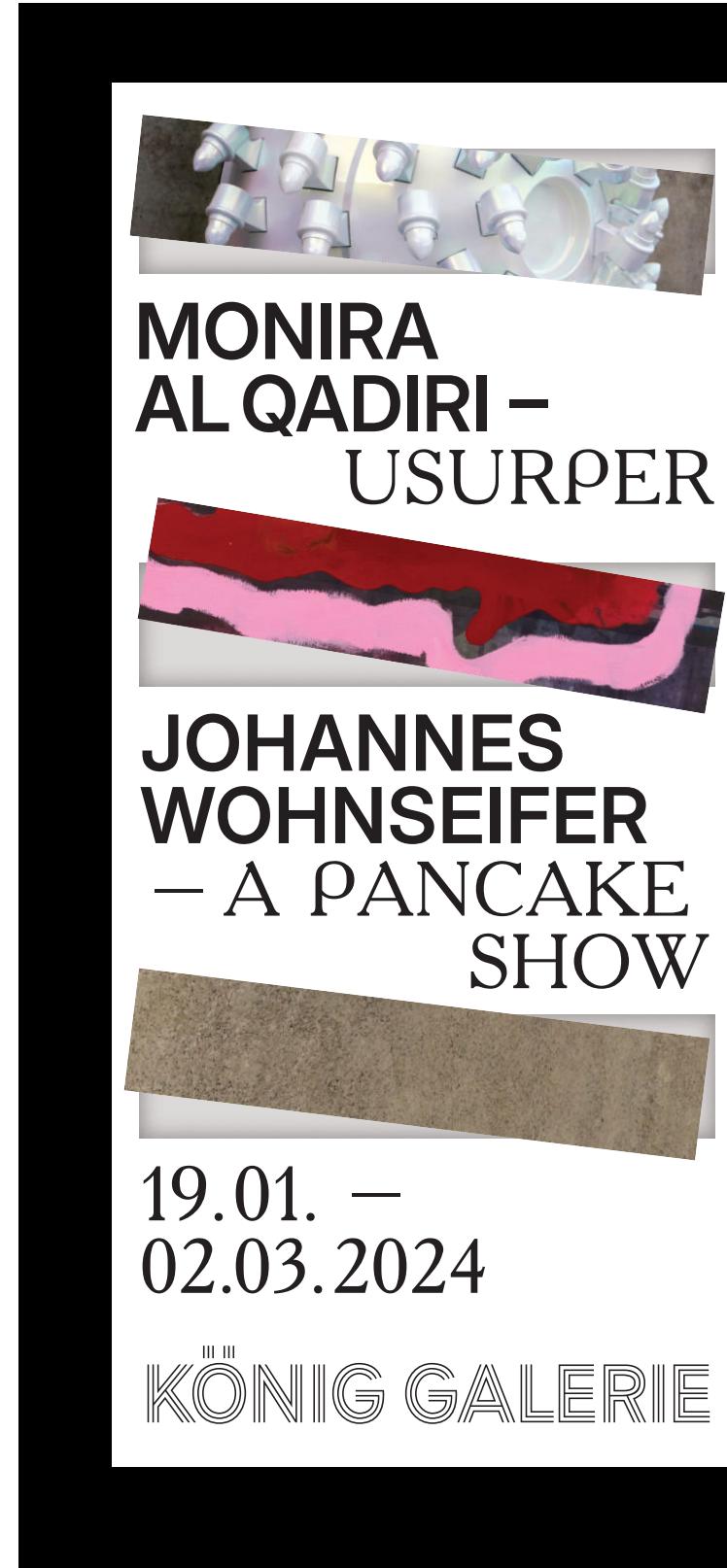
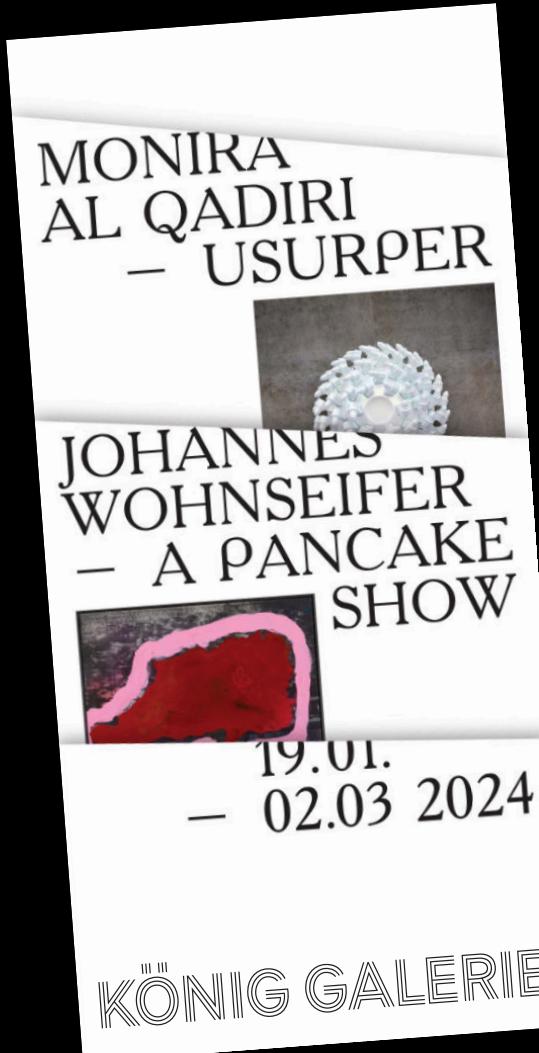


KHB Rundgang Competition

Entry for 2024's competition to design the poster for the open days of the weißensee kunsthochschule berlin, employing rebuses as a way to engage viewers. It won 3rd place in the competition.

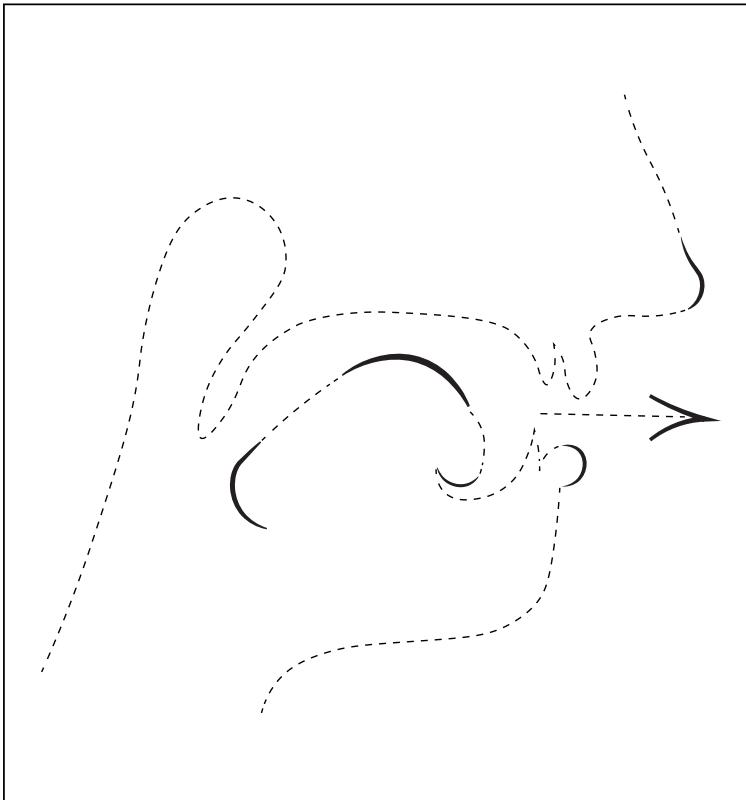


concept for subway motion graphics



Pitch for Exhibition Flyers

Two variations of a pitch for an exhibition flyer design, designed for a job interview for an undisclosed Berlin gallery.



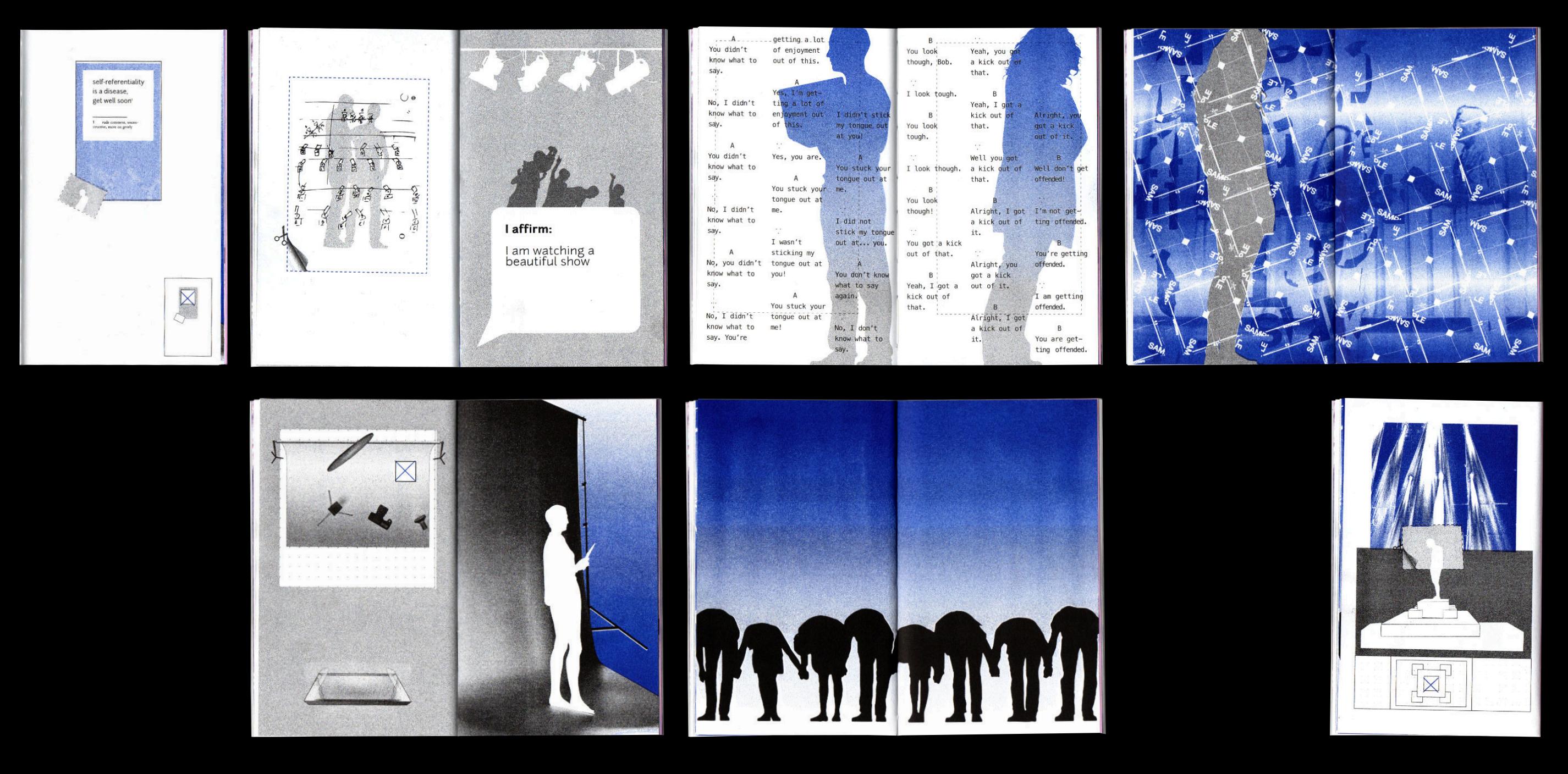
p _{ea}	t _{ea}	k _{ey}	t _r ain	b _{ay}	d _{ay}	g _{ay}	r _{ain}
s _o m _e	s _o n	s _o ng	h _{ue}	f _{ine}	th _{igh}	c _{oud}	y _{ou}
v _{ie}	th _y	l _{oud}	h _{op}	w _h ey	hi _{ss}	ru _{sh}	w _h en
hi _s	rou _{ge}			ee _l	i _{ll}	sh _e ll	sh _a ll
p _{oo} _l	p _u _{ll}	a _{ll}	d _o _{ll}	f _a ther	a _{sk}	c _u rl	d _u _{ll}



Getting Out

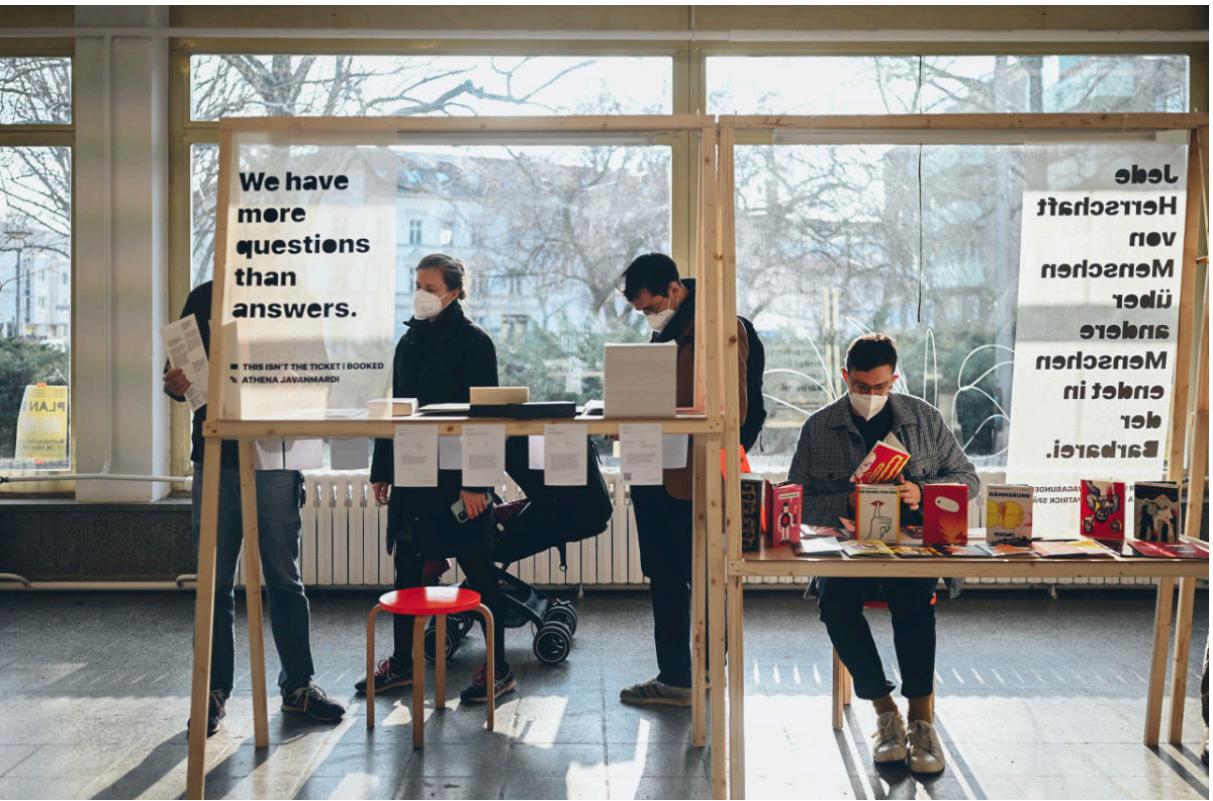
Class project of a brochure on the origin of writing and the disconnect between heard and written language. It includes a custom font adaption of "Visible Speech", a notation system of mouth sounds first proposed by Alexander Melville Bell.

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



Acting

Risograph zine of stock image figures, 3D Graphics and texts sourced from footage of Meisner technique exercises, as part of the publication "Stolen but Sustainable" edited by Stavros Gialamidis.

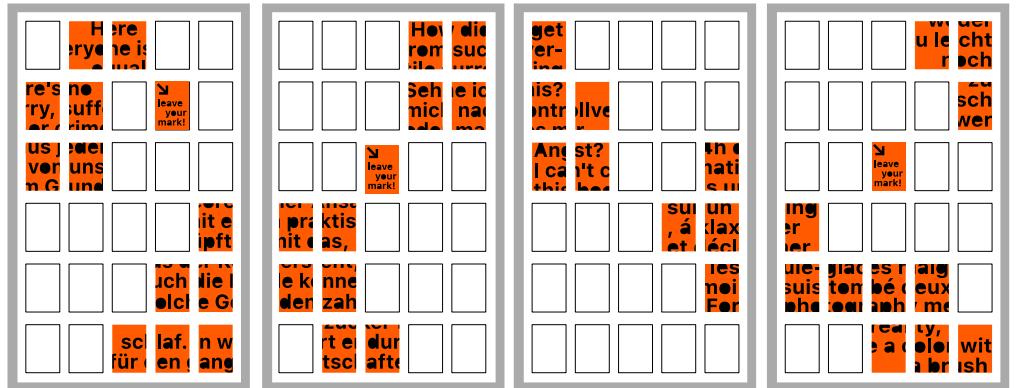


Plan B Book Fair

Following the cancellation of the Leipzig Book Fair of 2022, us students decided to organize an alternative event, showcasing the work of design-, book art- and illustration students of other german art schools.

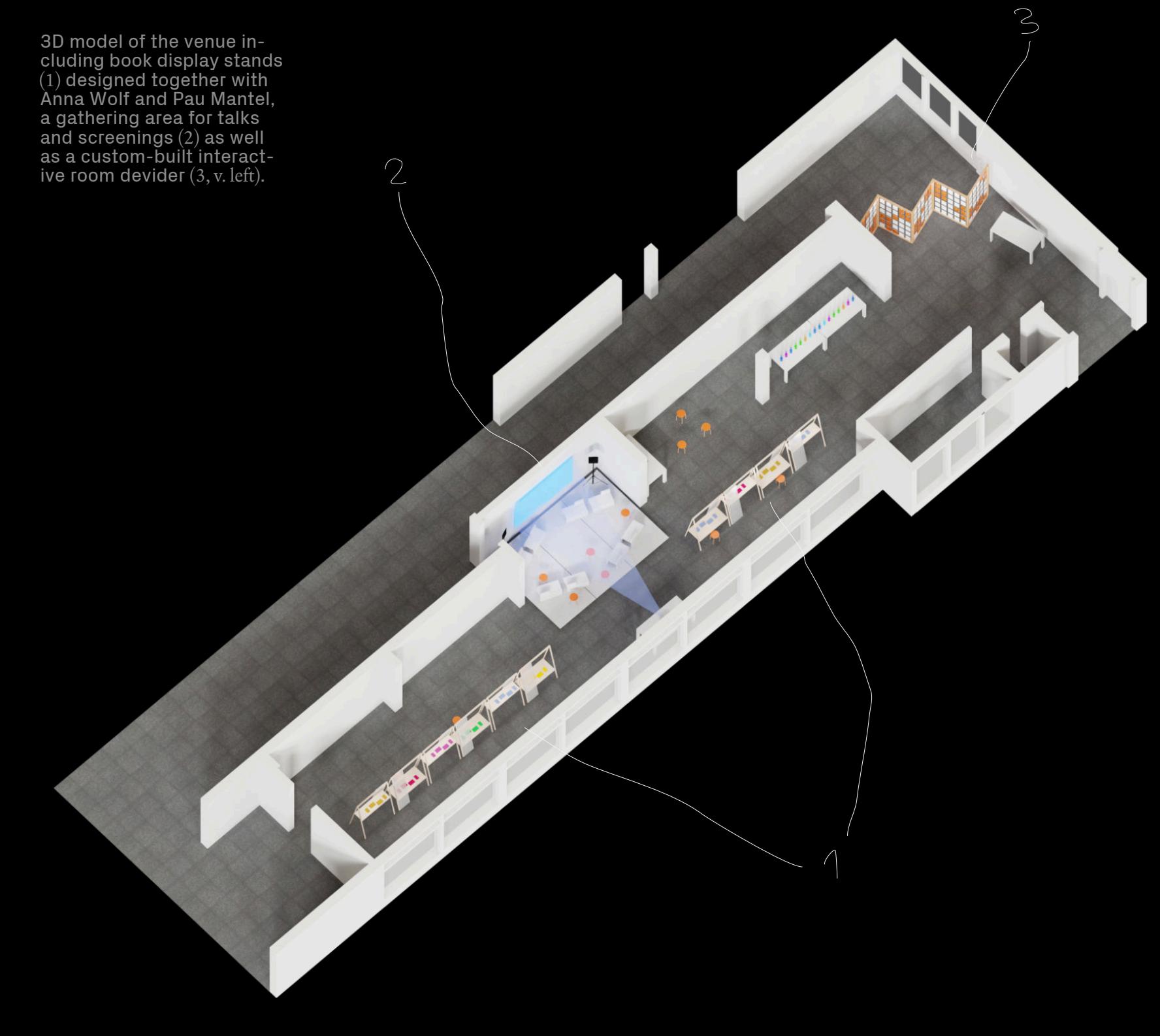
I took part in designing, modeling and building the exhibition modules and planned the spatial layout for the event.

Exhibition views / 3D models



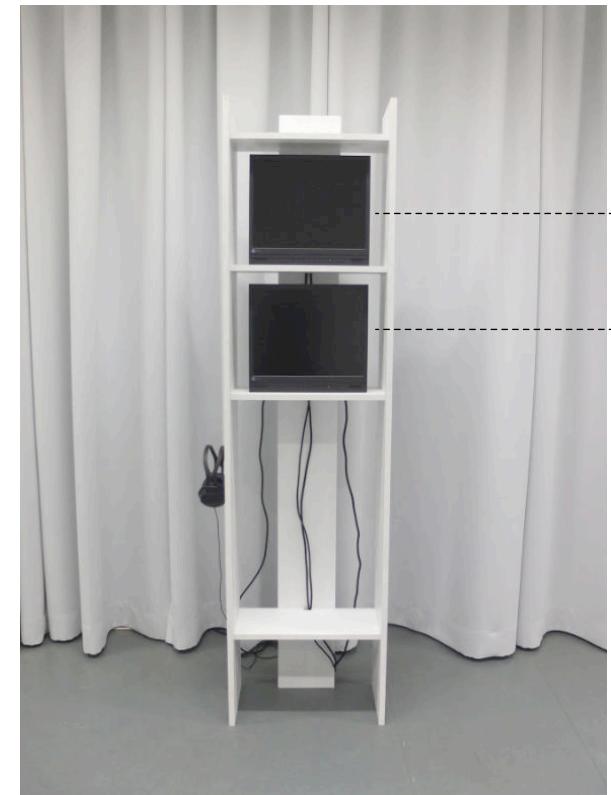
interactive room divider featuring quotes from the books on display

3D model of the venue including book display stands (1) designed together with Anna Wolf and Pau Mantel, a gathering area for talks and screenings (2) as well as a custom-built interactive room divider (3, v. left).





display model concept



installation view



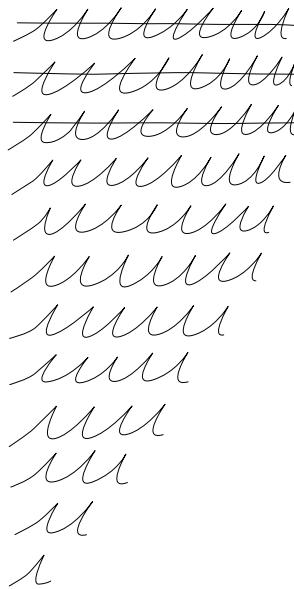
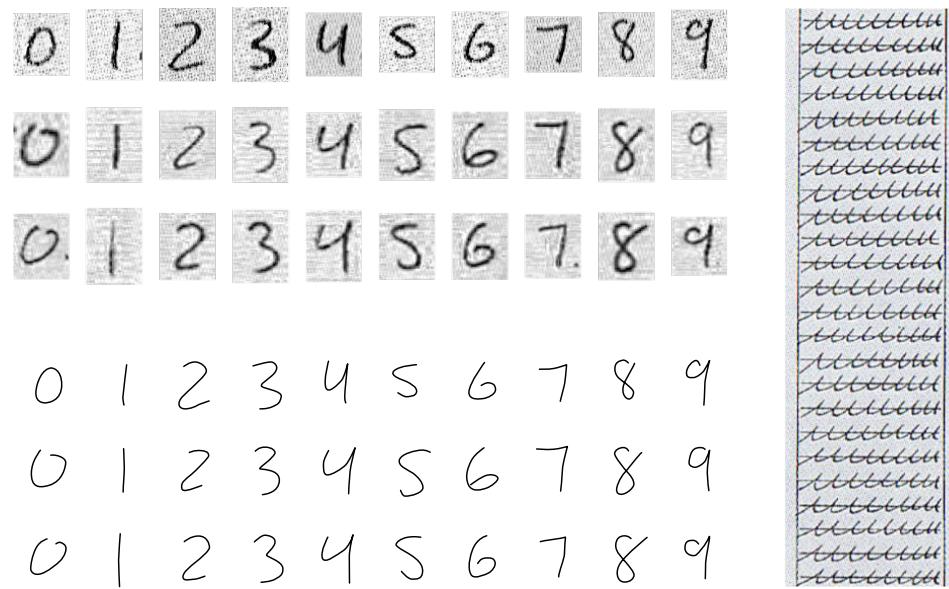
simulation stills

Bells End the Day

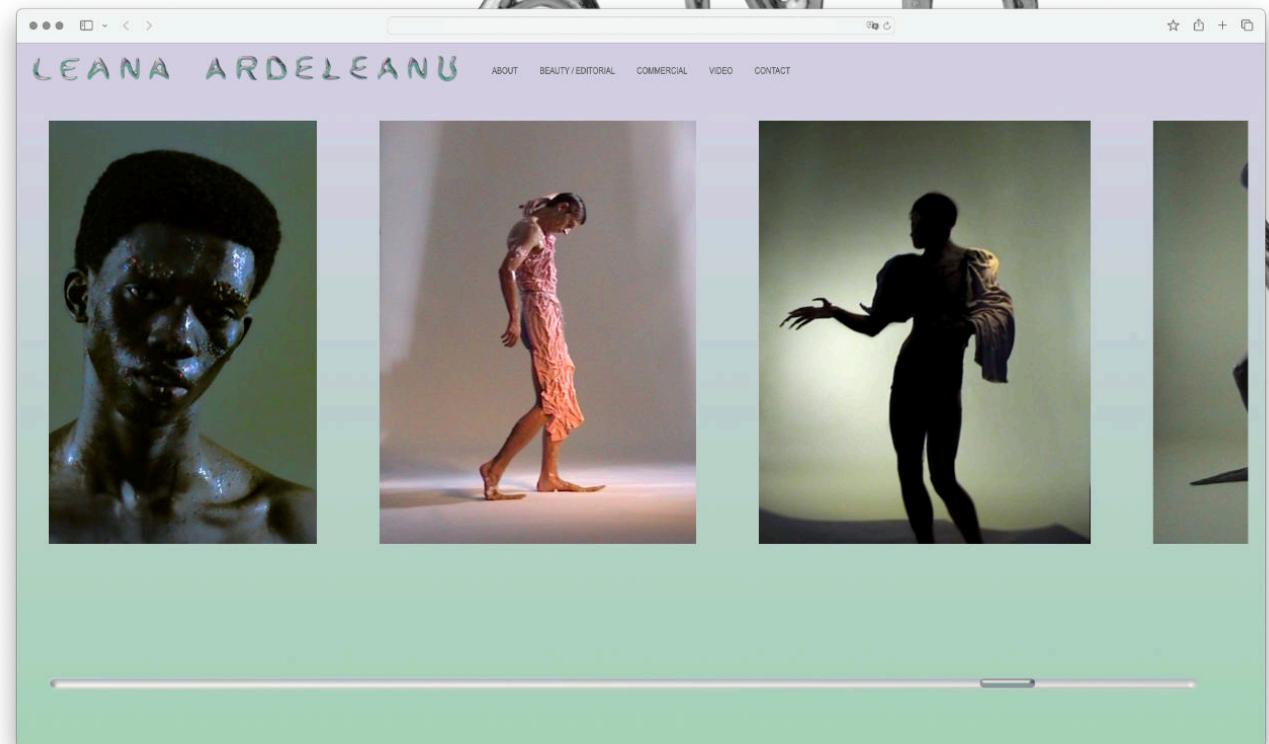
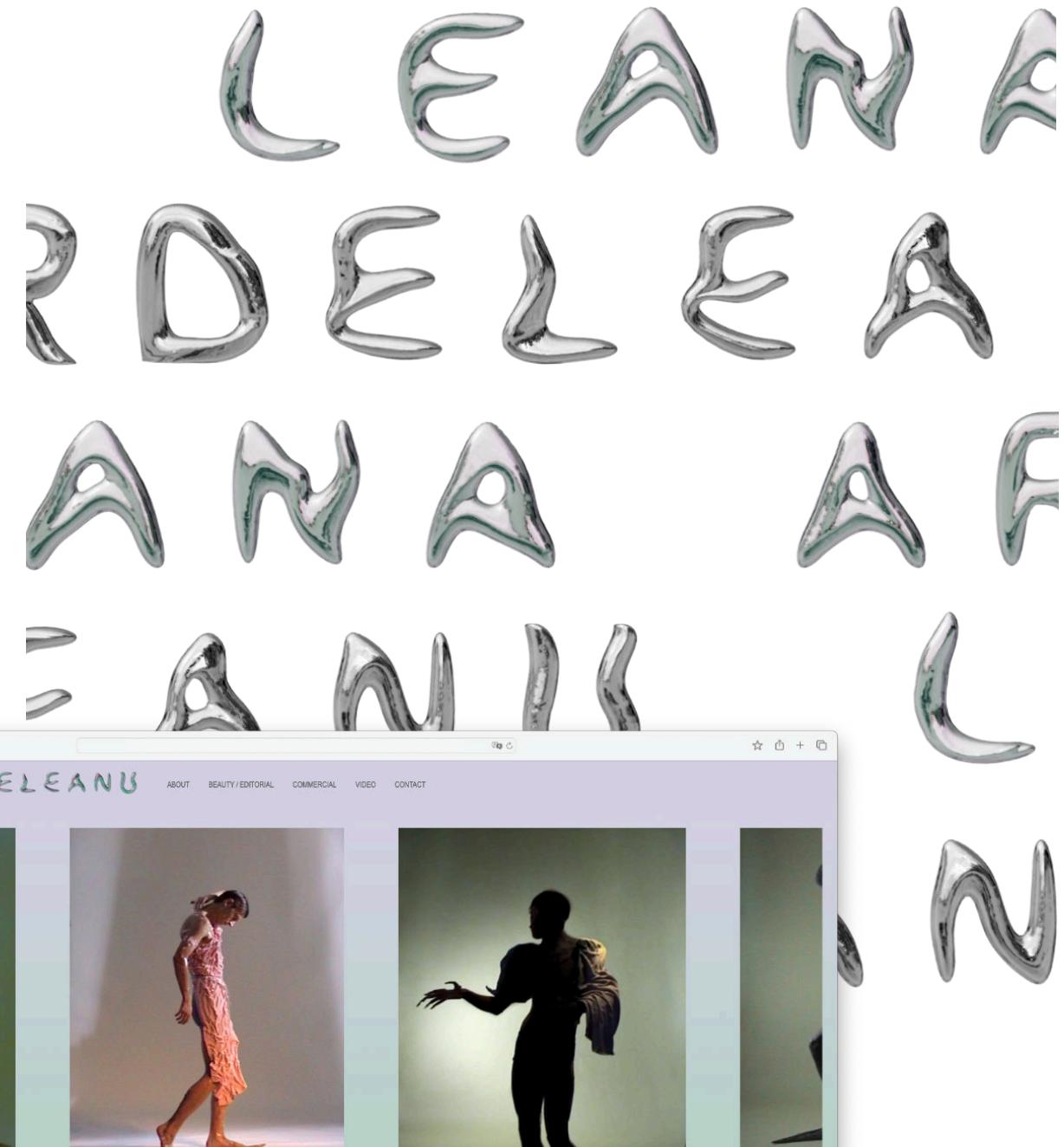
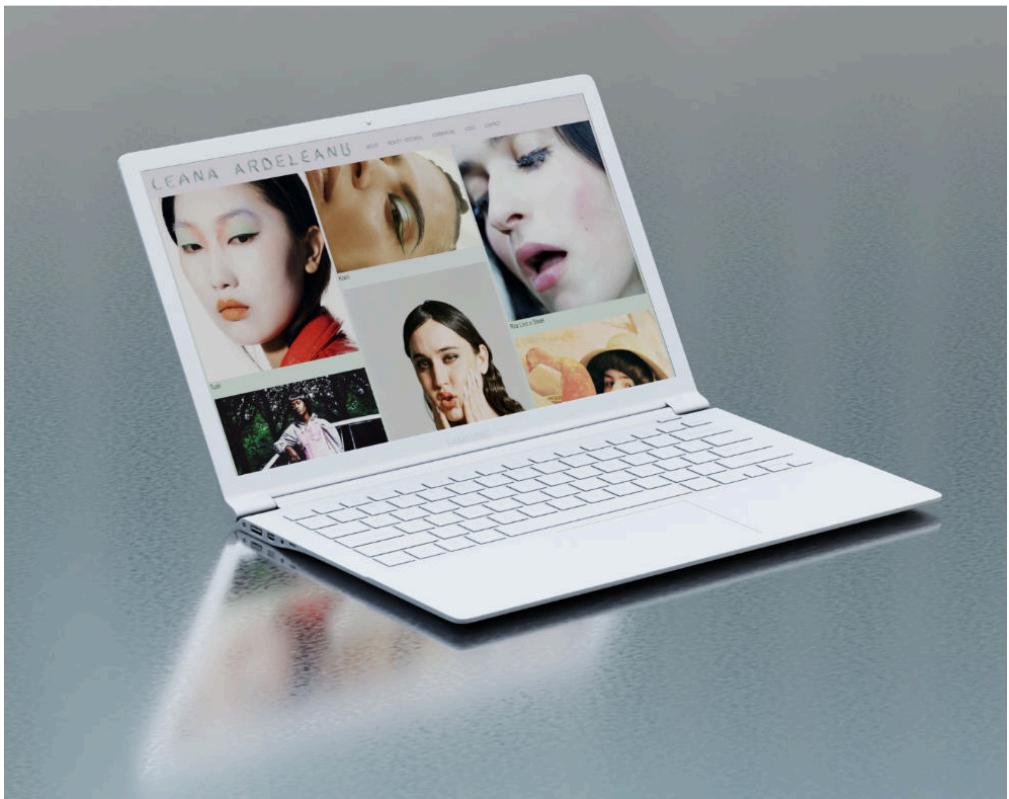
A two screen video installation, rendered in realtime, linking the history of walking rituals to the work and numerology of the late conceptual artist Hanne Darboven and simulations as a way of performing and keeping track of time.

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 a new value for each date in the calendar.

Find an excerpt of it [here →](#)



digitalized and animated handwriting of Hanne Darboven



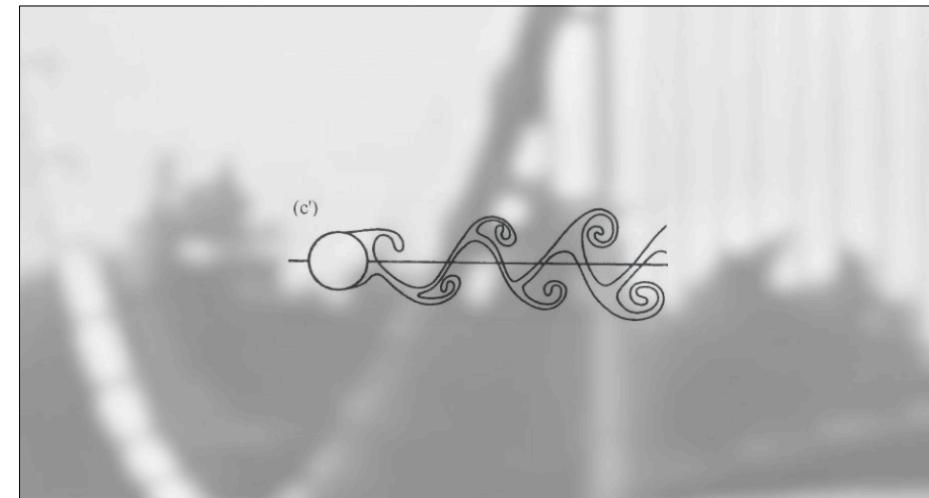
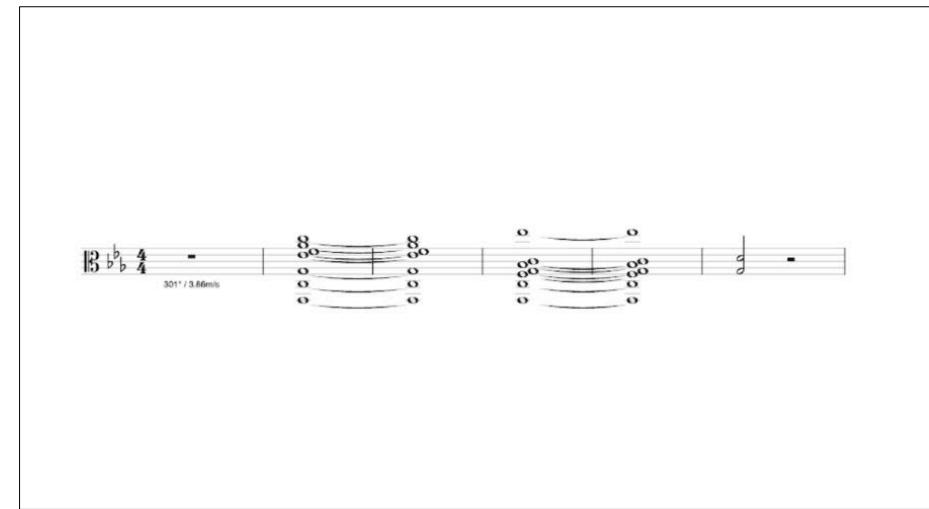
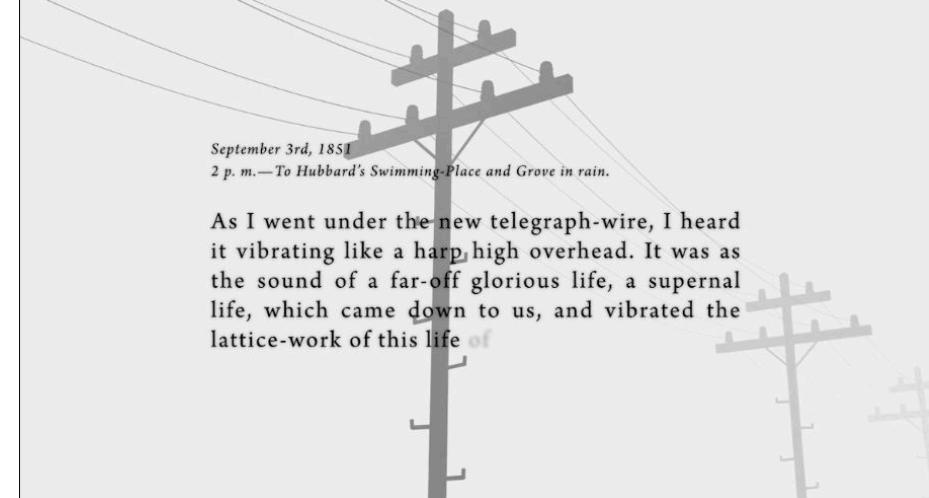
Leana Ardeleanu

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

Find it [here →](#)



installation view



video stills

Wind Harp

This video and sound installation traces the history of the aeolian harp, an instrument played by the wind, dating back to the 18th century, when it epitomized romantic ideals of poetic introspection and nature mysticism.

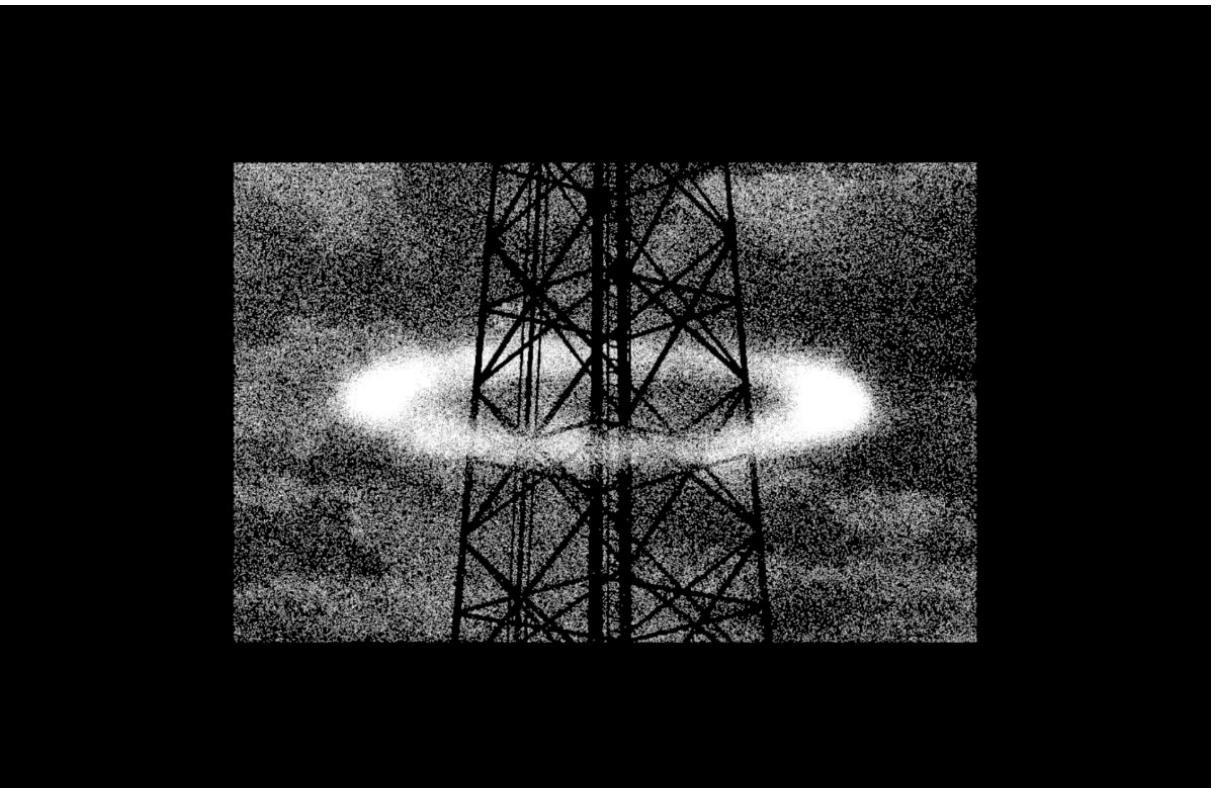
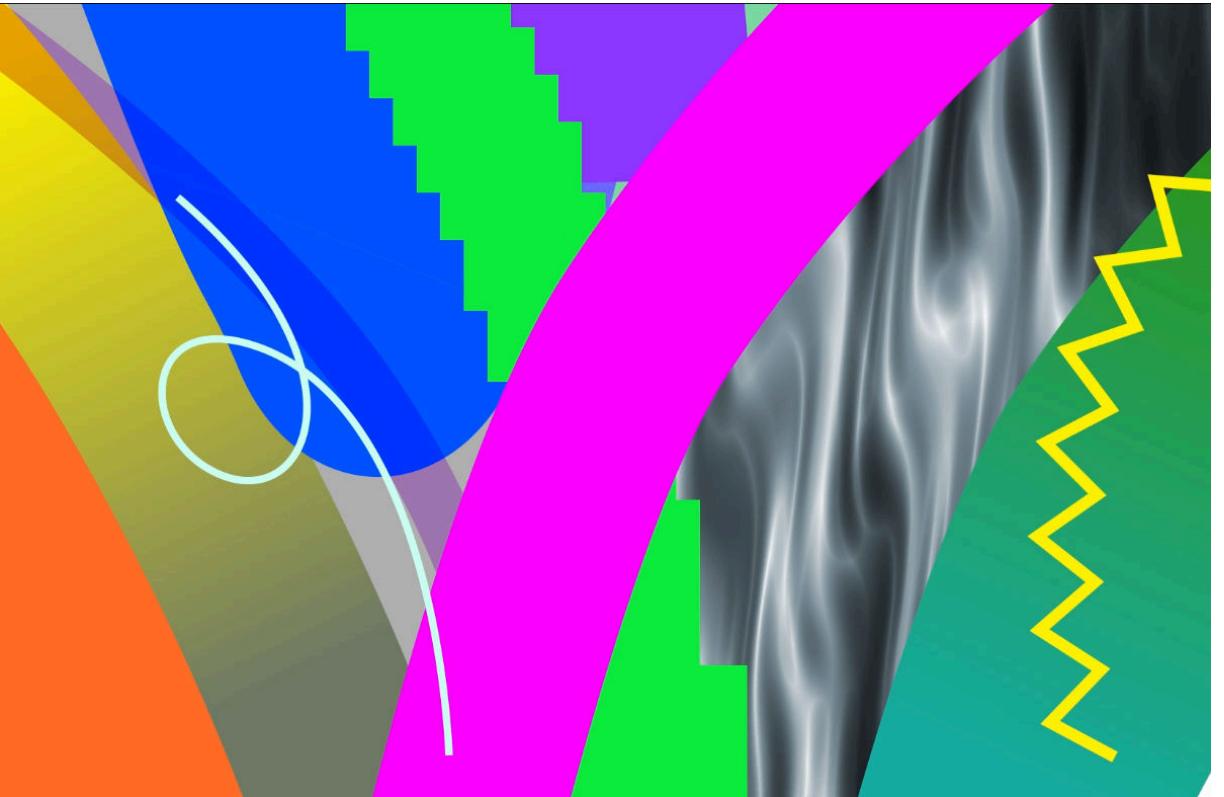
A program collecting realtime wind data from a weather station generatively produces sheet music that is performed on a concert harp. From another speaker, we hear a voice actor reading from the diary of Henry David Thoreau, likening the telegraph wires of the

1850s to harps played by the wind. A third screen shows footage from the 1940 collapse of the Tacoma Narrows Bridge, which broke down due to the same physical phenomenon that makes aeolian harps resonate.

Together, they trace the history and our understanding of (in)voluntary interactions between human infrastructure and nature over the span of three centuries.

Find an excerpt of it [here →](#)

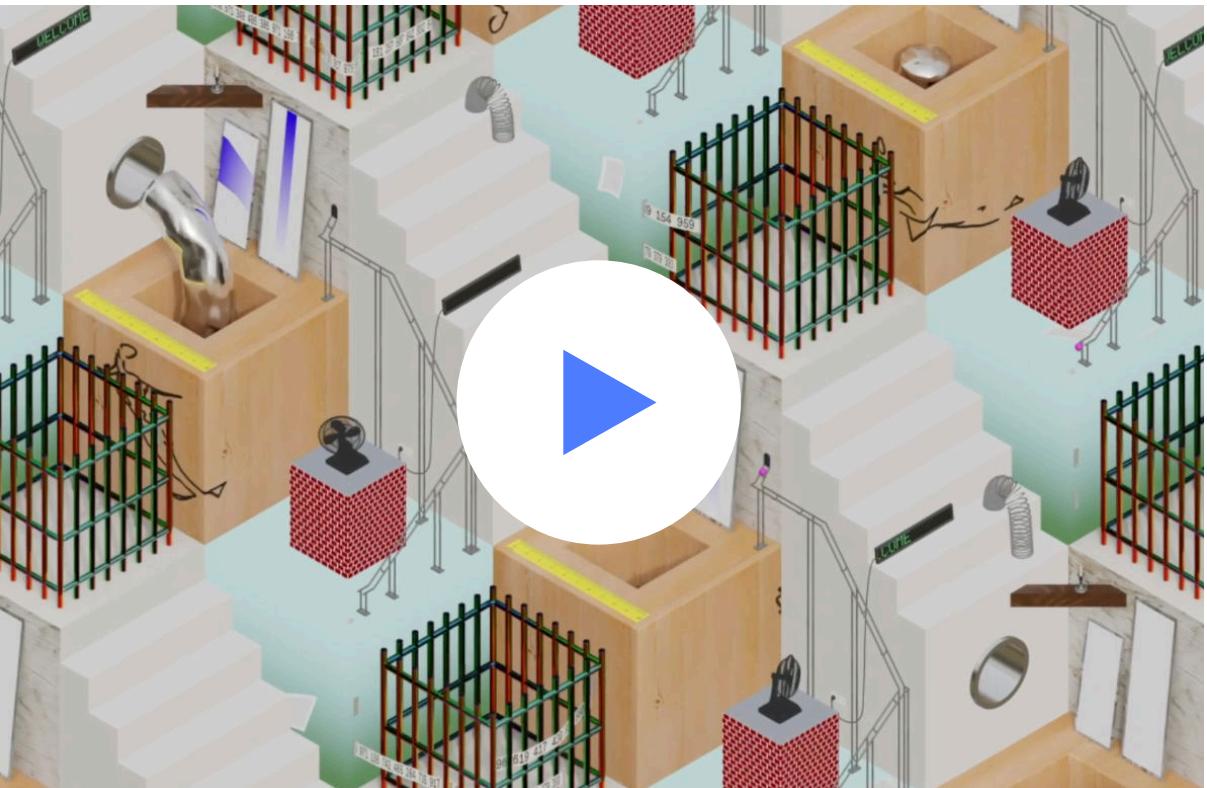
Video & Animations



Motion Reel

Collection of motion graphics, animations and experiments created in university and as personal projects.

Find the full video [here →](#)





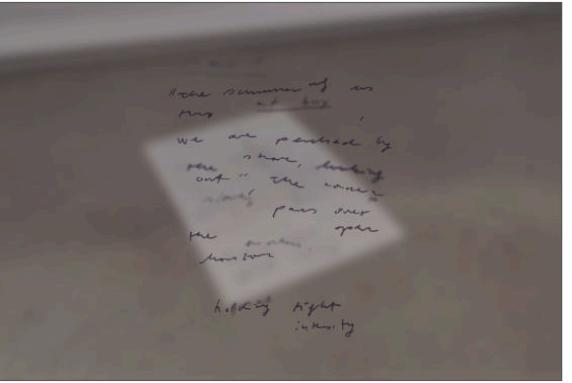
exhibition view / right: animation stills

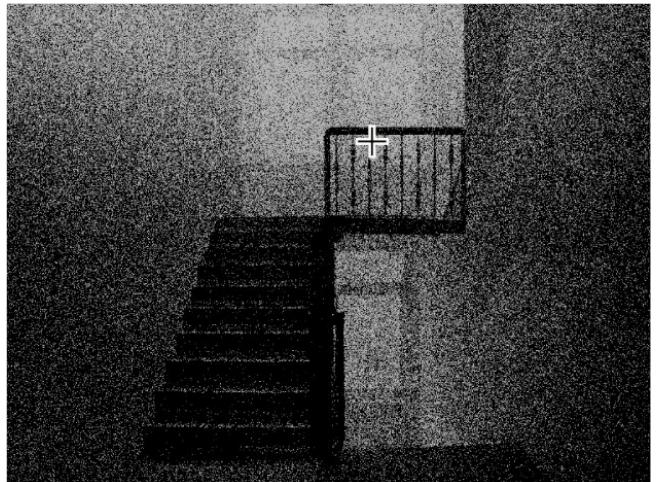
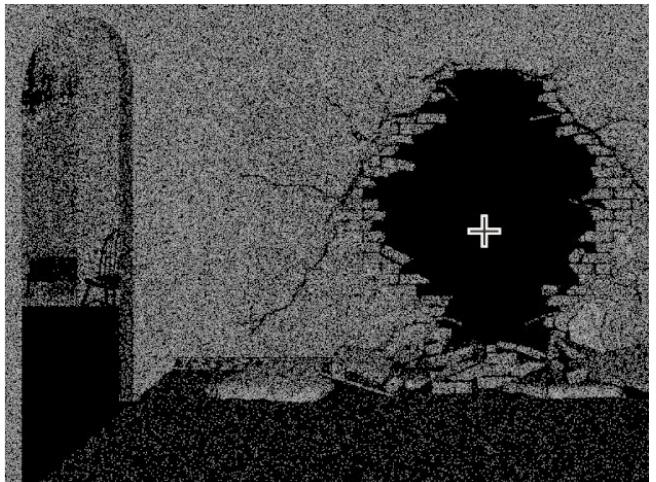
Screen Memory

Screen Memories are a Freudian concept, referring to memories which lay on top of and thereby efface other, more formative and potentially traumatic ones. However, this term could also be read differently - screen memories as memories of screens, or by means of screens.

This two channel animation investigates the role of screens in processes of remembering, forgetting and missing. Multiple narratives surrounding themes of loss, Greek mythology, language history and cinema are interwoven to depict both personal and collective forms of screen memories, and their potential to both destabilize and create new meaning.

Find the full video [here →](#)





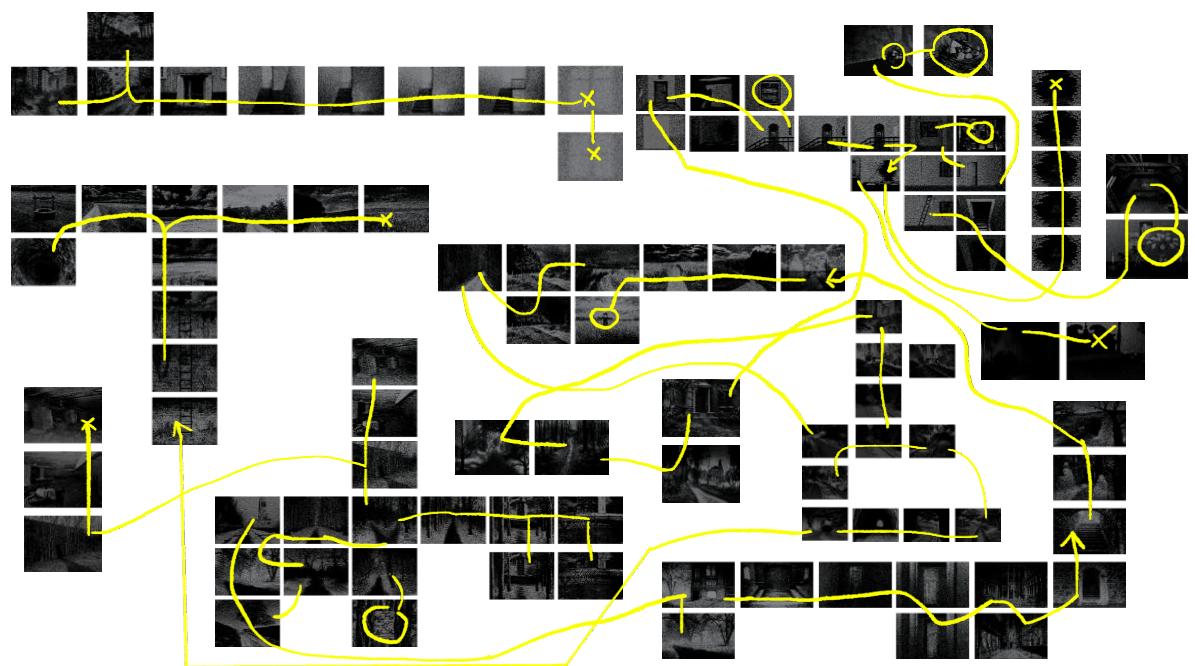
video stills

Glare

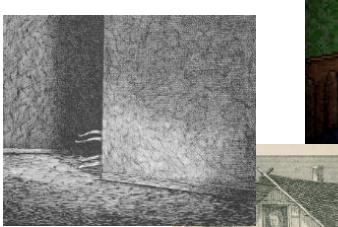
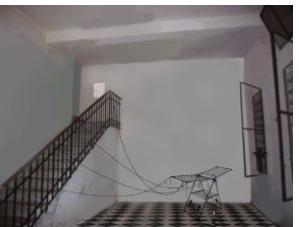
A 13-minute animation made during the CTR Substructured Loss residency Berlin. It follows an anonymous player through the ominous world of an imaginary point-and-click video game as it slowly untethers, blurring the lines between early 2000s online image culture, rebuses and photographic documentation of the Märkisches Viertel locality in the north of Berlin.

It is loosely based on an essay by Goran Vranesovic, linking point-and-click games to image puzzles and psychological processes of interpreting the world by way of pointing (Deuten) and aims to create a hybrid world between my real life and online realities while growing up. Glare was shown as part of the exhibition Of Lines and Familiar Thresholds in 2019.

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



map of connected scenes appearing in the game



sketches and visual research (image credit Scriptwelder, Edward Gorey)

Thank you! :-)

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