

## HANNES ARVID ANDERSSON

ARTIST, RESEARCHER, AUDIOVISUALIST & STORYFINDER.  
Born 22 Oct 1985, Gothenburg, Sweden.

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NETHERLANDS

### EDUCATION

- 2015 **Frank Mohr Institute**, Minerva Art Academy, Netherlands  
-2017 **Master Media, Art, Design & Technology.**  
Of Hanze University of Applied Sciences, Groningen, **Cum Laude.**  
Graduation 22 June 2017.
- 2012 **SAE Institute**, Middlesex University, Barcelona, Spain.  
-2015 **Bachelor of Arts with First Class Honors in Digital Film Making.**  
Graduation 18 February 2015.

### COMMISSIONED WORK (Selected)

- 2018 **"World Masters of Projection Mapping"**, **EYE filmmuseum**, Amsterdam.  
Commissioned to create the 2D and 3D imagery & animations, as well as handling the technical production and execution of: 'Databased dialogues for algorithmic landscapes', directed by **Geert Mul**. A video projection with sound fitted to the architecture of EYE filmmuseum. The work was shown at EYE between January 14 - 21.
- 2017 "Entangled" (Video work) & "Cohabiting Uncertainty" (Essay) Commissioned by **"The Absence of Paths"**, **Tunisian Pavillion, La Biennale di Venezia - 57<sup>th</sup> International Art Exhibition**. Curated by Lina Lazaar.  
Venice.  
Video work and essay on the theme of migration politics and the current raise of fascism in Europe and the world.
- 2015 "Tangibility in Art and Technology, An Interactive Documentary" (Director)  
Commissioned by the **Institute for Advanced Architecture of Catalonia (IAAC)**.  
Barcelona.  
Interactive Documentary on the Theme of Tangibility in the context of art and new technology for the **European Union Culture Programme "The European Art-Science-Technology Network"** (EASTN). Made in collaboration with Norma Deseke.
- 2014 "Sinergia Experience", Madrid. Projection Mapping & Video Content Creation for an interactive spatially integrated video installation commissioned by **Phibo** and presented in **Feria de Madrid** during **Expodental** 2014. Made in Collaboration with **Physalia Interactive Studio**.
- 2014 "Mind Fox - Papercities" (Official Music Video Director), Barcelona.  
Commissioned by **Mind Fox**. made in collaboration with Luis Simón Núñez Rodríguez.
- 2013 "EAD Statues", Escola d'Art i Disseny, Tortosa.  
Projection mapping displayed during the ceremony of the 10-year anniversary of **Escola d'Art i Disseny**. Made in collaboration with Augusto Zuniga.

### AWARDS / HONOURS

- 2018 Nominated for **The George Verbergstipendium**. Awarded by the municipality of Groningen, aimed at furthering the artistic development of alumni of Academie Minerva, by spending a time abroad, and developing an artistic project. Nominated this year was five alumni of the Frank Mohr Institute, Master of Arts in Fine Art & Media, Art, Design & Technology.

- 2017 Nominated to **BLINK Young Blood Award** + Transmedial storytelling project "Po[e]litics From the Anthropocene" presented at **Gogbot Festival** 2017.
- 2015 Music video "Repress Play" nominated for best music video in "**Skepto International Film Festival**", Cagliari, Italy.
- 2015 Interactive Installation "Sysiphus 2.0" Nominated in the category of "Best Micro Mapping" in the "**International Mapping Competition of Girona / FIMG2015**".
- 2014 Selected Artist for Bologna in the EU Culture Programme "Performigrations, People Are the Territory". European Commission / **Alma Mater Studiorum - Universita Di Bologna**, Bologna, Italy. Resulting in the production of Morphing Faces, a multichannel video installation about cultural identity.
- 2013 Shortfilm "Lara | Camilla" (made in collaboration with Luis Simón Núñez Rodríguez) 4<sup>th</sup> prize in the category of best experimental shortfilm in "**International Horror Hotel**", Ohio, USA & nominated for best international shortfilm in **Mumbai International Film Festival**, Mumbai, India.

## EXHIBITION / SCREENINGS

### Solo (Selected)

- 2015 "Morphing Faces" (Site Specific Multi-channel Videoart Installation), **Palazzo Pepoli – Museum of the History of Bologna**, Bologna. Curated by Ryan Bishop.
- 2015 "A/Vgration" (Interactive Video art), **The Italian Ministry of Culture**, Montreal. Curated by Elena Lamberti.  
[The work has also been exhibited in the **Blue Metropolis Festival**, Montreal].

### Group (Selected)

- 2017 "**The Wrong: Prosthetic Pavillion**", "I Love Humans (Audio-visual Work / Animation).  
[The work has also been presented @ "**Gogbot Festival**", Enschede].
- 2017 "**Dark Society Exhibition #10: Dark Technology Dark Web**", **Spektrum**, Berlin. Work: "Emergence~" (Audio-visual Work / Animation). Curated by Alfredo Ciannameo.  
[The work has also been presented @ "**Orbit Festival 2016**", Groningen].
- 2016 "**Osmosis Methods Groningen**", **Sign gallery**, Groningen. Work: "the EATDCS" (Installation / Brain-Hack Device).
- 2015 **NP3 MOBi**, Groningen. Work: "O2.0" (Sound/Light Installation) made in collaboration with Romy Kuldip Singh & Jorrit Wan De Waal.
- 2015 **Recontres Audiovisuelles**, European Heritage Days. Lille. Work: "The brief History of Technology" (Facade Mapping of Théâtre du Nord).
- 2015 "**Globale**", **ZKM**, Karlsruhe. Work: "Sysiphus 2.0" (Interactive Projection Mapping Installation) made in collaboration with Anastasia Pistofidou & Ovidiu Cincheza.  
[The work has also been exhibited in **AVArts Festival**, Corfu. **Miso Music Festival**, Lisbon & **FIMG 2015**, Girona].
- 2013 **Mutek Festival**, Barcelona. Work: "Random Logic" (Video Installation).
- 2013 "**Opus**", Brussels. Work: "VJU" (Interactive Installation) made in collaboration with Daniel Gonzalez and Rocio Marquez
- 2012 "**Video Guerrilha Festival**", São Paulo. Work: "Streetshaman" (Videoart).

## ARTIST IN RECEDENCE

- 2016 **Sign Gallery**, Groningen. Three weeks residency resulting in the production of the Electro-Alchemic transcranial Direct Current Stimulator: a brain hack device exploring the concepts of cognitive liberty and techno-shamanism.
- 2015 **Genus Bononiae**, Bologna. Two-week research residency centred on investigating mobility and the mobile lifestyles of migrants in Bologna.
- 2015 **Fab Lab Barcelona / The European-Art-Science Technology Network**, Barcelona. One-month residency resulting in the production of Sysiphus 2.0.
- 2014 **Mobile Media Lab Montreal**, Montreal. Two-week residency resulting in the production of "A/Vgration part 1 & 2", an interactive video/web work about space and transition (part 2 made by Valentina Sutti).
- 2014 **Ionian University / Athens School of Fine Arts**, Tsepelovo. Two-week residency resulting in an interactive projection mapping made in collaboration with Ovidiu Cincheza on a fountain at Tsepelovo main square.
- 2012 **Studio P52**, Barcelona. One-year residency resulting in the production of a number of works as well as co-curating the two exhibitions "Supernova T-34: The World Is Not The Same Anymore", 16 November 2012 and "El Poblejoc", 13 September 2012.

## RELATED PROFESSIONAL EXPERIENCE

- 2017 Frank Mohr Institute, Academie Minerva, Groningen. Teaching. Tutoring a group of master students of fine art, and aiding them in the development of a series of audio-visual art projects for the "Sounds of Music Festival".
- 2017 Disco Shit Magazine. Editor & Director. Computer generated imaginary from the Netherlands with love.
- 2017 Cambridge University, Cambridge / Hohhot. Creative Technology implementation and Consultancy for the research project "Imaging Minority Culture: Photography, Digital Sharing, and Cultural Survival in Northeast China", Cambridge / Hohhot.
- 2015 Cambridge University, North Asian Borders Network. Cambridge, UK. Web Design and development of the North Asian Borders Network Project website as well as the Kalmyk Cultural Heritage Project website.
- 2015 Be Another Lab, Barcelona. Video Documentation and Editing for the project The Machine To Be Another.
- 2014 Converse / Dvein. Barcelona. Recording & Editing a behind the scenes video for the Converse Colors Campaign.
- 2014 Glassy Films. Barcelona. In House Editor & Animator.
- 2014 Story & Co., Barcelona. Motion Graphics Animator (Reoccurring Freelance).
- 2014 Mediaestruch, Sabadell. Director of Photography for "The Experiment", a Videoart piece by Norma Deseke made with the support of MediaEstruch.
- 2013 La Chula Productions. Barcelona, Spain. Camera Aux / Lighting & Making of video editor for "Melendi - Cheque Al Portamor Official music video".
- 2010 Princess Cruises, International waters. Croupier living and working on board a cruise ship with international crew, sailing between various ports located in Europe, Asia, Africa, North & South America, Oceania and the Pacific.

## PERFORMANCE (Selected)

- 2017 "A/Vkitchen" Performance at Hotch Potch Festival, Frank Mohr Institute. Made in collaboration with Simon Haakmaester.
- 2017 "Po[e]litics From the Anthropocene" Live video performance installation presented at #Clash (Colin Benders dition), Machinefabriek, Groningen.
- 2014 "Susobras" (Audio-Visual Dance Performance) presented in Hangar, Barcelona, Made in collaboration with Laila Tafur and Ovidiu Cincheza [The performance has also been held in Antic Teatre, Barcelona, 2015 & in Graner, Barcelona, 2014].
- 2013 "Paperjam feat Chinos International" (A/V performance), Daos club, Timisoara. Made in collaboration with Paperjam & Chinos International.
- 2013 Cau d'Orella (VJ performance), Barcelona. Live visuals for the music performance of Martin De Litto & Fabel.
- 2012 Dans Dakar (VJ performance), Stockholm. Live visuals for the music performance of MKavinsky & Porter Robinsson.

## RESEARCH EXPERIENCE

### **The Work of Art in The Age of Immaterial Reproductions**

2017. Frank Mohr Institute, Hanze University of Applied Sciences, Groningen, Netherlands. A process oriented investigation of artistic methodology and communication.

Following a logic of 'form reflecting content', I reflect upon the world and the position I am experiencing it from, in the attempt of encountering language for expressing the complexities of contemporaneity; A transmedial language appropriate for the Anthropocene; A language for the networked human.

### **Investigating a User Controlled Narrative through Interactive Technologies Applied to Cinematographic Storytelling.**

2014. SAE Institute, Middlesex University, Barcelona, Spain.

I deconstruct current narrative conventions, exemplified in classical style of Hollywood cinema. Following feminist and post-colonial arguments, I explored alternative forms of cinematographic narrative, which involve the audience in the process of narrative creation. Aiming to establish a narrative that is empowering the viewer, I experiment with software and programming environments such as FaceOSC, Pd Extended, OpenFrameworks and Processing, in the realisation of a series of interactive audio-visual works. I explore different kinds of interactions such as touch, face tracking and the body as an interface.

## PROFESSIONAL AFFILIATIONS

### **Smit & Andersson**

Smit & Andersson is a philosophically oriented tech-art duo based in The Netherlands, consisting of Hannes Andersson and Klaas Hendrik Hentschel.

Our goal is to investigate the phenomenological aspects of perception; body; space; and time – in a present where we all carry a refracted version of ourselves in our pockets.

<http://smit-andersson.org/>

### **Andersson Rodriguez Films**

Director.

Andersson Rodriguez Films is an independent production company, mainly producing narrative cinema shorts and digital videos for distribution on web.

### **Chinos International CC**

Co-Founder.

Chinos International CC is a cultural association founded in 2011, focused on the development of open source technology and digital (interactive) art, which have been presented internationally in events such as Ars Electronica (AT), Sonar (ES), Opus (BE), CCC (DE) and Mutek (ES).

### **RHHlab**

Art and Design Lab & collaborative working group consisting of Romy Joya Kuldip Singh, Klaas Hendrik Hantschel & Hannes Arvid Andersson engaging with Fine Arts, R&D and Visual, Physical & Sound Design.

Located @ Het Werk. Groningen.

## **LANGUAGES**

Fluent speaker and writer of English, Spanish (Castilian), Swedish, Norwegian, HTML, CSS, Processing and Max/MSP, with some understanding of Dutch, German, Danish, Italian, Portuguese, Catalan, JavaScript, C# and C++.