

## HANNES ARVID ANDERSSON

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

EMAIL: HANNES.ANDERSSON@GMAIL.COM  
PHONE: +31 (0) 633 785 553  
WEB: <http://handersson.net>  
<http://smit-andersson.org>  
<http://discoshit.net>

ADDRESS: OOSTERSTRAAT 27C  
9711 NP GRONINGEN  
  
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 -2018 Disco Shit Magazine. Editor & Director. Computer generated imaginary from the Netherlands with love.
- 2017 -2018 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  
-2011 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 edition), 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 Robinson.

## **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 Hentchel.

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

Curriculum Vitae  
Updated 2018/01/22

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++.