

BOUDEWIJN NOORDHUIS

P O R T F O L I O





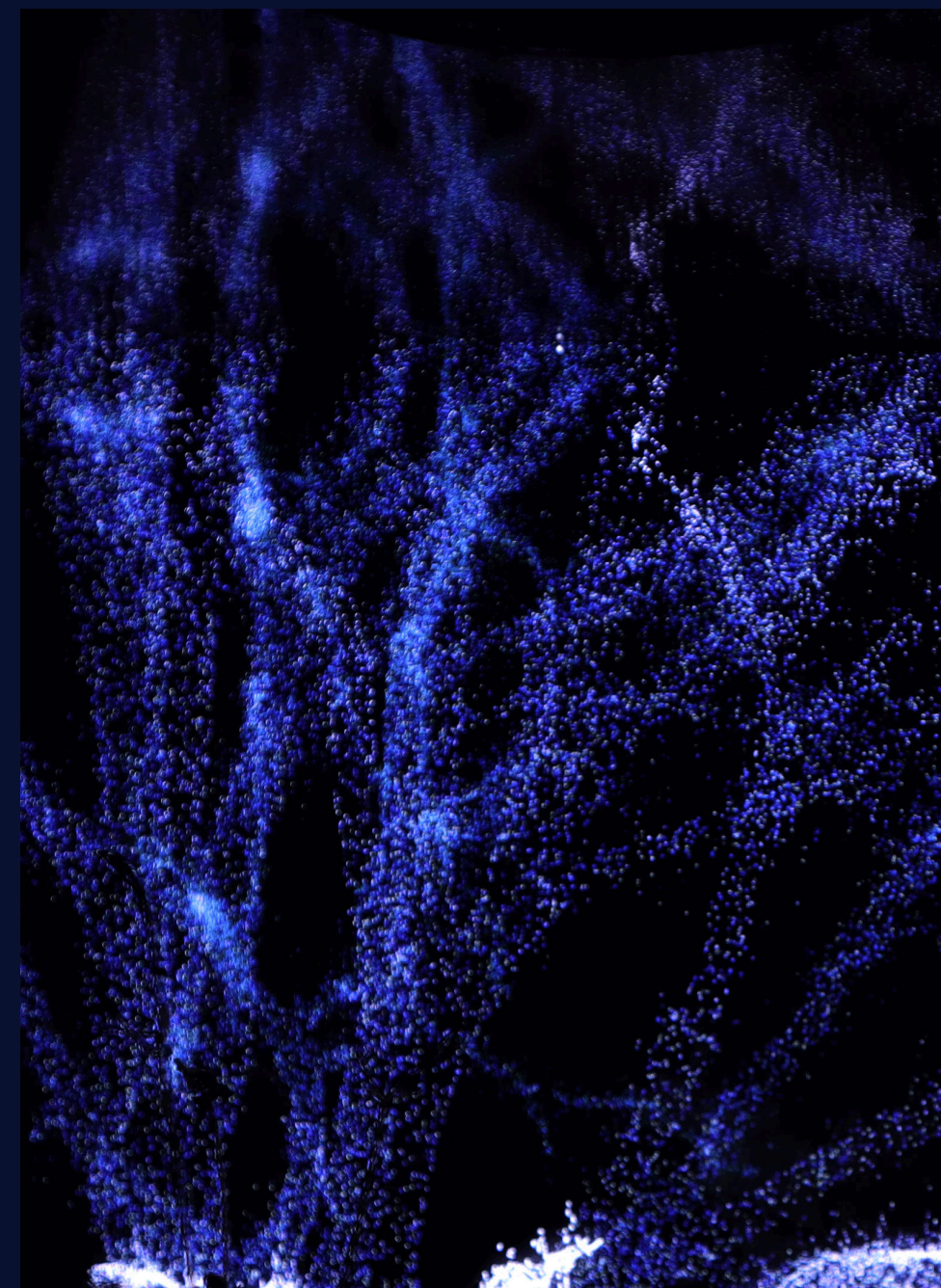
Boudewijn Noordhuis(NL) is an artist and creative coder who is fascinated by the hidden relations between technology and nature. These can be direct relations but can also be poetic, analogous or opposing relations. Prior to working as an artist he had worked several years as a web developer which led to an artistic endeavor to experiment with datasets, net art, interactive systems and AI. As AI is rapidly growing in popularity, he questions the true need for such artificial intelligence and its value compared to natural intelligence. In his work he collaborates with mycelium networks, plant organisms and explores topics such as the internet of trees.

His work takes form in a multitude of different media, such as 3D environments, computer generated visuals, interactive data visualizations, cybernetic installations, and light. Through hyper-mediated audio visual experiences, stories and installations he aims to make these hidden relations between technology and nature more tangible in order to reconsider our position as humans in the natural world, and to expose how our technology impacts our own ecology and that of other beings.

Cyborg Vivaria 2023

Cyborg Vivaria portrays two physical ecosystems connected to a computer simulation of digital plant organisms. This work questions the ability of computers to capture and understand the complexity of ecological systems that sustain life when it is converted into simplified data, as it aims to portray the consequence of a machine's impact on nature with limited understanding of it. But furthermore it is also an attempt to re-imagine the role of a computer as something that has a direct connection to our natural world and is more in tune with its place in the environment.

Through multiple sensors the ecosystem's properties are measured and fed to the simulation, according to this input the simulation is able to activate certain actuators, such as wind, rain, fog, light and heat, that influence the ecosystem. The goal of this simulation is to sustain the perfect condition of the environment inside the vivarium. Through this back and forth communication between the physical and digital in the form of data a feedback loop is created, which results in an ever so slightly changing climate, in search of perfect balance.





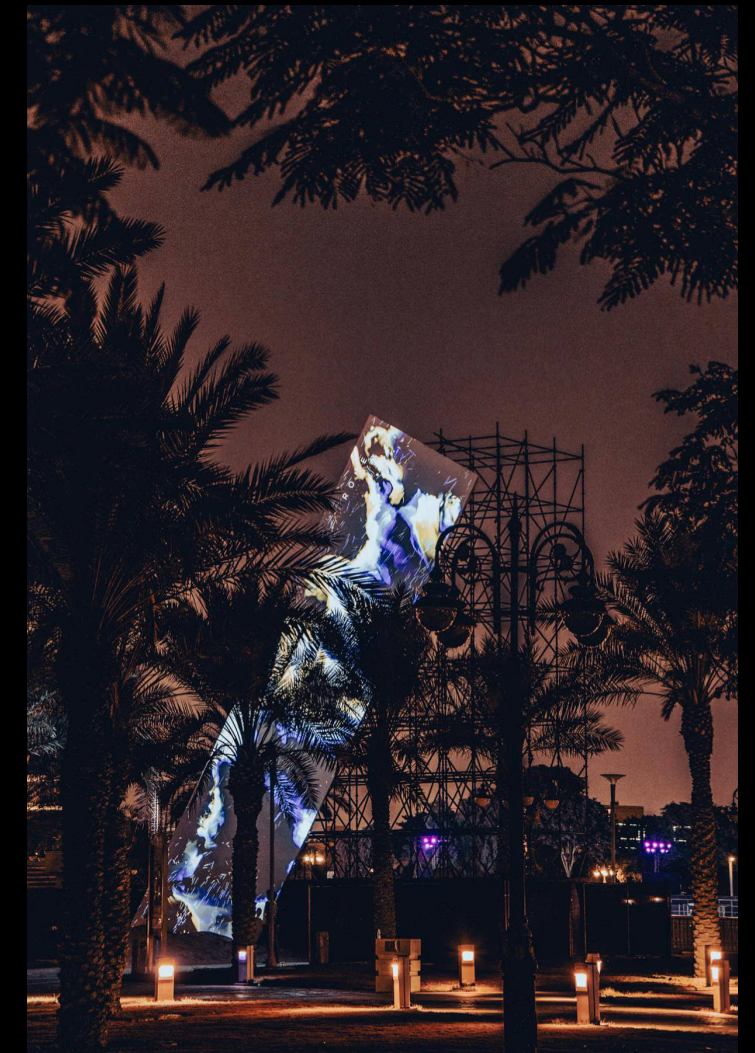
The visuals are completely intertwined with the physical ecosystem via a screen that is embedded inside the vivarium. This live digital diorama creates an augmented perception of reality and merges the digital with nature into one entity.

Vertical Horizon 2022

In collaboration with Quiet Ensemble

A huge slab of light crosses the planet, sinking in Riyadh and emerging from Rome. Sensitive to living stimuli translates them into digital shades and colors blending together in an imaginative palette of the senses. The environment is therefore the real creator of the work, always different and unexpected.

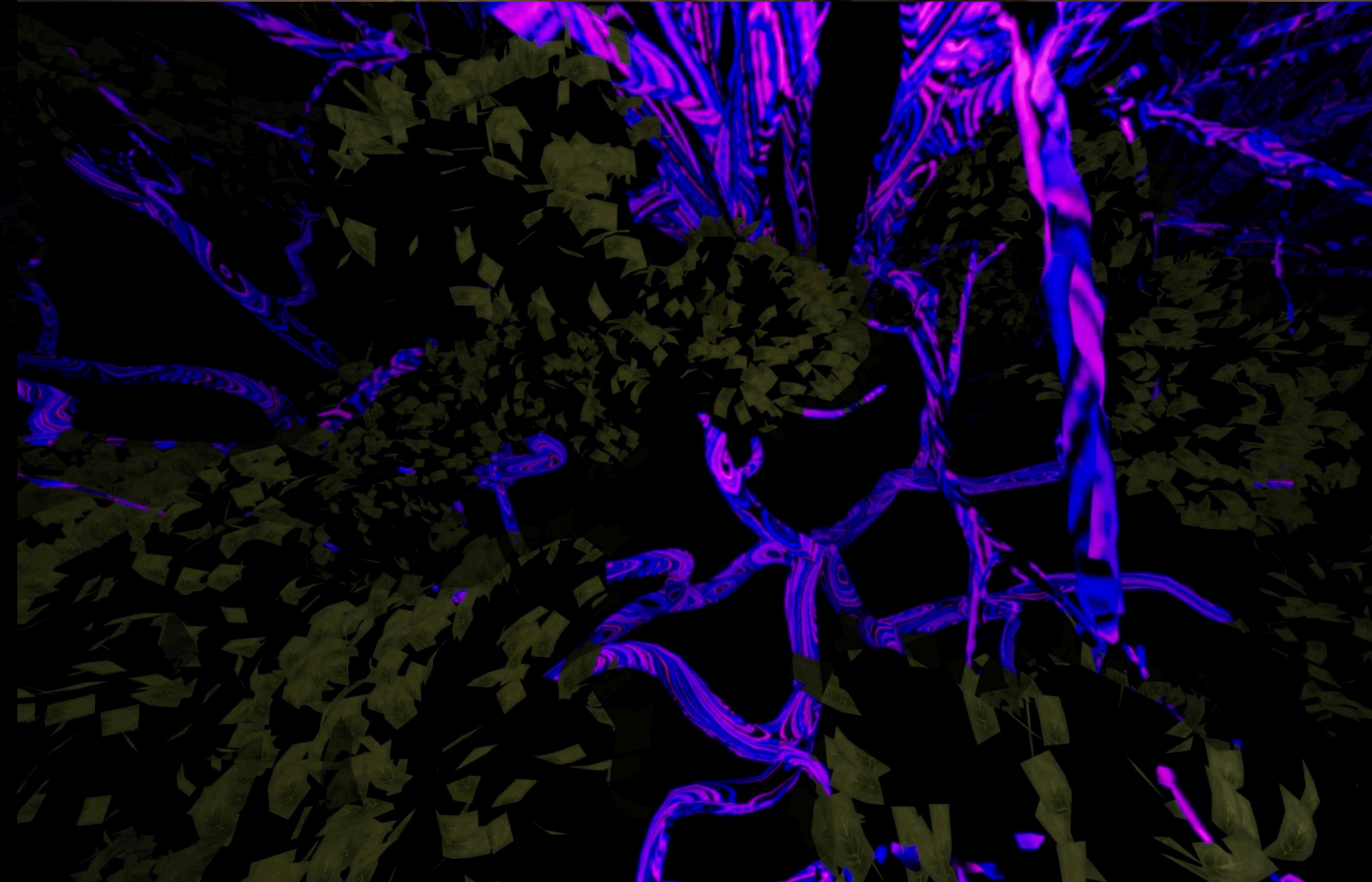




Vertical Horizon cuts the planet in two, the two opposite sides emerging from the ground reveal to the public, one in Riyadh and the other in Rome, capturing everything that is alive including the vibrations of the ground, sounds, passers-by heat, each captured element is transformed in real time into digital fluids, shades dynamics of color that blend together in an imaginative palette of the senses. The environment is therefore the real creator of the work, always different and unexpected.

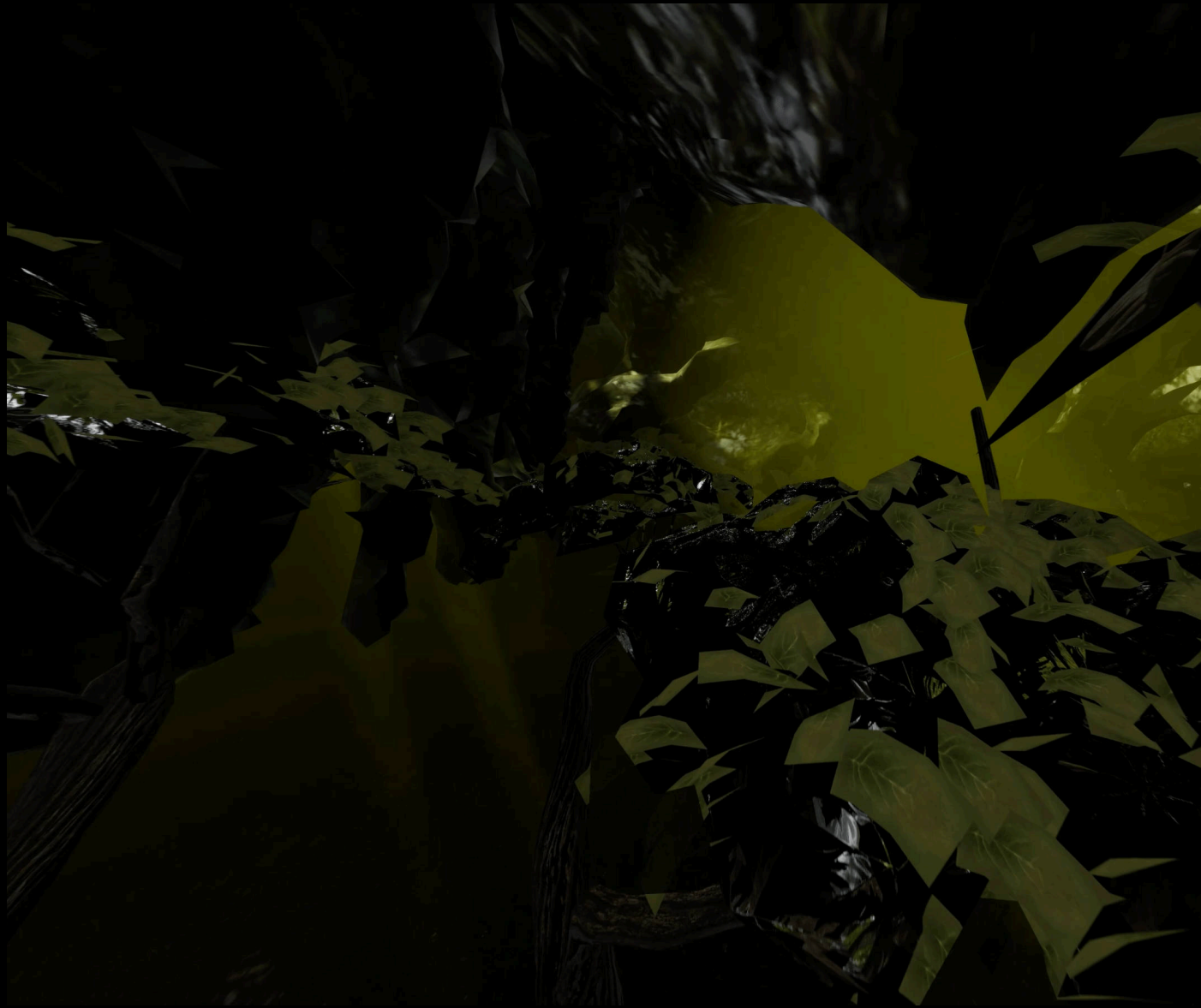
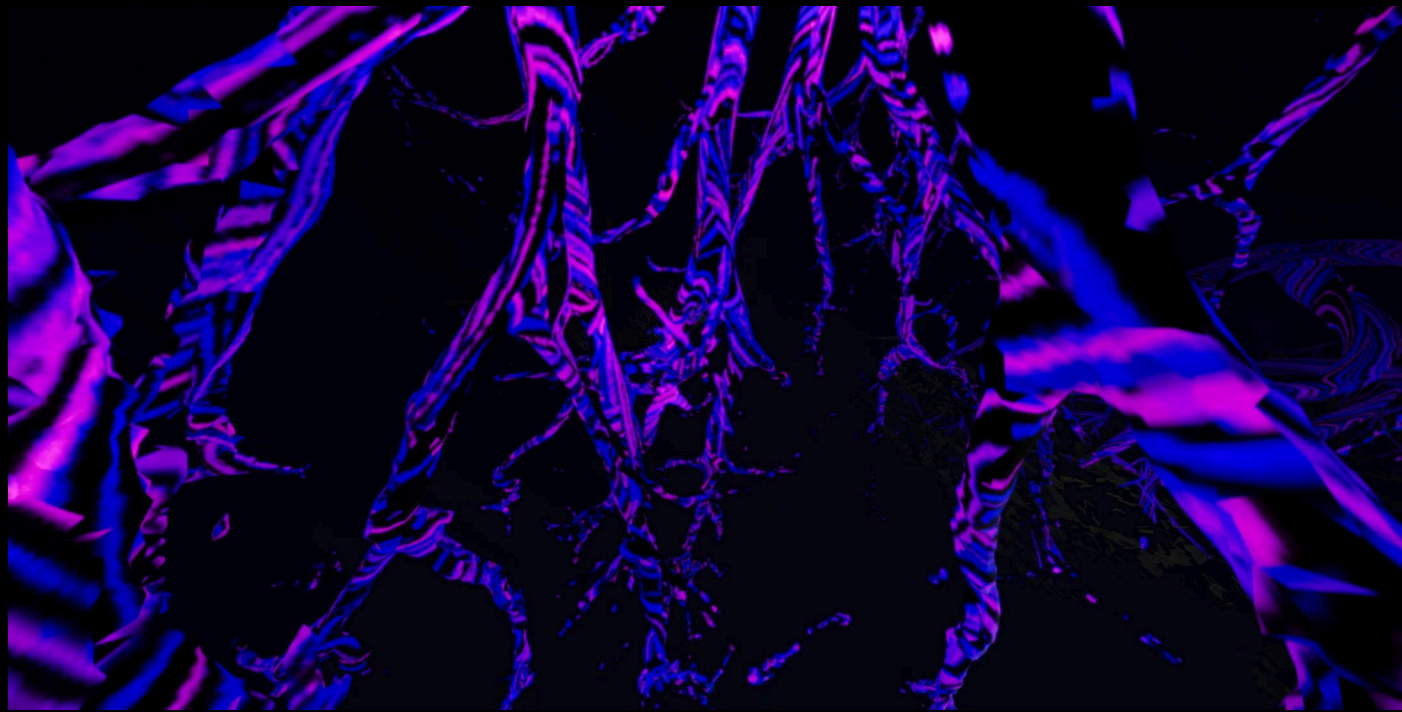
Vertical Horizon embraces the philosophy that everything is connected, viewers on one side will see the vital energies of the audience on the other side of the planet and vice versa, creating a sort of pictorial hallucination that unites elements that are kilometers away, apparently distant but inevitably connected.

The passage of a visitor in Riyadh generates digital waves in Rome, while a drop of rain in Rome creates a cascade of fragmented pixels in Riyadh. This is to underline the concept of the Butterfly effect for which each of our actions is not only important but fundamental.



Intelligent Flora 2022

What if plants become more intelligent than us through genetic modification? *Intelligent Flora* is a short film about the world of plants. Starting from the outside, moving in and down into the network Flora' lets you experience this alternative world through the perspective of trees and plants.



Intelligent Flora was displayed on the big screen at
Focus Filmtheater during Media Arts Festival Arnhem 2022.

The full film can be seen here: www.boudewijnnoordhuis.nl/projecten/intelligent-flora/

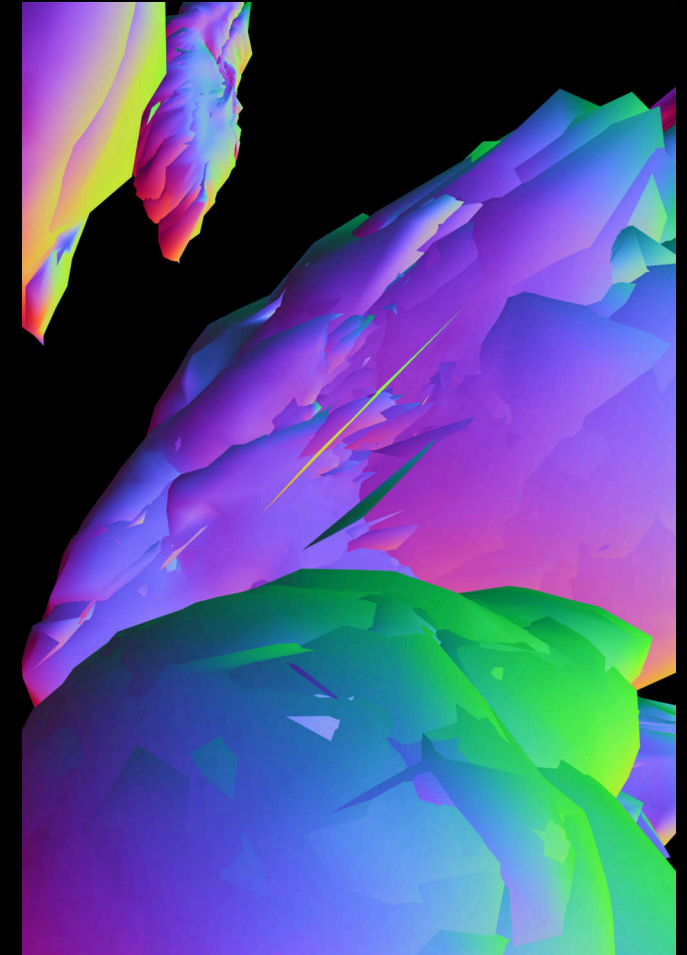
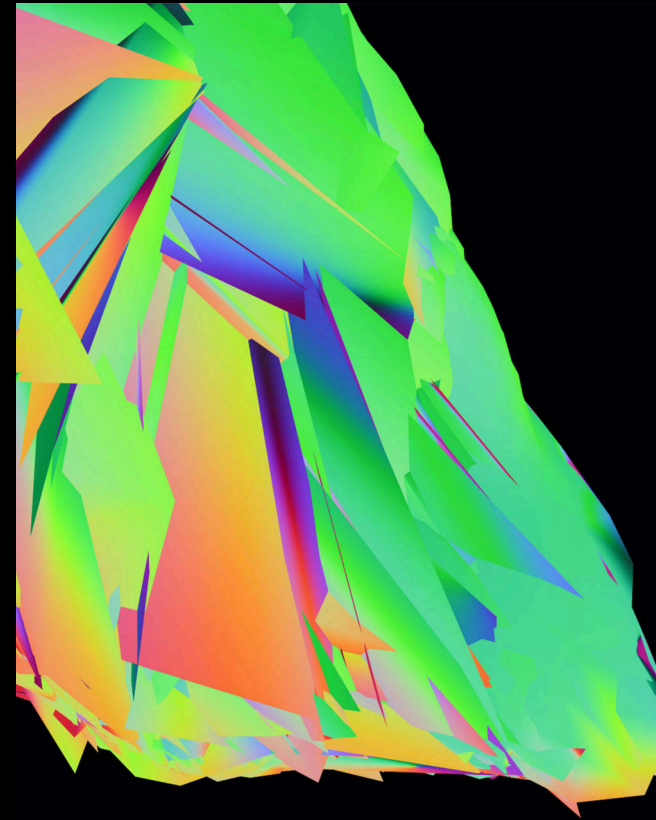
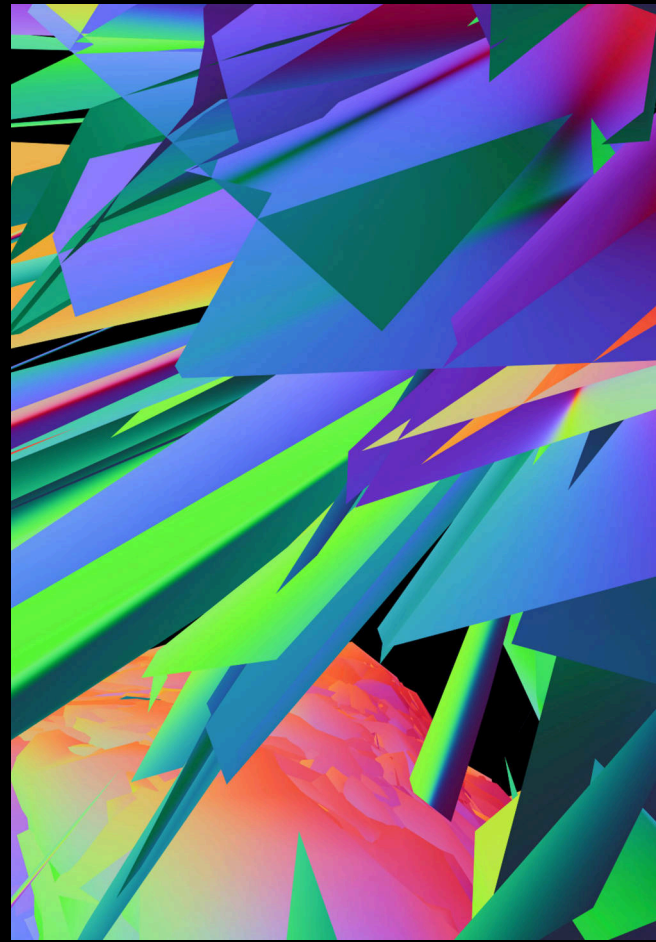
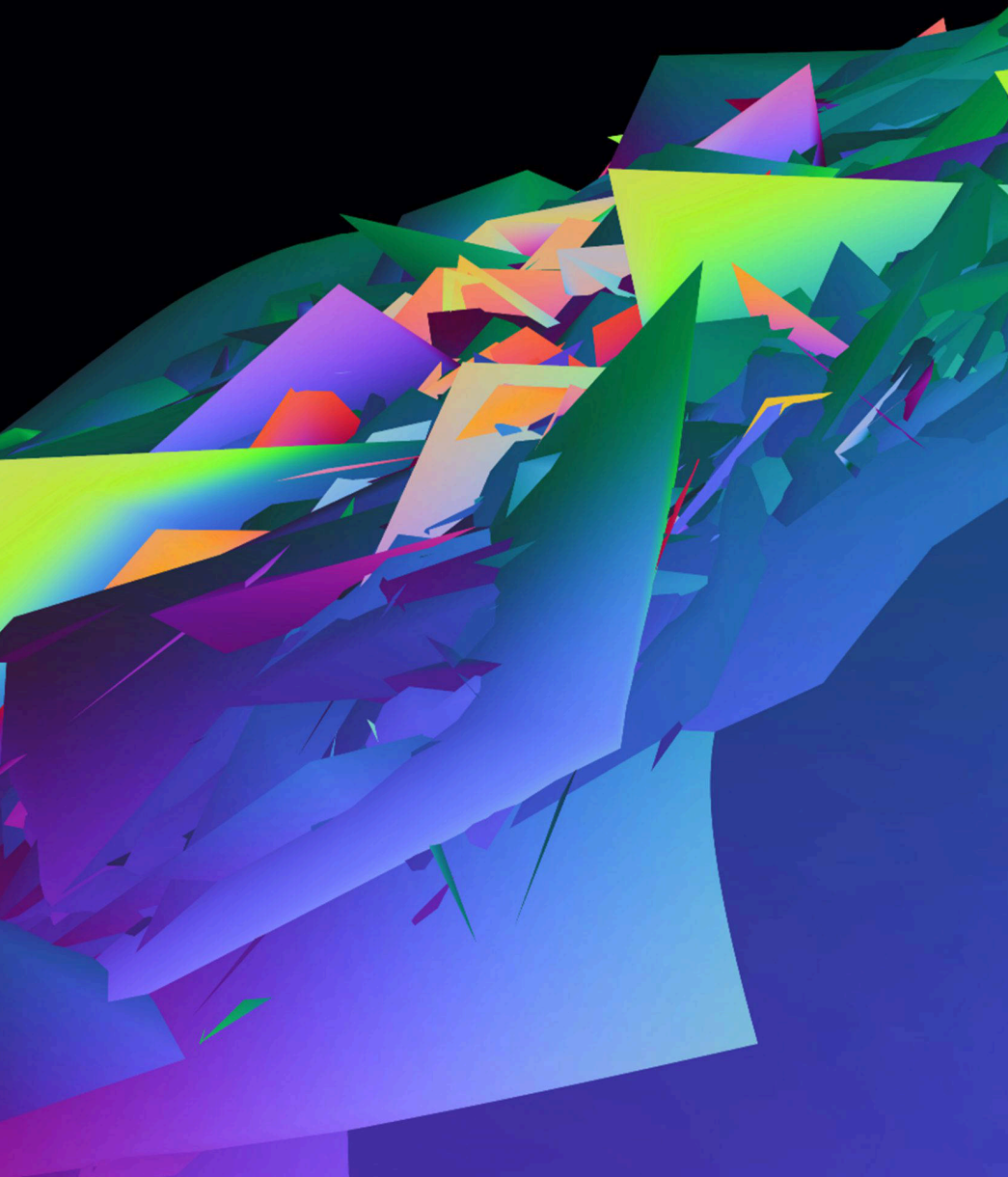


Liberato Stage Visuals 2022 & 2023

In collaboration with Quiet Ensemble

In collaboration with Quiet Ensemble(IT) I helped developed live visuals for the Italian musician and pop artist Liberato. The visuals are based on organic generative patterns that are synced with the live music. By the use of a moving transparent screen and backprojections we hide and reveal the musicians, generating evanescent and stroboscopic waves of luminous particles, digital rainbows and synthetic shadows.

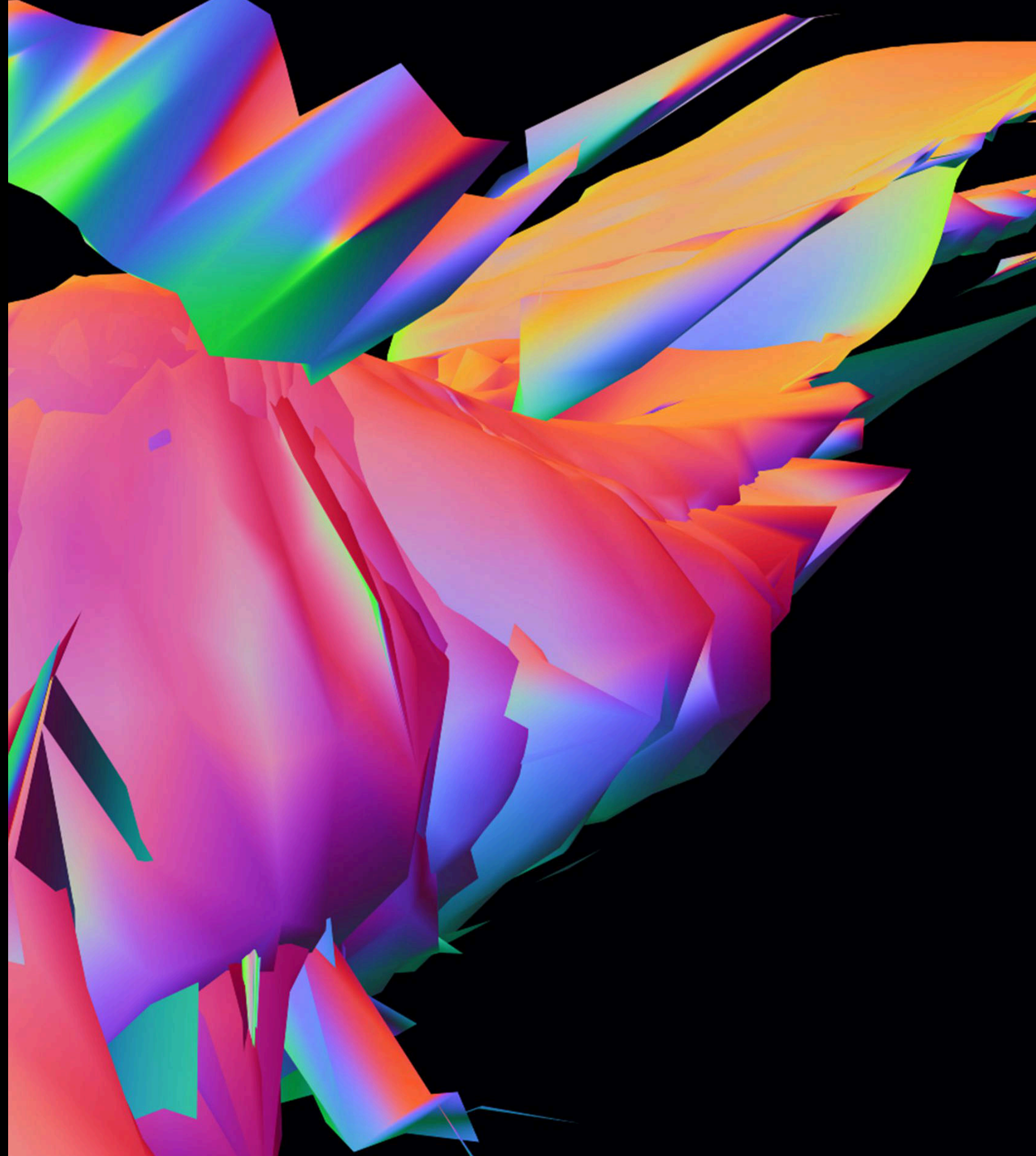
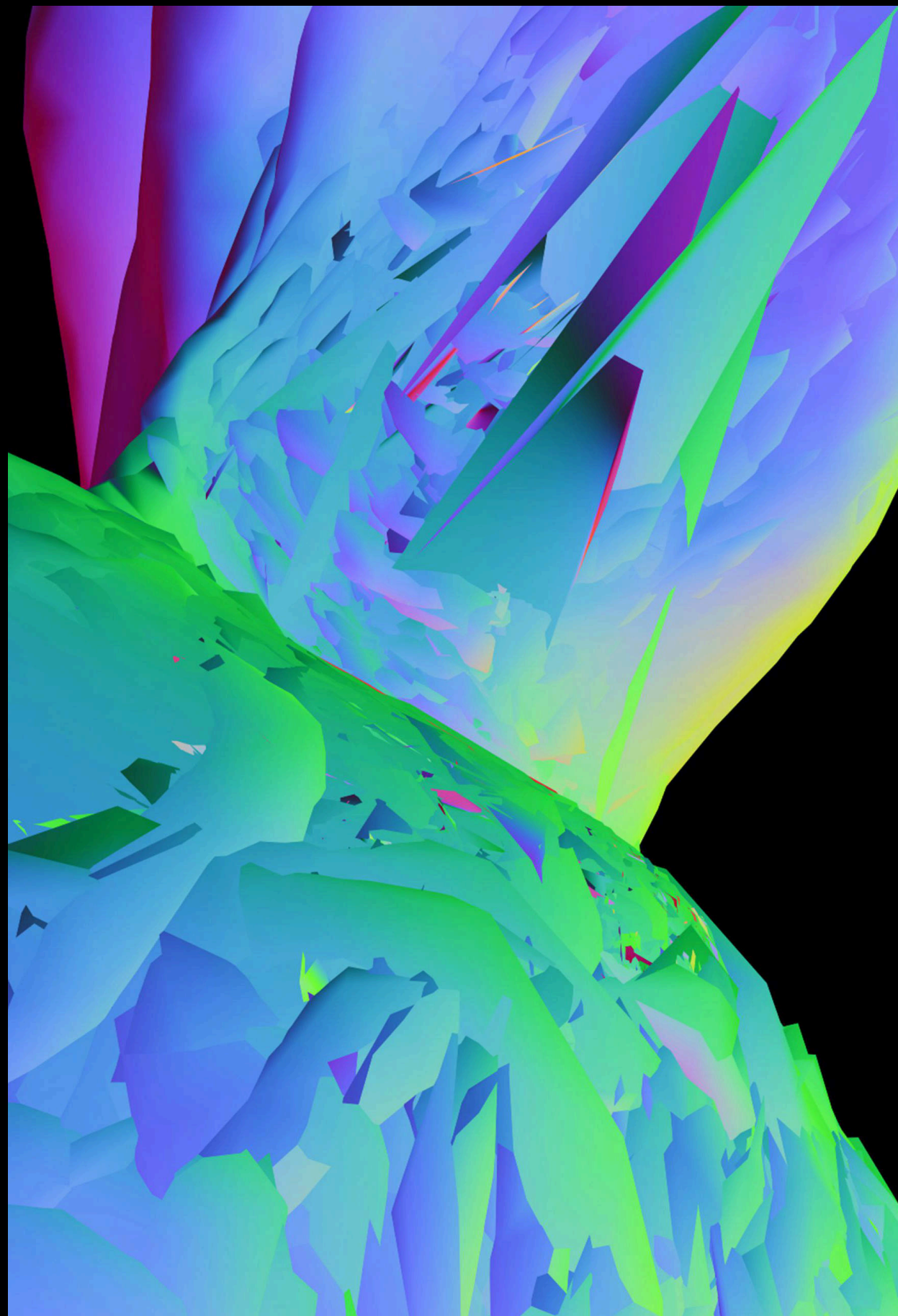




Glitch Artifacts 2020

A dive into an unknown world of multidimensional hyper objects that do not obey to the normal constraints of the ordinary 3d object. Vertices and UV coordinates have their own will, they morph and glitch into different shapes and colours. It is a manifesto for technology that is able to freely operate without the constraints of corporate guidelines or trends and disrupts the consensus of what the possibilities of 3d modeling should be.







Mycelial Monologues is an audiovisual installation that consists of a mycelium network encapsulated in an incubator that ensures perfect growing conditions for the mycelium bodies. The electrical pulses from the mycelium are converted into sound and visuals, Mycelial Monologues lets mycelium lead an audiovisual performance where everyone is forced to listen to another type of living creature and aims to make people aware of its importance.

Mycelial Monologues 2022

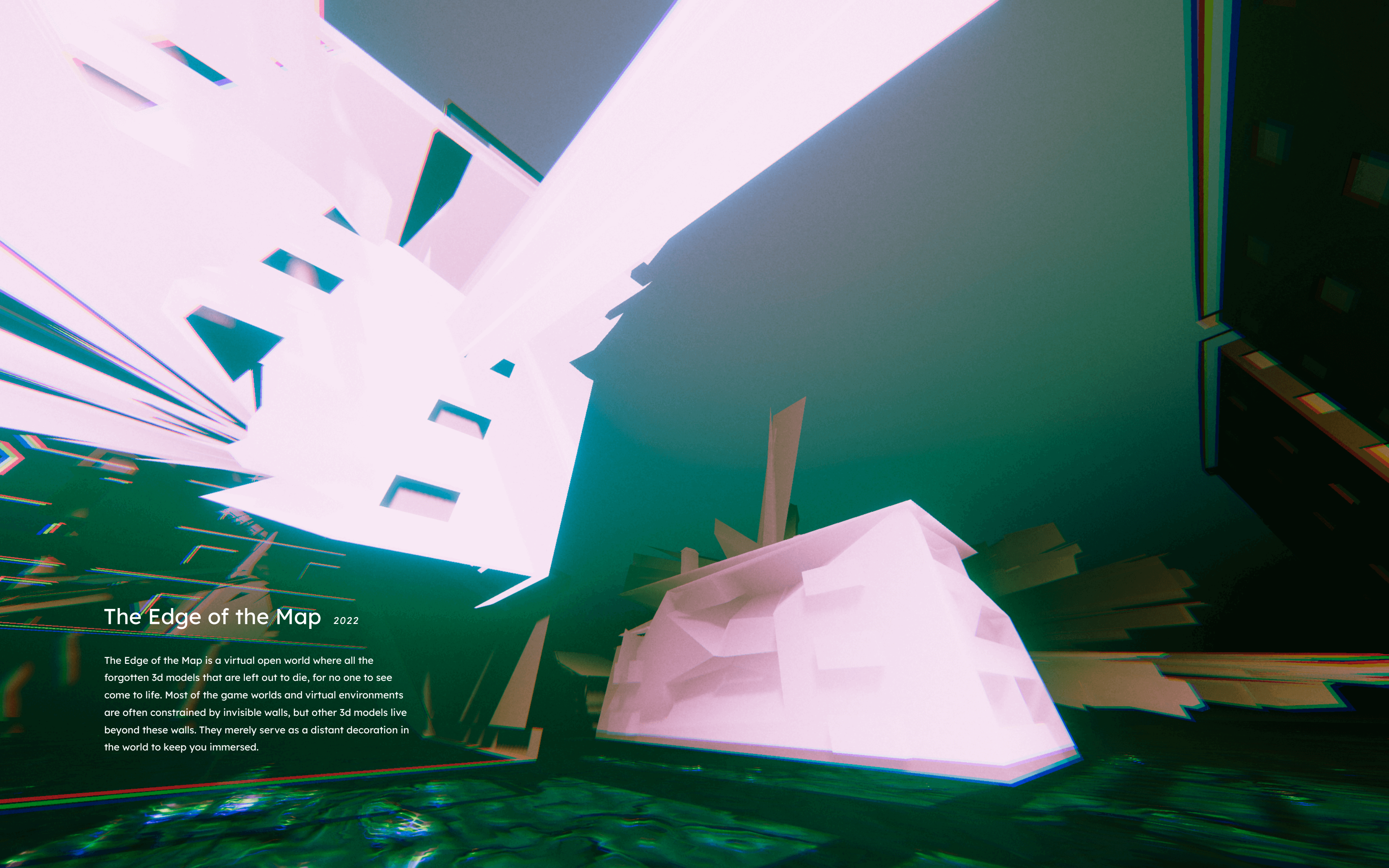


Focus Shift 2021

Focus Shift is an audio visual performance that incorporates the natural environment around us and lets you focus on different shapes and forms by showing you a red and blue filtered reality. This frequent change in the duotone vision of red and blue creates a disruption in your perception and forces to completely take in the organic shapes of tree branches, leafs and other surrounding entities.

The full performance can be seen here:
www.boudewijnnoordhuis.nl/projecten/rb-shift/

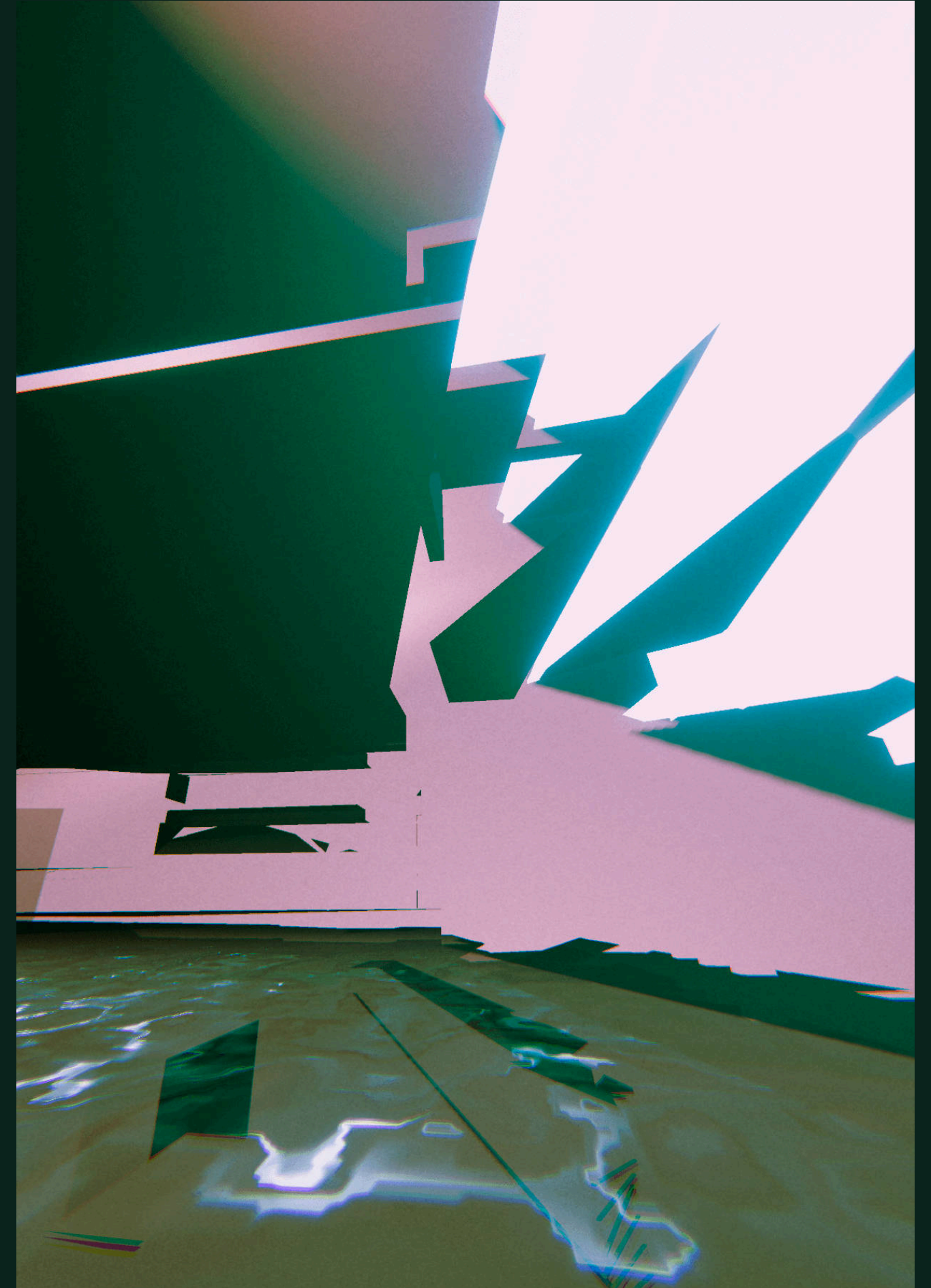


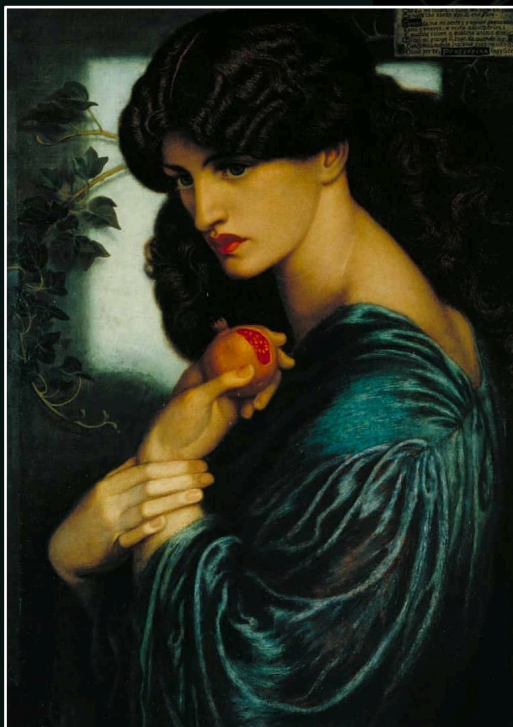


The Edge of the Map 2022

The Edge of the Map is a virtual open world where all the forgotten 3d models that are left out to die, for no one to see come to life. Most of the game worlds and virtual environments are often constrained by invisible walls, but other 3d models live beyond these walls. They merely serve as a distant decoration in the world to keep you immersed.

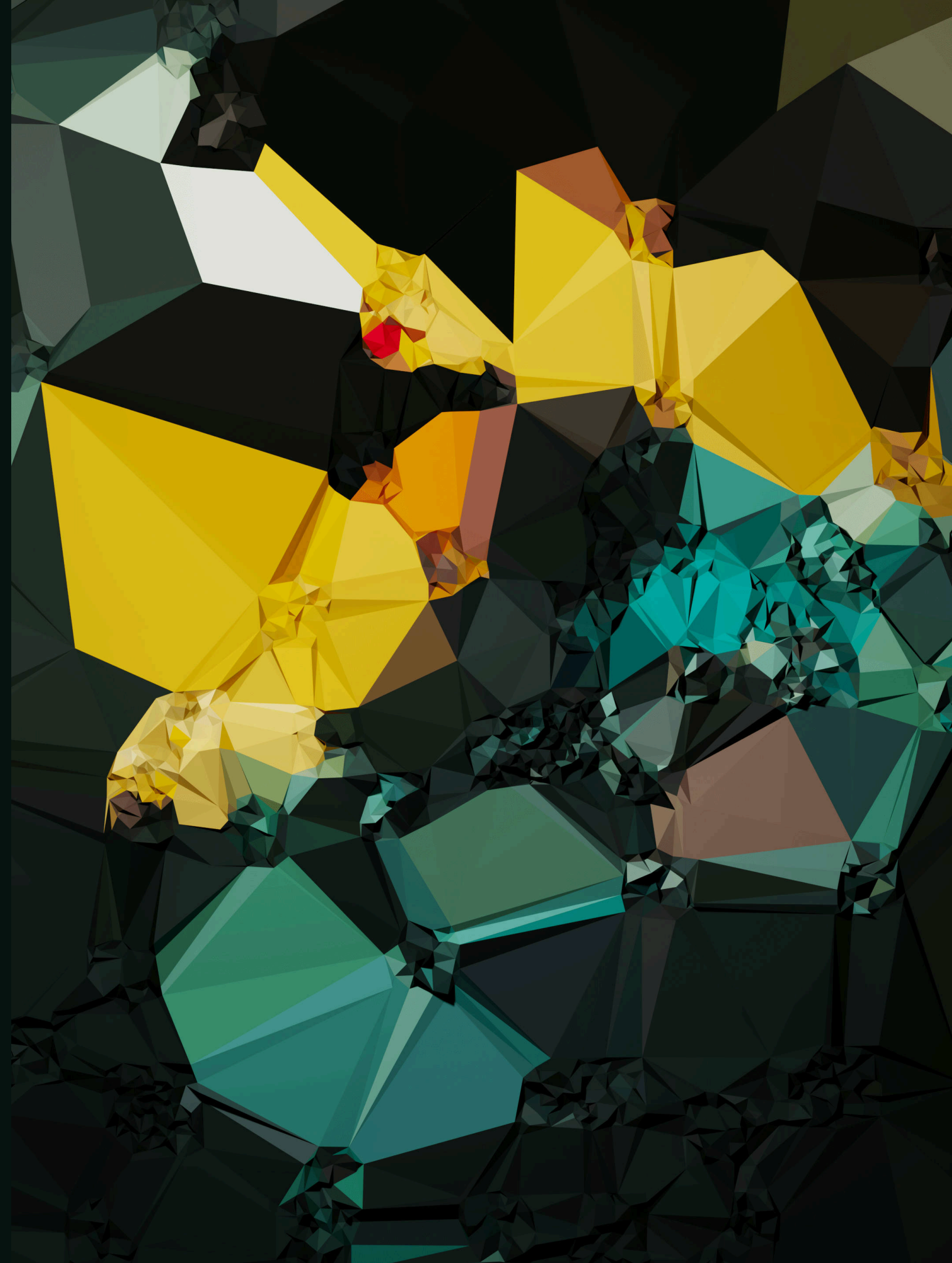
These models are often not fully shaded and or textured, when you accidentally glitch through an invisible wall it quickly tends to break your immersion. But glitching outside the constrained area of a virtual environment also give a certain surreal experience by the odd aesthetics the world has on the edge of the map. This world tries to embrace exactly that experience.





Delaunay Paintings 2021

Delaunay paintings is a series of algorithmic computer generated paintings that recreates classical paintings based on a delaunay triangulation algorithm. This work explores how geometrical algorithms can create a new aesthetic experience of historical art. It underlines the importance of painted art throughout human history. At the same time it also reflects critically on the oversimplification of how computer vision perceives our human culture and reality.



B O U D E W I J N N O O R D H U I S

For more information about me and my work please visit: www.boudewijnnoordhuis.nl