

## KACPER ZIEMIANIN

Keywords: sound, sound art, audio art, DIY, maker, electronics, mechanics, robotics, interactive, interactivity, new media, art and technology, time, time and sound, experimental sound, exploratory music, I mainly use sound, electronics, and new media in my work. I like the possibilities that the combination of art and technology brings. I find it inspiring to learn about the possibilities given by the technological innovations. I would like to also stress here that I avoid making art that is merely a presentation of a given technology, in other words I do not fetischize technology, but try to make it transparent in my artworks, using it as a tool and not the end result. One of the topics that keeps returning in my works is time and its relation to sound. It turns out that sound is very good candidate for dealing with time. It is a commonly known fact that our culture is dominated by visual stimuli and most of our sensory data comes from vision, but interestingly when it comes to temporal resolution, the auditory system tends to perform significantly better than the visual system. Sound is temporal and without time we would not be able to experience it. In my works I have explored both extremely long sounds ('SoundHack the Barbican'), as well as microscopically short ones ('SoundLapse' series) in order to express various ideas. In other works I use sound in order to generate complex patterns and behaviours based on simple rules ('LightSeq'). At the end I would like to say that it is an important aspect of my work that it is self-explanatory, simple to understand, intuitive, and does not require high level of knowledge or expertise in a given field. I am not a conceptual artist, although ideas behind my works are important, they are not the priorities.

### WEBSITES

general

[ctrlfreq.wordpress.com/](http://ctrlfreq.wordpress.com/)

vimeo account

[vimeo.com/kacperziemianin/videos](http://vimeo.com/kacperziemianin/videos)

youtube channel

[www.youtube.com/channel/UCDIWzcRH2GYOqGdIHbwCKw](http://www.youtube.com/channel/UCDIWzcRH2GYOqGdIHbwCKw)

### MEMBER OF ARTISTS' INITIATIVE/COLLECTIVE/INCUBATOR

Yes - 'centrum' foundation

### MEMBER OF A PROFESSIONAL ASSOCIATION/ARTISTS' ASSOCIATION

nee

### EDUCATION

2016 - various courses including Introduction to  
2016 Programming for Musicians and Digital  
Artists, Machine Learning for Musicians and  
Art Kadenze online training

2013 - Sonology Den Haag, Koninklijke Academie

2015 van Beeldende Kunsten diploma

2010 - 2013 Sonic Arts Middlesex University, London diploma

## EXHIBITIONS

2019 Bunker Exhibition #37 Bunker at the Waterkant tea house The Hague, Netherlands This exhibition is a special occasion for me as it's my first solo show. I'm going to present four sound-installations, some of them will be remade and updated versions of works that I have been working on for quite some time and some will be new. There will be three site specific projects that explore the intricate relationship between the sound and time: 'SoundLapse', 'Listening to...' and 'Around the Clock'. These three projects will be updated to work with the site-specific sounds of the exhibitions space - the bunker in Westbroekpark. As an extra work I will prepare a new installation 'In Quotes' (working title) that is based on sample collection from movies, speeches and other sources.  
[bunkerexposities.nl/bunkerexpositie-37/  
Solo](http://bunkerexposities.nl/bunkerexpositie-37/Solo)

2017 NIME conference Copenhagen, Denmark 'LightSeq' performance at the NIME conference  
[Solo](#)

2016 Glasspavilion, Eindhoven, The Netherlands Presentation at the Sound Lab Eindhoven during the Dutch Design Week  
[Group](#)

2015 Waterloo Innovation Summit Waterloo, Canada 'Cave of Sounds' interactive sound installation  
[Group](#)

2014 SoundPlay Festival, Gdansk, Poland Sound Installation 'Around the Clock'  
[Group](#)

2014 Volkspaleis festival, The Hague, The

## PROJECTS

2017 'LightSeq' Hoffnung 3000 festival performance

2016 Artefact Festival STUK - the House for Dance, Image and Sound. Leuven, Belgium a hacker camp

2014 'Lux' International Computer Music Conference conference presentation

2013 Maker's Fair Make Magazine maker's fair presentation

2012 'Natural' Deconstruction Project, London, UK sound installation, residency

Netherlands Solo performance of the  
'Lux' piece  
[Solo](#)

2013 Barbican Center, London, United Kingdom Sound Installation 'SoundHack the Barbican'. documentation: <https://vimeo.com/196130706>  
[Solo](#)

2013 Victoria & Albert Museum, London, United Kingdom 'Cave of Sounds' interactive sound installation [Group](#)

2012 Akusmata sound-art gallery, Helsinki, Finland 'Around the Clock' - interactive sound installation: documentation: <https://vimeo.com/53553897>  
[Solo](#)

2012 Zachęta' Art Gallery, Warsaw, Poland Solo performance [Solo](#)

2011 Peter Scott Gallery, Lancaster, United Kingdom 'Cymatic Clock' audio-visual installation presented at the 'Time Pieces' exhibition documentation: <https://vimeo.com/12931980>  
[Group](#)

## INTERNATIONAL EXCHANGES/RESIDENCIES

2012 Sound artist residency at MUU artists association Helsinki, Finland

## COMMISSIONS

2019 'Aus Licht' Royal Conservatory of The Hague The Hague, Netherlands I have been commissioned to create two instruments for the opera by Karlheinz Stockhausen 'Aus Licht'. [www.operaballet.nl/en/operaballet/2018-2019/show/aus-licht](http://www.operaballet.nl/en/operaballet/2018-2019/show/aus-licht) finished

## PUBLICATIONS

2015 SoundPlay festival publication CSW 'Laznia', Gdansk, Poland CD compilation

## AWARDS AND GRANTS

2018 Pro Invest Grant (sinds 2004) Stroom, Den Haag The Hague, Netherlands I have been awarded a 'pro invest grant' by STROOM, for young, promising artists :)

2017 My performance with 'LightSeq' project has been awarded the first price at the

	international competition of 'Radical db' festival. 'Radical db' international festival of sound art, Zaragoza, Spain
2015	,LightSeq' project awarded funding by the Creative Industries Fund Creative Industries NL, The Netherlands
2014	'Cave of Sounds' interactive sound art group installation awarded 'Sonic Arts Awards', Rome, Italy
2007	First award in 'Dolina Kreatywna' scholarship program for 'Trans-Formation' composition 'Dolina Kreatywna' scholarship programme

## SECONDARY ART-RELATED ACTIVITIES

- 2017 - Presenter of radio Tonka, The Hague, NL
- 2017 - Board member of Stichting Centrum
- 2017
- 2015 - Part-time teacher of the 'DIY electronics' class at the Royal Academy of Arts, The Hague, NL
- 2016
- 2015 - Curator of 'Wonderwerp' event series at Studio LOOS, the Hague, NL
- 2016
- 2015 - Research Associate at the Institute of Sonology, Royal Conservatory The Hague, The Netherlands
- 2017
- 2011 - Producer and Presenter at Resonance 104.4 fm radio station, London, United Kingdom
- 2013



'LSE', 2018

custom made software and hardware, pure, 50\*20\*30

Kacper Ziemianin - 'SoundLapse'

one of the locations of the 'SoundLapse' recordings - 'Villa K'

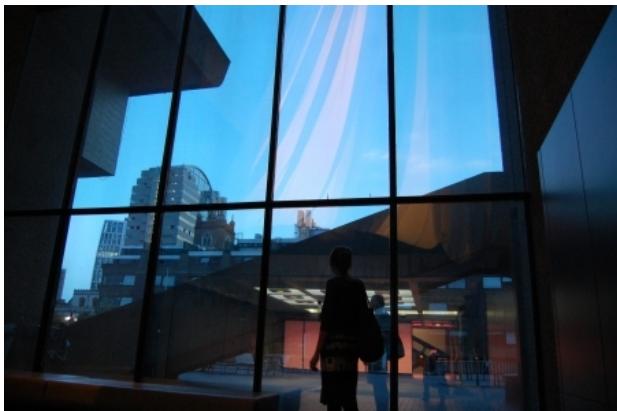
'SoundLapse' audio examples at: <https://soundcloud.com/kacperz/sets/soundlapse-1>

'SoundLapse' is an ongoing project that takes form of a series of experimental field recordings. It was initiated during my studies for Master's degree at the Institute of Sociology. In my research I was trying to express passing of time by the means of sound and, on the other hand, give a feeling of passing of time with sound. The title is a word game on the idea of time-lapse technique, used widely in video production, for showing passing of time, by placing camera in one spot and capturing a long shot and then speeding it up. Here however, I try to accomplish a similar result by capturing sound, not image. This project is part of my research about the relation of time and sound.

On the technical level the the idea is to set up a microphone in a certain place and record a short audio sample over a long period of time in regular intervals. Then the samples are put together into one file. The best results were achieved by randomizing sample lengths and recording about one minute of sound material per day. In order to make the sound more complex and interesting I started to record multiple layers of samples simultaneously.

'Soundlapse', 2017

experimental field recordings, 0\*0\*0



'SoundHack the Barbican', 2013

Sound, DIY microphones, contact microphones,  
100\*100\*100



'Magnetic SoundField', 2013

modified speaker, amplifier, sound, 15\*15\*5



'LightEfface', 2013

custom made software and hardware, max m, 40\*10\*10



'Around the Clock', 2012  
field recordings, max msp, arduino, soun, 120\*40\*40



'Cymatic Clock', 2011  
Cymatics, water, sound, video projector,, 150\*75\*100



'Cymatic Clock', 2011  
Cymatics, water, sound, video projector,, 150\*75\*100

vimeo channel



In Quotes