

[The Hague artists](#)

haagsekunstenaars.nl is an initiative by Stroom The Hague
Some information on this page is only available in Dutch

Benjamin Pompe

Multidisciplinary Artist in search of the position of the self in a digital dominated world

Benjamin Pompe primarily works with digital media. His works often take on a physical form through 3D printing/sculpture, installation and performance. He investigates the position of the self in highly fictional spaces by creating his own imaginative scenes comprising different sources. By doing so, Benjamin reinterprets stories and tales with a contemporary lens, ultimately reflecting on the liquid state of the self in a technologically dominated world. The visual language of his work references and samples symbols of the online world and video games. Which links to diverse historical narratives, artefacts, architecture and mythology. This collaged nature of production introduces a tension between tangible and virtual, as well as fact and fiction.

Websites

Personal Website

benjaminpompe.com

Social media

www.instagram.com/benjaminpompe/

Education

- 2019 - 2022
Fine Arts Utrecht, HKU faculteit Kunst en Vormgeving diploma
- 2016 - 2018
Illustration Propedeuse HKU afdeling tekenen diploma

exhibitions

- 2023
The Great Idle IMPAKT Utrecht, Netherlands On 31 May, IMPAKT will present The Great Idle, a mixed-reality performance by artist Benjamin Pompe. The Great Idle blends live performance with real-time interactive simulation – you can choose whether to experience it online or onsite at IMPAKT [Centre for Media Culture]. Travel to a virtual desert island and playfully explore the theme of storytelling agency in the online world of video games. The protagonist of the story is a solitary character stranded on an island in the middle of a virtual ocean. The island location recalls many a well-known story – from classical mythology to medieval and pagan folklore. Play The Great Idle to explore this evocative setting and piece together its mysteries. As the player, you control the character's actions, which an actor performs live in an immersive, hybrid theatrical setting at the IMPAKT Centre. You can also actively participate in the narrative by choosing from a range of prompts that influence the storyline and the character's environment. Together with other audience members (online and onsite), you become a vital component of the story, adding an element of unpredictability to the performance. The story unfolds in a captivating game of chance, control, action and idleness, involving the live actor, the audience and the virtual world. impakt.nl/events/2023/performance/the-great-idle/ Solo
- 2023
De Belofte 18 / Facade Kunstliefde Utrecht www.kunstliefde.nl/debelofte18-facade Group
- 2023
Ludic Century Kunstpodium T Tilburg, Netherlands Group
- 2023
Startpoint. Arti et Amicitiae Amsterdam, Netherlands Group
- 2023
ST:ART Efterglød Future Club Copenhagen, Denmark www.sydhavnteater.dk/start/efterglod/ Group
- 2022
ST:ART Ny Normal Sydhavn Station Copenhagen, Denmark www.sydhavnteater.dk/en/start/ny-normal/ Group
- 2022
Exposure HKU Pastoe Factory Utrecht, Netherlands www.hku.nl/het-werk-van-hku/projecten/exposure Group
- 2022
Songs By the Creek Galleri Flyvsk Flensburg, Germany www.instagram.com/p/Cg4UvvTsB-/ Duo
- 2022
Fresh Cacao Cacao Factory Helmond, Netherlands cacaofabriek.nl/expo/exposities-in-2022 Group
- 2022
UITfeest – Art Utrecht Wolvenplein Utrecht, Netherlands rondjesingelutrecht.nl/2022/rondje-singel/149/hku-graduates-in-de-oude-gevangenis Group
- 2022
Startpoint 2022 Galerie HYB4 Prague, Czech Republic www.startpointprize.eu/2021/ Group
- 2021
Good Harvest RUIS Nijmegen, Netherlands Four art students from the Art Academy in Utrecht created an exhibition Bij RUIS. The exhibition honors the famous biscuit Speculaas. This is often eaten in winter at the celebration of Sinterklaas or simply as a snack with tea. But centuries ago speculaas and fried bread were used as offerings to gods within pagan Germanic beliefs. The spiced biscuits and bread would be decorated with images of animals. When they were done, they gathered their most impressive creations around a sacred oak to ask the gods for a good harvest. www.ruisnijmegen.nl/archief/ Group
- 2021
ARENA AG Utrecht, Netherlands The arena is a place of spectacle: stomping ground of gladiator fights and chariot racing. A stage for idols and misfits, where differences are magnified and the audience expects to be comforted and entertained. Chacun joue son rôle. ARENA emerged from an ingenious brainwave of a group of ambitious students of HKU Fine Art. In the last two years these up-and-coming artists worked together in various formations on collective projects like, among others, two music albums, a few exhibitions, a boxing tournament and a pirate movie. For their show at AG they tap into their shared, largely spontaneous energy to create an adventure, staging and contrasting their individual works in an installation-like setting. Expect some spectacular duelling between paintings, videoworks, sculptures and more. ag.hku.nl/tentoonstelling/arena/ Group
- 2020
Turning Torrents IMPAKT Festival AG Utrecht, Netherlands With Ariel Sin Yu Lee, Charley Harsema, Elijah Hill, Femke Bun, Francesca Vincentie, Iver Bogen Griffiths, Maarten te Paske, Marcella van Dijk and Melchior Koch Crescent is an eight speaker set installation, positioned in a circle with each speaker projecting a single voice, expressing an individual narrative. In this way the voices add to one another and form an overarching group narrative. A group of singers from culturally diverse backgrounds has joined forces for this project. They come together and explore their connection with the ocean, in relation to each other, as well as their own voice. The group drew on a broad range of inspirations; from local stories and mythology, to the pure textural range of one's voice. The piece moves between language, spoken word and choral singing, creating a constant flux. impakt.nl/nl/events/tentoonstelling/turning-torrents/crescent/oonstelling/turning-torrents/ Group
- 2019

A Quite Serious Joke Old School Leiden, Netherlands www.facebook.com/events/469127827236520?ref=newsfeed Solo

- 2018
Háflæði Lækningaminjasafnið Reykjavík, Iceland Group

Projects

- 2023
Collaboration IMPAKT Impakt Festival Utrecht, Netherlands

International exchanges/Residencies

- 2023
durga puja Kolkata, India
- 2018
Listahaskoli Íslands, kunstacademie Reykjavík, Ísland Reykjavík, Iceland



- info

Exceed, 2024
Print, 175x84



- info

Dump Inventory, 2024
Print, 135x135

- Play



info

The Great Idle , 2023

- Play



info

Starting with a Hush Teaser, 2023



info

Virtual Monody is a video work presented in an installation using mainly cheap and light materials such as cardboard and XPS insulation foam. In the center a 3D-printed figure is placed in a cardboard box that returns in the sciencefiction–esque video game as a monumental petrified relic. A continuously walking figure is leading the audience through a technically crafted world, that references the classical antiquity as well as a virtual future. Through the sound system, a singular voice is occasionally heard lamenting the still space.

Virtual Monody, 2022
Lasercut, 5x160x240

- Play
info

Zodiac Kind Teaser



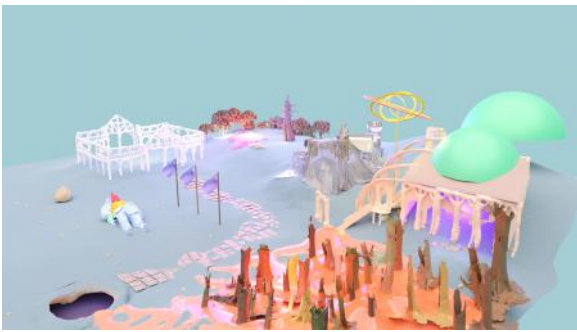
- info



- info



• info



• info