SEBASTIAN KOX

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Interaction designer exploring theatrical experiences in combination with technology. Specialized in performance-based video and interaction systems.

BIO

Sebastian Kox is an interaction artist who finished Interaction Design at the art-academy of Utrecht in 2008. In the last two years of his study he started to investigate the possibilities of combining interaction design with theatrical experiences. After a year at Dogtroep, a location based theatre group, and currently involved with PIPS:lab and oneseconds he experiments with public interaction, live video generation and video mutilation. He works with the concept that all images should be made on the spot, live, with the making process visible. Making every experience unique and one time only. Quartz composer let's him program with a expressionistic style, experimenting with various custom made tools that let him, or the audience, express himself.

EDUCATION

Interaction Design
2009 Hogeschool voor de kunsten Utrecht (BA).

Theatredesign
2008 Hogeschool voor de kunsten Utrecht,
one year of extra courses besides Interaction Design.

2007 **Kadir Has Üniversitesi**
Interaction Design Summer Course. Istanbul, Turkije.

2001 **Multi-media Design**
Grafisch Lyceum Utrecht.

WORK EXPERIENCE

oneseconds foundation, Utrecht, *2009 – now*
I'm the founder of this collective that consists of four artists. We create interactive installations and theatrical experiences.
http://www.oneseconds.com.

University of Applied Sciences Northwestern Switzerland (Hyperwerk), Basel, *2011 – 2012*
Docent Art and Technology. Gave workshops in Quartz Composer, VJ-ing, Kinect en Arduino. Mentor for 1st en 2nd years.

PIPS:lab, Amsterdam, *2007– 2013*
Multimedia theatre group. Involved as interaction designer for on stage visuals and hardware. http://www.pipslab.org.

Dogtroep, Amsterdam, *2006*
Location based theatre group. Actor and theatre design.

Perplex new Media, Arnhem, *1999 – 2002*
Multimedia design firm. Worked as web designer and Director developer.

Personal
data of birth 05/09/1981
Utrecht
B drivers licence (Dutch)

Fluent Dutch and English
Speaks and understands
German

Tools
Arduino
Quartz Composer
Serial/MIDI/DMX protocols
Microsoft Kinect, SoftKinetic
Acrobat Professional
Director
Premiere
Illustrator
Photoshop
After Effects
PHP/SQL
HTML/CSS
ModX, Wordpress
Javascript/jQuery
Facebook/Twitter API
OSX/Unix/Windows
Applescript

Specialization
Concepting
Fast prototyping
Interaction design
Generative motion graphics
Illustration and graphic design
Computer vision, body tracking
Automation of image and video manipulation workflows.
Live video workflows
Web and print

PROJECTS

Twerkstallation, oneseconds
2013 Physical art-game for two players combining twerking with monsters and arcade-guns. http://oneseconds.com/twerkstallation.

Het Spookhuis, oneseconds
2011–2013 Oneseconds first theatrical experience. A 35 minute intense and personal confrontation with your biggest fear, yourself. Het spookhuis was open during 2012 and 2013 at the PIPS:lab HQ, NDSM Wharf, Theater Frascati, The Breaking walls festival, Festival Jonge Harten and Lowlands 2013. http://oneseconds.com/spookhuis

Diespace, PIPS:lab
2009–2013 Theatre piece where the audience will be uploaded into diespace, the first internet community for the deceased. It played at de Parade, toured two times trough the Netherlands, at the Mapping festival Geneva Switzerland, la Ferme du Buisson Paris, Distinctively Dutch Festival Pittsburgh USA, Beakerhead festival Calgary Canada, International Theatre Festival Hangzhou China and Beijing Fringe Festival China.

Socialheaven, oneseconds
2012 Installation piece that visualizes and connects visitors of an event. First presented at the 1% event. http://oneseconds.com/social-heaven.

Collateral Highway, Urban Interactives
2012 – 2013 Urban Interactives assigned me for the technical realization and advice to create a branded 3d race-game to generate more visitors and action to the clients exhibition stand. It was presented with much success at the Sibos 2012 in Osaka and 2013 in Dubai. http://oneseconds.com/collateralhighway.

Deo, Urban Interactives
2012 A concept case to convince clients made for Urban Interactive. Responsible for technical advice and realization. http://www.oneseconds.com/deo.

Video design, Theater Instituut Nederland
2011 – 2012 Interactive stage and presentation design for the Theater Instituut Nederland (TIN) commotie debates. http://oneseconds.com/videodesign.

Tryplex Toolkit, Hyperwerk
2011 The tryplex toolkit is a set of macro patches for Quartz Composer. I've created a workflow that makes it easier to experiment with the kinect skeleton data. It was developed together with the Hyperwerk institute in Switzerland. http://code.google.com/p/tryplex/.

Avoid the void, oneseconds
2011 Kinect based immersive art-game. http://www.oneseconds.com/avoid.

Friends, Fourcelabs
2010 Motion tracking and hardware for a public game. Developed for Fourcelabs. http://fourcelabs.com/friends/

Bak Chai, Fourcelabs
2010 Development of a game influenced performance, together with PS_theater and Fourcelabs

Wipkip-race, Fourcelabs
2010 Interface development for a race on rocking chickens for Fourcelabs. http://fourcelabs.com/wipnkip/

Barefoot and Rising

2010 Interface design for Zeppelin behavior trough EEG interpretation. Part of the project "Barefoot and Rising" by Hungarian/Dutch artists Rolland Pereszlényi and Zsolt Mesterházy.
http://www.c3.hu/collection/artworld.anonymous/bareFootandRising/files/index.html

Steye and the Ottowanians

2010 A multimedia-performance combining music influenced and triggered live generated visuals with interaction from the audience. http://www.oneseconds.com/steye.

Koppensneller

2009 A photographic installation where the visitor's head automatically is pasted within a predesigned postcard. Used for the Verzetsmuseum Amsterdam and Gemeente Museum Den Haag.

Winterparade

2009 a visualist project that resulted in the tripleheadlooptool, a video-tool that allows the recording of video-loops on seven screens with a wireless camera and control interface. http://oneseconds.com/looptool

Cargo, Dogtroep

2008 Location theatre piece for over het IJ festival.
http://wiki.theaterencyclopedie.nl/wiki/Cargo_-_Dogtroep_-_2006-07-06

PUBLICATIONS

Mixed Reality Immersive Design: A Study in Interactive Dance

2013 *ACMM13*
Dance performance interconnects the notion of space and movement, providing therefore the ideal framework to design and research immersive relations between the virtual and physical world: mixed reality performance. We start by discussing conceptual approaches to immersive and mixed reality environments, and reporting some of the current state of the art solutions.

Super Mirror: a kinect interface for ballet dancers

2012 *CHI '12. Extended Abstracts on Human Factors in Computing Systems*
Super Mirror: a kinect interface for ballet dancers (Paper). A Kinect-based system that combines the functionality of studio mirrors and prescriptive images to provide the user with instructional feedback in real-time. In this study, we developed a working prototype of this system, which records ballet movements (also called positions and poses), captures live motion, and shows the difference between the two.
http://dl.acm.org/citation.cfm?doid=2212776.2223682#!