

Curriculum Vitae - Han Halewijn

Han Halewijn de Groot was born 8 may 1963 in Leeuwarden. When he was eight years old he started playing the recorder and later the oboe.

During his study at the Highschool of the Arts in Arnhem he followed:

- Master courses with Gilbert Flory and Lothar Koch
- Sonology at the Royal Conservatory in Den Haag
- Lessons/Workshops from amongst others Walter Hekster, W.Lutoslavski, J. Cage, Jaap Drupsteen (audio/visual composing techniques), O.Messiaen and at Les ateliers UPIC the center of I.Xenakis.

Since graduation he works as a freelance composer, oboist and has great interest in connections between music and other forms of art. For this purpose he has collaborated with video, dance, music-theatre and light-art (Bulat Galejev). From 1989 till 1996 he works and teaches at the Computer and Electronic Music studio (CEM) in Arnhem, Amsterdam.

In addition to several European appearances as oboist and lecturer in composition he was also active as a testing engineer/assistant director of AUGAN instruments for user related problems with digital computer-audio-equipment used by the film, video and musicindustry.

From 1998-2001 he teaches animation, cdrom production and other computerart programs in workshops for amongst others the UCK, "Plaatsmaken" and the GLU.

In 1992 he initiated Music Design for research in the field of form development and to produce multimedia and interactive performances.

In may 1993 he won a price in a European competition for young artists who are active in the field of sound -sculptures, -installations and - performances with Interactive Woods - a concert for people, technology, surrounding and a woodwind player.

After that his work went more into the direction of real/virtual interactive communicative surroundings and performances. This resulted in an expanded form of Interactive Woods with talking Trees made for the Foundation Maeght (MIRO) and Vision in the Dark a reallive adventure game for blind people and people that can see.

He followed together with Katja Martin a scriptwriting course with Zoran Solomun to finish the first state off the interactive movie "To the best of my Memory". In nov 1997 a portret of him and his works was performed at the ISCM chambermusic days in Albania.

In 1998 he won the second price of the German paper industrie with "Disturbing Utopia" a selfdestructive piece of art exposed at the Paper Biennial "Paper Art 7" in the Leopold Hoesch museum in Düren.

Then he produced "Enchantress Influenza" an interactive surrounding for children where children had to help saving 5 cities from destruction by a virus. With Rochus and Markus Aust he created an interactive concert for 15 players and public which was premiered at the opening of the German Pavillion at the World EXPO2000 in Hannover.

In 2001 he was selected for the performer and the mediated image course at the summer university of the AMSU and in 2003 he participated in the 'Korsakov Workshop' for interactive documentary filmmaking in Turin. His last piece in 2003 was part of the Labyrinth of Possibilities - Breathing in Breathing out an interactive rotating wall of 2 by 3 meter illustrating the effects of asthma.

In March 2004 he was selected for the Masterclass from Federico Fusi "Radio Arte Jump" organized by Almost Real and Eurocult about narrowcasting ideas or using the air as an exhibition space. In dec he was selected by SAGASnet for their mobile application development expert meeting in Oulu and in march 2005 for project development by the MEDIA program of the EU in Stuttgart.

From June 2005 till the end of the year he contributed to the project "Belgrad Reporter" for B92 (narrow casted radio), to the Triënale Gelderland "Vormen van Aarden" with the worldwide first active RFID -ART project "Tagged Space" (www.taggedspace.net) and to the Paper ART 9 Biënal in Düren with his AGB's (Art Gedanke Batterien consisting of 1km 'wellpappe'. At the end of 2005 his work was selected to be shown at the "Jahresgaben" in the Leopold Hoesch Museum (Duren) in the meantime he showed some of his works to the public at the Art Fairs in Rotterdam and Antwerpen.

For 2006 he works further at expanding the "Tagged Space" project with Leaving Traces a second generation auto generative artwork that produces RIGA's (a reflective interactive generated artwork) according to user behaviour.

Werkwijze - Han Halewijn

1) Mijn werk is sinds het begin altijd onderhevig aan de communicatie die zou moeten plaatsvinden tussen 'de natuur', 'de mens', 'de technologie' en een utopie zoals optimale integratie, perfectie, reflectie en verbroedering. Er worden daarvoor door mij 'werelden' gerealiseerd die de mogelijkheid bieden tot deelname, filosoferen, creativiteit en discussie.

2) Een tweede belangrijk aspect in mijn werk zijn de patronen waaraan wij onderhevig zijn tijdens ons bestaan, die de verschillende vormen van interactie die wij kennen reeds in zich meedragen. Patronen worden o.a. gevormd door dilemma's zoals bij interactieve kunst vaak de keuze tussen word ik actief en doe ik mee (waarmee ik deel van het werk word en dus bekeken - exhibitionisme), blijf ik passief en afstandelijk (en dus nieuwsgierig) of zoek ik naar een tussenvorm door mensen uit mijn groep-omgeving aan te zetten tot deelname zodat de 'reflecties' van het werk toch door mij gezien kunnen worden en daardoor alsnog kan leiden tot mijn eigen deelname (en dus het overwinnen van angst om 'gek' te worden gevonden).

3) Als gevolg hiervan is het voor het werk zelf van belang dat het een aantal aspecten (visueel, auditief, interactief, structureel) bezit die het mogelijk maken de toeschouwer op een andere manier te raken, zijn gedachten te activeren, zijn verwachtingen te verstoren en verschillende gevoelens (statussen) zoals vrolijkheid (humor), de baas willen spelen (controleren en weten hoe het werkt), betrokkenheid (eigen waarde), inzicht in (hoe en waarom) en schoonheid (hoe lelijk mooi kan zijn) op te wekken. Het kunstwerk heeft hiervoor o.a. verschillende reactie-actie structuren die zodoende leiden tot niet gelijke eindresultaten. Dat heeft op zijn beurt tot gevolg dat de ervaringen van de individuele bezoekers op de verschillende tijdstippen niet unaniem zijn en vragen om uitwisseling met elkaar zodat de bezoeker de ervaring kan delen cq zijn eigen verrijken cq gemotiveerd wordt een tweede maal het werk te 'aanschouwen'. Verder heeft het kunstwerk voor een zo groot mogelijke groep (jong tot oud) aanknopingspunten ter beschikking (spelelementen, gedachtegangen) die verbonden kunnen worden met de eigen belevingswereld.

4) Elk werk is voor mij als kunstenaar een onderzoek naar gedrag, betrokkenheid, communicatie, bewustwording en geloof waarbij iedere leeftijd een even belangrijke rol speelt. Daarom probeer ik verbindingen te maken tussen de verschillende leeftijdsgroepen, niet alleen horizontaal maar ook vertikaal.

Selection out of the works of Han Halewijn

produced from 1993 to 2003

- **“Breathing-in Breating-out”** an interactive rotating walls who consist out of 20 ventilators illustrating through sound, tekst and shadows the effects of astma while showing airflow. This installation was part of the Labyrinth of Possibilities.
- **“Sense-It”** an intuitive audio project for singers, tapecomposition and producer with Annemarie Steinvooort e.a.
- **“Paper Rain”** an interactive concert for piano, hobo, chant, trumpet, paper-rain installation and projections
- **“Concerto Grosso”** Peripherer Musiker für Zentriertes Publikum. Interactive concert for 15 players and public written in coöperation with Rochus und Markus Aust with performances at the German Pavillion during the world EXPO 2000 in Hannover, Osnabrück (KlangArt Festival), Donaueschingen (eröffnungs concert Musiktage), Stuttgart (KunstNacht - Staatsgalerie), Gengenbach (SWR recording), Kassel (Chorkirche HR recording), Völklinger Hütte (Schichtwechsel), Köln (Rautenstrauch-Joest Museum) u.a.
- **“Enchantress Influenza”** an interactive installation for children of group 5 (8year) made for the UCK educational program. A computer country in reality with 5 cities that has to be saved from a destructive virus by the children within one hour
- * **“Disturbing Utopia”** an interactive “electric paper” installation developed for the 7th paper ART-Biennial in Duuren Duuren. This **price winning project** acts as a world of its own where the gravity is turned upside down. It consists out of 15.000 pieces of paper, individual controlled, that will fall down according to disturbance patterns (sound, movement, daytime, smell and amount) of visitors
- **“De weg ontstaat door hem te lopen”** an interactive installation in coöperation with Horatio Sormanie (fotographer) about a Pelgrimage to Santiago de Compostello exposed at the A-Kerk festival in Groningen
- **“L’eau tempête ce renvoyer toujours”** music for hobo and tape written for the 4th ISCMfestival in Albania 1997 performed as a part of the Dutch composersday with the works and a portret of Han H. de Groot
- **“Three times through Nine places”** music for oboe, violin and piano performed at the 4th ISCM-festival in Albania 1997
- **“To the best of my Memory-TroisAnderthalbKwartYears”** script-structure for an interactive “motion-picture” surrounding developed with Katja Martin and supported by the “Niedersächsische Landestreuhandstelle”

- **“TeeWeeDee -Turn the World upside Down ”** theatrical piece for interactive ensemble, video/slides and conductor. Produced for:“Brass of the moving Image”. Musicians react on images triggered by a dancing conductor who changes their world and their behaviour towards

it. Performed at the TransmediaFestival - Berlin, Museum am Ostwall - Dortmund, Electronica Weekend - Rotterdam, Gothaer Kunstforum - Köln, Kunst und Ausstellungshalle - Bonn, Leopold Hoesch Museum - Düren and Städt. Museum in der Alten Post - Mülheim/Ruhr

- **“Vision in the Dark”** an communicative adventure world in a real live surrounding made for the exhibition “lost memories of sound and olfactory sense” in Kortenhoef sept/okt 1996. In this world everything is in braille. Blind people and people who can see have to communicate with each other to find out within 30 minutes how this world works

- **“Landscape Talk”** an interactive cartografic surrounding for the “Nature and Education Centre” in Hoogvliet (Rotterdam) feb 1996. Black and white world where people have to color their surrounding meanwhile triggering text commands belonging to locations on the map.

- **“Talking Trees”** an expansion to **Interactive Woods** created for the labyrinth of Miro in the “Foundation Maeght” (MANCA Festival - Nice). Touching trees alike objekts generate human alike sounds

- **“The Tree of Lives”** an interactive objekt

- **“The unendless button”** an interactive objekt

- **“Wibble Wobble Wabble”** a sculpture with three spell-bound interactive fruitdishes exposed at galery “Bloemrijk vertrouwen” in Leeuwarden

- **“Ekati – Queen of the night”** score for planetarium sky (“Artis” in Amsterdam), tape and quadrophonic computer surrounding

- **“The Well of Beautiful Things”** an interactive visual-sound object for children made for the educational program of Museum “Groeneveld” in Baarn

- **“L’espace sans visage”** music for computer generated sounds produced at UPIC center of Xenakis (Paris) and the CEM in Arnhem

- **“All we do is talking but what about humanity?”** music for computer-ballet written as a reaction to the situation in Bosnie 1996.

- **“Swing Swong, the singing dansfloor”** an interactive installation where movement detected by magnetic shoes and infrared is translated in singing sounds, text on a display and a parrot. Performances in the gemeente museum at AVE-Festival Arnhem 1993 and at the festival for the youth “DeBuut”

- * **“Interactive Woods”** - concert for people, technology, surrounding and a woodwind player. Performances of this **price winning project** where at the Biennial in Maastricht, Sonsbeek in Arnhem, at European Culture Unlimited 1993 in Nijmegen, at “Klangvisionen” in Iserlohn (Germany) and in several other cities

- **“Interactive Fields”** an interactive game surrounding
- **“Changing Picture”** duet for horn and bassoon
- **“Rêver de Aujourd’hui”** solo for violin
- **“ANUR”** a ballet of Andreja Pisnik Osole selected for the performance price Germany - 1993 Composed music and produced the infra-red audiosuit
- **“De Bronstvlucht”** a project of “Het Klein Kollektief” with performances in the “Vierwinden Huis” in Amsterdam. Participating as oboïst and composed music for tape and infrared system
- **“Where the sea goes - knowbody knows”** suite for orchestral ensemble
- **“Return to go”** solo for oboe
- **“Answer me”** music for oboe and computer-animation
- **“7 ups to go”** music for accordeon/english horn and computer
- **“Le secret départ”** solo for piano
- **“Erakes Miose”** solo for oboe