ABOUT JAKOB KUDSK STEENSEN

Jakob Kudsk Steensen (b. 1987, Køge, Denmark) is an artist and director working with environmental storytelling through 3d animation, sound and immersive installations. He creates poetic interpretations about overlooked natural phenomena through collaborations with field biologists, composers and writers. Projects are based on extensive fieldwork.

http://www.jakobsteensen.com

Contents

- Biography

- Artworks:

Jakob Kudsk Steensen (b. 1987, Køge, Denmark)

Berl-Berl

immersive installation

10, 2021 — Sep 26, 2021
Exhibition Venue: Halle am Berghain, Berlin
Commissioned by LAS

What is Berl-Berl?

'Berl', the ancient Slavic word means '**swamp**' in English,

is thought to be the origin of '**Berl**in' and gives the exhibition its name.

The exhibition and online world *Berl-Berl* starts with a swamp as its protagonist – its **ecosystem**, **history** and **mythologies** – and pays tribute to **Berlin's origin** as a **wetland** that formed over 10,000 years ago, and was drained in the 1700s.

Jakob Kudsk Steensen (b. 1987, Køge, Denmark)

visual and acoustic world:

Kudsk Steensen spent months researching the **remaining wetlands of Berlin-Brandenburg**, creating an archive of images using a method of macro **photogrammetry** in which he takes hundreds of images of a single object. Then he rendered his findings in a 3D plan to create an immersive, absolute landscape using the video game platform Unreal Engine.(realtime live simulation)

As **songs** were essential to **ancient wetland culture** and used to navigate the swamp and to share its **mythologies**, Kudsk Steensen collaborated with sound artist Matt McCorkle and singer Arca to create the world's soundscape. Arca's voice **morphs** with environmental sounds that include those made by **local amphibians**.

Jakob Kudsk Steensen (b. 1987, Køge, Denmark)

Intro. video about creation process

https://lightartspace.org/
programme/jakob-kudsk-steensen

(Top webpage, 7min)

Online experience: Heaven, Earth, Underworld

https://berlberl.world/experience

(2min?)

BERL
BEBL

⤷ **Enter World**

Jakob
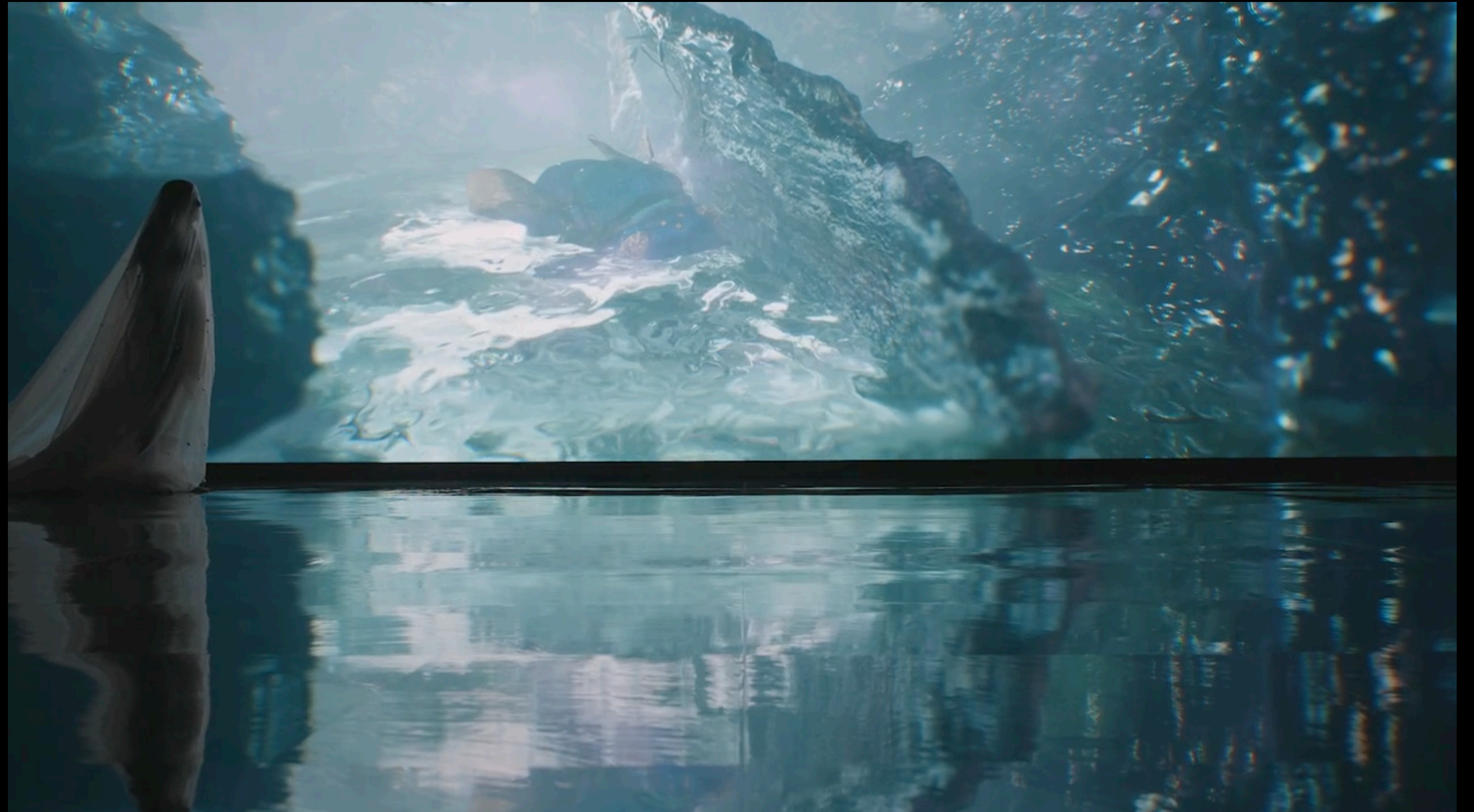Kudsk
Steensen

LAS

Berl-Berl as a site for performance

http://www.jakobsteensen.com/berlberl

(Botton of webpage 1min)

Pan Daijing, Half a Name (act III)
The first live performance inside of *Berl-Berl* was directed by Daijing, performing her existing work Half a Name (act III) in **dialogue** with Steensen's installation, expanding on the existing sound set-up of the artwork, that uses the building as an instrument, further activating the cathedral-like space of Halle am Berghain.

Jakob Kudsk Steensen invited Johannes Heldén and Precious Okoyomon to **respond** to the world of Berl-Berl.

Johannes Heldén is a visual artist, writer and musician. He created **six poems** in response to **six elements** within Berl-Berl: **fluorescent mushrooms, mangrove sedges, the water strider, a thunderstorm, ferns, and the unknown.** To form his poems, Heldén used his method of astroecology, the study of biological life interacting with non-terrestrial conditions – in space, meteorites and other planets.

https://berlberl.world/poems

Jakob Kudsk Steensen (b. 1987, Køge, Denmark)

Liminal Lands, 2021

Multiplayer room-scale VR, LED Video wall, spatialized sound **system**, immerses participants into the **salt marshes** of Salin de Giraud, France.

Crystallisation, algae, bacteria create an **organic metamorphosis**.

Liminal Lands was created **over a full year** on-site, documenting seasonal changes in the landscape.

V*irtual reality* reveals life-shaping transformations, invisible to the naked eye. By exploring the "unexplored", people can **meditate** on the differences in scale between human and geological time as well as the evaluation of the landscape's biodiversity.

Liminal lands Installation:

The floor of liminal lands is made from local materials in Arles, from Salon de Giraud, France.

The floor is created in tiles, which can be positioned throughout the exhibition space where appropriate and in different shapes.

Virtual Part:

Lands is an environmental multiplayer experience shared by **four people at the same time**. Each person transforms into the basic elements controlling life across the landscape: Algae, salt, water and mud.

Liminal lands Intro. Video (1min 30)

https://vimeo.com/591022554

The deep listener

is an audio-visual ecological expedition through Kensington Gardens and Hyde Park in London, the area surrounding the Serpentine Galleries.

Designed as an **Augmented Reality** and spatial audio work downloadable as an app for mobile devices.

Jakob Kudsk Steensen (b. 1987, Køge, Denmark)

Azure Blue Damselflies

Parakeets

Reedbeds

Serpentine Sackler Gallery

Bats

Serpentine Gallery

London Plane Trees

It is both a **site-specific public artwork** and invites you to be guided on a journey to both **see** and **hear** the sights and sounds of five of London's **species**: London plane trees, bats, parakeets, azure blue damselflies and reedbeds, that are part of the park **ecosystem** that might otherwise **be ignored, intangible or simply invisible**.

Jakob Kudsk Steensen (b. 1987, Køge, Denmark)
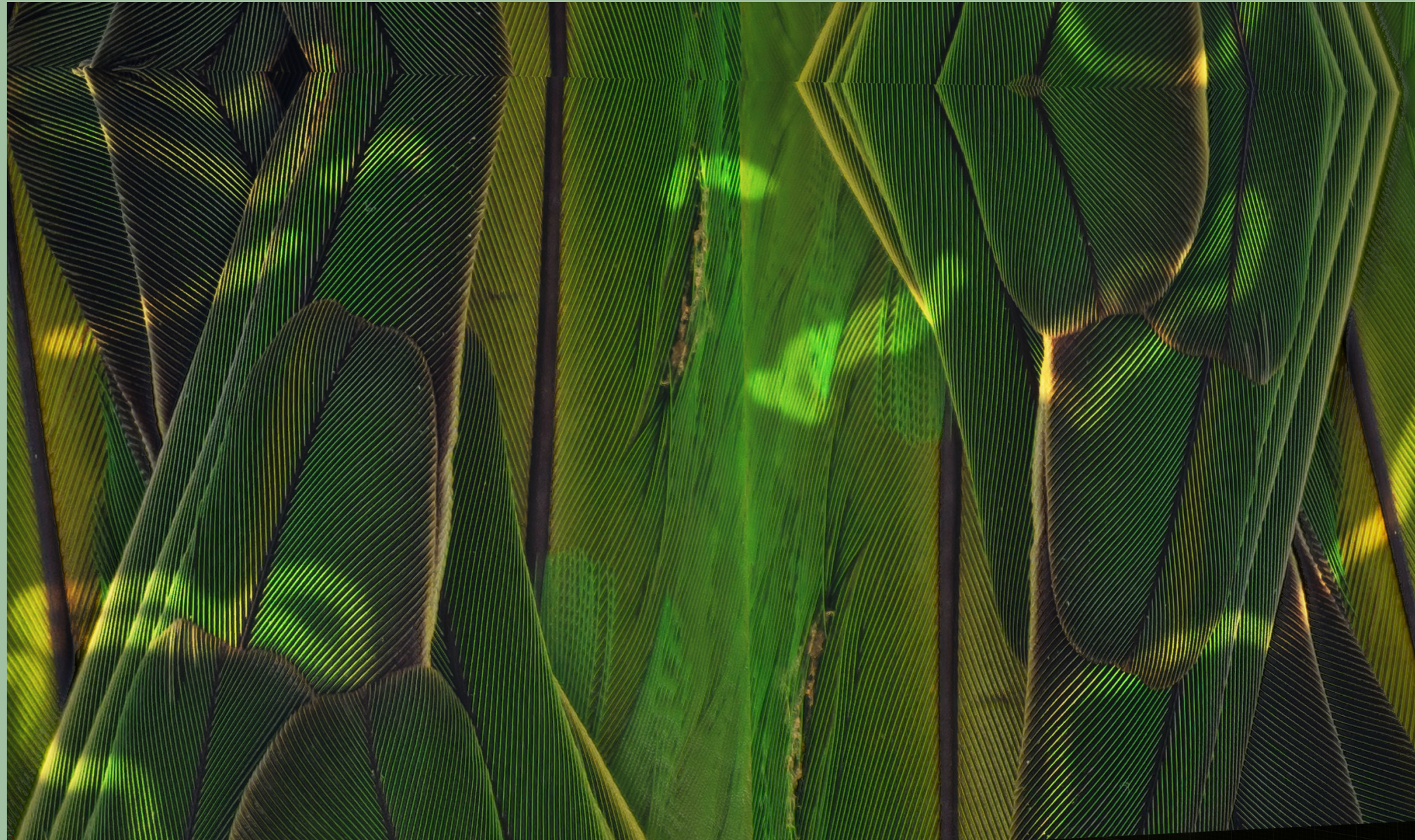
Mirroring the process of field work undertaken by Kudsk Steensen, both the audio and visuals within the project are drawn directly from organic source material gathered from a period of embedded research within Kensington Gardens and Hyde Park.

These organic materials are then **transformed** through digital processes to be **re-embedded** within the **same context**.

Jakob Kudsk Steensen (b. 1987, Køge, Denmark)

Interact with human:

As you move through the augmented reality encounters of the commission, these **soundscapes can be sped up and slowed down according to your proximity to the ecological visualizations** in order to reveal the complexity and nuances of non-verbal aural languages and **shift your own relationship to time**.

Through these interactions, your own body becomes the mechanism to alter the environment around you and *the technology becomes an active form of communication between the human and non-human actors* in the park.

Jakob Kudsk Steensen (b. 1987, Køge, Denmark)

Jakob Kudsk Steensen (b. 1987, Køge, Denmark)

Re-wildling, 2018

Aquaphobia, 2017

Dome of Gated Ecologies, 2017

Catharsis, 2019-2020

Terratic Animism, 2017

Pando Endo, 2017

Primal Tourism, 2016

Jakob Kudsk Steensen (b. 1987, Køge, Denmark) / other works

Tree VR (2016)

is a project for NEW REALITY CO and The Rain forest Alliance. Jakob Kudsk Steensen served as Art director and lead developer,
planning the **design in game engine** and making the virtual landscape, all video, composition, color and environmental effects.

The work was a virtual replica of an area in the **Peruvian** Rain forest suffering from **deforest station**,
based on conversations with biologists who went on research excursions.

(1min 30)
https://youtu.be/ERffRXjTAqM

Jakob Kudsk Steensen (b. 1987, Køge, Denmark)

A Cartography of Fantasia, 2015
2-channel , 15 min video.

By combining **documentary** ways of filming
with digital animations and Google satellite
recordings, the work explores how **technology** has
influenced how we perceive **nature**.

The work contrasts what humans imagined creating
in a **desert**, with the unexpected landscape that
has evolved from the abandoned sites created
through financial speculation.

a two-month residency in Spain.

http://www.jakobsteensen.com/cartographyoffantasa

Jakob Kudsk Steensen (b. 1987, Køge, Denmark)

Keywords

#VR #AR
#Ecosystem catastrophe
#Biodiversity
#Climate change
#Environmental protection
#Human- technology- nature relationship
#invisible/ intangible/ ignored

Jakob Kudsk Steensen (b. 1987, Køge, Denmark)

Thanks for
watching
!

Jakob Kudsk Steensen (b. 1987, Køge, Denmark)