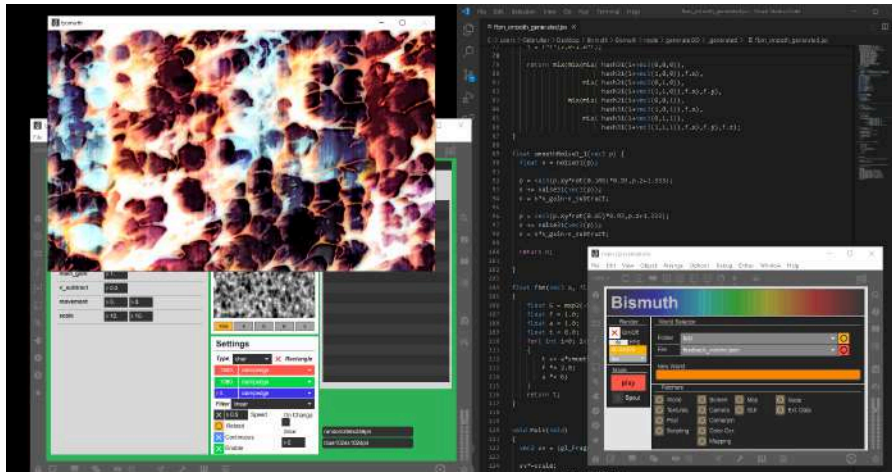


Portfolio Jaromir Mulders

www.jaromirmulders.nl | jaromir.mulders@gmail.com | +31 6 24 21 28 50

Bismuth

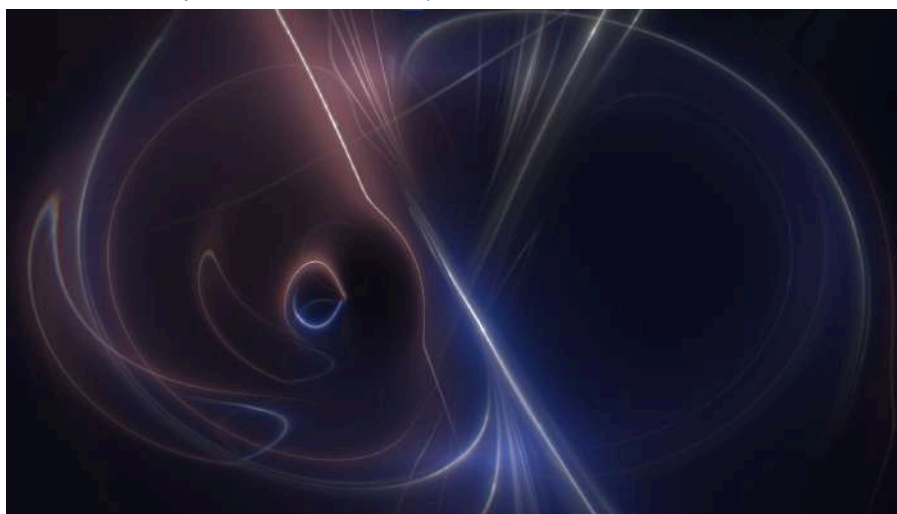
Software 2018 - now



Bismuth is my own audiovisual software in which I created all my performance/video work. The software is written in Max/MSP/Jitter/GLSL/Javascript. Bismuth is created like a game engine but with a focus on audiovisual work. The software allows for the creation of 3d objects which then can be manipulated by post-processing shaders. Parameters can be created and linked to these objects or shaders. These parameters can then be connected to either user input (a knob or slider for instance) or my music making program (Ableton).

Sound of Data

2022 with Valery Vermeulen - [Excerpt](#)



Audiovisual show with Valery Vermeulen. Visualizing black hole data. Played live as part of the sound of the data project.

Tufa

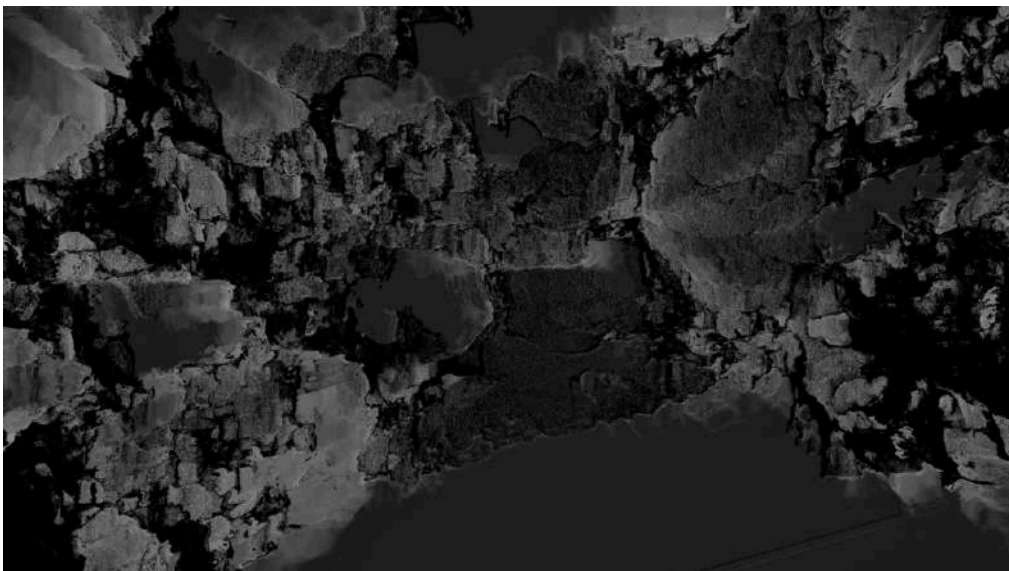
A/V Installation 2021 - [Excerpt](#)



Multiple vertical videos hanging next to each other. The videos are meant as moving paintings evolving slowly over time. The videos have different lengths so the three images together will never be the same. The composition of the image in the video is inspired by tufas I saw in Mallorca. The movement in the videos resembles fluid that is slowly getting more viscous over time like a tufa that is being created in front of you.

Mikromedas

A/V Performance 2021 With Valery Vermeulen - [trailer](#)



Mikromedas is a data-driven musical project in which compositions are elaborated using data stemming from space and deep space and astrophysical simulation models.

In this project I create artistic interpretations of deep space phenomena and Mathematics. I worked closely with Valery to understand these complex subjects and used data of black holes and string theory to create visuals that not only match Valery's music but also the math he used to create his music.

Out of Touch Videoclip

Videoclip 2021 With Vijay Weemhoff/Magnetron Records - [videoclip](#)



Videoclip made for Vijay Weemhofs new project *Figi* that will soon be released on Magnetron Records. In this video clip we explore a colorful audio reactive galaxy.

The process here was a back and forth between me and Vijay where I made adjustments and he gave me feedback. We also had multiple sessions where we would sit together and I would work on the videoclip. He would then give me feedback. This was a nice way to get more of the finer details dialed in.

Samenreis

A/V Performance 2020 - With Daspo - [Full Performance](#)



Samenreis is the result of research carried out in Italy and The Netherlands about the relationship between sound, environment and participation.

In this project I play live visuals with Daspo. In this project because of time and budgetary reasons this project was more improvisational. I basically showed up with some material and would improvise over their music.

Rhou

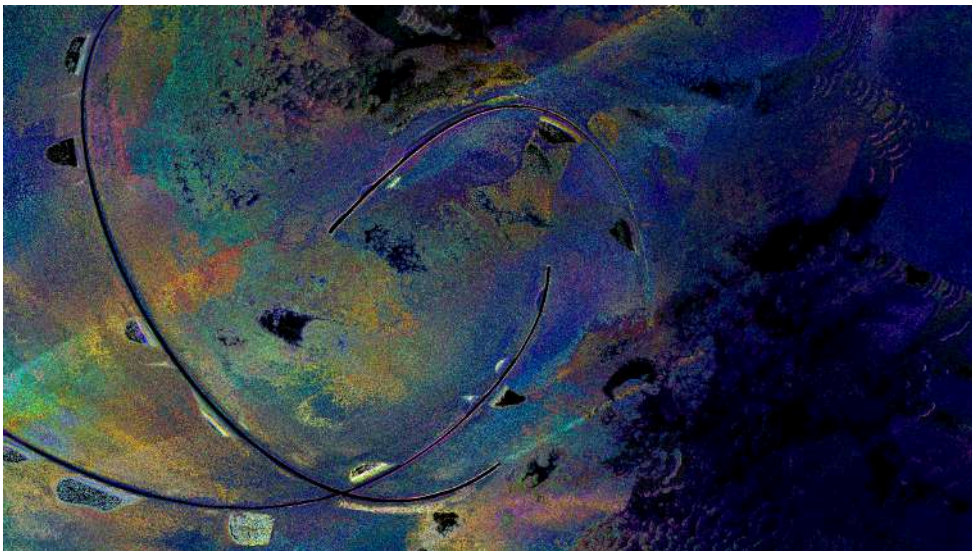
A/V Performance 2020 - With Rhou - [Excerpt](#)



In this project I play live visuals with Rhou. Before I made the visuals Rhou gave me moodboards and texts that inspired them to create their music. I then came up with multiple visual scenes based on their music and inspirations. Most prominent in the visuals is the use of colors inspired by fall and the use of movement inspired by moving water.

Light Scars

A/V Performance 2019



Light Scars is an Audiovisual performance based on a double pendulum and iridescence. The double pendulum moves through the screen leaving a trail of distortion and light. The light moves through the distortion creating iridescence. The iridescence is fed back in the system creating chaotic and colorful movement and patterns. The movement of the pendulum also generates sweeping sounds which are then filtered by the video. This way the sound is synced by the music.

Early Morning Distortion

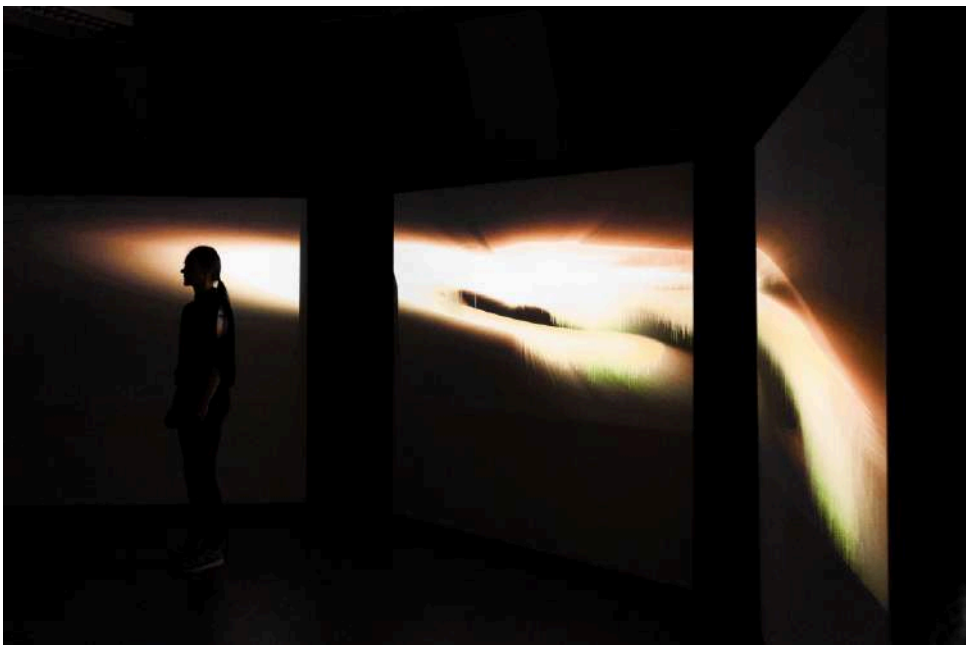
A/V Performance 2019 - [Excerpt](#)



In Early Morning Wake distortion algorithms are used to create three dimensional paintings. The paintings are created and destroyed. The performer moves through the painting creating a new image and sound. Early morning is created after a period of insomnia. In the piece I try to put the feelings of not being able to sleep into image and sound. Creating distorted images with entangled lines to portray not knowing what to do when everybody else is asleep.

Boot, Work, Reboot

A/V Performance 2019 - *With Marlinde Vos*



Boot, Work, Reboot is a collaboration with dancer and motion artist Marlinde Vos. In Boot, Work, Reboot the movements of performer Marlinde Vos are converted into sound and visuals. Movement is recorded and transformed into image. Actor and image get merged over time. Eventually the actor breaks loose from the chains of the screen. Eventually finding peace with the system. Inspiration for the work comes from sci-fi and horror, with lots of unnecessary oscilloscopes.

Pakvis

Live Visuals 2019 - [Promo Video](#)



In this project I play live visuals with Pakvis Aka John van Beek. The images created for this live performance were mostly based on distortion algorithms. Using these algorithms to create tree-like structures that emit colorful gradients.

Floris Kappayne Trio

Live Visuals 2019 - With floris Kappayne - [Videoclip](#)



Playing live visuals with Floris Kappayne Trio.

Almost Gaussian

Installation 2019 - [Excerpt](#)



Almost Gaussian is a generative visual installation. The installation is based on how gasoline behaves when it lays on top of water. The visual result is an array of colours that move and push each other around. Through constant movement new shapes and colours appear that create new images.

The installation is presented on three projectors creating a nine meter wide screen

Demo Festival

Visuals 2019 - [Video](#)



Short video made for Design in Motion festival. The visuals are created using flocking algorithms to create patterns and shapes in a self-evolving composition.

Torens, Perspectief en Vervorming

A/V Installation 2018



In Torens Perspectief en Vervorming (Towers, Perspective and Distortion) the spectator is moved through a landscape. From the fog arise sounding towers. Over time more towers appear creating a wall of towers and sound. Above the towers arise constellations that move and explode destroying the world beneath. Slowly the constellations start to merge and become one. After everything is merged the universe dies and the cycle starts again.

Jimmy Woo Lounge

Software and Visuals 2018 - With Studio Oooh - [Promo video](#)



For the top floor of the Jimmy Woo club we have designed a grand interactive sculpture that is inspired by a traditional hand-fan with light. Beams of LED-light function as the fan's constructive core.

For this project I created specialized software to read heat sensors and send translated visuals to the leds. I then created visuals that react to heat sensors: the more people are in the building the more intense the visuals get.

The New Body Project

Hardware, Programming and Sound Design 2018 - With Astrit Ismaili

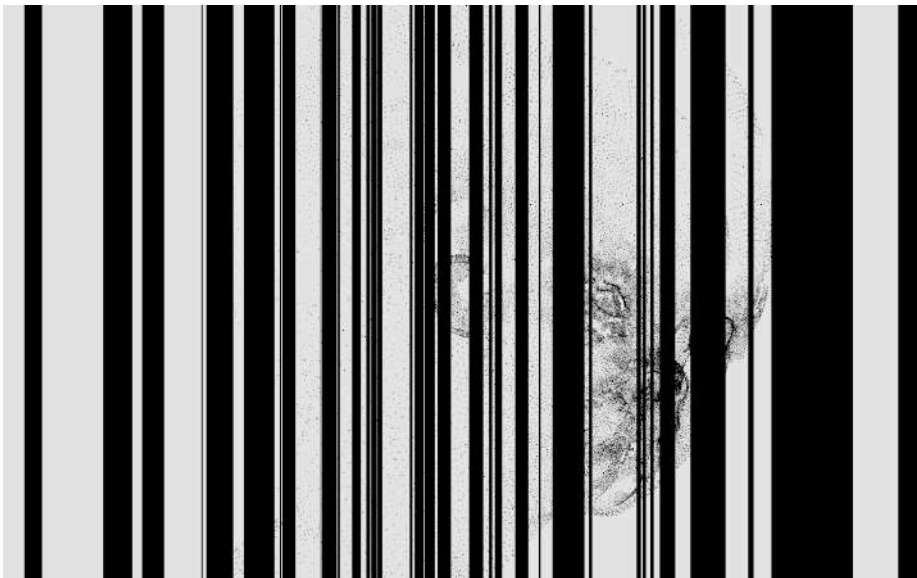


Inspired by the uncanny evolution of DNA editing technologies such as CRISPR, The New Body debuts a new wearable instrument designed by Ismaili that emits the sound of a chorus. Ismaili's instrument envisions a self-sustaining organism that transcends the body's limitations by adding science fiction-inspired accouterments.

For this project I created seven self containing sensor instruments that Astrit can play. I designed the hardware, wrote the software and also created the sounds used in the instrument.

White Object

A/V Performance/2017

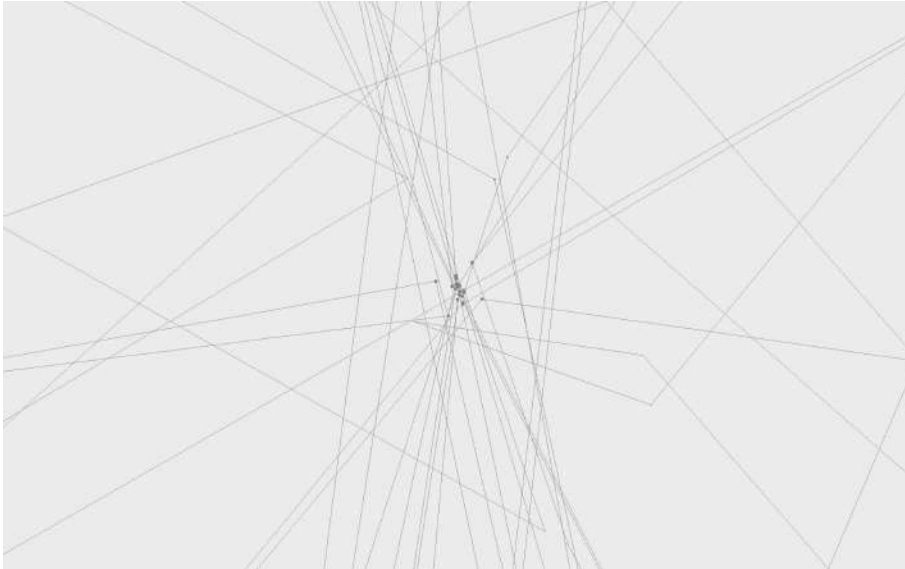


In the piece white object, lines are created and unified in the center of the screen. Each line has its own sound. Over time lines collide and become unified. When all lines are unified they break down again. By adding and combining lines new shapes will appear and different textures of sound will be created.

As lines collide they interfere with each other merging sound and image. Creating and destroying in an endless cycle.

Shatterpoint

A/V Composition 2016 - [Video](#)



Shatterpoint is a composition based on the flocking behavior of birds. By using simple rules interesting patterns and movement is created. In the composition every entity has its own sound. Sound is generated based on the force of the entity. The composition is made by taking the parameters of the flocking simulation and setting them past their boundaries.