Roelof Knol

www

My work is based on interaction and the relationship with space; therefore, most of the documentation is video.

Please use Adobe Acrobat to view this interactive PDF to get a fuller impression of my practice.

Click on the images to activate video playback.

2020

Connected

Interactive installation, 8 x 8 meter
Sound: Marc Mahfoud
[Exhibited at Nxt Museum Amsterdam]

Roelof Knol's Connected plays on the theory of proxemics: the branch of knowledge that deals with the amount of space that people feel it is necessary to set between themselves and others.

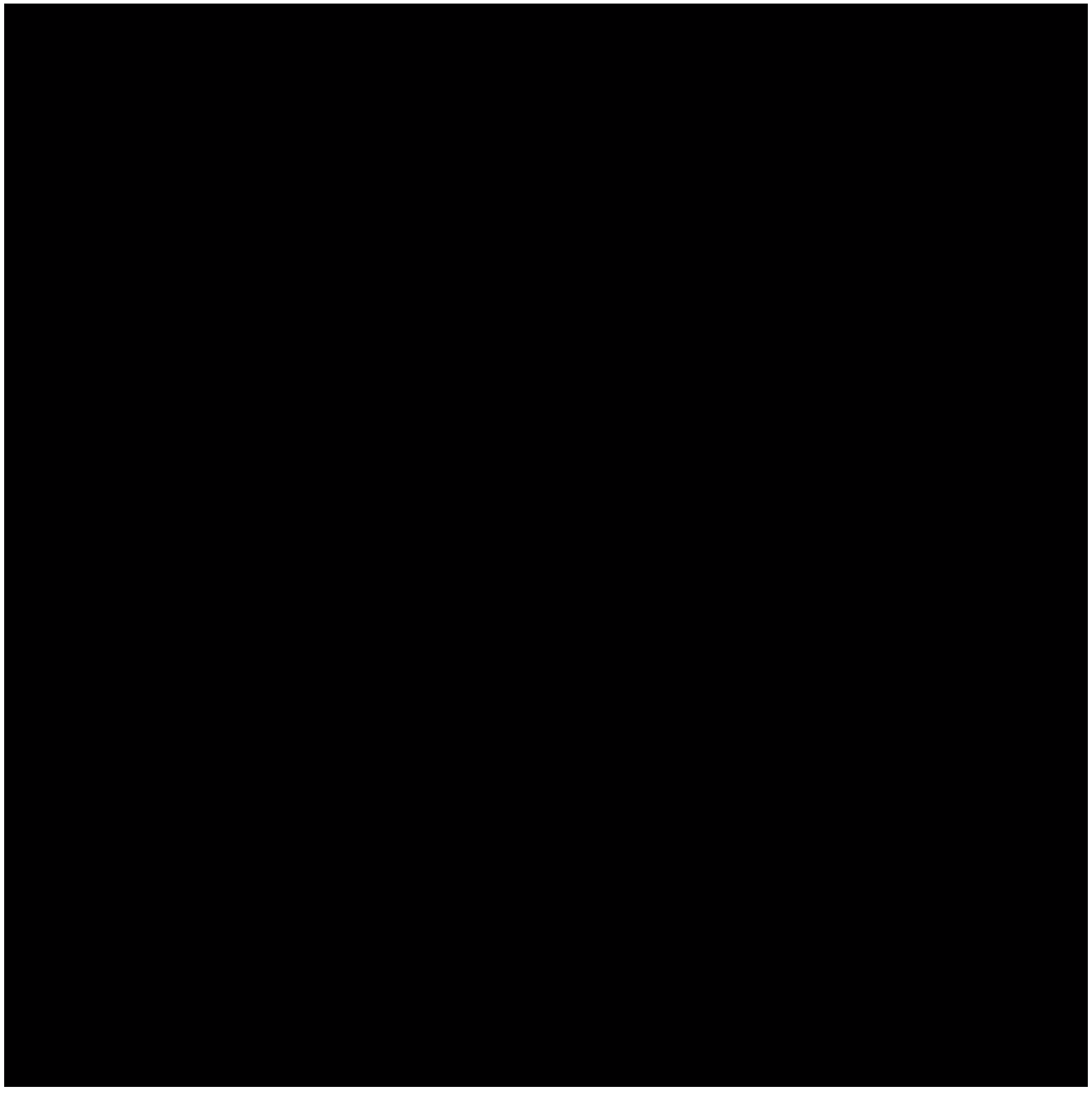
There are four different kinds of the distance involved in physical face-to-face interactions: intimate (0-0.4m), personal (0.4-1.4m), social (1.4-3.5m) and public distance (>3.5m).
In the installation, audience finds themselves at the intersection of the projected lines on the floor.

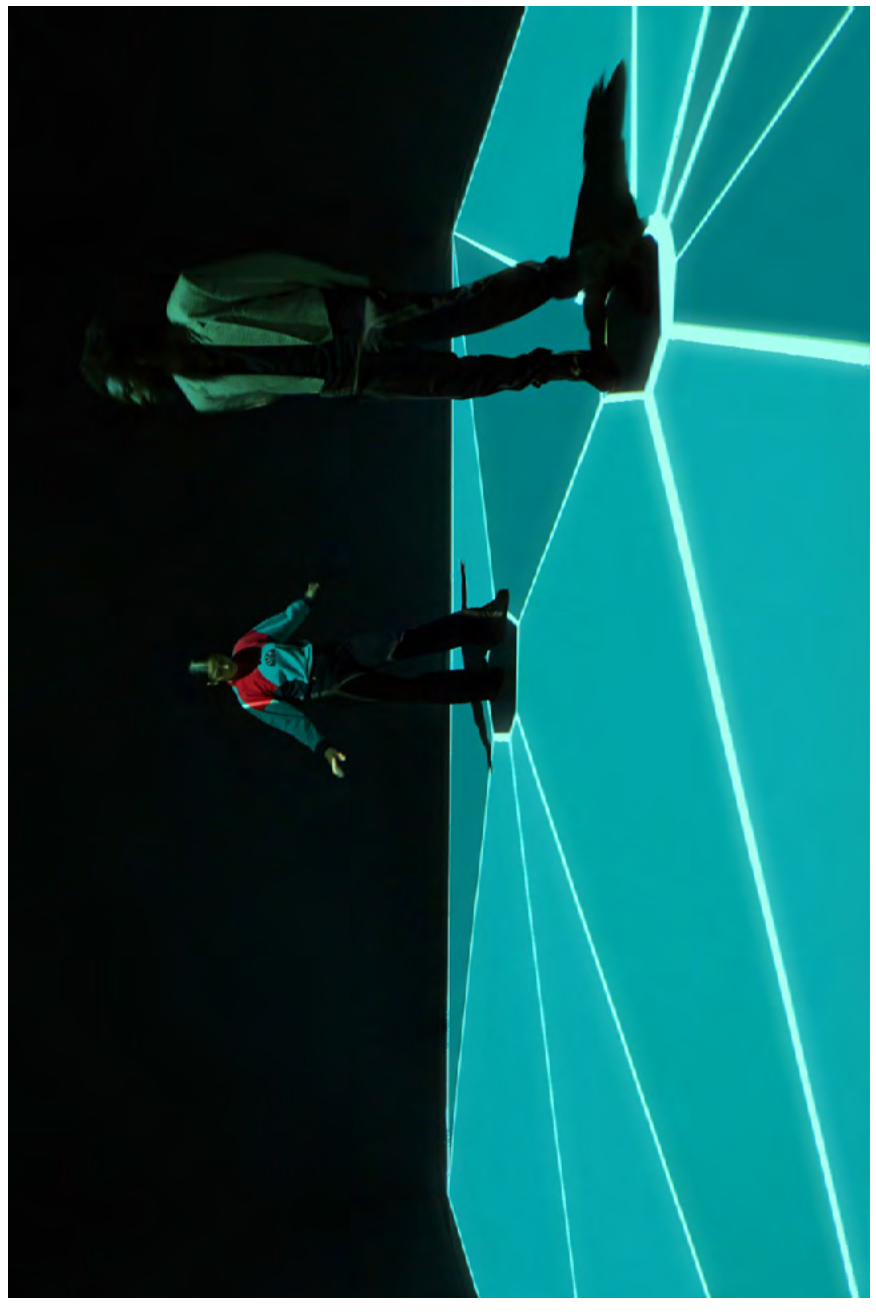
Together with thier neighbours, people create new patterns and form new connections. Visitors are invited to navigate through the different modes of space, joining together in a ritual of connection comfortably and safely before moving through space as one.

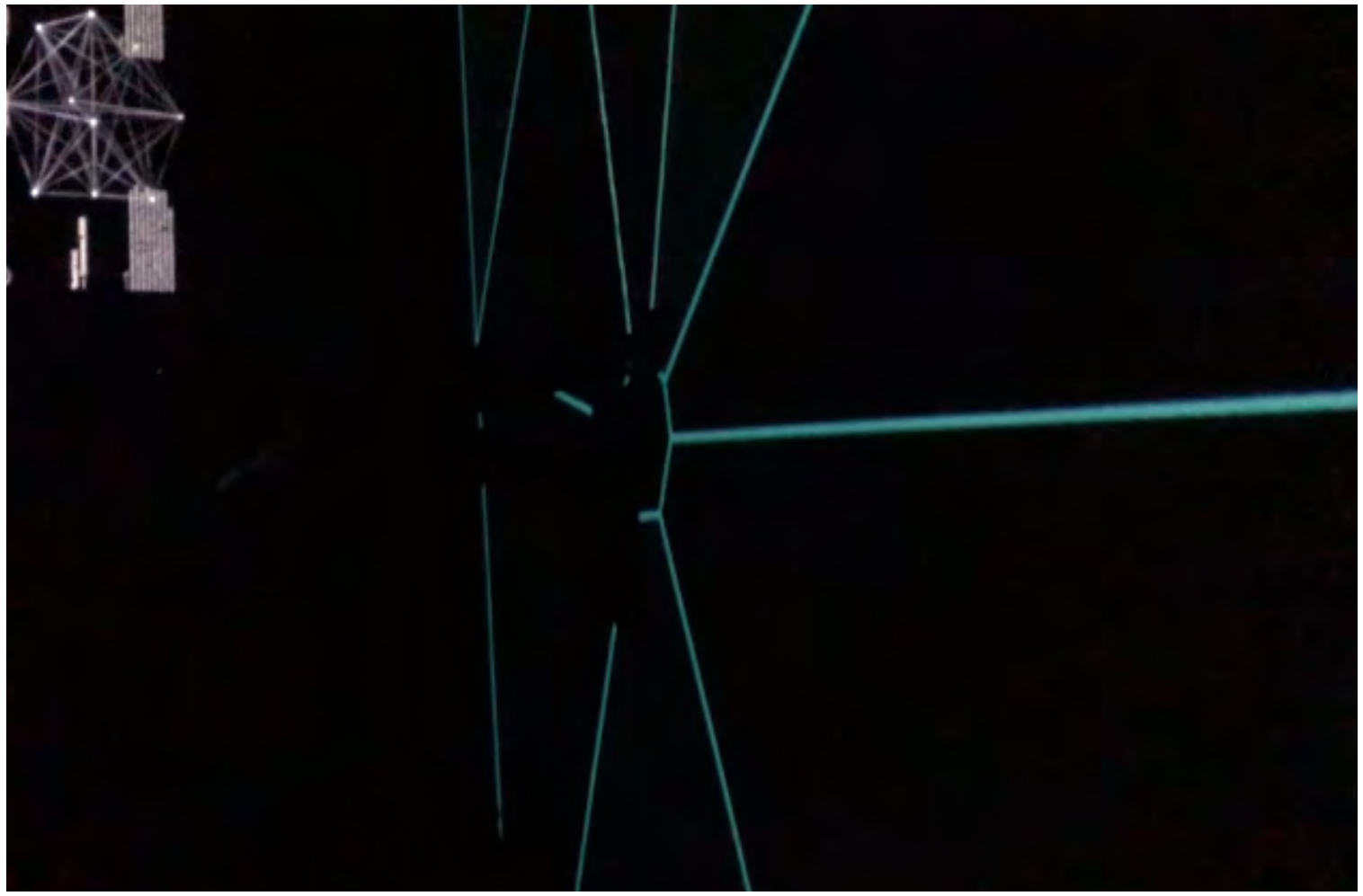
Each visitor is represented by an interactive visual projected on the floor. Together, they form new networks of connections between the visitors who will navigate through the exhibition.

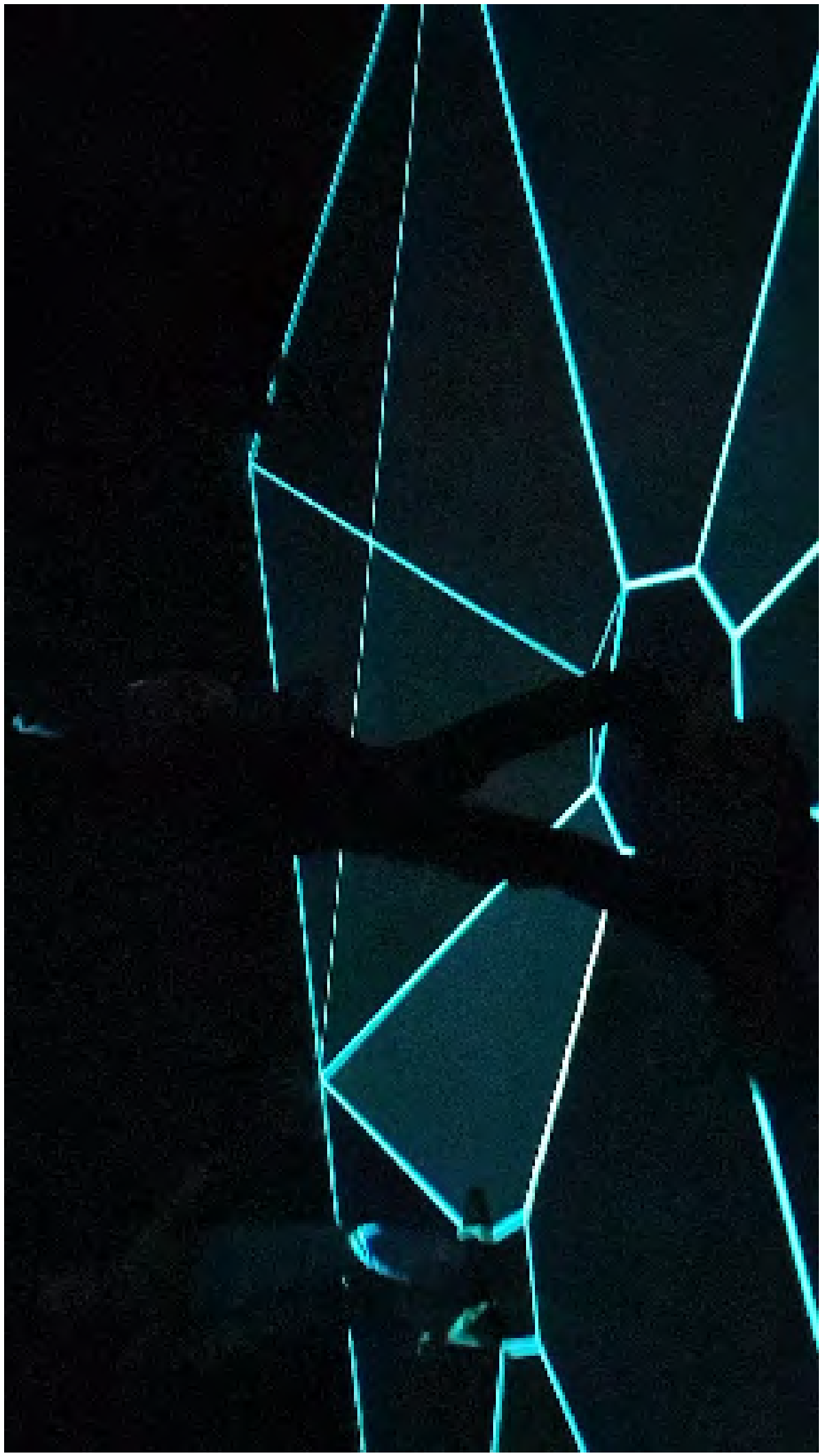
As personal space becomes shared space, Connected sets the tone of the exhibition by examining the type of space we inhabit, while inviting visitors to refamiliarise themselves with being around others, comfortably and safely.

Connected









Connected

2023

The space in between

Interactive installation, 14 x 9 meter
Sound by: Don Diablo
[Exhibited at Scottsdale Museum of Contemporary Art (SMoCA)]

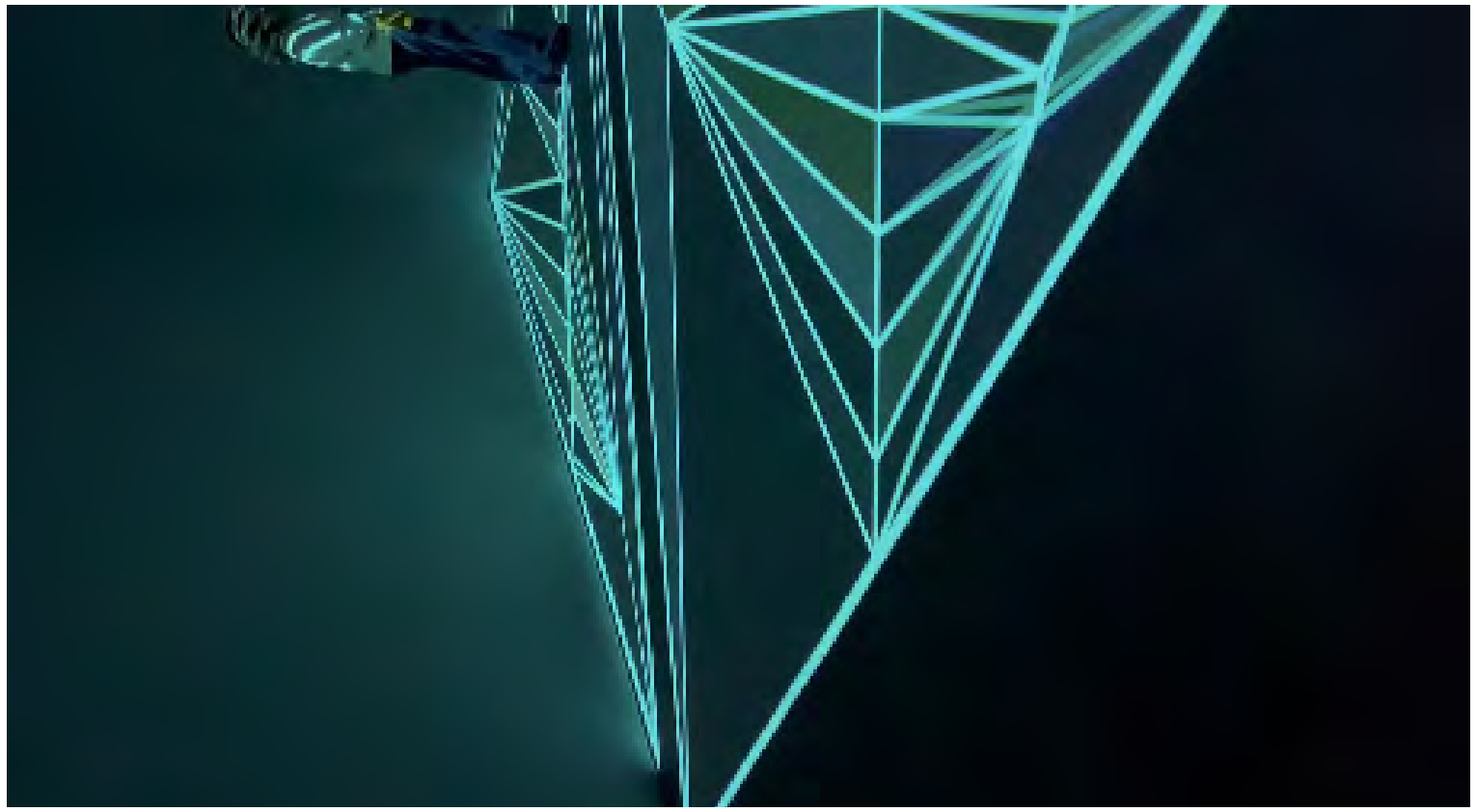
Technology has the capability to bring people together, but it can also isolate and divide us. It is this contradiction that interests artist Roelof Knol in exploring the types of spaces we inhabit and how we navigate within them using interactive technologies.

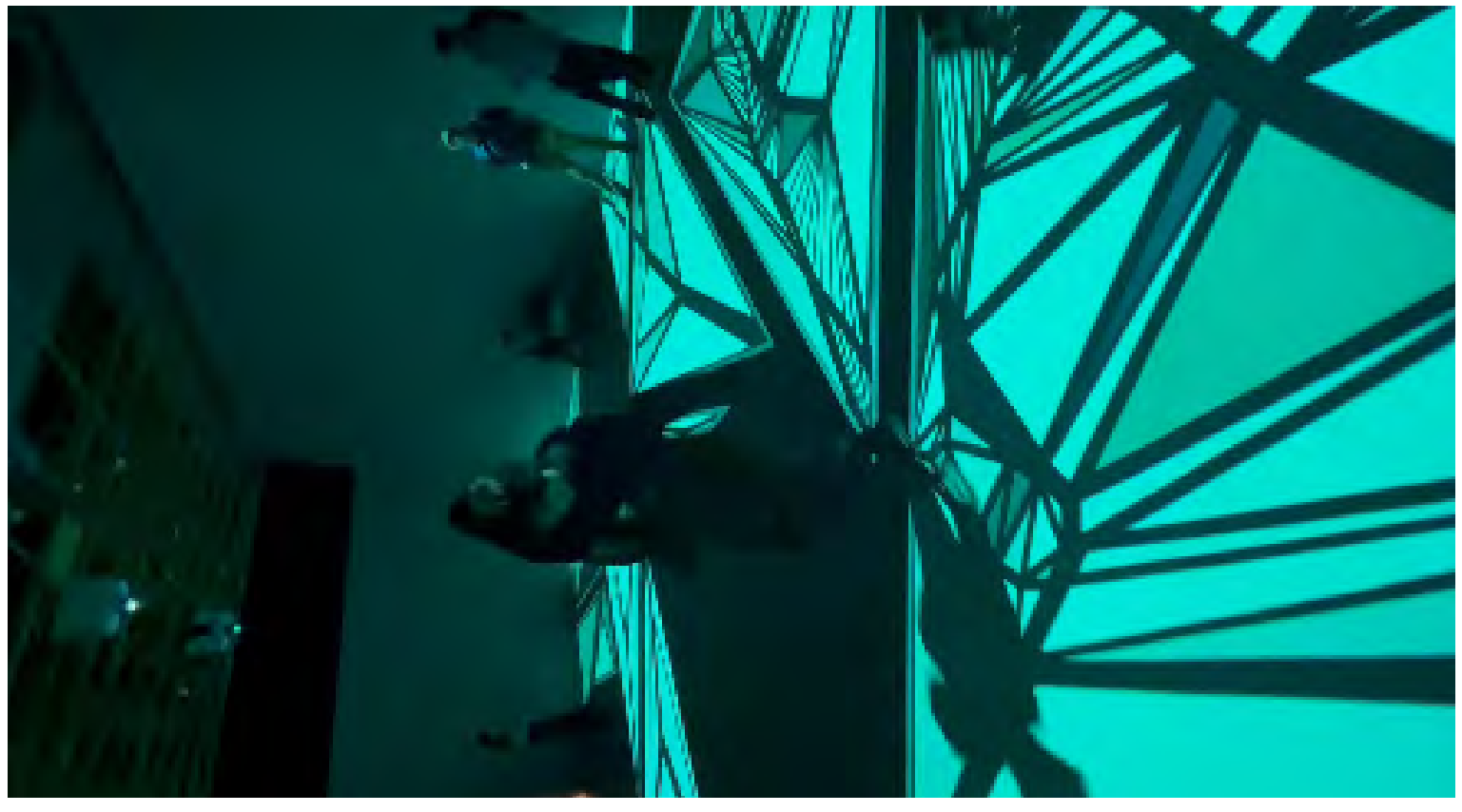
He constructs spaces where personal and communal moments can happen simultaneously, thoughtfully creating an encounter where participants can feel connected in a unique shared experience.

the space in between is a playful, interactive, audiovisual experience that invites the viewer to explore their relationship with digital and physical spaces. The artwork responds to movement in real-time, creating a dynamic network of shared pathways generated by the participants. The digital traces left behind allow you to form bonds with others or choose to disconnect and walk your own path. It is a place where you can seek connection or find the absence of it.

This new artwork features a soundscape created in collaboration with Don Diablo.

https://smoca.org/2023/07/20/roelof-knol/



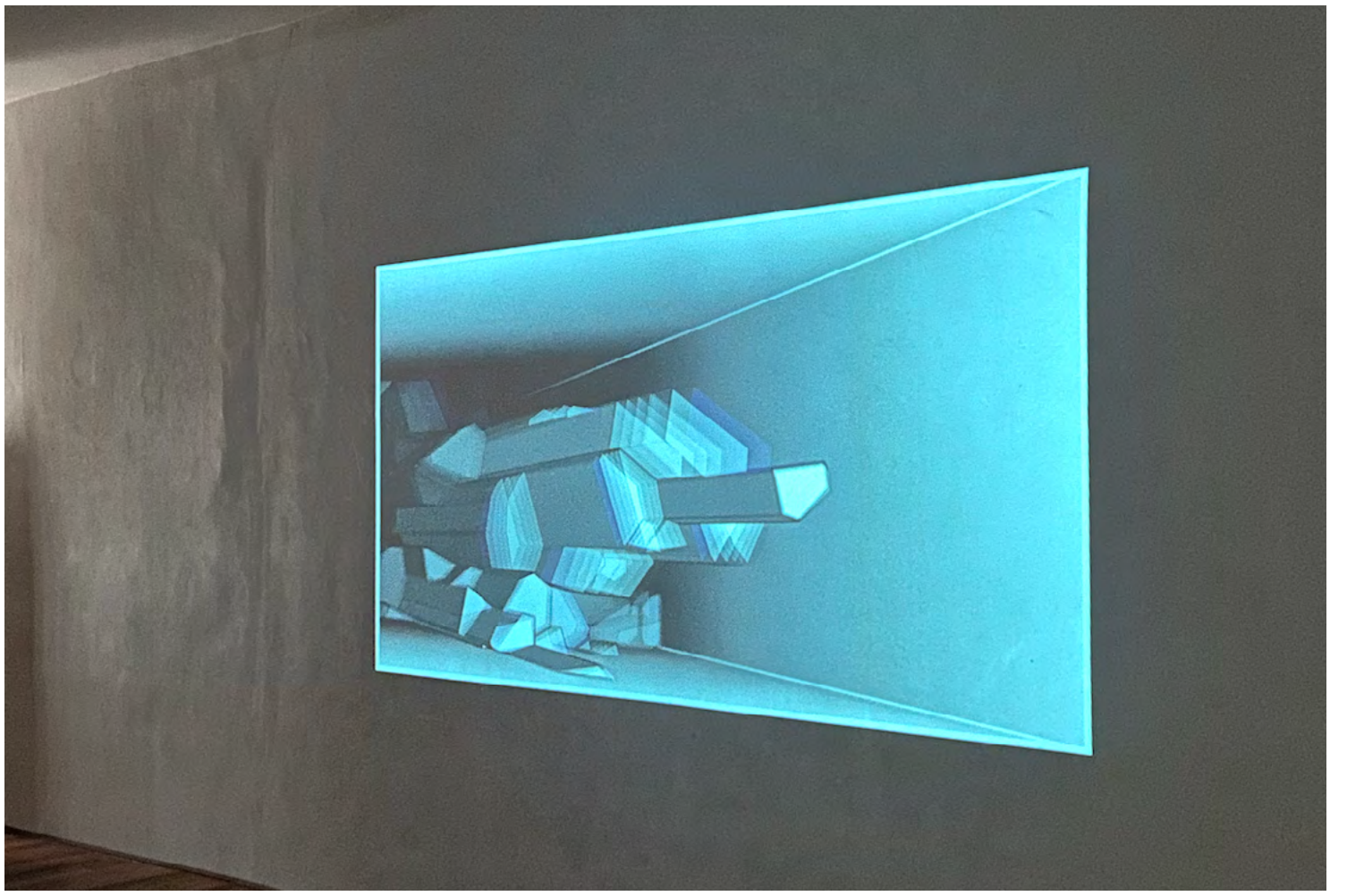


The space in between

The space in between

2024

Verve



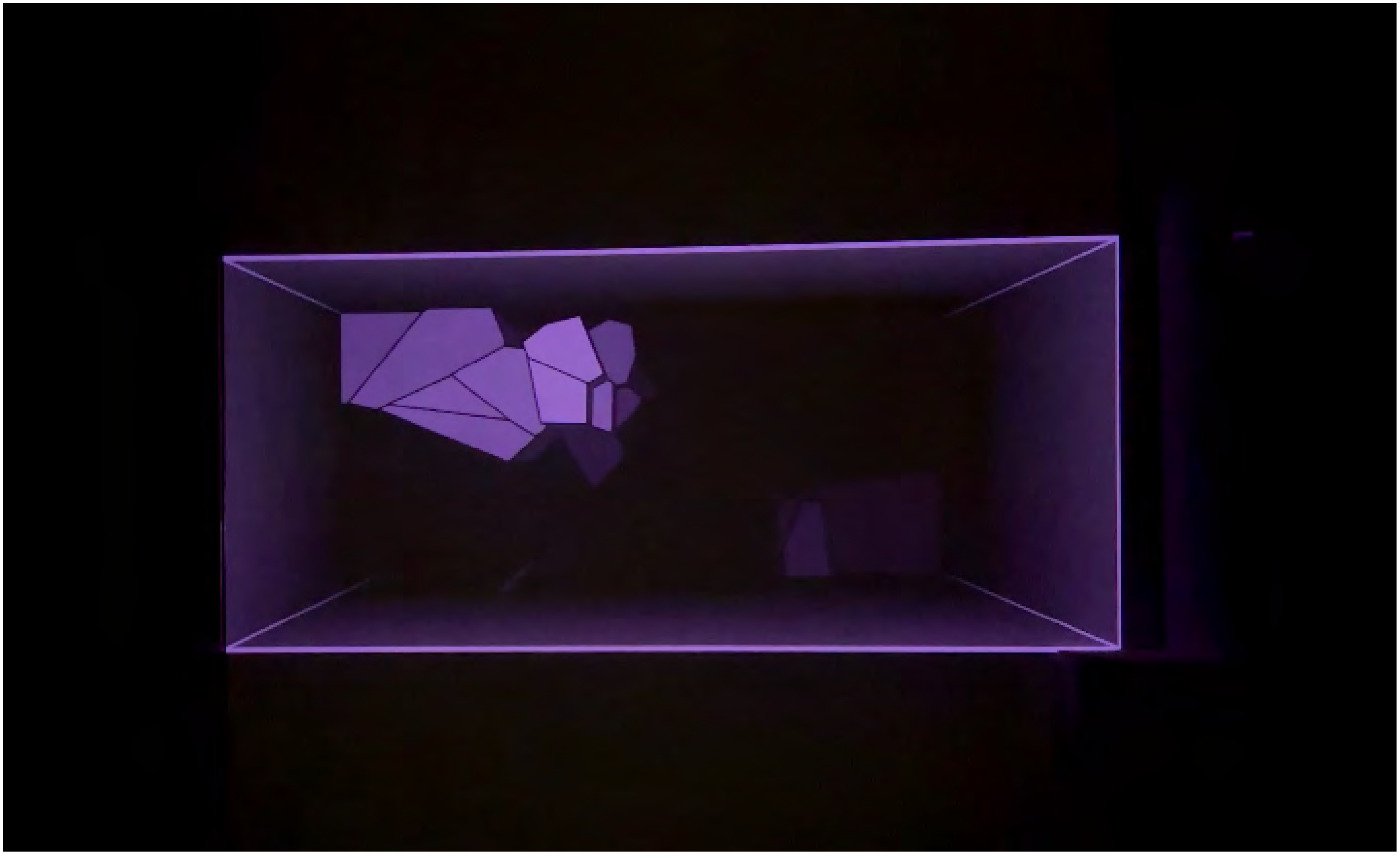
Sound-reactive light projection in a public space.
Sound by: io ola lanko
[Exhibited at Motion Motion festival]

The relational fabric of life is undoubtedly complex, comprised of multiple layers unfolding within the realms of social interactions, cultural contexts, technological developments, and our personal inner states.
Daily, we shape our relationship with the world by engaging with other people in various environments. Even though this process defines us as human, it can sometimes feel alien and unfamiliar. It takes time to get along with it and find the confidence to show up in front of others. New encounters and situations are exciting and require courage to make yourself visible.

Verve is an interactive installation. The seemingly lifeless light projection transforms into a kind of animated entity, playfully reminding us of the vulnerability of being alive while exposing ourselves to the outside gaze.

This friendly light creature inhabits the space, filling it with its radiance and sounds inviting the audience to get to know it, to connect, and to play. Shy and careful at first, it will slowly reveal itself, gently crawling from its shell, responding to the attention of the audience.

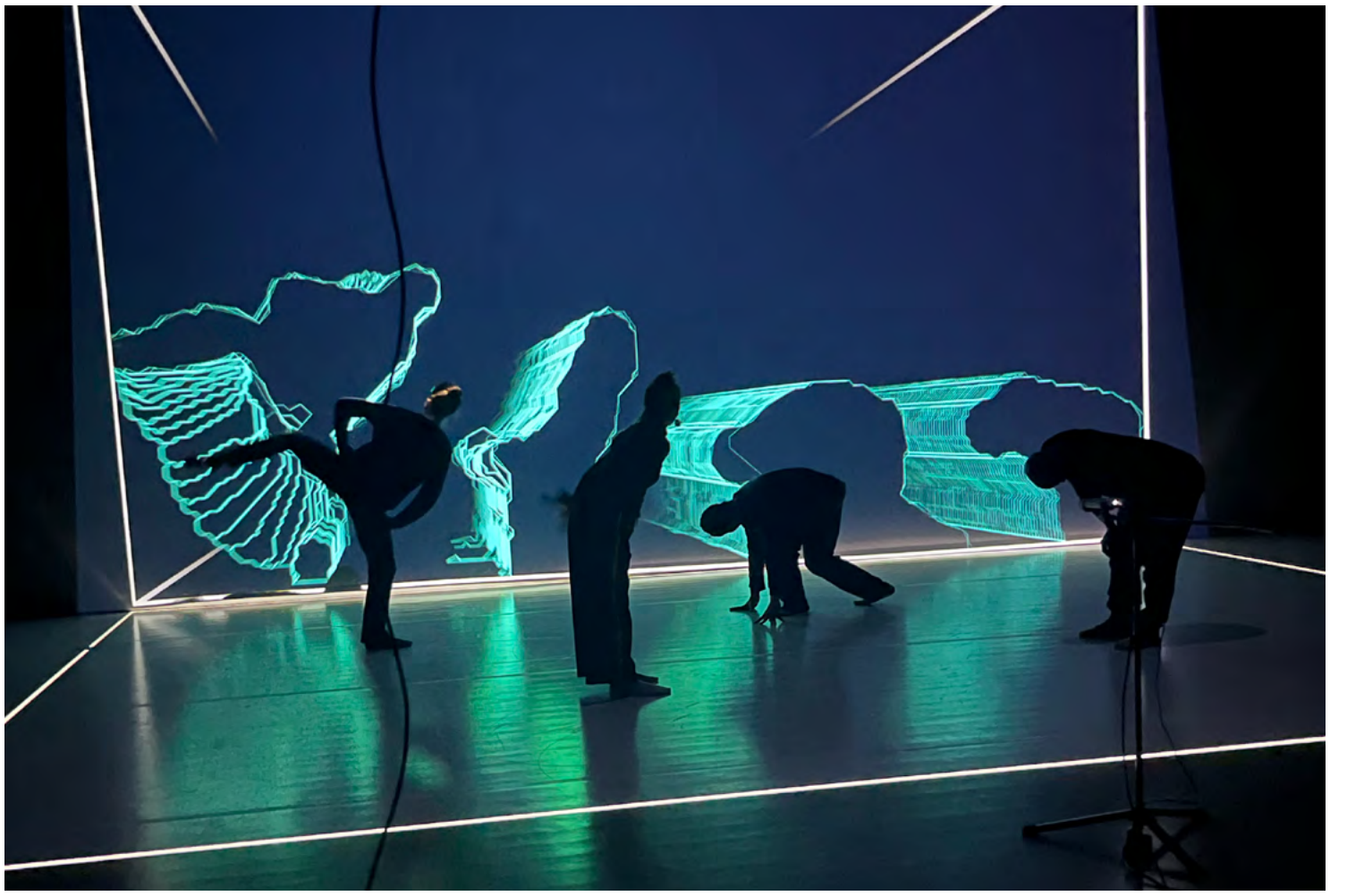
The installation skilfully uses technology to visualise the never-ending tension between the desire to be seen and the fear of being found.



2023

Mould / Movement

Research project collaborating with Anastasija Olescuka [ongoing collaboration]

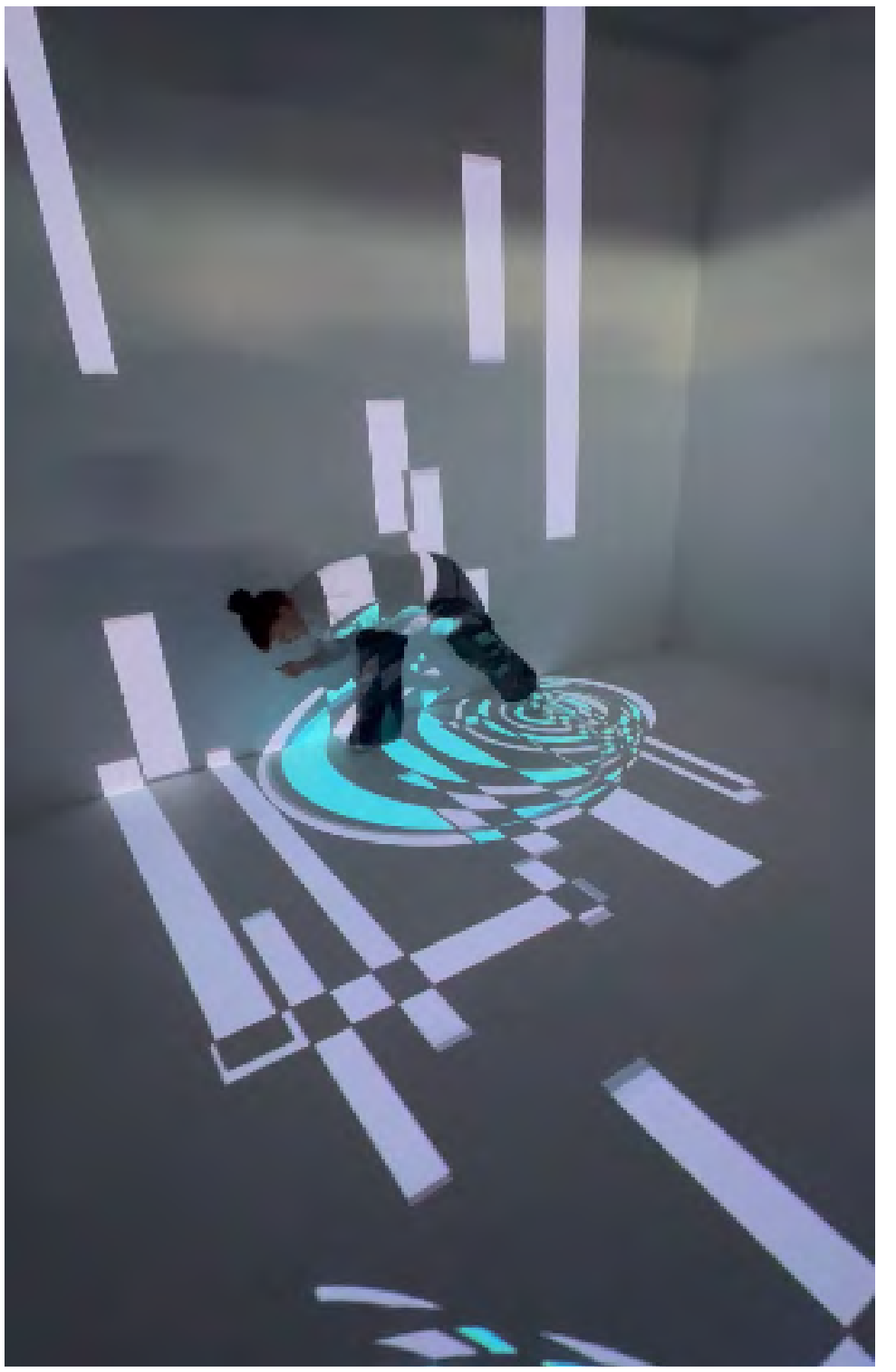


In fall of 2023 I participated in a laboratorium, a project leaded by Anastasija Olescuka, where through combination and interconnection of dance, mycology and cybernetics which studies the topic of moulding our life practices and experiences individually and collectively in order to reshape, relearn and unlearn.

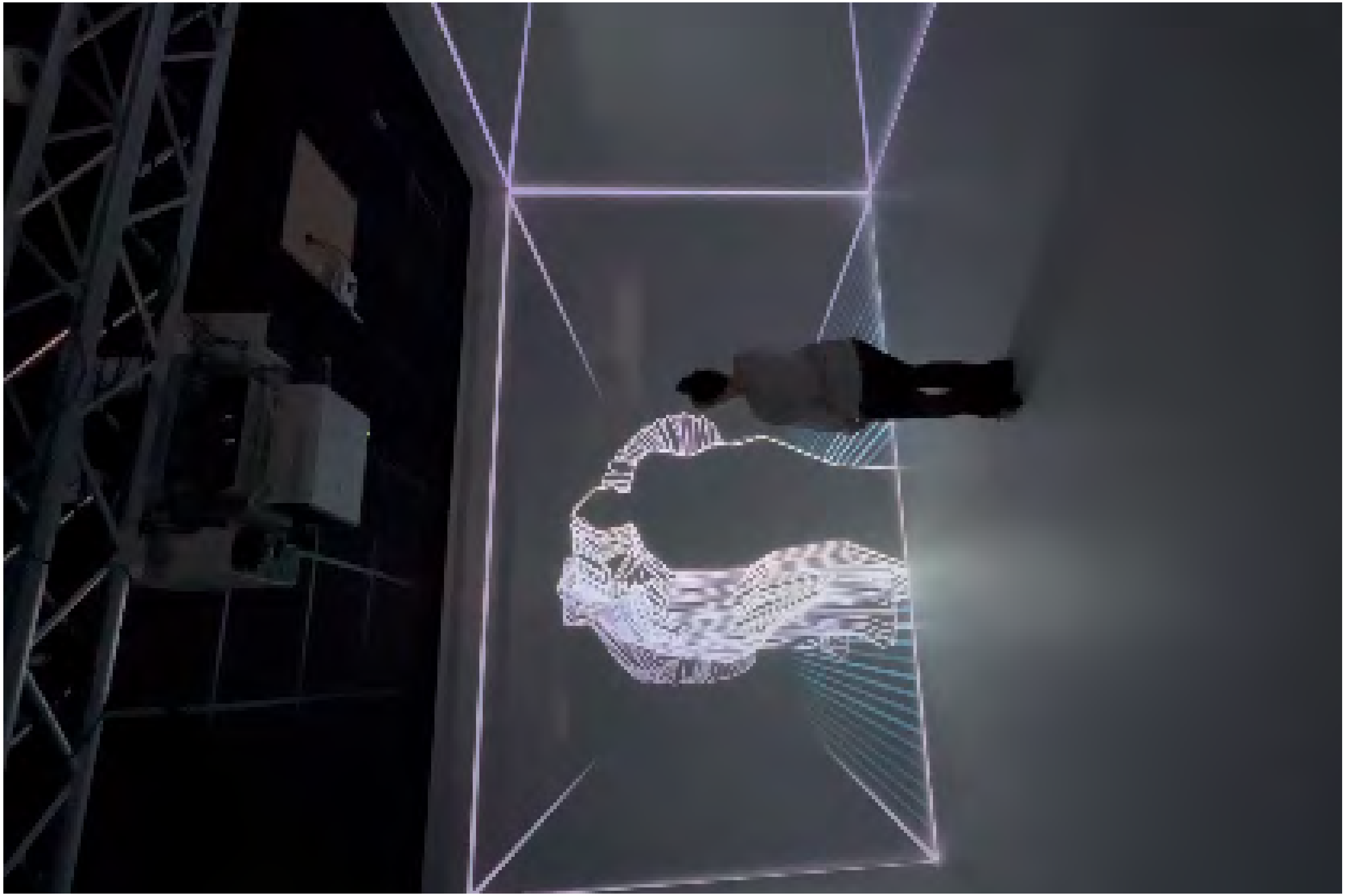
The laboratory involves four dancers with backgrounds in breaking, hip hop, house and popping, scientist mycologist Renee Jung, music producer Turkman Souljah and hopefully you. The laboratory is not a pre-project or research for a specific performance, but a research of a theme and a life form, as well as exploration of possibilities of the artistic material and collaborations between different fields nationally and internationally.

This research looks at unlearning from a perspective of mould - biologically as well as philosophically. By nature, moulds intended purpose is to break down organic materials. Without mould the circle of life would not be complete. Shedding our skin in order to let new skin come out. Breaking down thoughts, body and movements to understand the past and how it affects present and future. Studying this human/nature discourse.

Mould as much as our thoughts and actions can be toxic, hazardous, problematic, and as a general headache, it can warn about danger. On the other hand, it is also an intelligent self-organised organism, also, without mould, no life saving penicillin. Through this human-nature interaction Anastasija sees the possibility to put egocentricity away and listen carefully and learn from another form of intelligence, study it's whys, how's, and where bouts.



Mould / Movement



Mould / Movement

2019

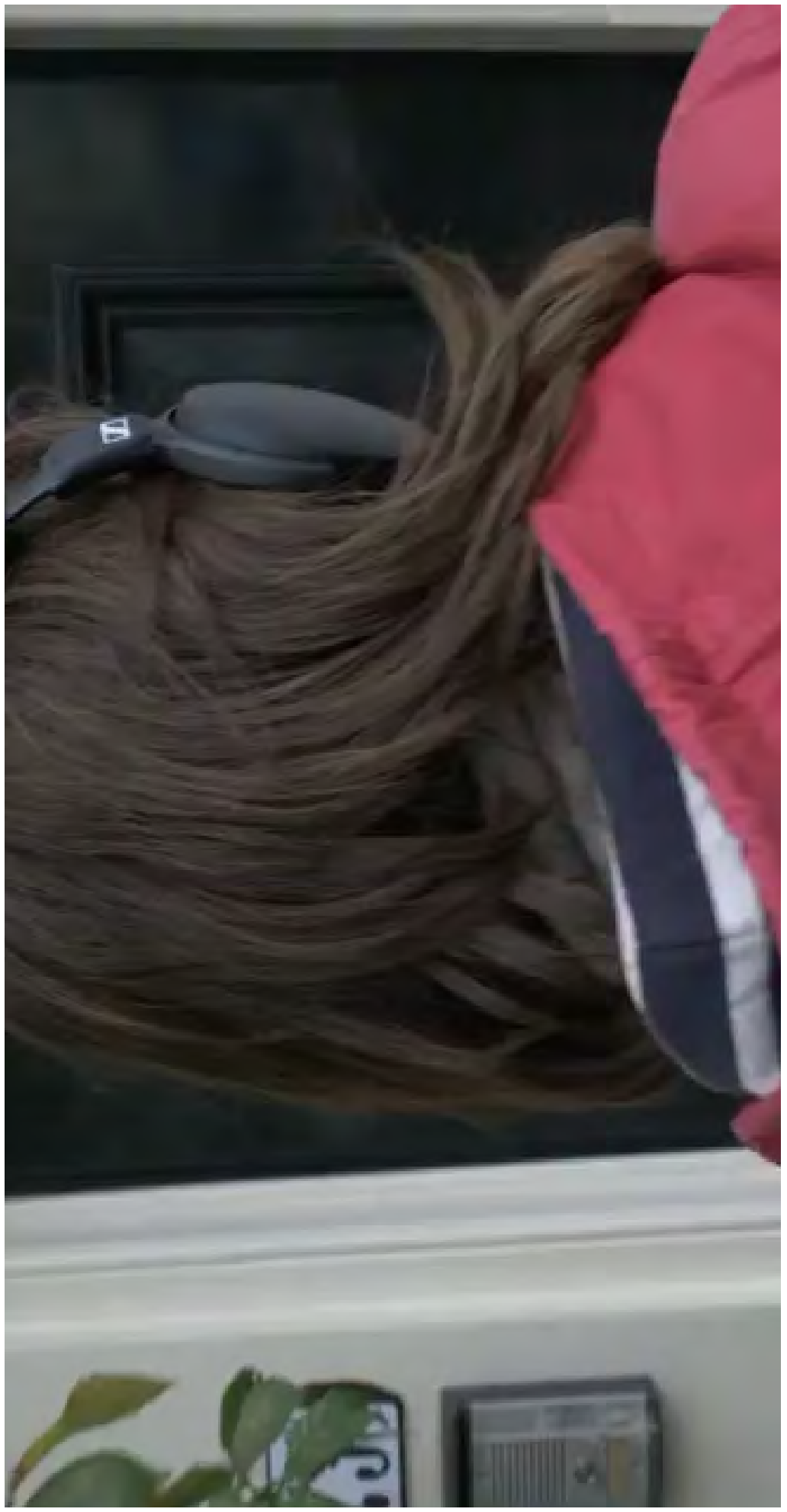
Look inside

Immersive interactive audio tour
[Exhibited at IDFA]

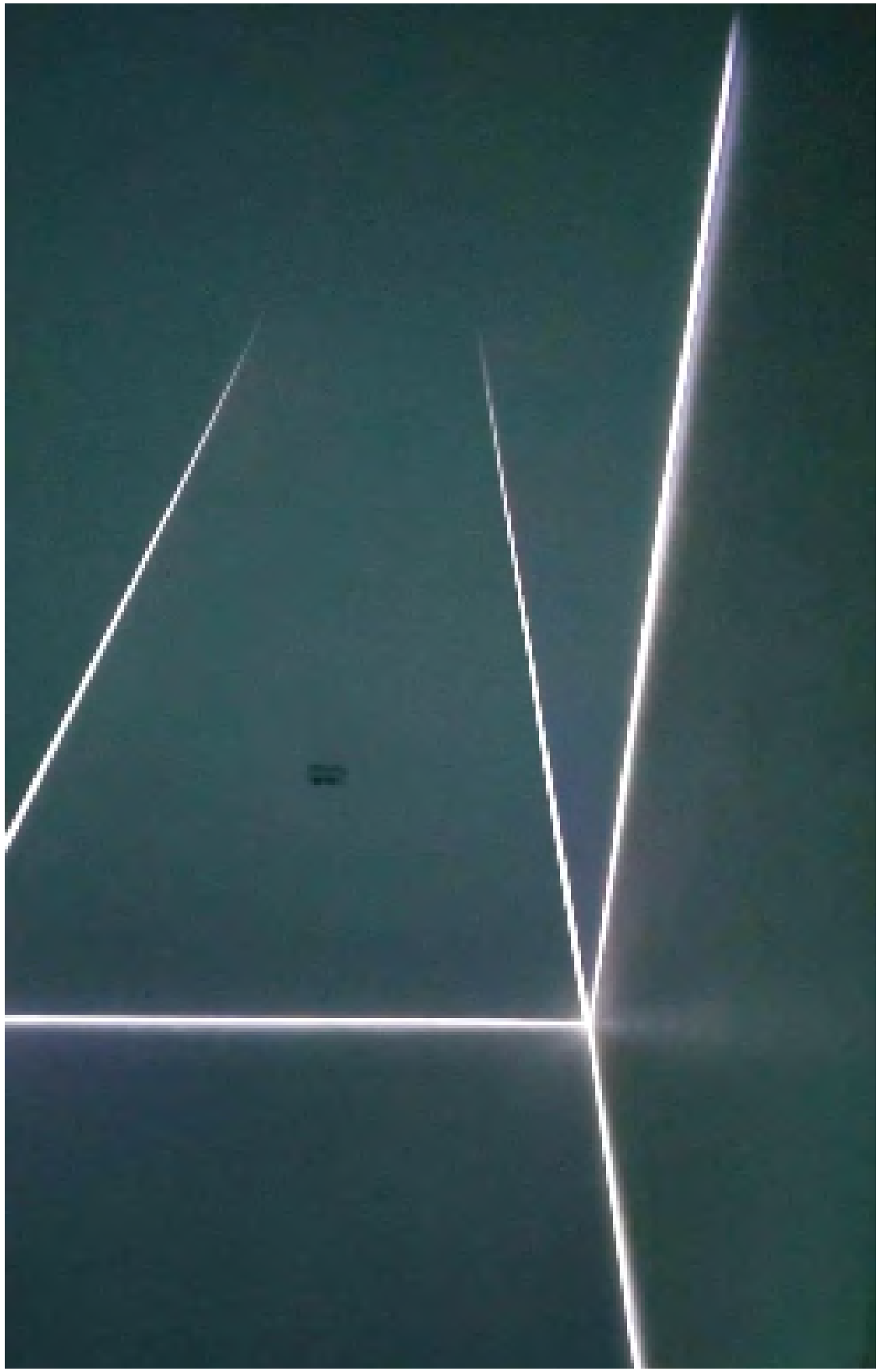
You’re alone as you enter a house—a house belonging to someone you don’t know. Your only guide is the voice coming through a pair of headphones, inviting you to look around. How far do you go?

Look inside is an interactive audio experience - using just a phone and some hidden beacons. You are all alone in a house with just a pair of headphones and a voice guiding you, created by Nadja van de Weide. I was the technical artist, closely helping Nadja van der Weide with all technical aspects/decisions.

https://www.idfa.nl/en/film/7b6a8623-7757-4371-bbea-1ac10ea4fc20/look-inside



Look inside



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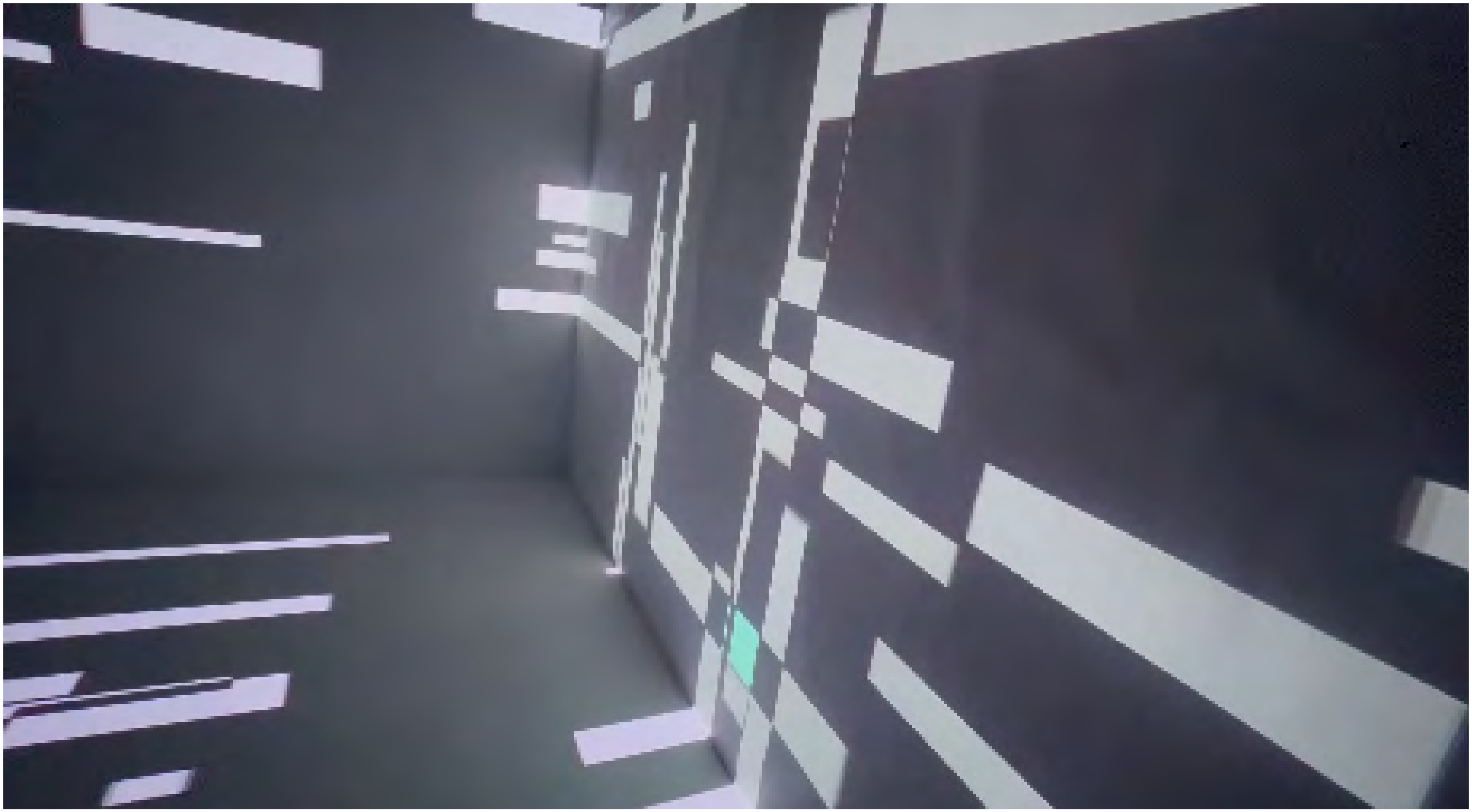

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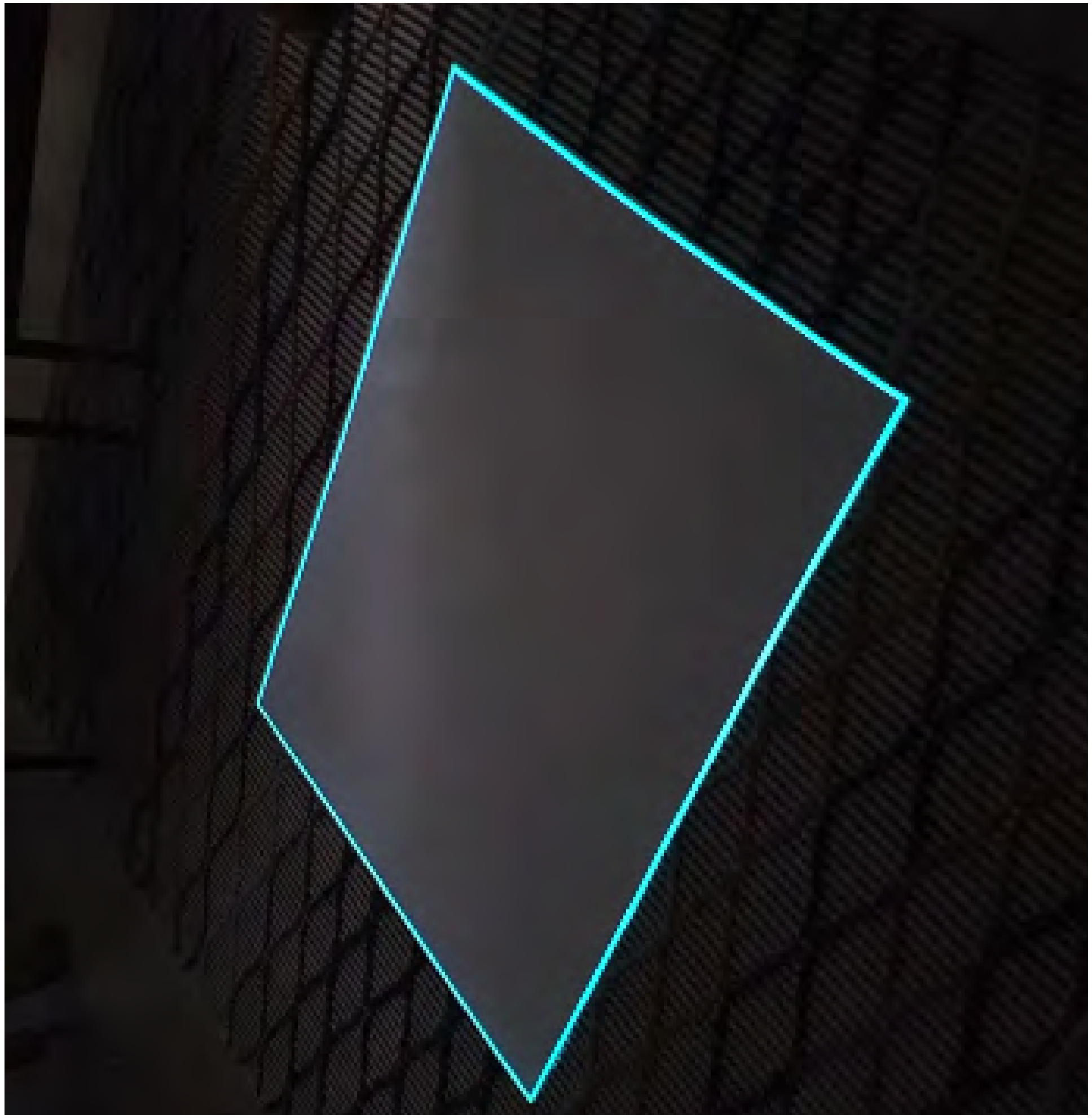

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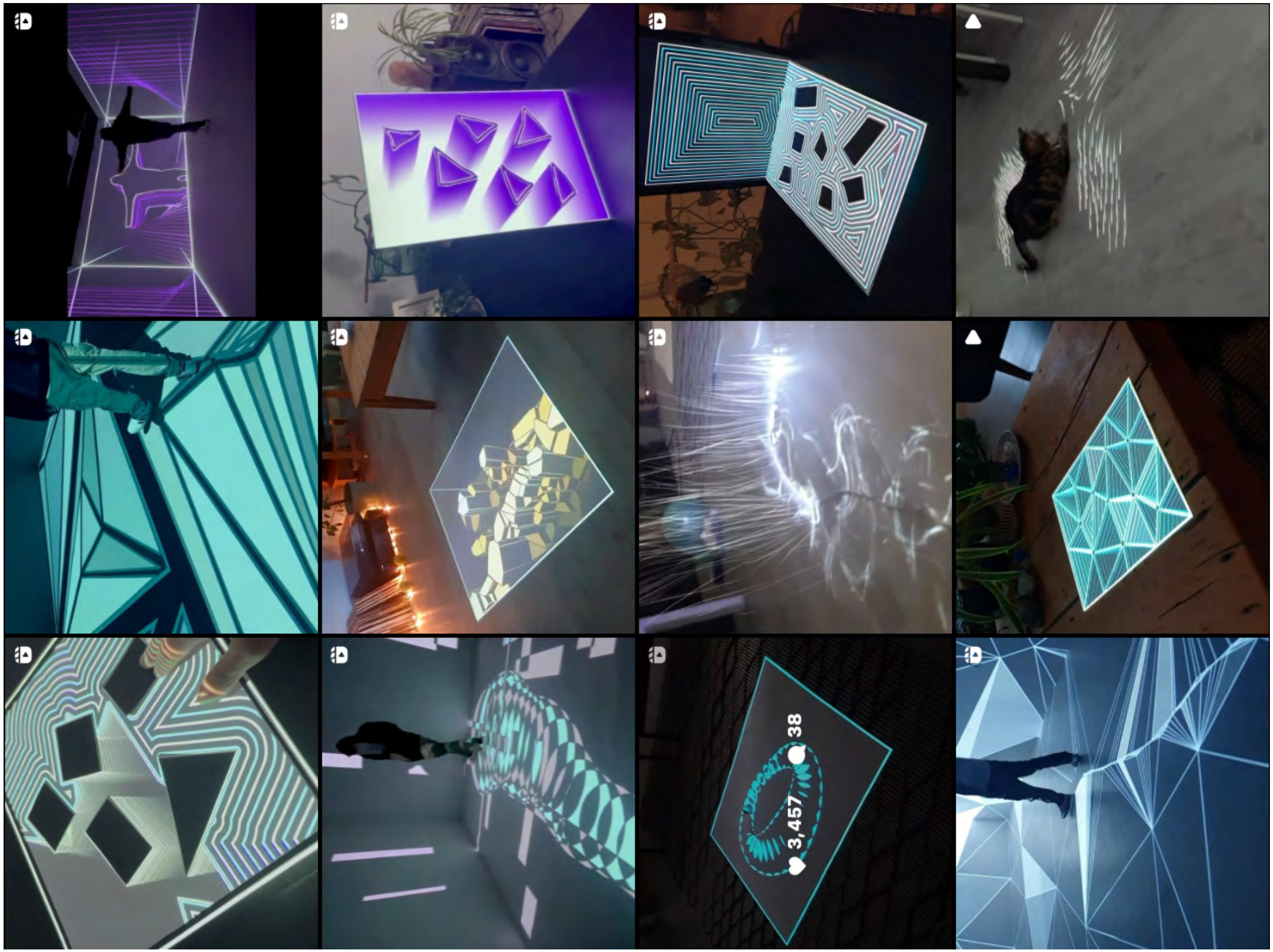
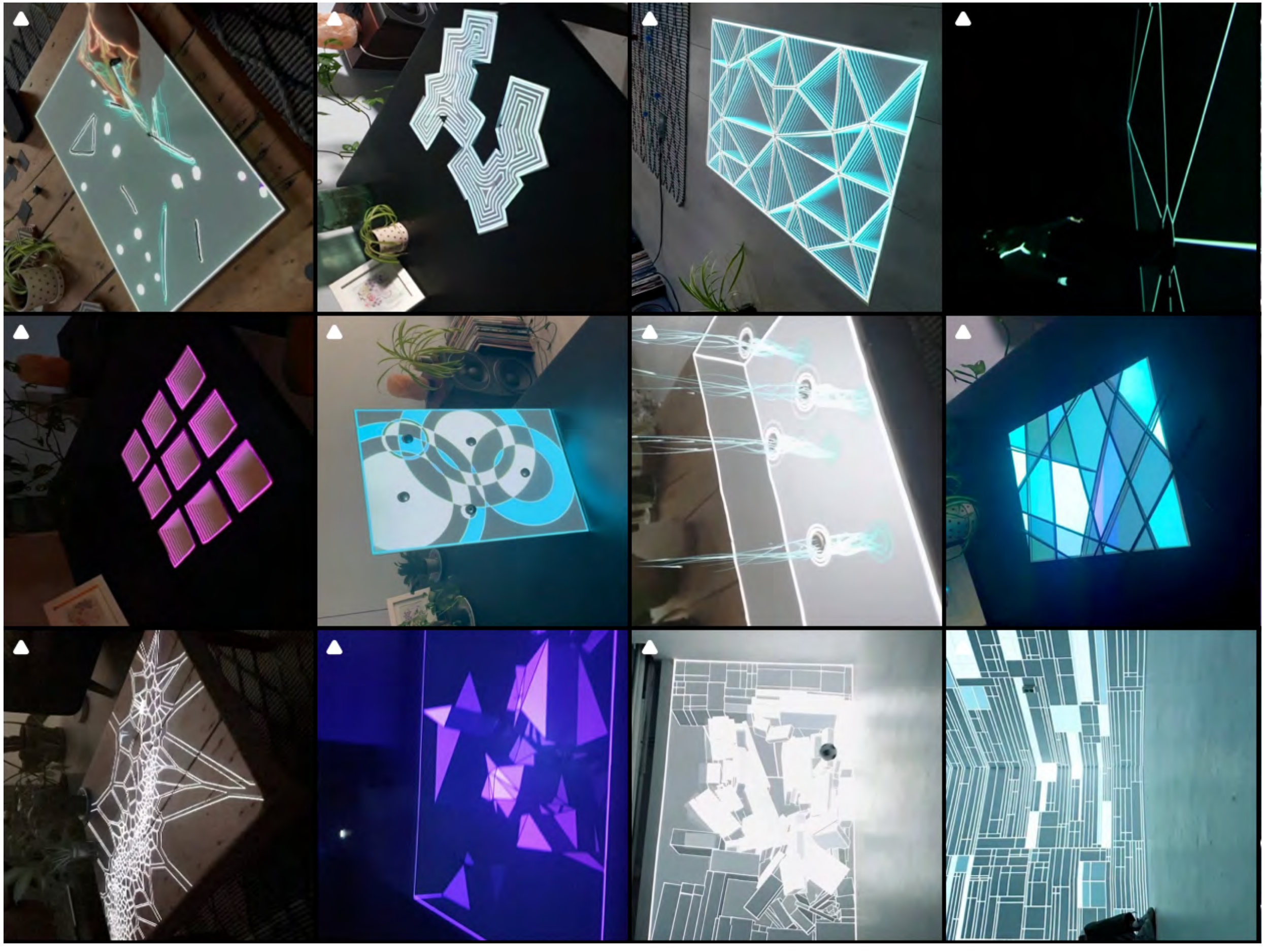


Selected works [https://www.instagram.com/roelofknol]



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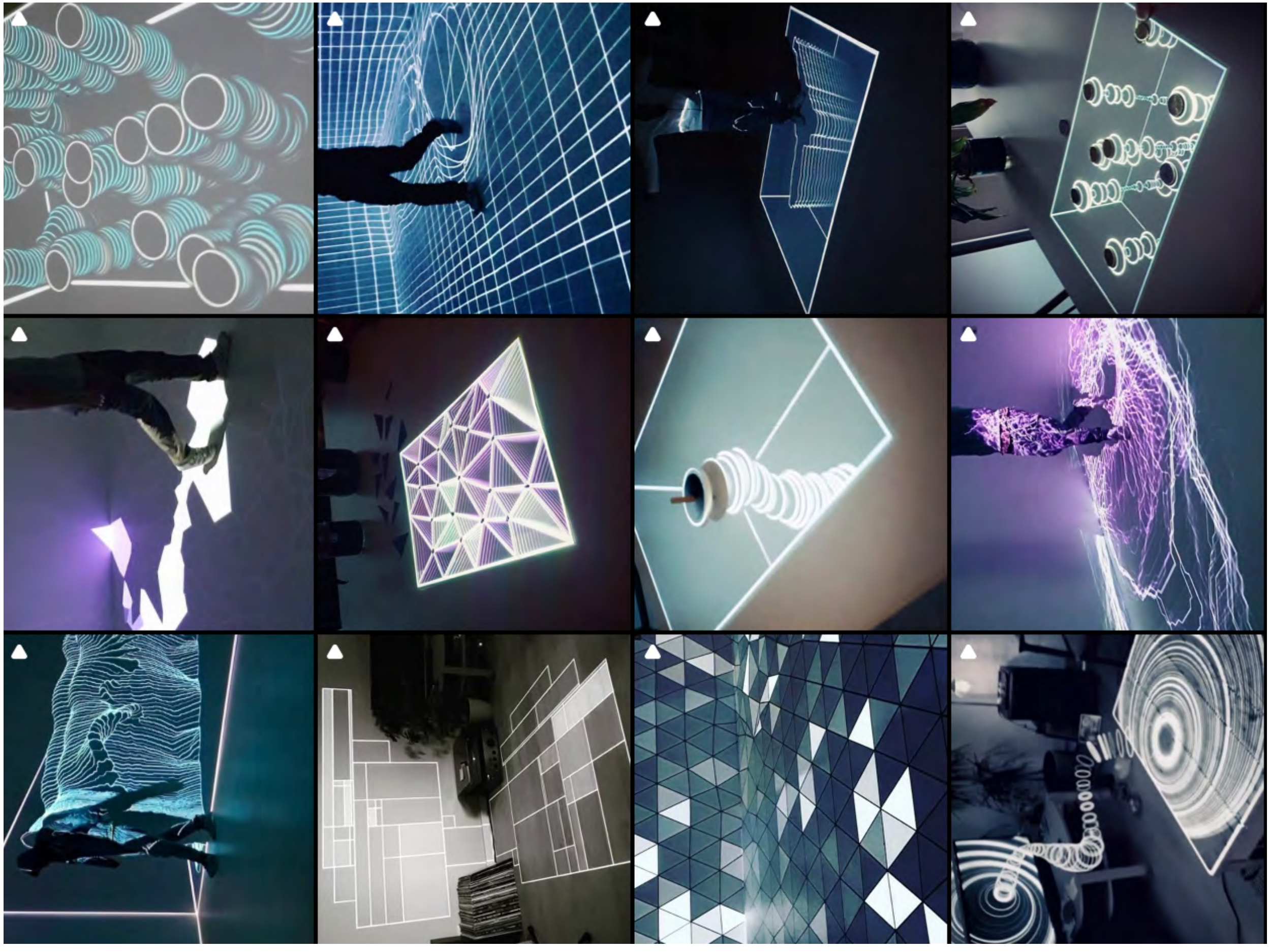

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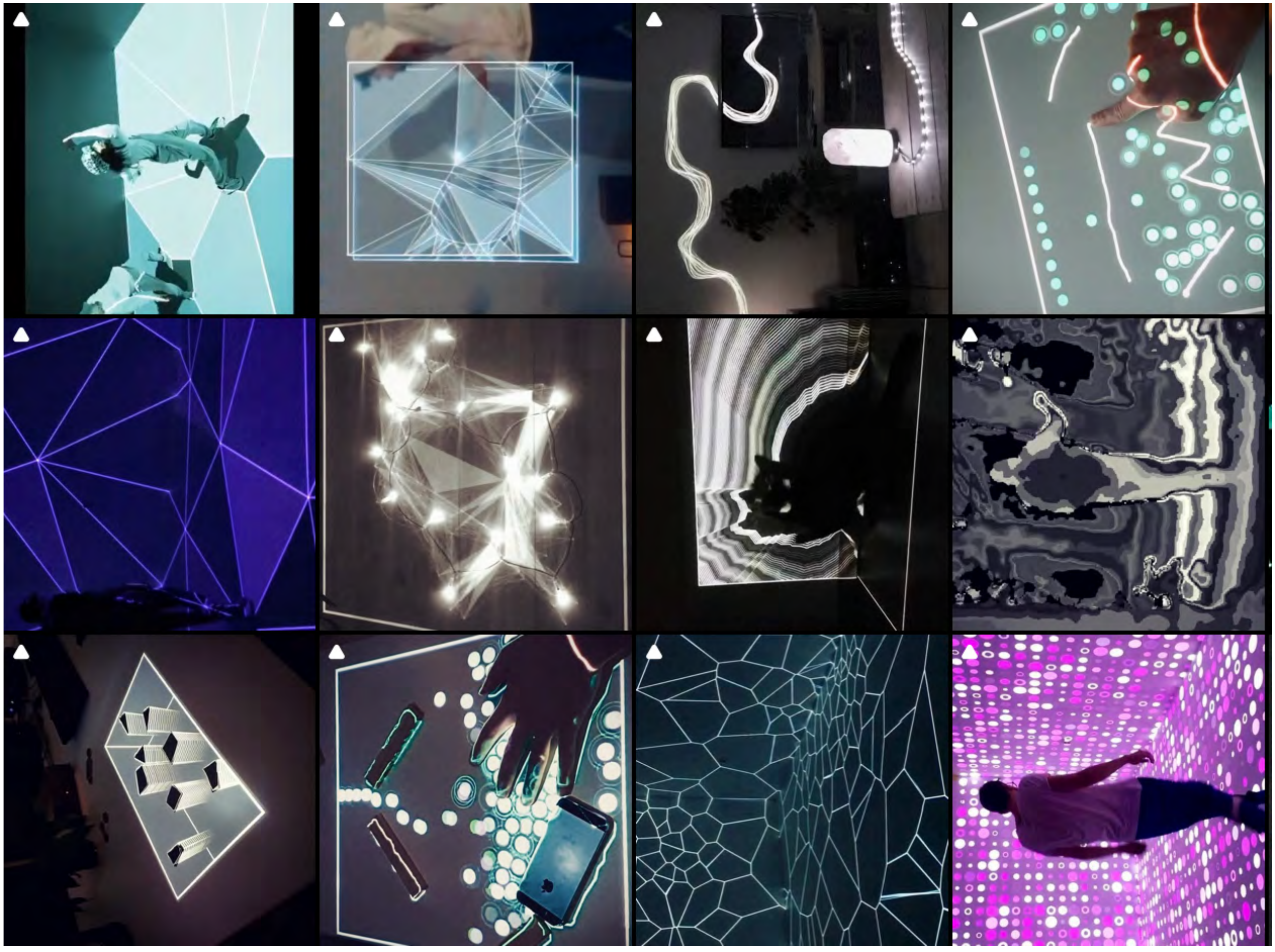

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