



Jasper van den Elshout

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Work experience

Tinker imagineers

2017

Junior audiovisual designer. Conceptualising and executing content for projections / screen displays and museum exhibitions and experiences

(Referentie, Timo van der Horst: 06-43904466)

<http://www.tinker.nl/en/home>

Multimedia artist (freelance)

2009 – now

Designing and implementing innovative projection techniques including holographic video mapping for various theater, music and opera performances. Autonomous interactive video installations for various festivals, events and museums

<http://www.jaspertoeli.com/installations>

Documentairemaker

2016

Van Osch Films in Den Bosch

Director of two short documentaries about the motives of artists commissioned by Omroep Brabant.

(Referentie, Frank van Osch: 06-22668368)

Cameraman/editor (freelance)

2008 – now

Various video productions for, among others, Hasselblad, Stedelijk Museum Amsterdam and Rijkswaterstaat. Registrations of various music and theater events after movies. Production and direction of music videos, training videos and company promos. www.jaspertoeli.com

Videotechnicus

W2 Poppodium in Den Bosch

2009 - 2012

Live concert registration cameraman and director

(Referentie: Ernst Koelman: 06-3690035)

Internships

Eboman in Amsterdam 2012 - 2013

With audiovisual artist Eboman I have researched, designed and produced various multimedia experiences including live sample performances for a new ProRail route and an interactive multimedia show about and for the 800 year anniversary of the municipality of Bergen op Zoom.

(Referentie Jeroen Hof: 06-53675494)

RTV Dordrecht 2009

Camera work and editing of various items for the local news broadcaster

ProPlanet in Den Bosch 2008

ProPlanet is a specialist in data solutions and 3D. I worked as a 3D modeler for Saninet.

Education

Digital Video Design (HBO) 2010 – 2014

Hogeschool voor de Kunsten Utrecht in Hilversum

Experimenting with moving and still images, interaction, hardware, software, analog and digital techniques, sound and music, installation art, video mapping, cross-media magazines, music videos. The most important lesson for me was that the medium, form and technology should serve the story, the creative concept.

(Diploma juni 2014)

Animation & Media Design (MBO)

Koning Willem I College in 's-Hertogenbosch

2005 – 2010

- Fotonica
- 3D animatie
- Mediavision (MBO+) cameraman (diploma juni 2010)

Music Composition & Technology (pre-school)

2009

Hogeschool voor de Kunsten Utrecht in Hilversum

Basic training for more control over music production and musical hearing

Personal Projects

Installations

- **Be The Tree**
Trees exhale the oxygen we breathe and inhale the carbon we emit. Be the Tree highlights this symbiotic relationship between man and nature through an interactive video installation. In exchange for a breath of air against a propeller, the installation projects the users face onto the leafes of a blossoming tree. *[exhibited one month long in the heart of London, part of the Burning Man end ceremony, multiple times at oa Wildeburg, ADE and 3 times at Mysteryland]*
- **DATADOX** 2012
In response to the worship of the internet, I developed an interactive installation that visualizes the over flow of data on the internet in a 'Horn of Abundance' and makes the user aware of getting lost in the information paradox that the global web is know by. For example, it is difficult to find what you are looking for among all the distractions and advertisements, and when you have found what you are looking for, the question remains as to what is true.
[Nominated for HKU Mediale '12 & published in .UNST en Onderwijsdag Magazine]
- **Wood Wide Web**
To make the underground mushroom network that connects all trees in the forest perceptible, I span a huge fluorescent web 2 meters above the ground. Illuminated with ultra violet and laser projection that visualizes the communication flow between the trees. *[Installed at Hortus Amsterdam, Into the Woods, Mandala Festival, Helldorado en Mystic Tribe]*
- **Other study projects:**
[Heraclitus' River](#) *[EYE filmmuseum, Burningman Decompression]*
[Hortus Symbiosus](#) *[Lievensberg Hospital]*

Scenography

- Bang-Up Opera - **La Bohème** (België) 2014/2016
- Creating and animating contemporary Paris for their Banksy interpretation of Pucinni's opera La Bohème. By means of two short throw projectors and a giant theater mesh I managed to bring the Bohemian fantasies to life in a magical way
. <http://www.jaspertoeli.com/la-boheme>
- Don Quichotte Produkties - **Gilles** 2015
- Holographic projection for the spoken 1-man opera. In addition to perfecting the technology, I also animated, filmed, acted and edited all video content represeting his only counterplayer.
www.facebook.com/Gilles
- Rowdey Pelgrim - **Richard V.** for Theaterfestival Boulevard 2013
- Projection mapping of AIVD office and interactive live feed. I also made the poster and teaser.
- Lakshmi – **ADEM** 2018
For the theater tour of the rising pop star Lakshmi, I designed a matching window for each song and brought it to life through holographic projection. For example, so that she could write in the condensation or smash the glass