

## **Artist statement Udo Prinsen · art, animation, mixed media.**

### **· Activating all your senses combining visual and music ·**

When visuals and music come together, you can unleash all the senses. I use a combination of these sensory powers to make you feel film, photography, art and science. My art can be smooth and polished as well as raw and edgy. In the contrast we find beauty.

I am a visual artist and like to develop and direct independent and commissioned film, animation and mixed-media projects. Recently, I created visuals for several theater performances by Dominic Seldis in the Netherlands, Quinsin Nachoff in Canada/USA and the Flehite Museum in Amersfoort. My autonomous films are included in the Short Film Pool collection of the Eye Film Museum, Amsterdam.

My work is often accompanied by contemporary music. Music crosses all boundaries, including those of time. I am fascinated by time and like to play with it through concepts in music, nature, culture and science.

### **· Animation ·**

I have a background in traditionally drawn animation films. My original interest in cartoons and character animation is an important part of my work. A character study within a story structure is often the base for a concept.

More recently, I have been working with more abstract dynamics and rhythm as a means to convey an emotive message, creating so-called reactive animations. I created immersive visuals driven by scientific data and music for theatrical release and The Hague Highlights light festival.

### **· Artistic flow ·**

A discovery sets a new concept in motion. In the following research and design process, the variation that animation has to offer is the starting point for both playful and dramatic works that can continue make an impact long after production. The artistic process can lead to linear film with a story from A to Z, but also a photo series, art book, installation, public performance or album covers.

My working method is personal, I loves to collaborate with other artists, scientists and a variety of clients in experiments, pushing boundaries, playing, discovering something new. The ultimate goal is to capture and preserve people's experiences and stories.

### **· Two important activities that illustrate my thinking and making process ·**

#### **· Long exposure photography ·**

During the SEESNL expedition to Spitsbergen (2015), scientists were comparing scientific data over time. I took part as an artist in residence using extreme long exposure photography to depict this motion in time, capturing the sun's tracks above the landscape.

This photography project eventually brought me back to the realms of animation. The analogue images were digitally processed into visuals to accompany the music performance *Shapes of Time* and proved an inspiration and impulse for new art/science projects.

#### **· Musical experiments ·**

Music is always a noticeable factor in my work. I started making very short music films during the COVID period to stay in touch with musician friends. This lead to the founding of Mini Music Movies in which I focus on experimental research with musicians. Short prove of concept experiments lay the foundation for further Research & Development projects on the crossroads of art, music and science.

In the project *Conducting Colours*, for example, I look at the work of conductors and how this can lead to a dynamic visual spectrum. We learn that music is timeless as both the works of Bach, Brahms, Mahler or Mozart can come to life, as well as present day compositions by contemporary composers. This project is now in development and has potential to reach a large audience.