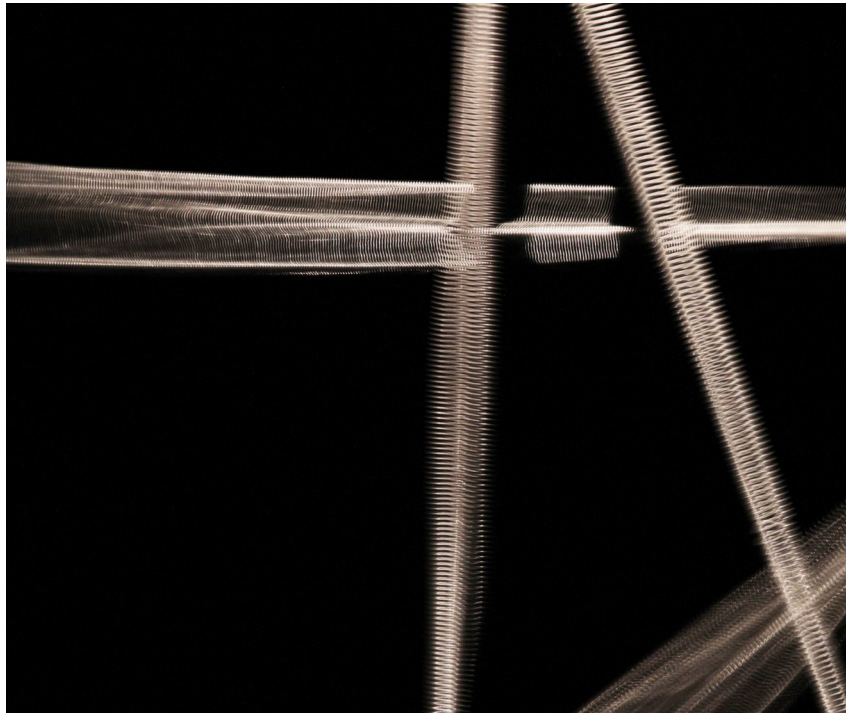


PETER VAN HAAFTEN
PORTFOLIO

Coil Cascade (2018, in progress)

Performance for springs.

<http://petervanhaaften.com/music/coil-cascade/>



Spiel (2017) // Ars Electronica 2018, Sight & Sound Festival 2017.

An in-situ performance for prepared mouth.

<http://petervanhaaften.com/music/spiel/>



Aquaphoneia (2016) // Ars Electronica 2016, Biennale Nemo 2017-2018.
An alchemical installation centred around the poiesis of time and the transmutation of voice into water.
<http://petervanhaaften.com/installation/aquaphoneia/>



W.U.R.M.: Escape from a Dying Star (2015) // Japan Media Arts Festival 2016, A.M.A.Z.E. 2017, CultureHub (La MaMa) 2017.
Real-time co-operative space survival with wearable electronics and procedural music and visuals.
<http://petervanhaaften.com/installation/wurm/>



Process & Control (2015) // FILE Hypersonica 2016, Monaco Electroacoustique 2015.
Improvised live electronics with algorithmic processes.
<http://petervanhaaften.com/music/process%26control/>

peter van haaften
process & control



bordille-records
br004

PETER VAN HAAFTEN

Artist / Researcher, *Topological Media Lab*.
www.petervanhaaften.com

EDUCATION

2016-2018 (*diploma to be received in January 2019.*)

Université de Montréal

- Maîtrise en Musique Composition et création sonore (supervisor Nicolas Bernier.)

2011-2014

Concordia University

- BFA in Electroacoustic Studies (with Distinction.)

2004-2008

Carleton University

- Bachelor's in Political Science, minor in Sociology.

PROFESSIONAL ASSOCIATIONS

2015- **Topological Media Lab** (Concordia University)

- Associate researcher.

2016- **Laboratoire Son / Matière** (Université de Montréal)

- Affiliate researcher.

2017- **Concordia University**

- Visiting artist and researcher.

2016- **Speculative Life / Milieux Institute** (Concordia University)

- Affiliate researcher.

2017- **CIRMMT** (McGill University)

- Student member.

2018- **Hexagram**

- Student member.

RECORDED WORK

2015 **Process & Control** (**Bordille Records**)

<https://bordille-records.bandcamp.com/album/process-control>

INTERACTIVE ART (selected)

2018 **Coil Cascade**

<http://petervanhaaften.com/music/coil-cascade/>

- Creative direction, composition, sound, interactive design, electronics.

2017 **Spiel**

<http://petervanhaaften.com/music/spiel/>

- Creative direction, composition, sound, interactive design, electronics.

2016 **Aquaphoneia**

<http://petervanhaaften.com/installation/aquaphoneia/>

- Sound design, electronics and programming.

2015 **W.U.R.M.: Escape from a Dying Star**

<http://www.escapefromadyingstar.com>

- Procedural music and interactive sound (in Pure Data).

2014 **Erin Gee: Swarming Emotional Pianos.**

<http://www.eringee.net/works/swarming-emotional-pianos.html>

- Algorithmic performing/composing instrument in Max/MSP.

PUBLIC PRESENTATIONS (selected)

- 2018 October 18/20
Akousma, Montréal
- *Spiel* performance across two nights of Akousma festival.
- 2018 September 6-10
Ars Electronica, Linz
- *Spiel* five-day performance at Ars Electronica as part of the exhibition *Error: The Art of Imperfection*.
- 2017-2018 December 9 – March 4
Biennale Némó, Paris
- *Aquaphoneia* three month exhibition at 104 Centquatre.
- 2017 October 6
Leonardo 50th anniversary, Montreal
- *Spiel* performance as part of Concordia Leonardo 50th anniversary celebrations.
- 2017 September 29/30
Sight & Sound, Montreal
- *Spiel* premiere at annual digital art festival hosted by Eastern Bloc.
- 2016 September 8-12
Ars Electronica, Linz
- *Aquaphoneia* exhibition as part of the *Alchemists of Our Time* exhibition.
- 2016 July 1 – August 31
FILE Festival, Sao Paulo
- *Process & Control* and *E.L.A.P.S.* included as a part of FILE Hipersônica.
- 2016 May 7
CultureHub / La MaMa, NYC
- *W.U.R.M.: Escape from a Dying Star* exhibition.
- 2016 April 20-23
A MAZE, Berlin
- *W.U.R.M.: Escape from a Dying Star* exhibition.
- 2015 October 28
Eastern Bloc, Montreal
- *W.U.R.M.: Escape from a Dying Star* exhibition.
- 2015 May 29
Académie Rainier III, Monaco
- Live performance of *E.L.A.P.S.* at the 2015 Monaco Electroacoustique.
- 2014 May 22
New Adventures in Sound Art, Toronto
- “Newton 09: a tale of space-age salvation!”

RESIDENCIES

- 2017 December 14-19
École nationale de cirque, Montreal
- Research in gesture-sound for circus arts, with performer Naël Jammal.
- 2016 May 1-8
CultureHub / La MaMa, NYC
- Procedural music and sound for *W.U.R.M.: Escape from a Dying Star*.
- 2015 June – August
Critical Hit (TAG/Hexagram)
- Sound and music over 10 weeks across three experimental games.

AWARDS

- 2018 **Hexagram Student Project Grant**
 - For *Coil Cascade* production
- 2016 **SSHRC Bursary (through Topological Media Lab)**
 - Awarded as part of TML's SSHRC Insight Grant: *Arts and Ideas in Motion*.
- 2015 **A MAZE Awards**
 - Nomination with *W.U.R.M.: Escape from a Dying Star*.
- 2015 **19th Japan Media Arts Festival**
 - Jury Selection Award for *W.U.R.M.: Escape from a Dying Star*.
- 2015 **Buscher-Fraser Scholarship, Edinburgh University**
 - Declined due to issues in accessing European tuition rates.
- 2014 **Houston Comedy Festival**
 - Nomination – Best Music, *The Golden Ticket* (as producer and engineer).

TEACHING

- 2018 February 3 and 10
Concordia University and CESSA.
 - Workshop series on gesture acquisition, analysis, and mapping in Max/MSP.
- 2017 April 25
Concordia University and CESSA.
 - Workshop on contact microphone building for gesture analysis.
- 2017 May 13 and 20.
Eastern Bloc, Montreal
 - Workshop on “Algorithmic Composition in Pure Data”
- 2016 March 5, 12, 19
Eastern Bloc, Montreal
 - Workshop series on “Algorithmic Composition with Puredata and Raspberry Pi”
- 2015 September 28
Guest Lecture in Electroacoustic Composition Seminar (Ricard Dal Farra, Concordia)
 - “Electroacoustic Composition with Algorithmic Systems”
- 2014 November 22
Eastern Bloc, Montreal
 - Workshop on “Algorithmic Composition in Pure Data”
- 2013 August 25
Objet Sonore, Montreal
 - “Live Electronics and Algorithmic Composition”.