

# Christen Bach

Work documentation Febr. 2021

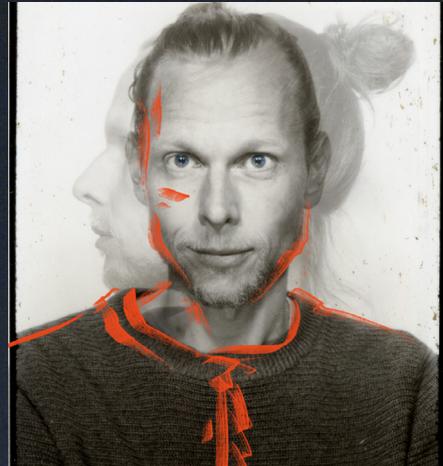
(Selection)

## CHRISTEN BACH RESUME - JANUARY 2021

Christen Bach (b. 1978) is a Danish animation director & audio visual artist currently living in Berlin, Germany.

He started his career as a commercial Art Director but cut over into the moving image industry in 2001. He is working as an animation director and VFX-supervisor both commercially and in conjunction with his personal art and animation projects.

His personal work mainly focuses on human relations – often told through experimental or stylistic visuals – using the absurd or the surreal to highlight the emotional content and to put the reality of the themes into perspective. Bach's artisanship elegantly crosshatches traditional craft and new digital technologies such as Virtual Reality - oftentimes combined in conceptual tableaux or mixed media animation.



He has been exhibiting his work at the Guggenheim museums in New York, Bilbao, Berlin and Venice as a part of the Youtube/play. Furthermore his projects/works has been featured in hundreds of festivals and galleries around the world alongside artists like Takashi Murikami, Jeff Koons, Yoko Ono, Friends Like You & Kaws...

In 2012 he was rewarded with the Danish Animation Guild's "Talent of the year" at the Danish Animation Awards for his work on the Animation Tag Attack.

Commercially he has been working as designer, animator and compositor on Studio Rosto AD's "Jona/Tomberry" (winner of Semaine de la Critique, Cannes 2005). He has been the VFX supervisor and lead compositor on several features, shorts and commercials (both animated and live action) - like Anders Morgenthaler's feature; "I am here" aka "The 11th Hour" starring Kim Basinger.

### Awards (selection)

#### Talent of the Year

2012 Danish Animation Awards

#### Pitch award: Annect intl. Film Festival Award

– Goodbye Good Heart

2019 Ninoko Universe Accelerator, Viborg, Denmark

#### The Golden Mikeldi for best Animation

2012 Zinebi Int'l film festival, Bilbao

#### Winner of the Guggenheim Biennale

2010 Youtube/Play @ Solomon R. Guggenheim Museum, New York; Peggy Guggenheim Collection, Venice, Italy; Guggenheim Museum, Bilbao, Spain; Deutsche Guggenheim, Berlin, Germany

#### Tokyo Anime Award

2013 Tokyo Anime Fair

### Notable Projects (selection)

• 2010 : **Bear Untitled**, writer/director - (winner of the Guggenheim Biennale, youtube/play)  
RocknRoll Animation / Short - 37 Festivals and 23 exhibitions.

• 2012 : Initiator/Curator & Director of **The Animation Tag Attack** (winner of the ANIS Talent award)  
RocknRoll Animation / Short - 100+ Festivals

• 2012 : VFX supervisor on Anders Morgenthaler's **"I am here"** (Feature film starring Kim Basinger)  
Zentropa, One Two Films / Kino

• 2005 : Compositor/animator/designer on RostoAD's, **Jona/Tomberry** ( winner of Canal+ Grand prix, Cannes)  
Rocketta Film, Studio RostoAD / Kurzfilm

## Education

2019 : Ninoko Universe Accelerator - Residency Viborg  
2014 : Berlinale Talent Campus  
2002-2005: Major in animation at Odense College of Fashion, Arts and Design (w. honours)  
2003-2004: 6 months intensive course in 3d Studio Max at Aarhus University  
1999-2002: Apprentice as ArtDirector at B10-marketing

## Div

2012-2016: Researcher and digital art expert on the French TV art program; L'oeil de Links, Canal+

## Filmography (Writer/Director) - selection

2019-?: Goodbye Good Heart (RnR Animation) - Feature Film Development  
2017-?: No Budget Animation - Youtube series  
2017-?: Upp&Ner (Snowcloud Films) - Feature Film Development  
2013: Deborah - Animated Short  
2009-2012: The Animation Tag Attack – Animated Short  
2011: Intel Visual Life: the RnR Animator – Biography  
2011: 10 past 911 – Animated Short (Canal+)  
2010: Bear Untitled D.O. Edit – Animated Short  
2009: Interview with Johnny Velour – Liveaction/CGI short  
2006: Christen Bach's Spiders – Animated Series for TV (Danmarks Radio)  
2004: Wearing a bigger body – Animated promo clip  
2004: Worktitle:Blind: – CG-animated short  
2003: "A day in-tolerance" – short for MTV

*+ a wide range of commercials, viral spots, music videos, tv-intros, graphics, Illustrations etc.*

## Filmography (VFX supervisor / Composer) - selection

2016: Jacob Bak Ley's "Den Magiske Juleæske" – Copenhagen Bombay (Comp. - Feature)  
2013: Anders Morgenthaler's "The 11th Hour" – Zentropa/One Two Films (VFX-sup. - Feature)  
2012: Der Kleine Raabe Socke - Pixomondo Berlin (Comp. - Feature)  
2011: Karla von Bengtson's "Tigers and Tattoos" – Copenhagen Bombay (Lead comp. - Feature)  
2010: Helena Frank's "Heavy Heads" (Lead comp. - Short)  
2009: Anders Morgenthaler's "Æblet & Ormen" – Copenhagen Bombay (Lead comp. - Feature)  
2008: Cav Bøgelund's "For Stor" – the Danish National Filmschool (Lead comp.- Short)  
2006: Cav Bøgelund's "Lucky Strike" – the Danish National Filmschool (Lead comp. - Short)  
2004: Rosto's "Jona/Tomberry"; Studio RostoAD (Comp./anim./design - Short)

*+ a wide range of commercials, viral spots, music videos, tv-intros, graphics, Illustrations etc.*

## Festivals

2012-2015: The Animation Tag Attack - Participated in 100+ festivals and 16 exhibitions.  
2010-2012: Bear Untitled, 2010 - Participated in 37 festivals and 23 exhibitions.

## Jury

Odense International Film Festival (2013 & 2019), YOUKI jugendfilmfestival (2014), Tisfest (2013), Content Award Vienna (2013), Frederiksstad Animation Festival (2012), Cut&Paste Berlin(2012)

## Lectures (Selection - 2010-?)

2012-?: My Greatest Failures – or how I based my career on experiments and other peoples work.  
2018: Creative Development - with the focus on forms and sketches  
2015-?: After Effects for Newbs, Nerds and who'd might listen  
2013-?: Animation & SFX – Think it Right  
2012-13: Teaching Classical animation at Odense Designakademy  
2011: Technology Vs Creativity - inspirational lecture for Intel Las Vegas  
2010-?: Creative Thinking

## TRACES NO ONE ANY LONGER LIVES (2021-XX)



Descend into chaos - 2021

Format: *Digital Sculpture (Series) - exhibited as a multimedia installation + print.*

Rituals, myths, and folk tales have that in common that they often relate to the time where they originate. They fuse the supernatural with the practicality of everyday life - and often act as a spiritual guide or a manual for survival.

I spent my childhood in Greenland where the society still has a close relationship to the ancient Myths and lore. These folk tales were an integral part of my childhood. The Inuit, for example, have tales of the Qalupalik; mythological creatures with long hair, green skin and long fingernails that live in the ocean and come up to steal children who walk alone too close to the water. Still to this day I am fascinated by these old tales of hope and warning.

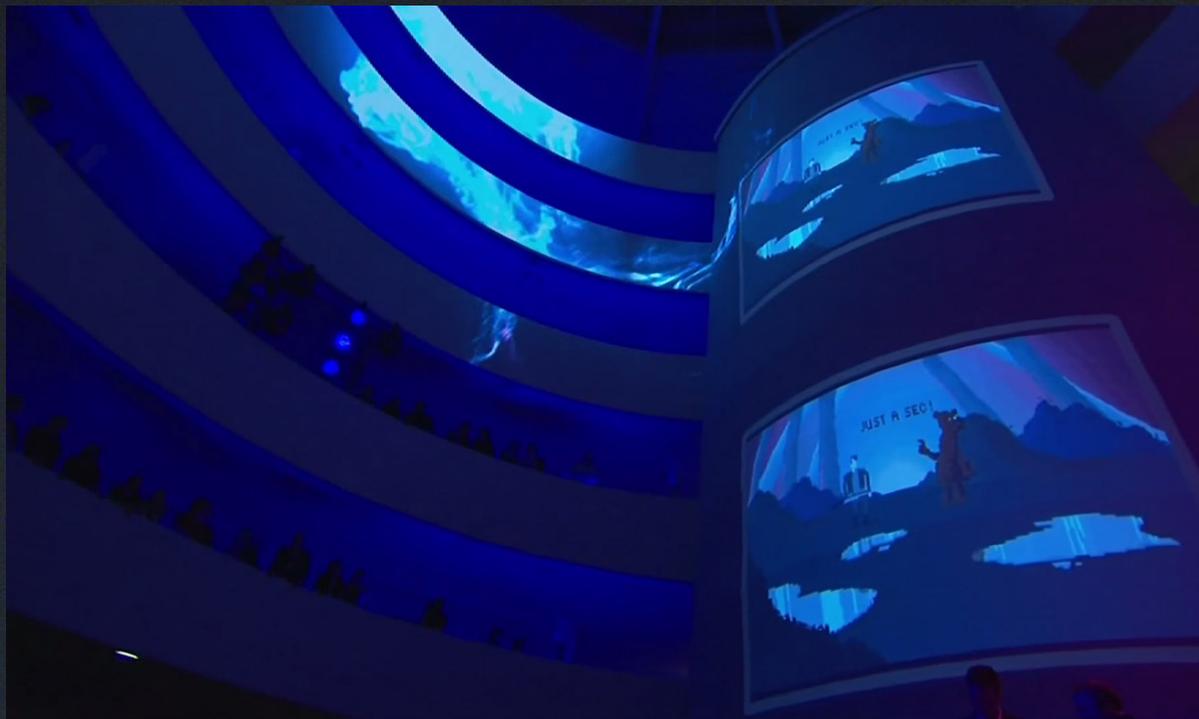
But how would we relate to the ancient gods and myths in modern society? And is there a spirituality and a connection to be found between our everyday lives and the ancient sagas and rites?

In the series TRACES NO ONE ANY LONGER LIVES - a hybrid between classicism and digital craftsmanship - I pursue to create a series of digital sculptures in Virtual Reality that seek to reinterpret the spirituality of local folklore and mythology, and explore whether they still have a connection to the things we deal with in our modern society (loneliness, depression, pandemic, global warming, social media presence etc.)...

TRACES NO ONE ANY LONGER LIVES is about drawing lines between our past (spirituality, nature, beliefs, philosophy & form language) and our present (technology, technique, constant stress, digital media, the environment etc.) - as well as a reflection on how people deal with spirituality in our current society: Something that has become quite pregnant throughout the high rate of isolation during the global pandemic.



## BEAR UNTITLED (2010)



Bear Untitled Guggenheim Exhibit 2010

Format: 8 bit Animation – 1 min. 27 sec.

Bear Untitled is an animated piece exploring the juxtaposition between highly emotional content delivered in a cold & non expressive form. It is a piece playing with expectations of the viewer, setups & payoffs - using the contrasts to put focus on the absurdity of these passionate and often irrational moments.

In 2010 Bear Untitled was selected as one of the 25 best art videos on YouTube and was exhibited at the Guggenheim Museum in New York as a part of their Youtube Play Exhibition.

- Bear Untitled has been shown at 37 Festivals and 23 exhibitions worldwide.

Link: <https://www.youtube.com/watch?v=cdBZohX4FnM>



THE NEW YORK TIMES, FRIDAY, OCTOBER 22, 2010

### A Guggenheim jury chooses 25 of 23,000 YouTube shorts to exhibit.

ROBERTA SMITH

ART REVIEW

anywhere.

There are a few signs of life, mostly in the area of animation. "Bear untitled — D.O. Edit," by a Danish animator named Christen Bach, depicts the violent breakup between a hunter and the bear who no longer loves him in a heartlessly deadpan video-game style that accents its absurdist twist while sending up the genre.

Excerpt from Roberta Smith art review, the New York Times, 22/10 - 2010

## FOR THE LOVE OF A FATHER (2017 - present)



Sculpture of a Father 2017

Format: *Mixed Media*

After my father died 5 years ago rumors started spreading about him: Stories of a man far away from the loving father I remember growing up with. Telling tales of domestic violence, adultery and a man caught in his own emotions.

I started "For the love of a father" - a series of portraits delineating the different aspects of a highly complex individual - In order to understand the complexity of my upbringing and the influence my father had on our family.

Ongoing.

*"I had a happy childhood till I was 37"*  
Christen Bach



Adding animated layers and alternative soundtracks to original 8mm footage of my childhood in order to reconstruct my childhood outside my selective memory. "A Childhood Autonomous of Memory" (2020)

## THE DIORAMA SERIES (2019)



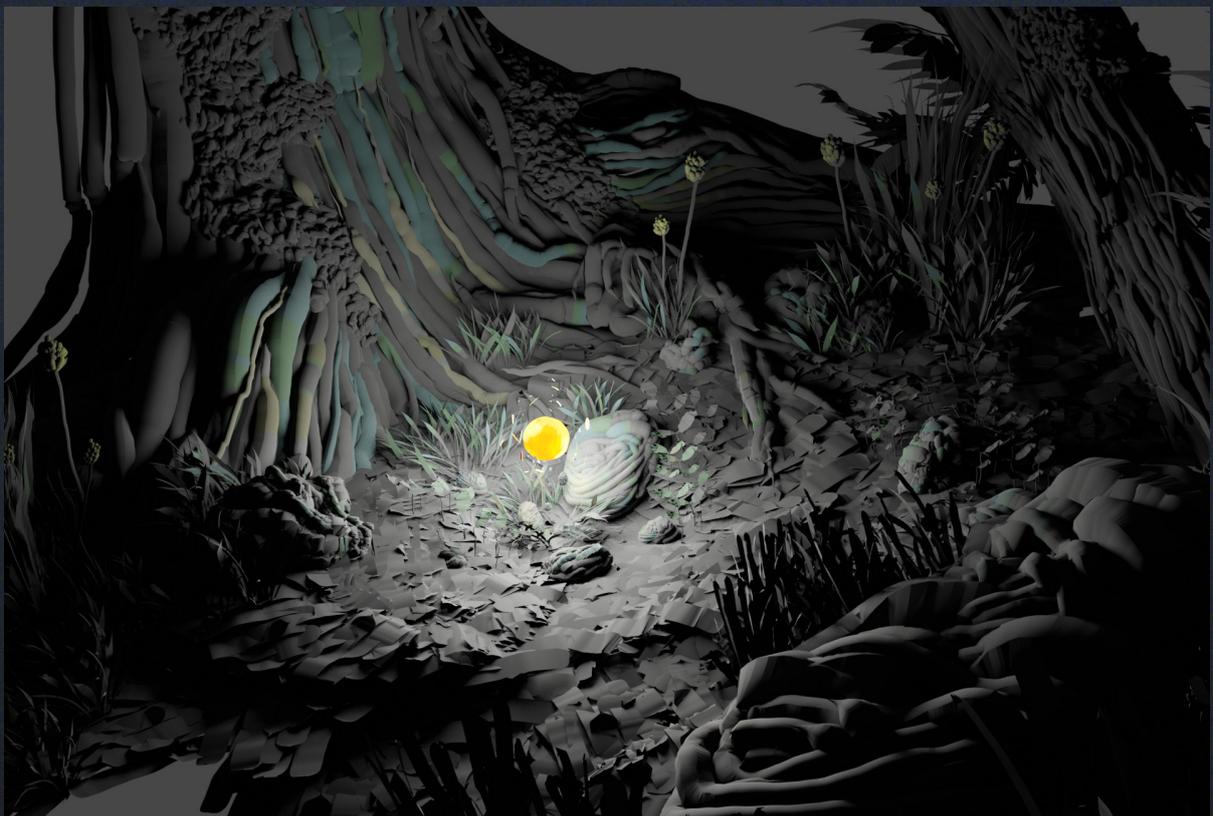
Format: *Virtual Reality Diorama - Immersive animation*

We are often struggling to find focus in our everyday lives. And the consumption of art in a digital world is often superficial and reduced to scrolling through an Instagram feed or an occasional visit to an art blog. Even when visiting a physical exhibition we are often distracted by our phones or experiencing the exhibitions through the lens of our cameras.

*The Diorama Series* is created to investigate a 100% immersive experience for the viewer. By combining Virtual Reality with a series of meditative dioramas to explore, the viewer steps away from the outside world and is submerged in her own tempo and her own time...

Link:

<https://vimeo.com/485199526>



## WHERE DO THEY COME FROM? - WHERE DO THEY GO? (2020 - ongoing)



Format: *Augmented reality (series) – exhibited as large format AR enhanced print and/or video installation*

“Where do they come from? Where do they go?” is an Augmented Reality project for children. In a time where books are being replaced by digital media, the project is exploring the hidden, imaginary worlds behind the written word - seeking to spark the imagination and creativity in the children while stimulating their joy of reading.



Adding animated layers and sound to texts through augmented reality helps stimulate the imagination and bring the possibilities of “what hides behind the written word” to life (Umbrella Car - 2020)

## ANATOMY (2010 - PRESENT)



Old Man - Oil on canvas / Augmented reality (2016)

Format: *Acrylics, oil, coal, lacquered UV on canvas + Added layers of Augmented Reality*

Art is more than meets the eye.

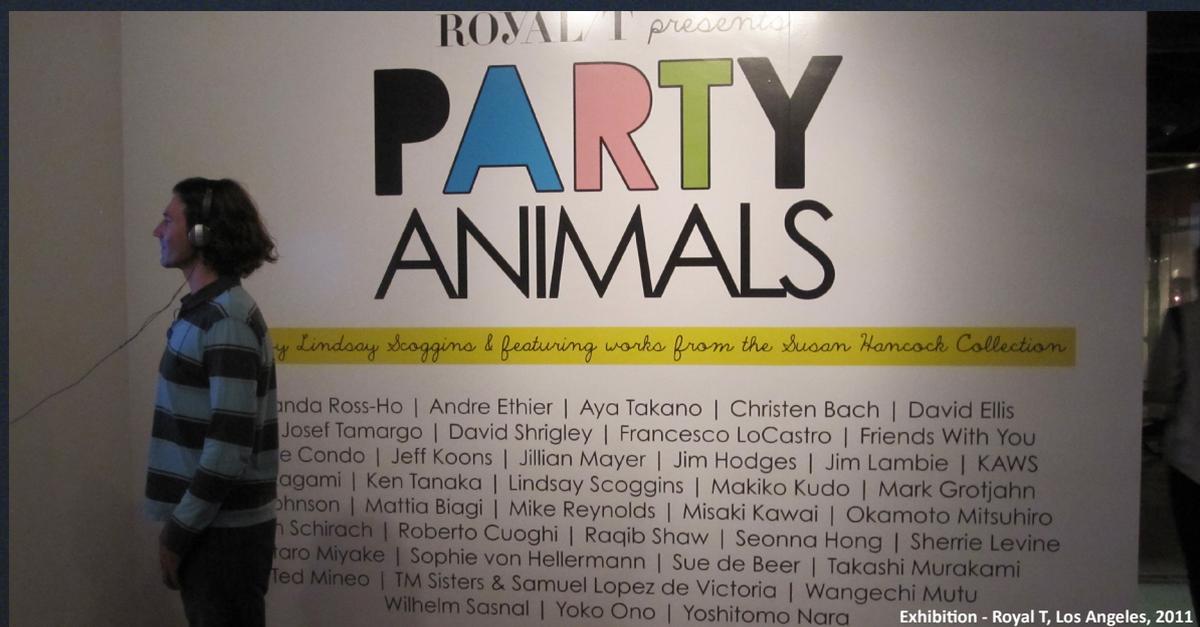
The painting series "ANATOMY" is a reflection on the notion that 'good art should contain a deeper meaning'. By substituting or combining the classical symbolism and metaphors in the artwork with an actual visual layer you can expose and explore through UV lights or Augmented Reality.

Paintings from the Anatomy series has been shown in 12 exhibitions worldwide so far... A solo exhibition is currently in the works.

Links

<https://vimeo.com/485382341>

<https://vimeo.com/485379363>



## ANIMATION TAG ATTACK (2012)



Format: Art film: Mixed Media / Experimental Animation / Exquisite Corpse – 9 min. 58 sec.

Most of us are locked in a specific pattern when we create. We have our own comfort zones, our ideologies & our own specific taste which makes our creations unique. We inhabit our own creative universe and build on our own personal experiences. But what if we could open up this creative universe and share it with other artists, exchange ideas, co-create while still having 100% creative freedom?

In 2009 Danish artist/director Christen Bach Initiated the Animation Tag Attack, an animated exquisite corpse, as a part of an experimental series of shorts in order to exchange creative workflows, explore new styles & production forms for the animated media as an artform.

The Rules are quite simple: Each artist gets 4 weeks to produce between 5 and xx seconds of film. It is up to each individual creator to pick the style and media they want to work in – and to decide how they think the story should evolve.

Each new episode of the ATA is essentially a remix of all previous episodes, reinterpreting the characters, the iconography & the graphic style – while adding new elements and bringing the complexity of the characters and the universe a bit further. As an artist you have the possibility to create highly original content while referencing and building on the original content of other creators within the same universe.

The ATA was shown at 100+ festivals worldwide;

Winning (selection)

Best Collaborative project  
– the Animation Tag Attack  
2011 Webcuts, Berlin

Talent of the Year  
2012 Danish Animation Awards

The Golden Mikeldi for best Animation  
2012 Zinebi Int'l film festival, Bilbao

Second Prize  
2012, Linoleum, VII International Festival  
of Contemporary Animation & Media-Art

Tokyo Anime Award  
2013 Tokyo Anime Fair

Special Mention  
2013 SUPERTOON International  
Animation Festival

