



Christen Bach

Artist portfolio, October 2023

(Selection)

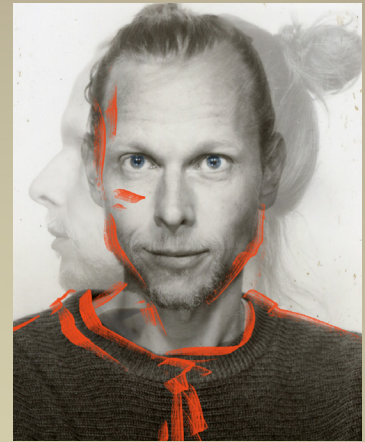


CHRISTEN BACH

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

His personal work mainly focuses on human behavior – 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. In 2012 he was rewarded the Danish Animation Guild's "Talent of the year" at the Danish Animation Awards for his experimental short film "the Animation Tag Attack".



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

Über den Künstler:

Christen Bach (* 1978) ist ein dänischer bildender Künstler, der seit 15 Jahren in Berlin lebt.

Seine persönliche Arbeit konzentriert sich hauptsächlich auf menschliches Verhalten – oft erzählt durch experimentelle oder stilistische Visuals. Er integriert oft liebevollen Humor mit neuen Technologien und das Absurde oder surrealistische, um die emotionale Komponente seiner Arbeiten hervorzuheben.

Bachs Werke kreuzen elegant traditionelles Handwerk und neue digitale Technologien, wie Virtual Reality - oft kombiniert in konzeptionelle Dioramas oder Mixed-Media-Animationen.

Seine Arbeiten wurden in den Guggenheim-Museen in New York, Bilbao, Berlin und Venedig ausgestellt - und waren darüber hinaus in hunderten von Festivals und Galerien auf der ganzen Welt zu sehen.



CHRISTEN BACH RESUME - APRIL 2023

Education

2023 : Unreal Engine Animation Training 2023
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

Diverse

2012-2016: Researcher and digital art expert for the art- & culture-program; L'oeil de Links, Canal+

Exhibitions/Festivals (Selection)

10/2010: Guggenheim Biennale/YouTube Play @ Solomon R. Guggenheim Museum, New York (US)
07/2011: Party Animals curated by Lindsay Scoggins @ Royal/T, Culver City, LA (US) – Group exhibition with Takashi Murakami, KAWS, Yoko Ono, David Ellis, Jeff Koons amongst others.

2023-?: The Great Connection (Kunstfilm) - currently at the festival circuit
2023: Entering the Data Core - A.I. generated comic - printed in WeAnimate Magazine #010 & PROMPT MAGAZINE
2022-25: Travelling group exhibition "DE KRAAK" - planned for 3 years in The Netherlands, Germany & Denmark
2021: Finalist @ COCA Project, Grottaglie, Italy
08/2021: RE-ART MEETS KULTURERBE @ RE-ART Halle, Ihlienworth (DE) - Group exhibition
2021: Where do they come from? and where do they go? (meditative artfilm for children) - 25 exhibitions/festivals
09/2019: Virtual Reality Sculpture exhibition @ VAF, Viborg (DK)
01/2017: Group exhibition @ Untitled BCN , Barcelona (ES)
2012-2015: The Animation Tag Attack (Kunstfilm) - 100+ festivals und 16 exhibitions.
12/2013: METROPOLITAN @ Strychnin Gallery, Berlin (DE) - Group exhibition
05/2013: IVAHM '13 @ La Neomudéjar, Madrid (ES) - Group exhibition + Lectures
07/2012: Linolium @ Moscow State Gallery on Solyanka - Winner: Second Prize! (RU)
09/2011: 9/11 @ La Gaité Lyrique, Paris (FR)
2010-2012: Bear Untitled (animation) - 37 festivals & 23 exhibitions.

Awards (Selection)

The Annecy Award: 2019 @ Ninoko Universe Accelerator, Viborg (DK)
Talent of the Year: 2012 Danish Animation Awards (DK)
The Golden Mikeldi - Best Animation: 2012 Zinebi Int'l film festival, Bilbao (ES)
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 (JP)

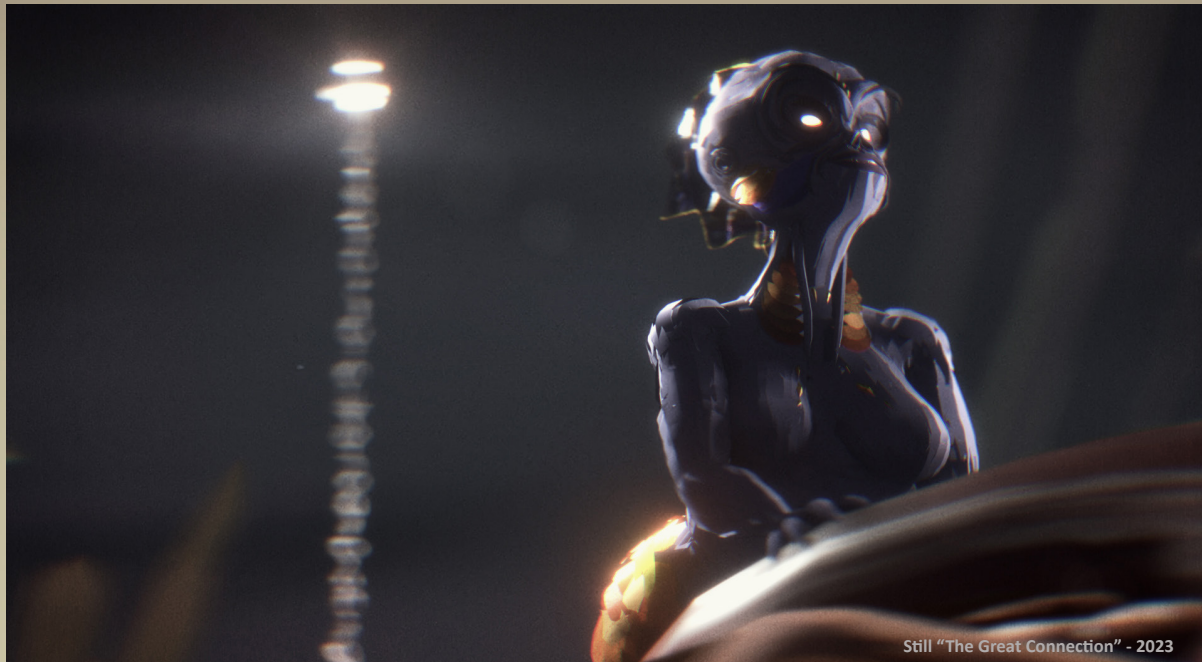
Lectures (Selection: 2010-2020)

2020 Spacial sketching - Concept development in VR @ VIA Universität (DK)
2013, 2020: My Greatest Failures – @ Høgskulen Volda '13 (NO) & VOID Kopenhagen '20 (DK)
2018: Creative Development - with the focus on quick sketches @
2013: Artist talk and Panel Debate about art as a digital medium @ La Neomudéjar, Madrid (ES)
2011: Technology Vs. Creativity for Intel® @ CES, Las Vegas (US)

Jury (Selection)

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

THE GREAT CONNECTION (2023)



Still "The Great Connection" - 2023

Format: *Format: Animated short film / 3D, VR (Quill) / Underwater musical – 4 min. 56 sec.*

'The Great Connection' is a philosophical musing on what is happening to our spirituality / mythologies during the advent of the digital communication age.

It is an animated underwater musical/operetta dealing with the first encounter between the mythological creatures of the sea and the Information Superhighway - in form of a fiber optics cable suddenly appearing at the bottom of the ocean. It is loosely inspired by the H.C. Andersen's story 'The Great Sea Serpent'. We reworked the material to be a more contemporary philosophical musing on human connection through mythology vs the digital communication age.

The short is written (text & music) in collaboration with musician and enfant terrible Elia Rediger – who also created all the musical arrangements and additional sound design.

It is currently a part of the travelling exhibition "De Kraak" about the mythologies surrounding the Wadden Sea. The exhibition is arranged by PRODUCTIEHUIS SPINBARG and is set to run for the next 3 years through the Netherlands, Germany & Denmark.

Link trailer: <https://vimeo.com/786703843>



Still "The Great Connection": TAT-14 awakens - 2023

ENTERING THE DATA CORE - A.I. COMIC (2022)



Format: A.I. generated short format comic – 10 pages

“ENTERING THE DATA CORE”

Images by #midjourney – 100% fully A.I. generated

Written and assembled by Christen Bach

There is a lot of focus on A.I. generated imagery these days, and with it a debate about its value to the arts. What is the merit of these tools? can it be categorized as original? Will it steal our jobs? Is it cheating? Copyright infringement? Is it art at all?

Entering the Datacore is a meta narrative about navigating as a visual artist in the time of Artificial Intelligence - created in collaboration with an Artificial Intelligence. It is about expressing the concerns and doubts as an artist while 100% embracing the new technology.

Printed in WeAnimate Magazine #10 & PROMPT MAGAZINE: Issue 1



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)



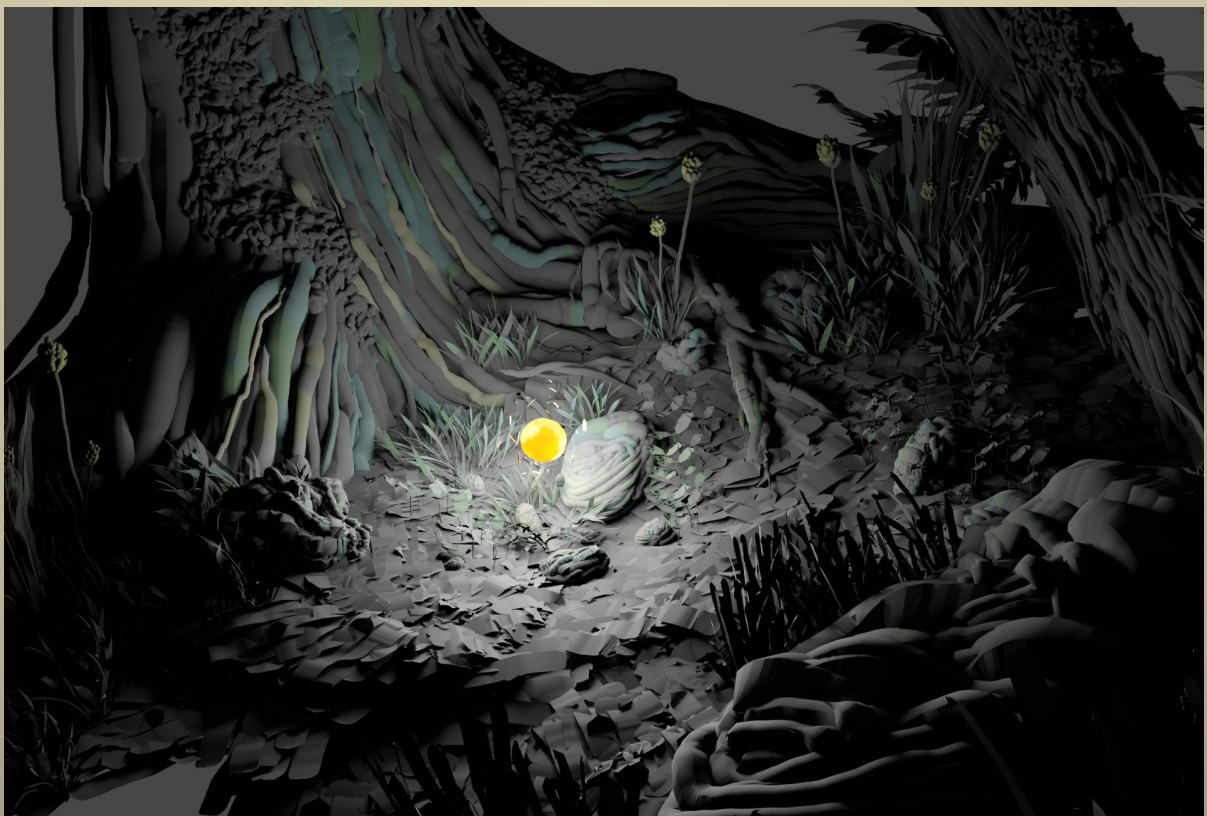
Format: *Virtual Reality Diorama - Immersive animation*

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? (2021)



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

“Where do they come from? Where do they go?” is an art project for children designed to spark their imagination. It started out as a series of diverse animated vignettes asking the questions “Where do they come from? Where do they go?”.

It is currently being developed into 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)

Link: <https://vimeo.com/518315035>

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



Link: <https://vimeo.com/38099181>