

Portfolio Julien Thomas

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Tijdgever (Under development)

Materials Cold rolled steel, birch plywood
Technique Performance installation

Tijdgever is a series of objects that play with the notion of time as an interactive construction. The objects act as a poly-rhythmic metronome for a performance piece developed in collaboration with dancer and choreographer Marjolein Vogels, and writer Ogutu Muraya. The piece will be presented at the Nieuw Dakota in the Fall of 2022.

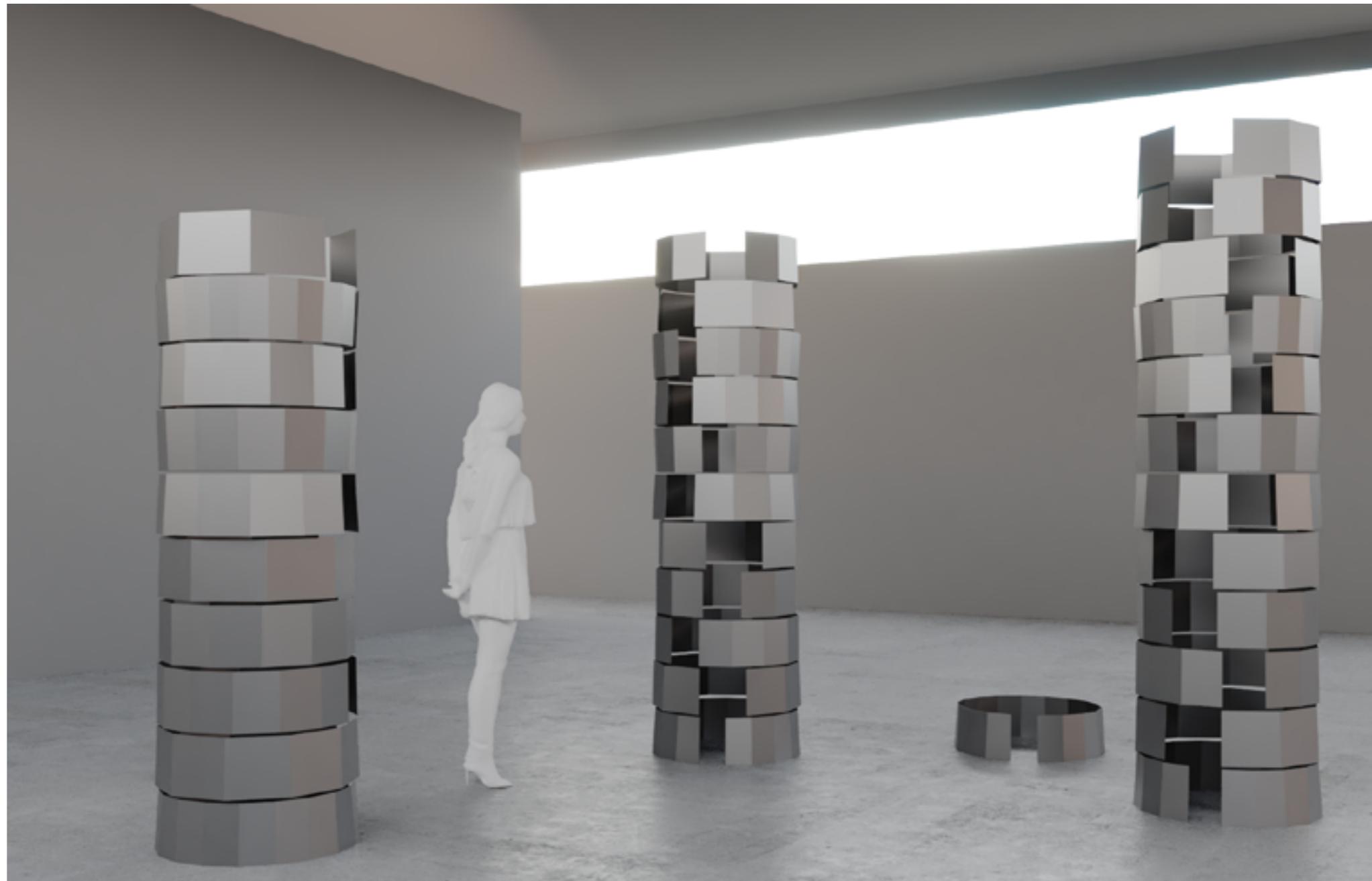
[Link](#) to video documentation



Wax/Wane (Under development)

Materials Cold rolled steel
Technique Installation

Wax/Wane is an installation that references eroded classical columns: stone - created through a process of geological time - is placed one piece atop another by human hands, and carved to create a sense of uniformity. Over centuries the columns eroded to belie their human-given attributes, returning to a semblance of geological time. The pieces offer a perspective on the intertwining dynamics of human care/neglect and natural decay.



Timescapes (2021)

Materials Poplar multiplex

Technique Installation

Timescapes considers the historic and contemporary role of light as a keeper of time. The work was developed in collaboration with architect Marie Prunault, and utilises parametric software to craft a series of large wooden screens that filter light through the Grote Zaal of Pictura Gallery in Dordrecht. The installation will be presented as part of a duo show with designer Marije Vogelzang as part of the Dordrecht Museum's retrospective of Albert Cuyp on his 400th birthday anniversary.



Timescapes - *cont'd*



Conversations in Darkness (2021)

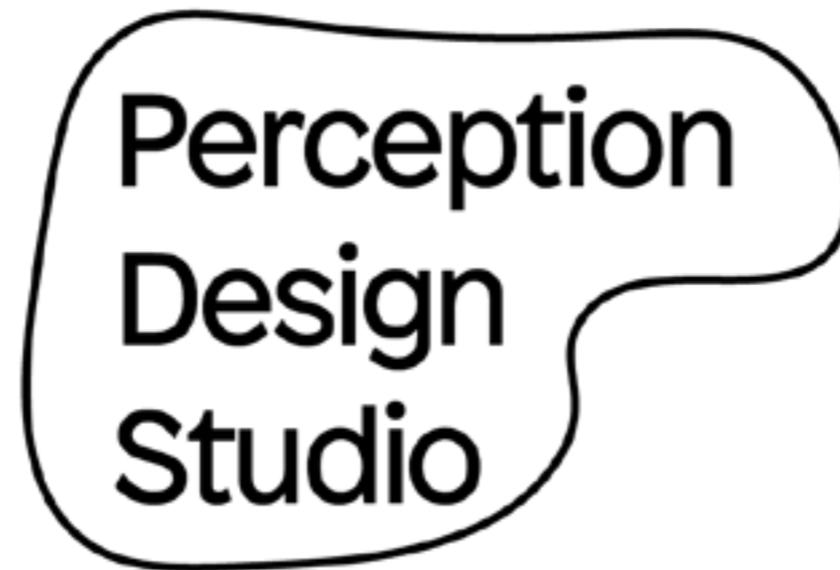
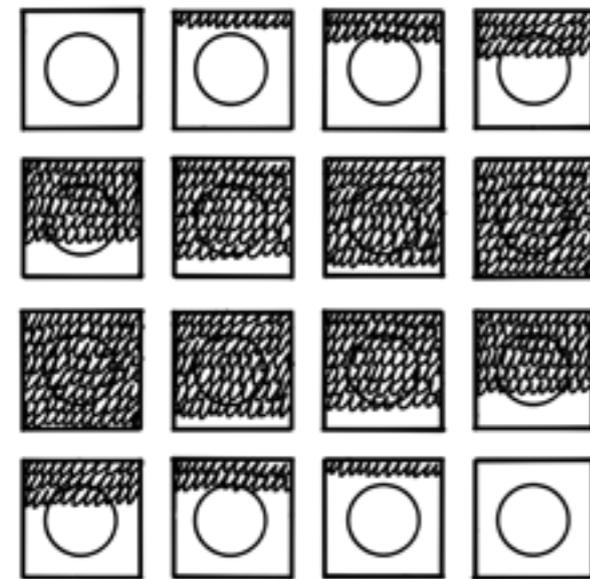
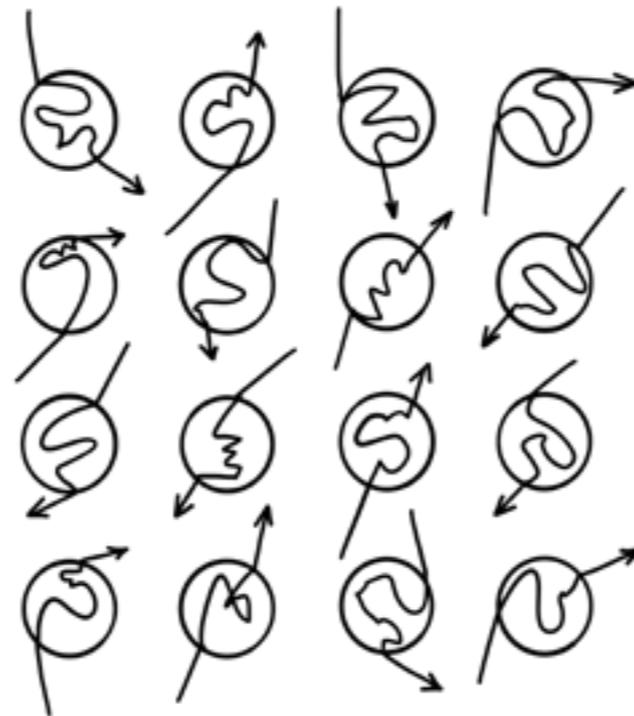
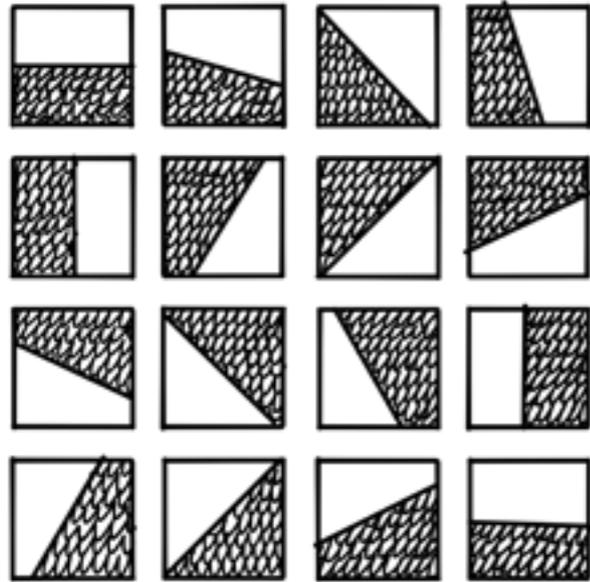
Technique Web Application, podcast series

[Conversations in Darkness](#) is a web application that hosts spatialised conversations in which the voices of others appear directionally - coming from the side or in front - so that participants feel as if they are sharing space together. The project was initiated as a response to social distancing regulations due to the Coronacrisis.

The site also contains a podcast series featuring conversations among artists sharing experiences of this moment in time.



Perception Design Studio (2020)



The [Perception Design Studio](#) explores the potential of design strategies to assist civil servants working in complex situations.

The Studio's activities focus on the role of sensory perception as a basis for thought. Sight, hearing, smell, touch and taste all inform our ability to perceive the world, and provide the basis for language, meaning, and politics.

Through the design of applied and speculative artefacts, the studio enables participants in exploring the sensoral aspects of politics.

The Studio is a collaboration between the artist, The City of Amsterdam, and Public Mediation, a consultancy which facilitates multi-stakeholder governmental processes.

Perception Design Studio: Onzicht



Materials Oukume multiplex, LED lights, techniek

Technique Performance installation

Onzicht (from the Dutch words *inzicht*: insight and *onzichtbaar*: invisible) confounds the role of vision in interpersonal dynamics. The installation considers light placement, colour, and duration in replicating a process of dusk and dawn, and allows participants to experience how a lack of vision may influence the timing, intonation, and content of a conversation.

Over a one-hour duration, all light in the room fades out to create an experience of complete darkness, before returning to the original lighting arrangement. Through the subtraction of light, *Onzicht* reorients the sensoral hierarchy of conversations away from vision and towards other senses.

[Link](#) to video documentation

Perception Design Studio: Refraction Table

Materials Aluminium, plexiglas, techniek

Technique Performance installation

Refraction Table translates sound into wave patterns on water. As the water ripples diffract they create dynamic patterns of interaction. Through the propagation of these unexpected and unpredictable patterns, the object presents alternative interpretations of a conversation that exceed mere representation.

[Link](#) to video documentation





Antique Prototype (2019)

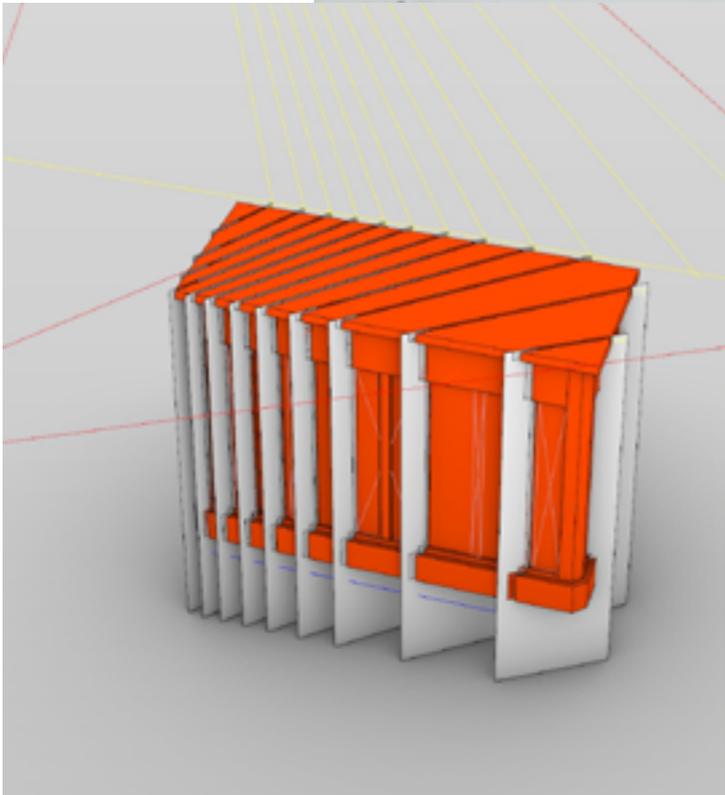
Materials Circa 1880 Dutch chest (poplar, mahogany, fir)

Technique Fabrication research

Antique Prototype considers the relationship between traditional and contemporary fabrication techniques. An antique chest is carved with a robotic arm and milling head to create a hybrid object which combines traditional joinery and veneer work with parametric design and precision milling. Collaboration with architect Marie Prunault.



Antique Prototype- *cont'd*



Conversation (Im)balance (2018)

Materials Underlayment, hardwood
Technique Performance installation

Conversation (Im)balance is a second iteration of *Conversation Balance* (2016). The new platform is slightly smaller and responds to changes in weight and movement with more agility. The centre is offset 30cm so that participants are continuously in a state of imbalance.



Conversation (Im)balance - *cont'd*



Conversation Balance (2016)

Materials Underlayment, hardwood
Technique Performance installation

Conversation Balance explores the nature of political agency through movement. Through its shape the installation enables participants to feel the movement of others in space, and to expand one's repertoire of nonverbal communication from gesture - a tilt of the head, a shift of the wrist - towards whole body movement.

[Link](#) to video documentation



Conversation Balance - *cont'd*



Rainblossom Project (2014)

Materials Red umbrellas

Technique Urban intervention

