

# Portfolio    Julien Thomas

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# List of documentation links

[Timescapes: Tijdgever](#) (*illustrative documentation*)

[Conversations in Darkness](#) (*website*)

[Perception Design Studio](#) (*website*)

[Perception Design Studio: Onzicht](#) (*registration*)

[Perception Design Studio: Refraction Table](#) (*registration*)

[Chairs series](#) (*research documentation*)

[Platform A](#) (*registration*)

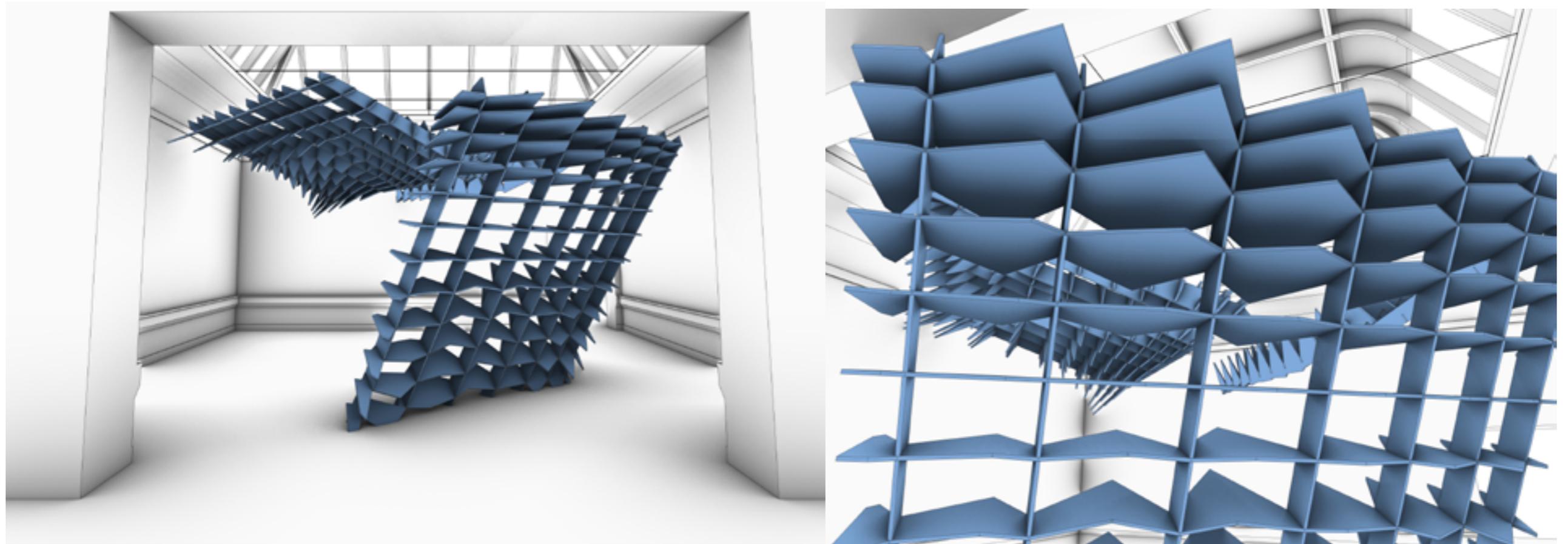
[Conversation Balance](#) (*performance documentation*)

# Timescapes (2021, under development)

Materials Poplar multiplex, fresnel lens

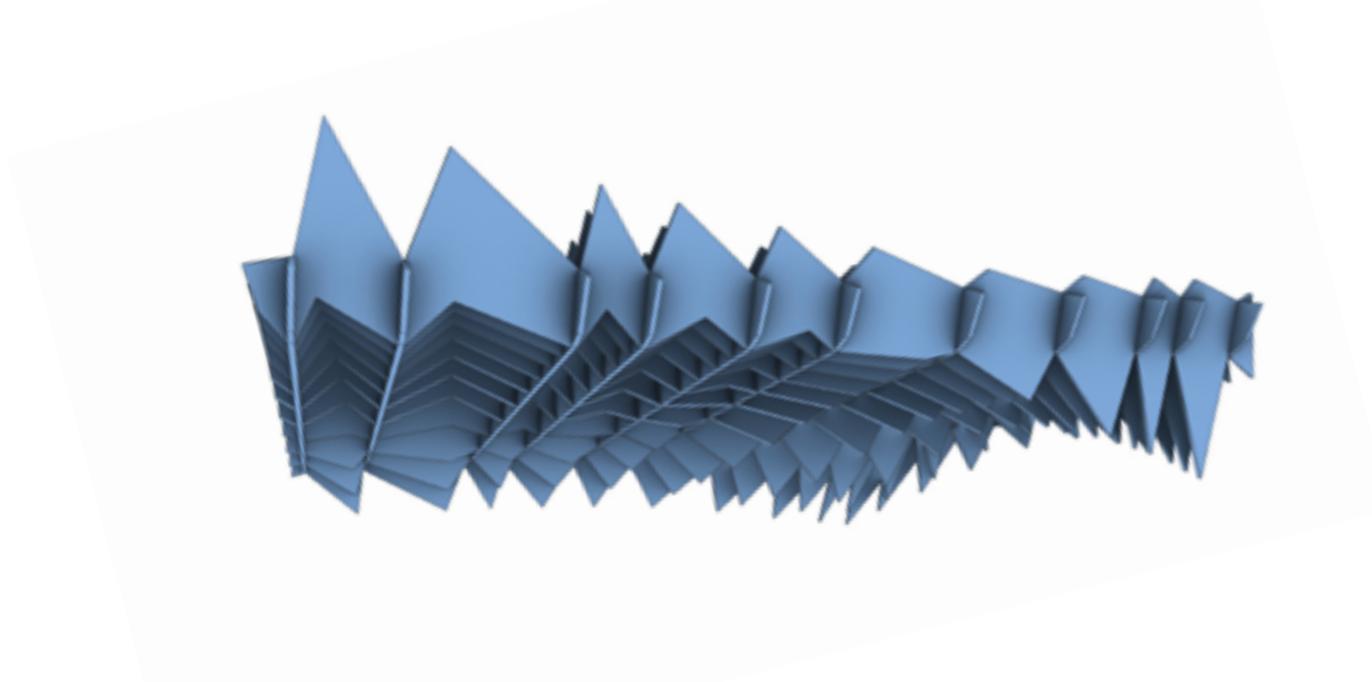
Technique Installation

*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 design to craft a series of large wooden screens hung in 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.



Exhibition renderings

# Timescapes (2021) - *cont'd*



Detail of screen (one of three)

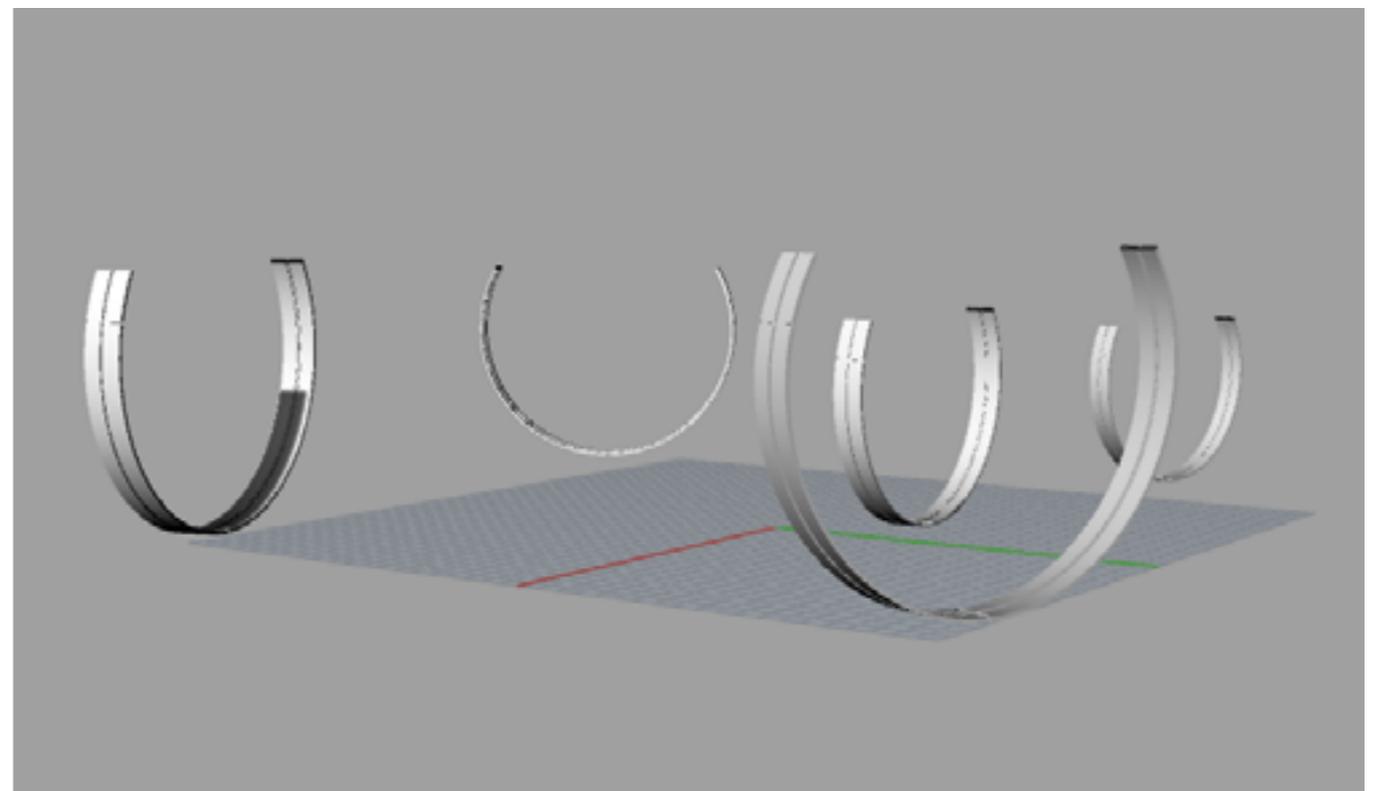
# Timescapes (2021) - *cont'd*

Materials Underlayment

Technique Performance installation

*Tijdgever* is a series of objects that accompany the *Timescapes* installation with a contrasting exploration of time as embodied in syncopation and rhythm.

The rings act as a poly-rhythmic metronome for a performance piece developed in collaboration with dancer and choreographer Marjolein Vogels. The piece will be presented in the Dordrechts Museum during its retrospective of Albert Cuyp in the Spring of 2021.

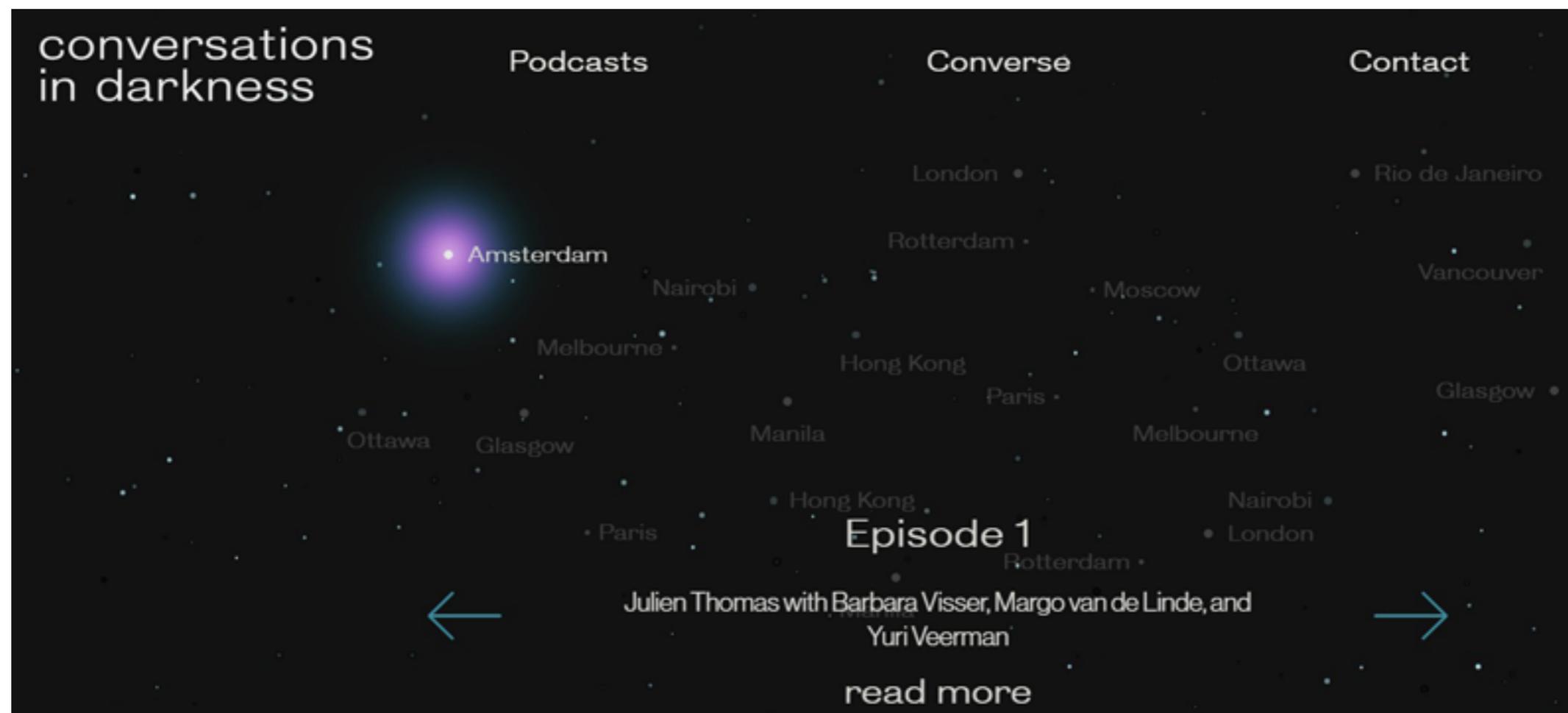


# Conversations in Darkness (2020, under development)

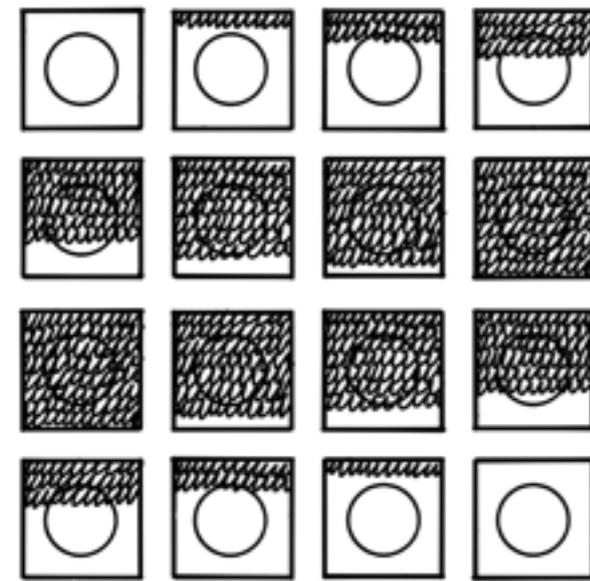
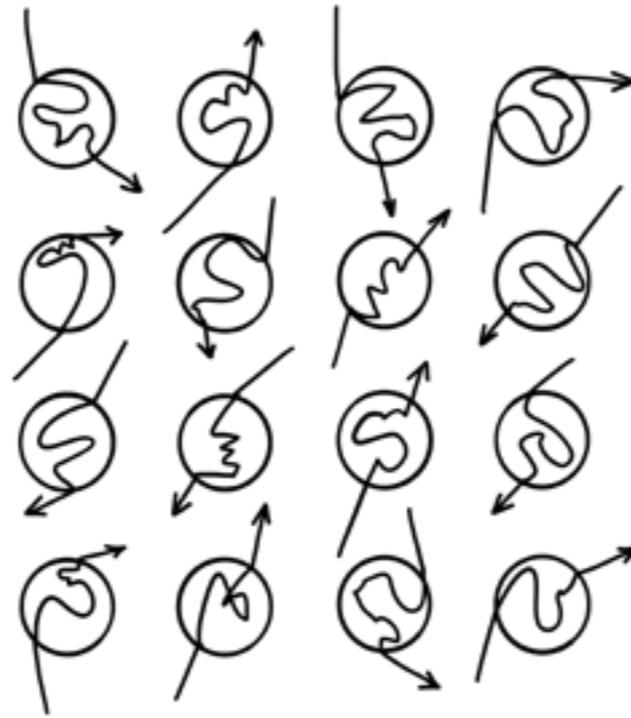
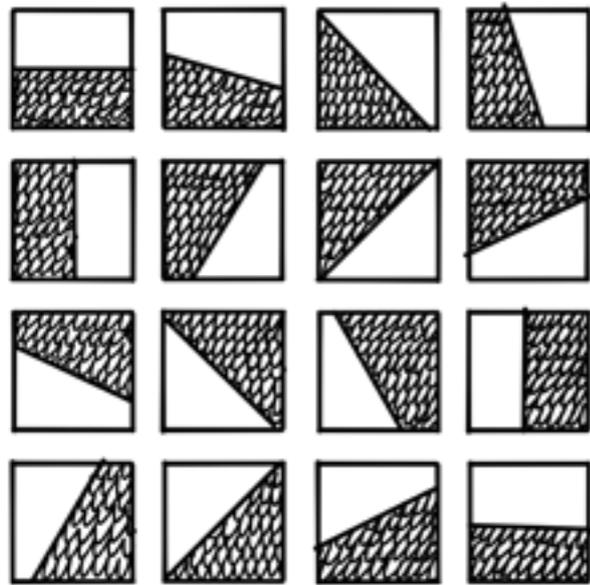
Technique Web Application, podcast series

[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 will also contain a podcast series featuring conversations among artists sharing experiences of this moment in time. The website is expected to go live before the end of 2020.



# Perception Design Studio (2020)



The [Perception Design Studio](#) explores the potential of design strategies to assist policy-actors 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 speculative interior elements that incorporate light installation and kinetic sculpture, the Studio seeks to enable 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.



## Perception Design Studio: Refraction Table - cont'd



The object is informed by the work of feminist theorist and theoretical physicist Karen Barad. Barad proposes a switch from the often-used metaphor of 'reflection' (i.e. to reflect upon something) with that of 'refraction,' since the act of reflection is one of representing that which already exists, while the physical process of refraction leads to an altered outcome. *Refraction Table* applies these same dynamics in a discursive setting.

# Chairs series (2019)

Materials Chairs, ropes, pulleys  
Technique Performance research

The *Chairs series* is an exploration plotting the expanded use of chairs as political objects. In placing chairs in situations of tension, balance, or stature, Julien Thomas and Roel Heremans seek to underscore their potential as frames for the interaction and expression of power.

*Chairs A* was part of a selection of moving images from the past 20 years of HISK, where Roel was resident from 2018-2019.





## Antique Prototype (2019)

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

Technique Fabrication research

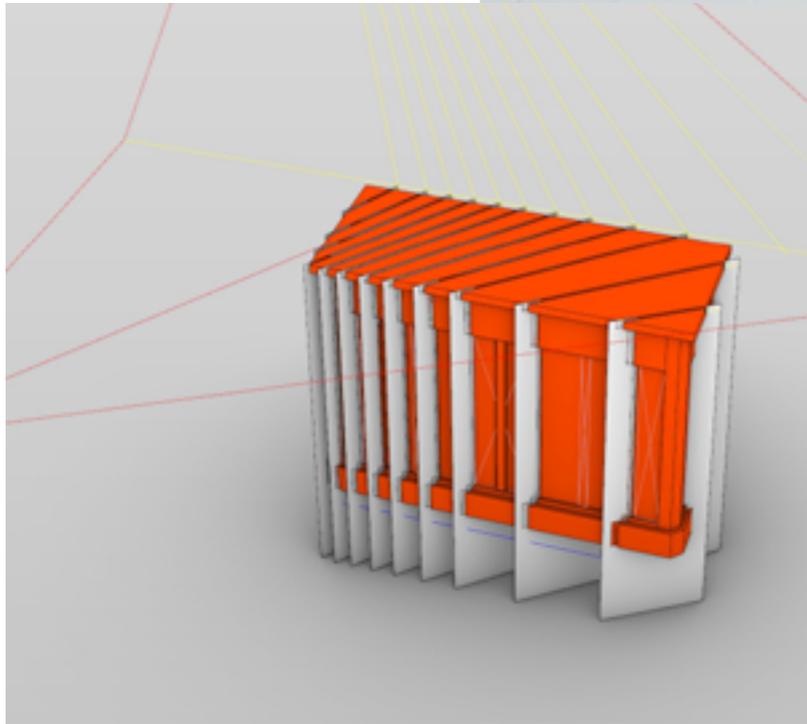


*Antique Prototype* considers the relationship between traditional and contemporary fabrication techniques. An antique chest is carved with a robotic arm and milling head to create a hybrid object which combines traditional joinery and veneer work with parametric design and precision milling. Collaboration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

# Antique Prototype (2019) - *cont'd*



Pathway of cuts from robotic milling head



# Platform A (2018)

Materials MP3 players, motion-sensor  
operated speaker/headphones

Technique Audio choreography

*Platform A* guides two participants through a focused physical and mental exploration of *Conversation (Im)balance*, a large, unbalanced wooden platform (see page 15). Participants wear headphones and are instructed to perform and reflect upon a variety of topics ranging from metaphorical situations to their physical experience with the platform. Collaboration with Belgian sound artist Roel Heremans.



[Link](#) to video documentation

# Conversation (Im)balance (2018)



Materials Underlayment,  
hardwood  
Technique Performance  
installation

*Conversation (Im)balance* is a second iteration of *Conversation Balance* (2016), and embodies a series of formal amendments to the original design. The new platform is slightly smaller and responds to changes in weight and movement with more agility, and the centre is offset 30cm so that participants are continuously in a state of imbalance. These two factors contribute to a more nuanced experience where smaller movements create a larger effect.

Conversation (Im)balance (2018) - 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. The installation thus facilitates participants in embodying and performing certain gestures, scenarios, and concepts in an effort to enable latent forms of political to expression to emerge.



# Conversation Balance (2016) - *cont'd*

