Nathan Marcus
Creative CV

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2015

April

Kleefkruid

VJ'ed for a visual arts and music night at Hofman Café Utrecht.

October

MuteSounds Festival

VJ'ed and developed audio reactive software to visualize music on a festival a for the deaf and hearing impaired.

2016

May

TORUS - Light Installation

Soft-, hardware and light design for a light sculpture in the Amsterdam "Marktkantine" night club

http://www.instructables.com/id/TORUS-Visual-Music-Installation/

https://vimeo.com/173333338

Bikker, Bikkes & Bikjes

Composed and performed live electronic music / sound design during the play by Fontys theatre director graduate Margreet Derks produced by Thalia, Amersfoort

December

Metanoia

Software design for syncing beamers projecting on 5 walls of a room during a dance performance by HKU graduate Marit van der Heijden.

http://www.nathanmarcus.nl/metanoia/

https://vimeo.com/230927685

SONTAG

Assisted theatre musician Jimi Zoet composing electronic music and sound design.
Software developer for automated lighting design.
SONTAG, a play by Naomi Vellisariou produced by Frascati.
https://www.frascatitheater.nl/Sontag

https://www.youtube.com/watch?v=E7_faibyD4g

2017

The Unpleasant Surprise

Assisted theatre musician Jimi Zoet composing electronic music and sound design for the play by Davy Pieters produced by Theater Rotterdam.

http://rotheater.nl/unpleasant-surprise

https://www.youtube.com/watch?v=17ohBCE0POY

Tube Tones

Developed an sonic art installation based on the concept of feedback. **Showcased at "Het Nutshuis" in The Hague and Zaal 100 in Amster**dam.

Possiball – interactive installation

Sound designer, soft- and hardware developer for the interactive modulair installation for children (0-**5 years). A series of** "*living*" balls that all interact differently with the user and each other.

https://www.facebook.com/possiball/

https://www.instagram.com/allesis_possiball/

Modular touchable additivie (in)harmonic synthesizer

Developed the concept, firmware and hardware for a synthesizer module to be used in modular synthesizer systems.

https://www.youtube.com/watch?v=ifFj-L8dtqA

interbellum

Composer, initiator, coder for the live electronic ambient experience *interbellum* together with *denote*.

https://interbellum.live

https://www.facebook.com/0interbellum0/

https://soundcloud.com/inter_bellum

Propvol Vlinders

Soft- and hardware developer for a custom sound-reactive LED light installation
Composer of live electronic music / sound design for the play by HKU Theatre graduate Jordy Roeten.
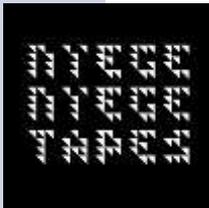http://www.nathanmarcus.nl/propvol-vlinders/

Nebulae

Developed concept and software for an interactive light installation consisting of light emitting balls that react to movement and wirelessly control visuals on a backdrop.

https://www.facebook.com/nebulae.installation/

NyegeNyege Tapes

During a 3 month artist-in-residency project in Kampala, Uganda I collaborated with local Ugandan and Congolese musicians to find the intersection between western and African music.

Developed the hard- and software to record and analyse playing data from a traditional Ugandan akadinda xylophone.

Developed the hard- and software for a DIY looping pedal custom designed for the traditional Ugandan adungu harp.