

instrument inventors
initiative





iii is an artist run, community platform supporting new interdisciplinary practices linking performance, technology and the human senses.

Arising from the ArtScience tradition of The Hague, iii strives to balance technological innovation, theoretical reflection and human experience. iii contributes to international developments in the field of Art, Science & Technology, functioning both as a cultural incubator supporting research and creation, and as an agency connecting creators to a broad audience via a wide (inter)national partner network.

iii's mission is to:

Inspire people to develop their own ways of engaging with Art, Science & Technology.

Share beautiful and unique experiences connecting technology and the senses.

Discover new forms of physicality, sociality and community in a post-digital world.

Encourage community building, participation and social entrepreneurship across disciplinary, geographical and cultural boundaries.

Core values on which iii's
program is based:

**International
Excellence**

iii promotes research and creation in the field of Art,
Science & Technology at the highest international level.

**Talent
Development**

iii offers a platform where the most dedicated new
talents can jump-start their professional art practice.

**Cultural
Diversity**

iii promotes participation from people with all
backgrounds in the processes of innovation.

Fair Pay

iii provides work that is creatively and financially
rewarding, while also advocating on behalf of financially
vulnerable groups.





iii agency

iii functions as an artist-run agency since 2013, promoting cutting edge work in Art, Science & Technology internationally and facilitating the circulation of artists.

The research conducted within iii finds output in the form of performances, exhibitions, workshops and artist talks in the context of cultural festivals, music and theatre venues, museums, art galleries, academic conferences and research centers.

iii caters to audiences which are curious and eager for new experiences. iii offers experiences that are situated in the real world, that use a combination of unprecedented yet accessible technologies to harness physical and perceptual phenomena in ways that press at the boundaries of ordinary human experience.

The agency offers both individual works and fully curated shows. Shows curated by iii can present a selection of existing works as well as a program of completely new commissions developed for a specific space and occasion.

In 2022 the circulation program of iii reached 84 presentations for a total reach of 39,842 direct audience engagements, within festivals and programs reaching a combined audience of 206,662. Of this total, 28 presentations were in The Netherlands, for a direct engagement with 27,725 visitors in programs reaching 65,305 visitors, and 56 presentations were abroad, for a direct engagement with 12,117 visitors within programs reaching 141,317 visitors.

What we offer

- o Distinctive portfolio of artists focused on Art, Science & Technology
- o Connection to new talent (talent scouting)
- o Talent exchange through residency programs
- o Curatorial expertise (co-curation and program consulting)
- o Co-production (co-funding for presentation opportunities, production expertise)
- o Knowledge exchange
- o Access to network in the Netherlands

Who we are looking for

- o Presentation partners searching for adventurous new content for their program
- o Museums and institutions capable of offering audience reach and revenue to our artist pool
- o Peer organisations interested in program exchanges
- o Organisations outside of the arts who would like access to our knowledge and community

Mitote and Ollin
Vica Pacheco 2023

Brom
Mariska de Groot 2021

Phantom Limb
Amos Peled 2023

Try to Turn
the Wind
Cathy van Eck 2021

Chemical Ecosystem
Yolanda Uriz 2022

Automatic Means of
Human Labour
Hugo Morales
Murguia 2022

Future Dance of
Nostalgia
Kexin Hao 2022

Komorebi
Matteo Marangoni
and Dieter
Vandoren 2022

MITOTE AND OLLIN VICA PACHECO

2023

Ceramic instruments made by Vica Pacheco are the basis for two new works: the kinetic installation *Mitote* and the dance performance *Ollin*.

The word *mitote* comes from Nahuatl *mitotiqui* 'dancing' and from *itotia* 'to dance'. In *Mitote* Vica Pacheco conceived a kinetic sculpture to which she refers as the Bionic Mangrove, where zoomorphic creatures emit their songs thanks to the energy of the components of this tree. In the performance *Ollin*, meaning 'constant movement' in Nahuatl, the movement of the vessels and their sounds is generated by the bodies of three dancers in combination with the Bionic Mangrove.

Mitote and *Ollin* are commissioned by iii, in collaboration with Rewire, Amare, Overtoon, STUK and iMal.



PHANTOM LIMB AMOS PELED

2023

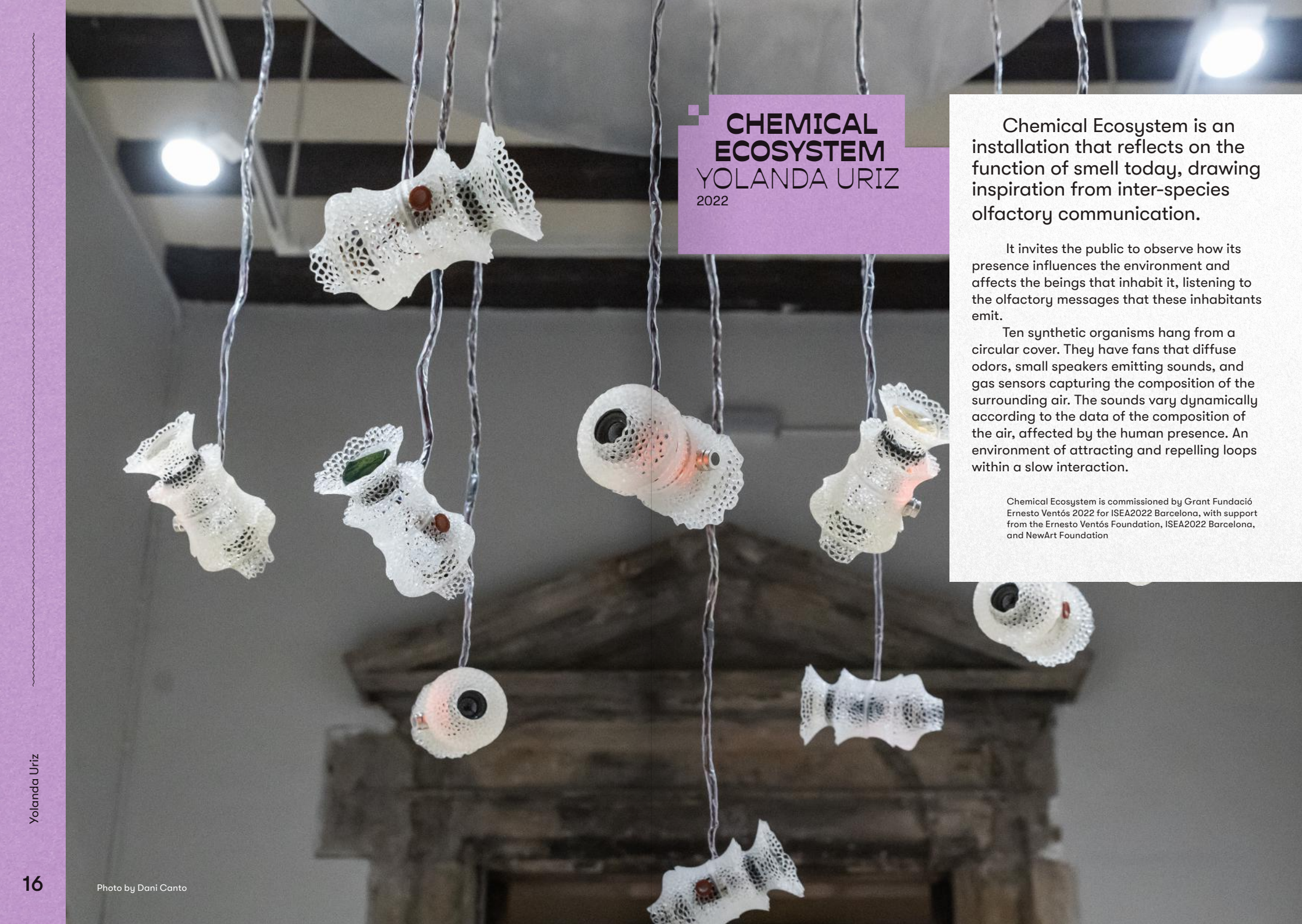
Phantom Limb is a project exploring the enigmatic and poetic relationship between a human being and the black box that is their interior through the use of a medical ultrasound machine.

Amos Peled has been developing methods to perform audio-visual manipulations which transform an ultrasound machine into an instrument that illuminates the inside of the body and expands the space of the artistic act into the organs, under the skin. The work investigates conceptions such as the distance of the human body from the self, the hierarchical relationship between the inside and the outside, pain as a poetic message and the lack of internal symmetry.

Phantom Limb is commissioned by iii, in collaboration with Rewire, Amare and Tetem.



Photo by Christian Schwarz



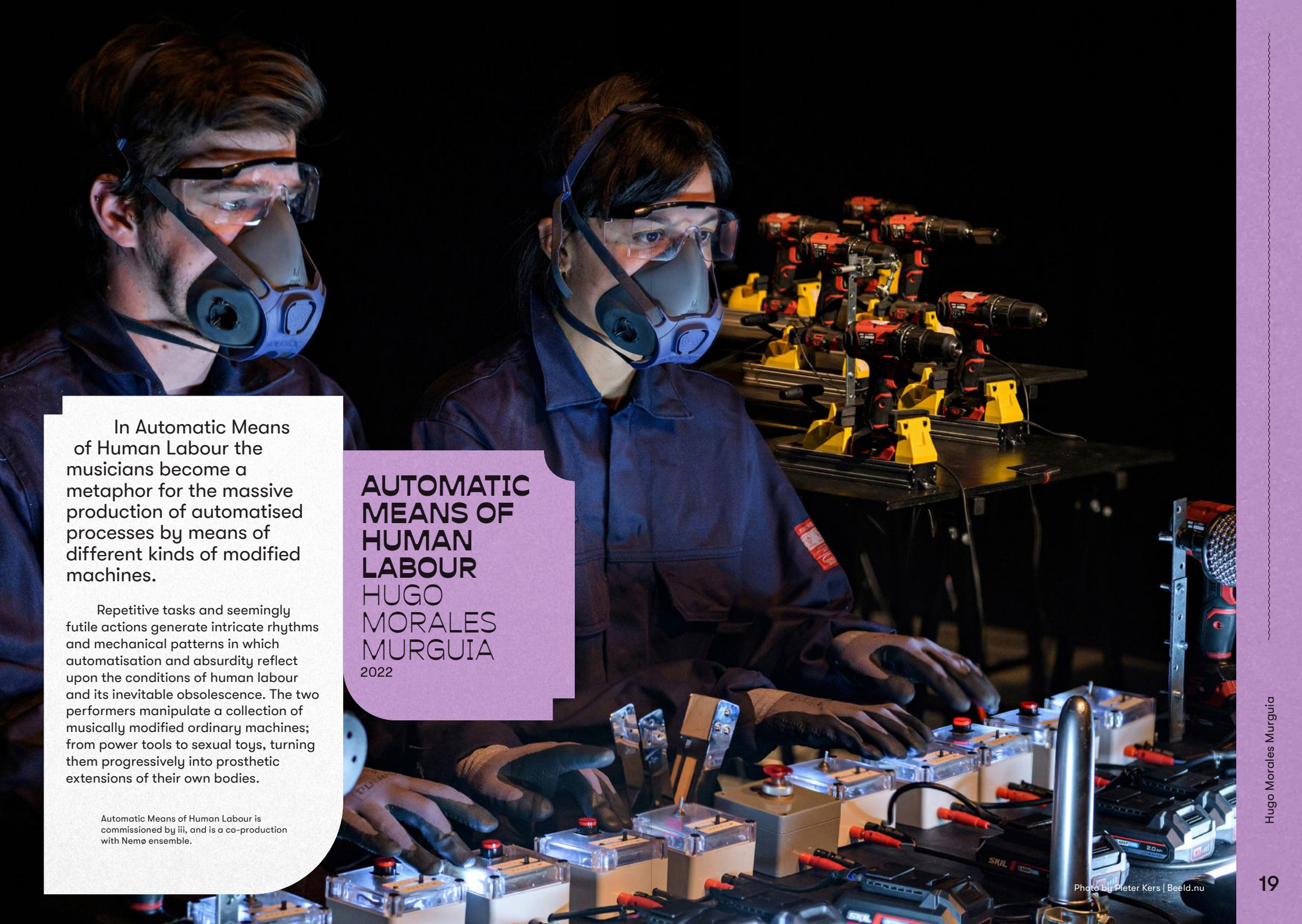
**CHEMICAL
ECOSYSTEM**
YOLANDA URIZ
2022

Chemical Ecosystem is an installation that reflects on the function of smell today, drawing inspiration from inter-species olfactory communication.

It invites the public to observe how its presence influences the environment and affects the beings that inhabit it, listening to the olfactory messages that these inhabitants emit.

Ten synthetic organisms hang from a circular cover. They have fans that diffuse odors, small speakers emitting sounds, and gas sensors capturing the composition of the surrounding air. The sounds vary dynamically according to the data of the composition of the air, affected by the human presence. An environment of attracting and repelling loops within a slow interaction.

Chemical Ecosystem is commissioned by Grant Fundació Ernesto Ventós 2022 for ISEA2022 Barcelona, with support from the Ernesto Ventós Foundation, ISEA2022 Barcelona, and NewArt Foundation



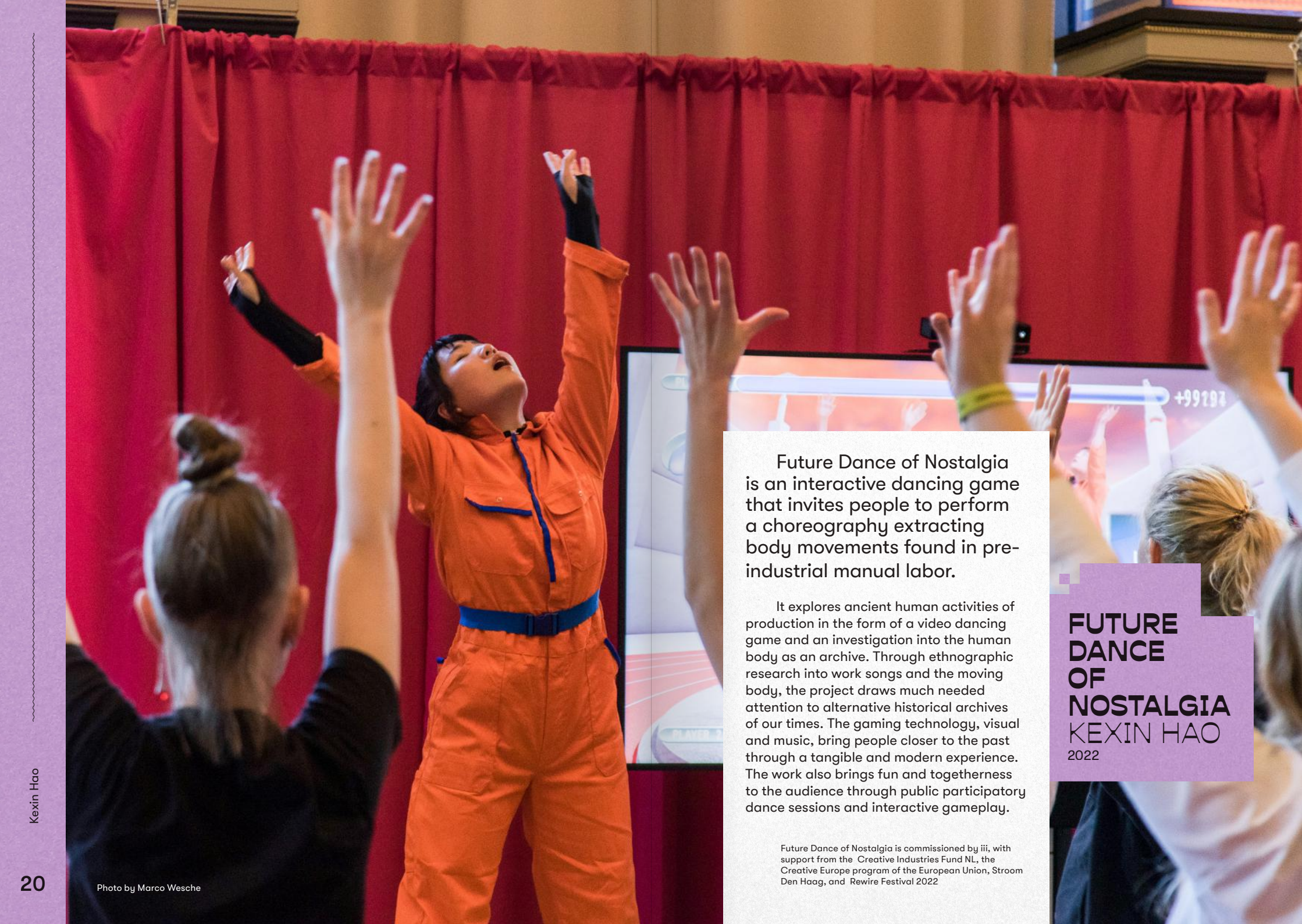
In Automatic Means of Human Labour the musicians become a metaphor for the massive production of automatised processes by means of different kinds of modified machines.

Repetitive tasks and seemingly futile actions generate intricate rhythms and mechanical patterns in which automation and absurdity reflect upon the conditions of human labour and its inevitable obsolescence. The two performers manipulate a collection of musically modified ordinary machines; from power tools to sexual toys, turning them progressively into prosthetic extensions of their own bodies.

Automatic Means of Human Labour is commissioned by iii, and is a co-production with Nemo ensemble.

**AUTOMATIC
MEANS OF
HUMAN
LABOUR**
HUGO
MORALES
MURGUIA
2022

Photo by Pieter Kers | Beeld.nu



Future Dance of Nostalgia is an interactive dancing game that invites people to perform a choreography extracting body movements found in pre-industrial manual labor.

It explores ancient human activities of production in the form of a video dancing game and an investigation into the human body as an archive. Through ethnographic research into work songs and the moving body, the project draws much needed attention to alternative historical archives of our times. The gaming technology, visual and music, bring people closer to the past through a tangible and modern experience. The work also brings fun and togetherness to the audience through public participatory dance sessions and interactive gameplay.

Future Dance of Nostalgia is commissioned by iii, with support from the Creative Industries Fund NL, the Creative Europe program of the European Union, Stroom Den Haag, and Rewire Festival 2022

**FUTURE
DANCE
OF
NOSTALGIA**
KEXIN HAO
2022



Komorebi is a swarm of artificial creatures that make music in response to the sun, the clouds and the shadows of trees moving in the wind.

Komorebi is a Japanese word meaning 'sunlight shining through trees'. We are invited to experience the shadow play produced by the tree canopy on the forest floor as music. The work suggests that 'life' is not an exceptional property of organic life forms, but also a property of complex systems reaching beyond biological life as we understand it.

Komorebi is commissioned by Into the Great Wide Open and produced in partnership with Crossing Parallels and Highlight Festival (TU Delft), with support from the Creative Industries Fund NL and Stichting Stokroos.

KOMOREBI
MATTEO
MARANGONI
& DIETER
VANDOREN
2022



BROM
MARISKA
DE GROOT
2021

Motorized instruments are hanging from the ceiling, creating a sound sculpture in the space. As a visitor you envelope yourself in slowly changing harmonium sounds.

An old spinning choral humming top that Mariska de Groot once found on a flea market was the start for the immersive installation. Fascinated by the colorful children's toy making a three chord melody she researched its patented technique, the history of the top and the free-reed instrument. It resulted in a choir of motorized spinning tops, hanging from the ceiling. Every instrument is tuned differently, when walking along them different interferences and beatings can be heard.

BROM is commissioned by OYFO Kunst & Techniek, Hengelo (NL), with support from the Mondriaanfonds.



Soft wind sounds are diffused by two speakers. With the help of your breath you can change the weather:

by blowing against the black anemometer the wind turns. If the human breath results in a change in the weather conditions can be heard and felt through the speakers. Depending on the weather conditions you can trigger different sounds using your breath: soft winds, coal mining, speeches of politicians and emergency sirens. In an artificial interaction between sound and air an impression is given of how human action can cause big changes and lead to an unstable system: a small-scale climate change simulation.

Try to Turn the Wind is commissioned by iii, in collaboration with Rewire.

**TRY
TO
TURN
THE WIND**
CATHY VAN
ECK
2021

Artists

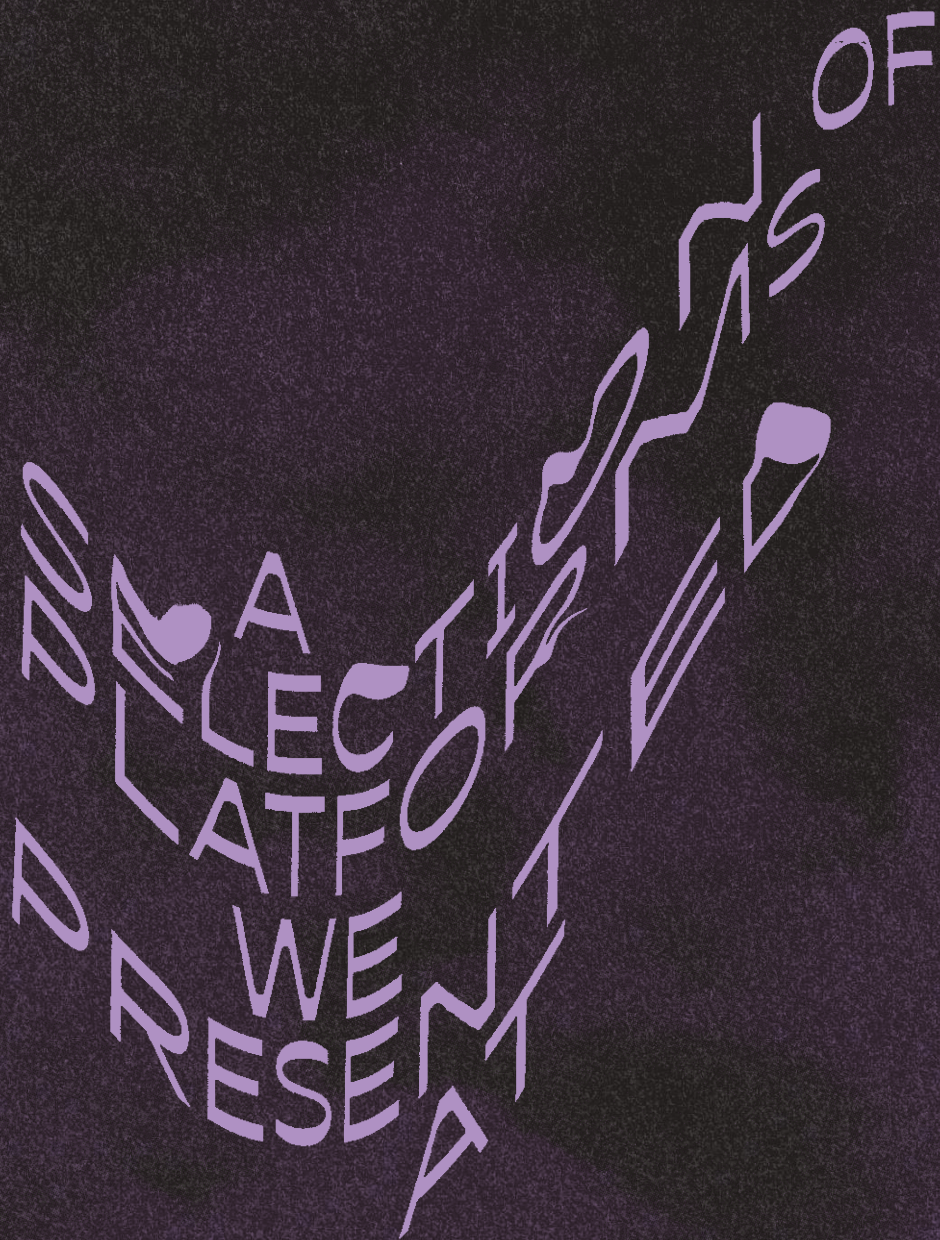
We represent the following artists:

Maya Verlaak
Yun Lee
Philip Vermeulen
Marije Baalman
Yolanda Uriz
Wen Chin Fu
Dewi de Vree
Jeroen Uyttendaele
Jonathan Reus
Mariska de Groot
Lars Kynde
Matteo Marangoni
Dieter Vandoren
Kunrad (Koenraad de Groot)
Cathy van Eck
Lauren Jetty

We also distribute iii productions from these artists:

Hans Beckers
Vica Pacheco
Amos Peled
Kexin Hao
Hugo Morales Murguia
Rafaele Andrade





A selection of platforms we presented at:

Netherlands:

Muziekgebouw aan 't IJ
Stedelijk Museum
EYE Film Institute
FIBER Festival
W139
Sonic Acts
STEIM
Paradiso
Mediamatic
TodaysArt
Zuiderstrandtheater
Stroom Den Haag
Korzo Theater
West
Rewire Festival
Crossing Parallels
Highlight Festival
Netherlands Film Festival
Dutch Design Week
Into the Great Wide Open
Stedelijk Museum Schiedam
Creative Coding Utrecht
IMPAKT
V2_
WORM
Tetem
November Music
DordtYart
Nederlands Film Festival
Rijksmuseum Twenthe
Gaudeamus
Baltan Laboratories
STRP
Groninger Museum
het HEM
museum Voorlinden
International Theatre Amsterdam
Highlight Delft
Willem II
Festival Dag in de Branding
Art Rotterdam
Boring Festival
Intro in Situ
Doka Amsterdam
Marres
Nederlands Film Festival
Tivoli Vredenburg
Conflux
The Grey Space in the Middle
PANT

International:

Ars Electronica (Linz)
Museo Nacional Centro de Arte Reina Sofia (Madrid)
ZKM (Karlsruhe)
iMAL (Brussels)
STUK (Leuven)
KIKK Festival (Namur)
CTM (Berlin)
Overtoon (Brussels)
Bergen Centerfor the Electronic Arts (Bergen)
Tokyo Art Book Fair (Tokyo)
Novas Frequências (Rio de Janeiro)
Hangar (Barcelona)
Audio Art Festival (Krakow)
Oceanographic Museum of Monaco
Sensorium Festival (Bratislava)
Medialab Prado (Madrid)
Mapping Festival (Geneva)
Ballroom Marfa (Texas)
Auto Italia (London)
Critical Media Lab (Basel)
Cafe OTO (London)
Danish Museum of Science and Technology (Helsingor)
Mekudeshet (Jerusalem)
Musée d'Art Contemporain de Montréal
SONAR (Barcelona)
Transmediale (Berlin)
4DSOUND (Budapest)
Electropixel Festival (Nantes)
NCCA (Kalingrad)
NCCA (Moscow)
CentroCentro (Madrid)
MOTA (Ljubljana)
Ethnologisches Museum (Berlin)
ZFIL (Ulna)
SKC Gallery + OKC Palach (Rijeka)
Močvara Club (Zagreb)
OORtreiders (Pelt)
Serralves (Porto)
Center of Contemporary Creations (Madrid)
Simultan Festival (Tiksiora)
MEET (Milan)
HEK (Basel)
Perte de Signal (Montréal)
Big Bang Festival (Copenhagen)
Orø-døgnet (Cø)

Gentse Feesten (Ghent)
Sound Art Lab (Struer)
ISEA 2022 (Barcelona)
Servus Clubraum (Linz)
Möllerej (Luxembourg)
Soulangh Cultural Park (Tainan)
National Taiwan Science Education Centre (Taipei)
Venice Biennale.
Attenborough Centre for Creative Arts (Brighton)
Akademie der Künste (Berlin)

Universities:

Inter Arts Center (Malmö)
Intelligent Instruments Lab (Reykjavik)
Goldsmiths University (London)
NTNU (Trondheim)
Geneva College of Art & Design
University of Graz (Graz)
FHNW Academy of Art and Design (Basel)
American University of Beirut (Beirut)
University of Music and Performing Arts (Graz)
Queen Mary University of London (London)
Hamburg Media School (Hamburg)
Concordia University Montréal (Montréal)
Royal Academy of Art (London)
Aarhus University (Aarhus)
University of Twente (Enschede)
Aalborg University (Denmark)

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