

portfolio

simon hillme

Simon Hillme
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Simon Hillme [/ad hoc] is a Dresden-based media artist and musician. He works primarily in the field of developing electronic music, projection mappings audiovisual installations and performances on a small and large scale. In autumn 2020, he graduated from the Dresden University of Arts with a degree in Fine Arts under Prof. Carsten Nicolai. He is also an active part of the local club and soundsystem subculture, both as a producer, organizer and video artist.

Simon Hillme [/ad hoc] ist ein in Dresden ansässiger Medienkünstler und Musiker. Er arbeitet vordergründig im Bereich der Entwicklung elektronischer Musik, Projection Mappings und audiovisueller Installationen und Performances im kleinen und großen Maßstab. Im Herbst 2020 beendete er an der Dresdner Kunsthochschule das Studium der Bildenden Künste unter Prof. Carsten Nicolai mit dem Diplom. Er ist außerdem ein aktiver Teil der lokalen Club - und Soundsystem Subkultur, sowohl als Produzent, Veranstalter wie auch als Videokünstler.



MAIN FACTS
PERSON

Living and Working
in Dresden, Germany

**since 2020 – long-time Collaboration
with ruestungsschmie.de**
Visual Artist and Sound Designer

since 2017 – Freelance Work
Visual Artist and Sound Designer

2020 – Diploma of Fine Arts
Academy of Fine Arts, Dresden

2014 – 2020 – Study of Fine Arts
Masterclass Carsten Nicolai
Academy of Fine Arts, Dresden

EXHIBITIONS / INSTALLATIONS
SELECTION

**2023/2024 – Video Projection Design for
‘der bewahrte Blick’**
Video Projection / Installation for
‘Staatliches Filmarchiv Sachsen,
Saxon State and University Library,
Dresden, Germany

2022 – IBUG Festival for Urban Arts
Audiovisual Installation, Collaboration with TAT
IBUG Festival 2022, Flöha, Germany

2020 – Larvae / Diploma Exhibition
Audiovisual Installation
Academy of Fine Arts, Dresden

2019 – Causal Nexus III/2
Audiovisual Installation
Tapetenwerk Leipzig

2019 – Deconstruct Futures
Group Exhibition and Live Performance
Carbon Pavillon, Kiev, Ukraine

2017 – Cynetart Festival for Media Art
Installation and Audiovisual Performance
Festspielhaus Hellerau, Dresden

2015-2019 – Annual Exhibition
Academy of Fine Arts Dresden, Germany

A/V PERFORMANCES
SELECTION

2023 – Perspektivwechsel
collaboration with Alwin Weber /
Luise Volkmann / Christian Seemann
Video /Laser/Sound Performance,
Technische Sammlungen Dresden, Germany

2021 / 2023 – ‚Unruhe‘
Sound and Video Design / Performance
for Theater Production
Zentralwerk, Dresden, Germany
and Projekt-Theater, Dresden, Germany

2021 – Audiovisuelles Nachtcafé
Collaboration with Domenic Kießling
Gallery Hole of Fame, Dresden, Germany

2021 – Feedback Works
A/V Live Performance,
Kulturkraftwerk, Dresden, Germany

2019 – DAVE SPECTRA
A/V Group Performance
DAVE – Festival for Digital Art,
Dresden, Germany

2018 – Standpunkt (../)
Sound Performance
Oktogon, SKD Dresden, Germany



**ARCHITECTURE
PROJECTION MAPPING
SELECTION**

2024 - soli[d/t]aire
Lichtkunst Gelsenkirchen
Robinienhof, Gelsenkirchen, Germany

2023 - ['/archive.log']
Lille Video Mapping Festival
Palais des Beaux-Arts
Lille, France

2018 - 13 million states
Biennale Pochen
Architecture Light Composition
Chemnitz Central Station, Germany

**CLUB / MUSIC RELATED
VIDEO MAPPING
SELECTION**

2023/24 - Millrave Festival
Multi-Screen Installation / VJ Works
Millrave Festival, Czech Republic

2022/23 - Subkontra Festival
Laser + Video Projection
Ore Mountains, Germany

2022/23 - Step Evolution Festival
Multi-Screen Installation / VJ Works
Step Evolution Festival, Czech Republic

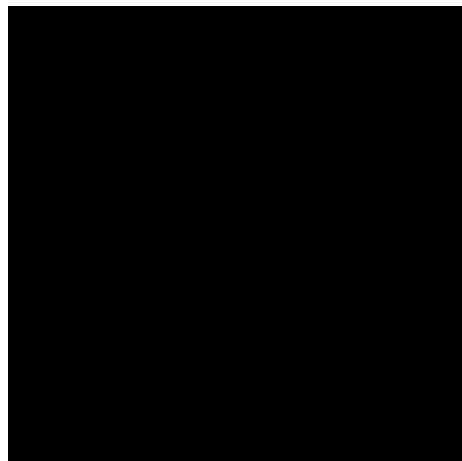
2020 - Visual Work at Villa Massimo
for Alva Noto, Ben Frost, Jessica Ekomane
Video Mapping / VJ Works
Villa Massimo, Rome, Italy

2019 - Visual Work at Villa Massimo
for Alva Noto, Jasss, Florian Kupfer
Video Mapping / VJ Works
Villa Massimo, Rome, Italy

2017 - London Art Night
in collaboration with Boiler Room
Video Mapping / VJ Works
Village Underground, London, United Kingdom

since 2017 - Sektor Evolution
Video Mapping / VJ Works on a regular basis
Sektor Evolution, Dresden, Germany

since 2014 - Electronic Music Underground
Video Mapping / VJ Works / Light Art
at countless Underground Raves
and Festivals all across Europe



EXHIBITION AND STAGE DESIGN
SELECTION

2023/2024 – ‘der bewahrte Blick’
Exhibition of the Film Archive of Saxony
Audiovisual Installation
and Technical Development
for ‘Staatliches Filmarchiv Sachsen,
Saxon State and University Library,
Dresden, Germany

2021 / 2023 – ‚Unruhe‘
Sound and Video Design for Theater Production
Zentralwerk, Dresden, Germany,
Projekt-Theater, Dresden, Germany

WORKSHOPS
SELECTION

**2022 – Workflows for Sound Design for
Projection Mapping – Guest Lectureship**
Technical University of Dresden, Germany

**2018 – Co-Teaching at Improvisation
Workshop of Prof. Günther Baby Sommer**
Co-Teaching Workshop
Audiovisual Group Performance
Music Academy 'Carl Maria von
Weber' Dresden, Germany

**SCHOLARSHIPS
RESIDENCIES
AWARDS**

**2021 – Stiftung Kunstfonds
Kickstarter Scholarship**
Dresden, Germany

2019 – RE:MAIN
Germany - Ukraine Artist Residency
Transmedia Academy Dresden
Carbon Art Space, Kiev, Ukraine

2022 – Schlosslichtspiele / ZKM
3rd Prize at Schlossluchtsiele
Projection Mapping Newcomer Contest
Zentrum für Kultur und Medien, Karlsruhe



WORKS WITH
RUESTUNGSSCHMIE.DE
COLLABORATION PROJECTS

**3D Animations for multiple Architecture
Projection Mapping Work** created during 2020
and 2024.

**Soundtracks for multiple Architecture
Projection Mapping Works** created during 2020
and 2024.
Released as **[adhoc]**

Result of a still ongoing long-time collaboration
with **ruestungsschmie.de**

VISUAL ANIMATIONS FOR
PROJECTION MAPPING
SELECTION

2024 – Layer³
Chongqing Light Festival,
Chongqing, China

2022 – XYZ³
Lichtkunst Festival Weilheim
Jahnhalle, Weilheim, Germany

2022 – Polar³
Illuminarium Festival
Illuminale Zürich, Switzerland

2021 – Enter³
Illuminale Festival
Porta Nigra, Trier, Germany

2020 Energy³
Projection Mapping for SachsenEnergie
SachsenEnergie Headquarter
Dresden, Germany

2020/21 – Changes³
Schlosslichtspiele Karlsruhe
Schloss Karlsruhe, Germany

SOUND DESIGN FOR
PROJECTION MAPPING
SELECTION

2024 – Sound Design for Manifest³
GLOW Festival
Eindhoven, Netherlands

2024 – Sound Design for Refraction³
3rd Price at One Minute Projection
Mapping Contest
Tokyo, Japan

2023 – Sound Design for Layer³
3rd Price at Projection Mapping Contest
Chongqing Light Festival,
Chongqing, China

2023 – Sound Design for Kontext³
Winner of the IBSIC Innovation Award 2024
LightOurVision-Festival,
Chemnitz, Germany

2022 – Sound Design for Polar³
Illuminale Festival
Zürich, Switzerland

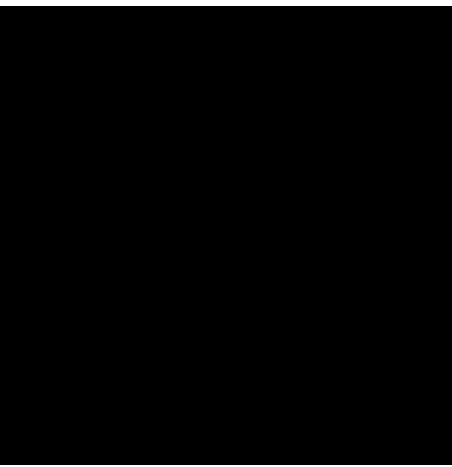
2022 – Sound Design for File³
One Minute Projection Mapping Contest,
Tokyo, Japan

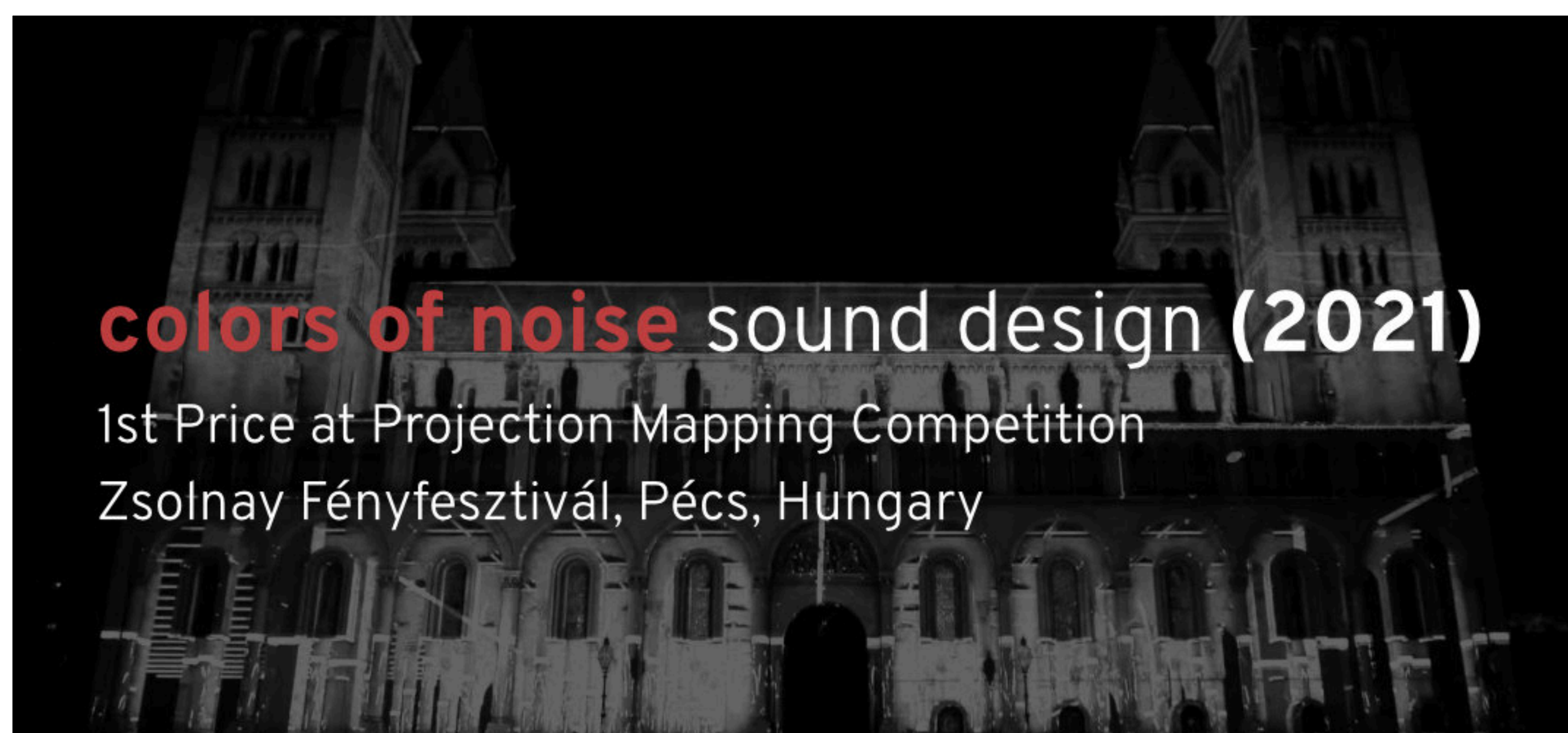
2022 – Sound Design for Chiral³
2nd Price at Zsolnay Mapping Contest
Zsolnay Fényfesztivál, Hungary

2022 – Sound Design for Pro³
Amiens, France

2021 – Sound Design for Colors of Noise³
Winner of the Grand Jury Award
at Zsolnay Mapping Contest
Zsolnay Fényfesztivál, Hungary

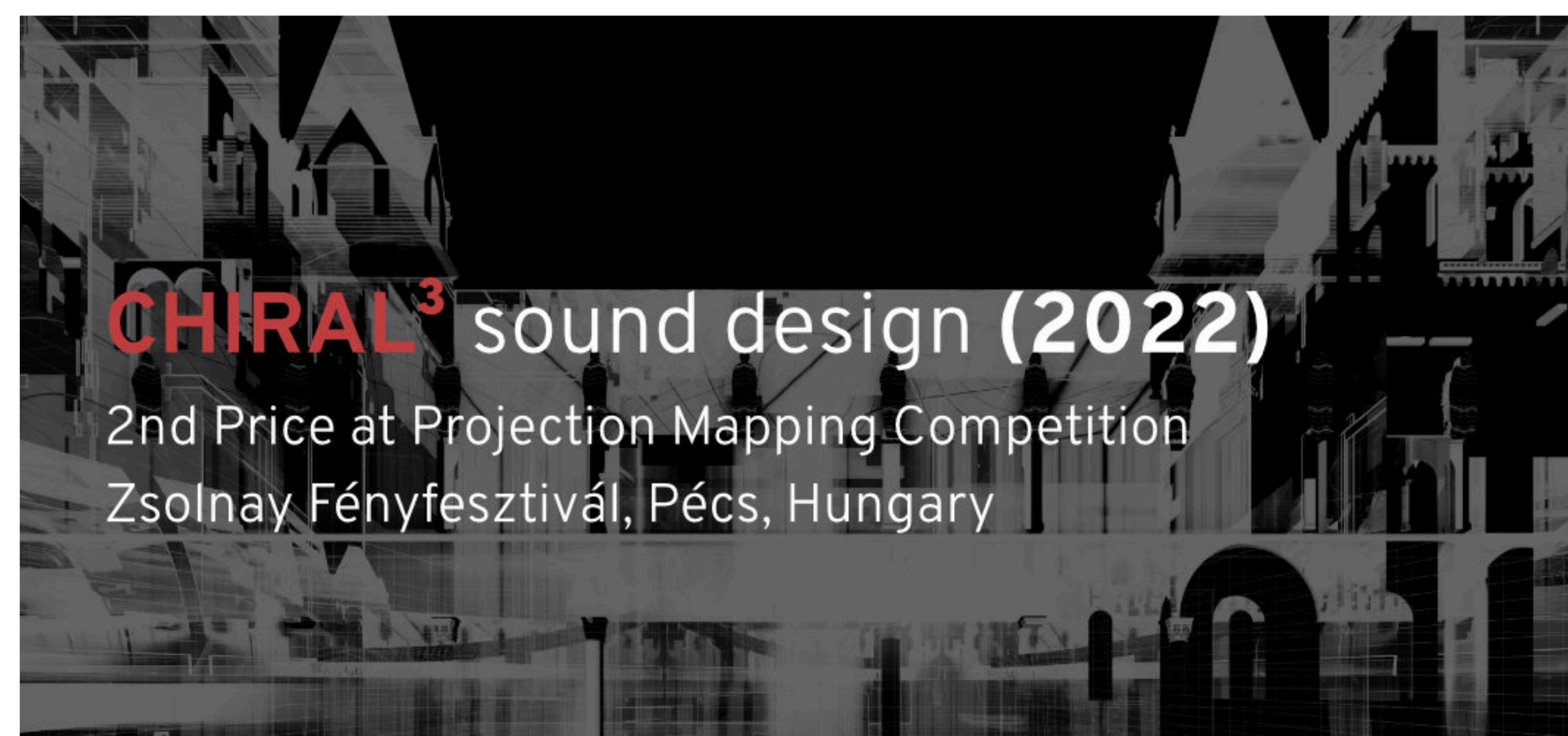
2020 – Sound Design for CTRL+ALT+DEL³
3rd Price at SKLAD Mapping Contest
Skopje Light Art District Festival,
Skopje, Macedonia





colors of noise sound design (2021)

1st Price at Projection Mapping Competition
Zsolnay Fényfesztivál, Pécs, Hungary



CHIRAL³ sound design (2022)

2nd Price at Projection Mapping Competition
Zsolnay Fényfesztivál, Pécs, Hungary



POLAR³ sound design (2022)

Illuminarium Festival
Landesmuseum Zürich, Switzerland



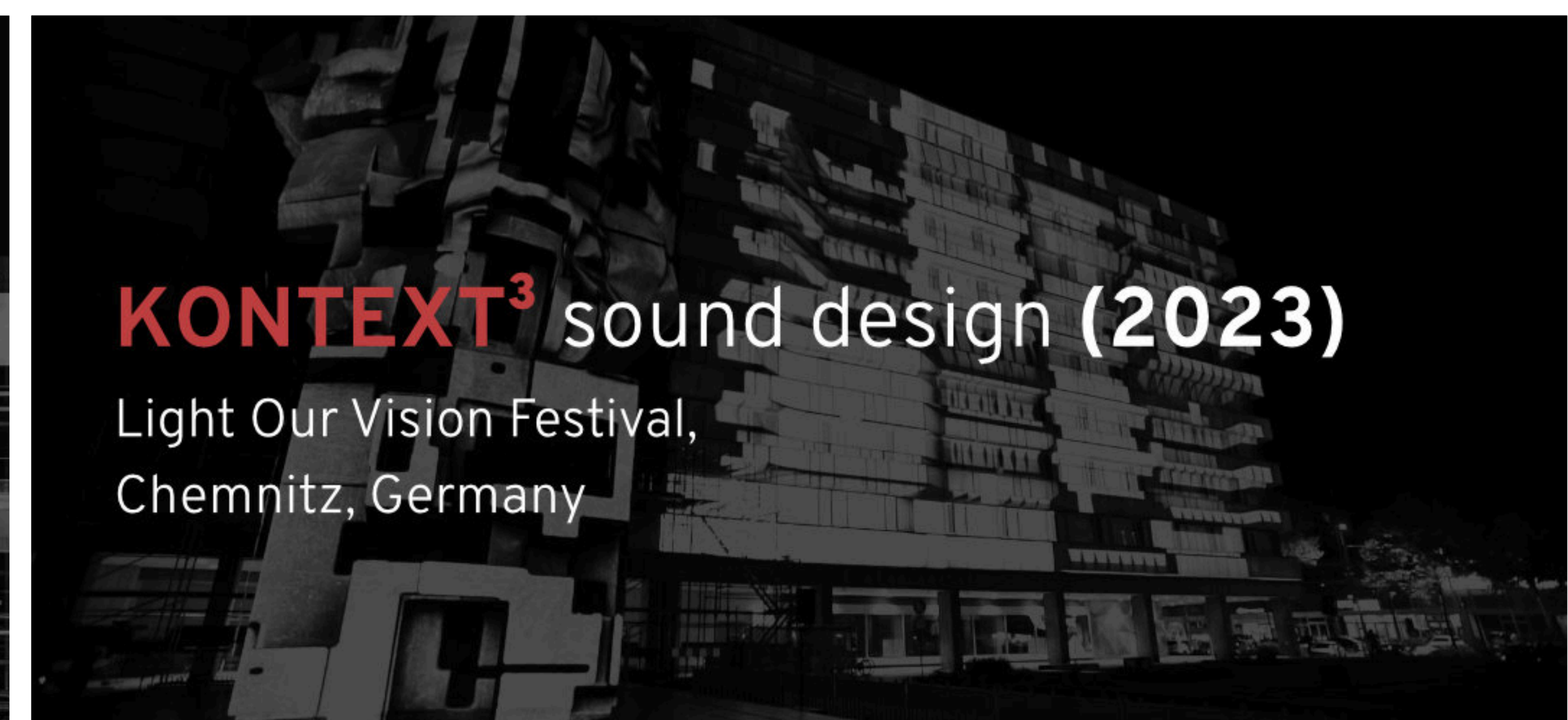
FILE³ sound design (2023)

One Minute Projection Mapping Contest
Tokyo, Japan



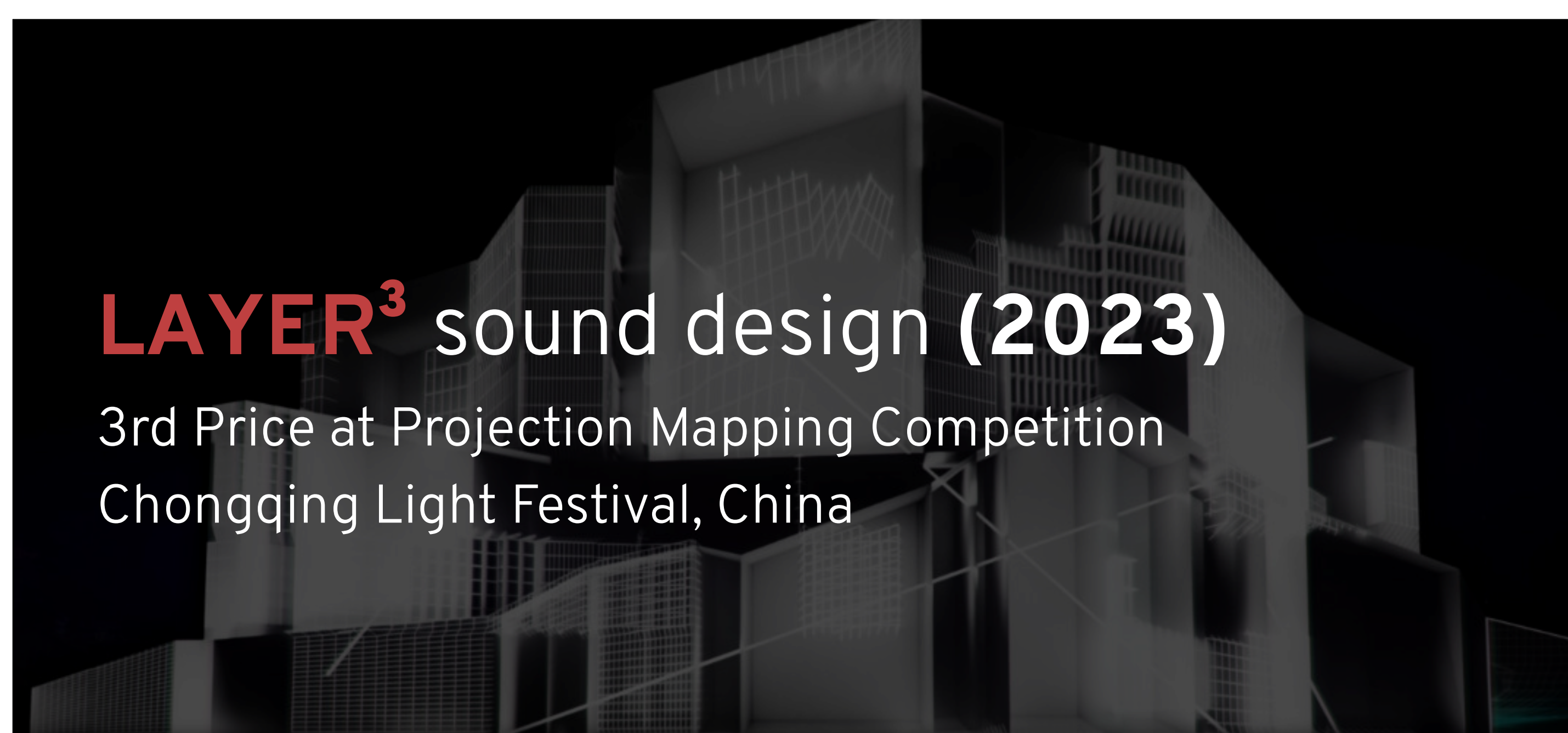
PRO³ sound design (2022)

Amiens Town Hall
Amiens, France



KONTEXT³ sound design (2023)

Light Our Vision Festival,
Chemnitz, Germany



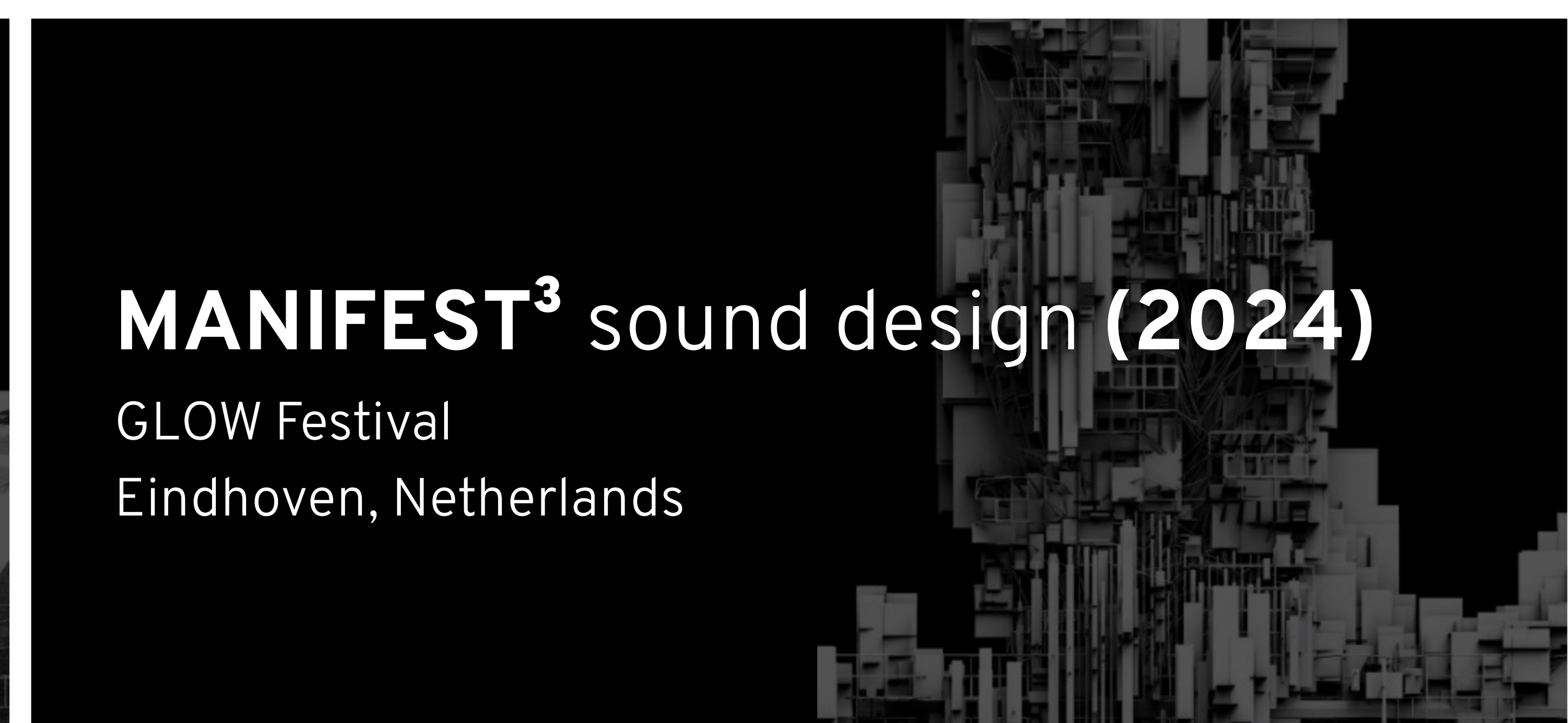
LAYER³ sound design (2023)

3rd Price at Projection Mapping Competition
Chongqing Light Festival, China



REFRACTION³ sound design (2024)

One Minute Projection Mapping Contest
Tokyo, Japan



MANIFEST³ sound design (2024)

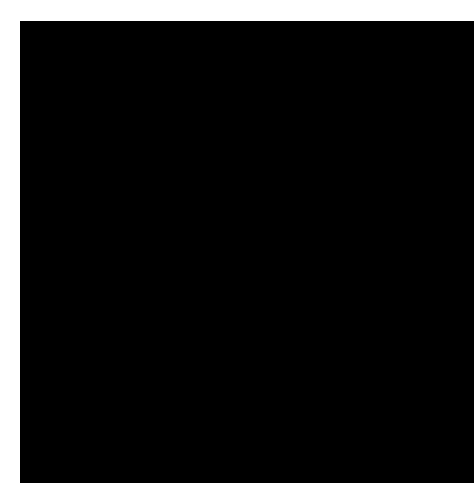
GLOW Festival
Eindhoven, Netherlands

SOUND DESIGN FOR PROJECTION MAPPING // SELECTION (2020-2024)

Soundtracks for multiple Projection Mapping Works created during 2020 and 2024

Result of long-time collaboration with **ruestungsschmie.de**

Released as **[adhoc]**





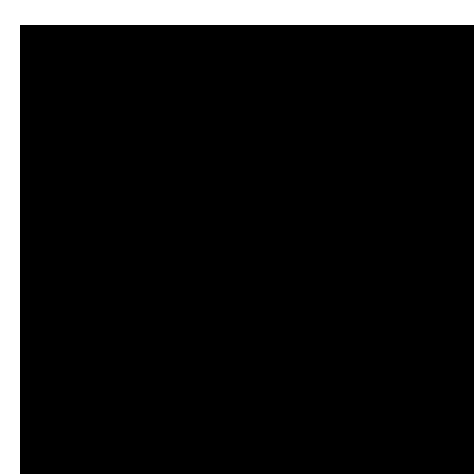
SOLI[D/T]AIRE – projection mapping (2024)

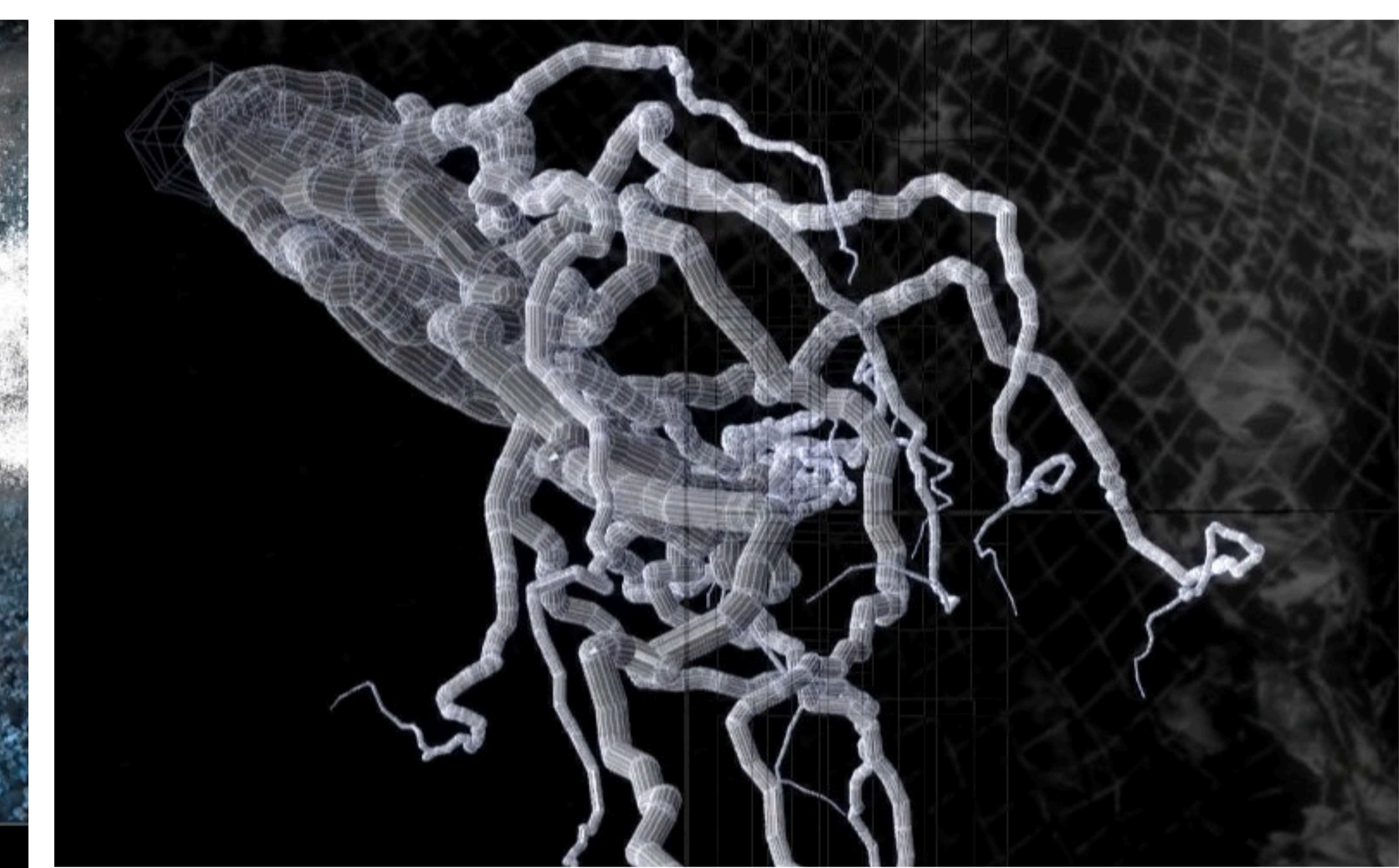
Architecture Projection Mapping

Animation + Sound Design

Lichtkunst Gelsenkirchen 2024

Robinienhof, Gelsenkirchen, Germany



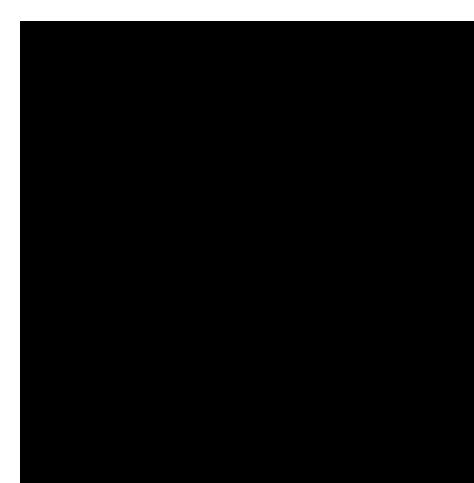


SOLI[D/T]AIRE – projection mapping (2024)

Animation + Sound Design

Lichtkunst Gelsenkirchen 2024

Robinienhof, Gelsenkirchen, Germany





DER BEWAHRTE BLICK – technical project development (2023)

Technical BackEnd development and installation for the exhibition "der bewahrte Blick – Film und Tonschätze aus Sachsen" at the Saxon State and University Library Dresden (2023/04/20 – 2024/01/06)

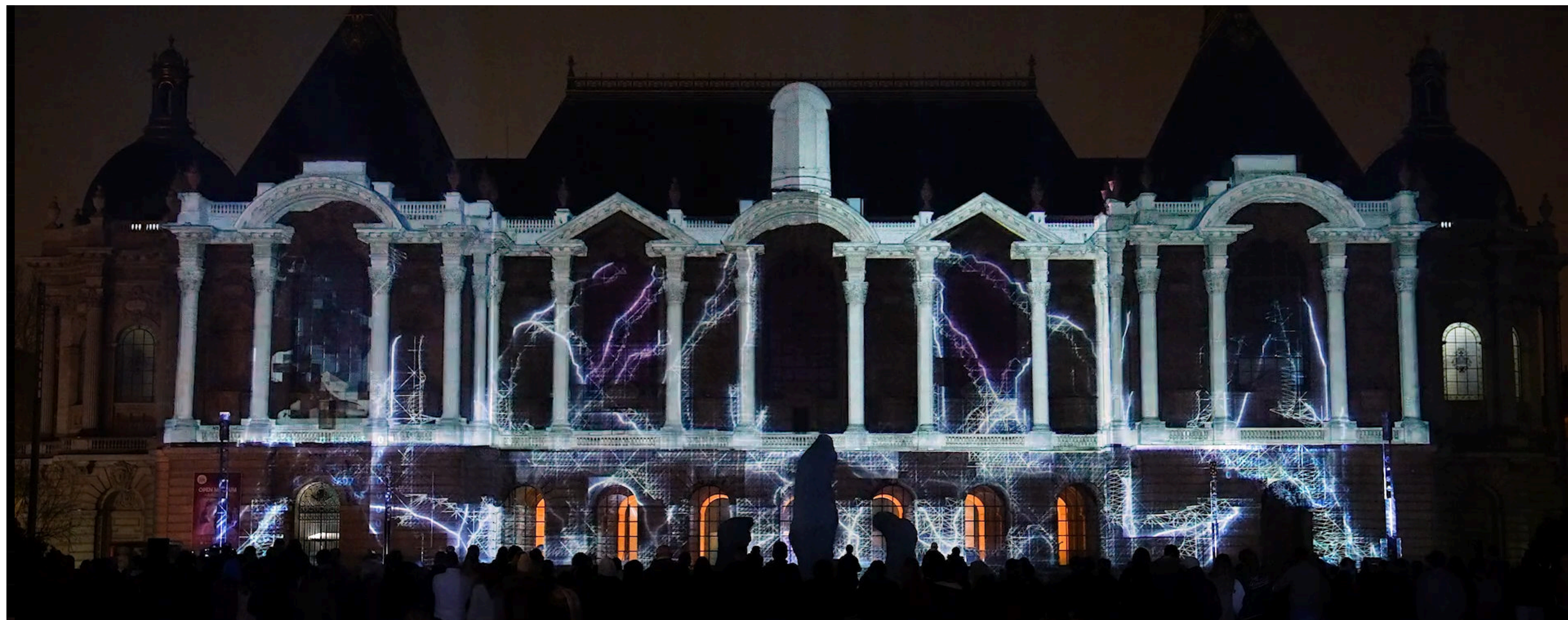
15 video screen stations + 6 video projectors synced to each other





DER BEWAHRTE BLICK – video projection (2023)

Two video projections based on historical archive footage created for the exhibition
"der bewahrte Blick – Film und Tonschätze aus Sachsen" (2023/04/20 – 2024/01/06)
Saxon State and University Library Dresden



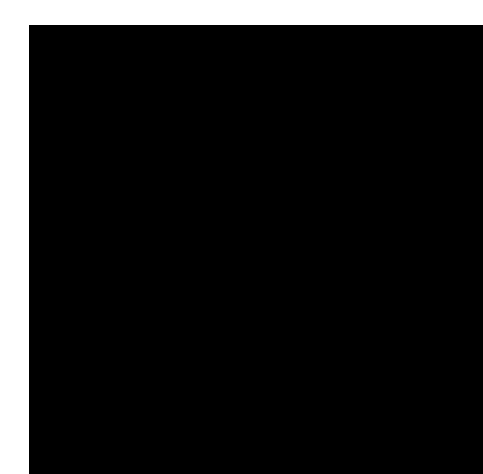
['/archive.log']– projection mapping (2023)

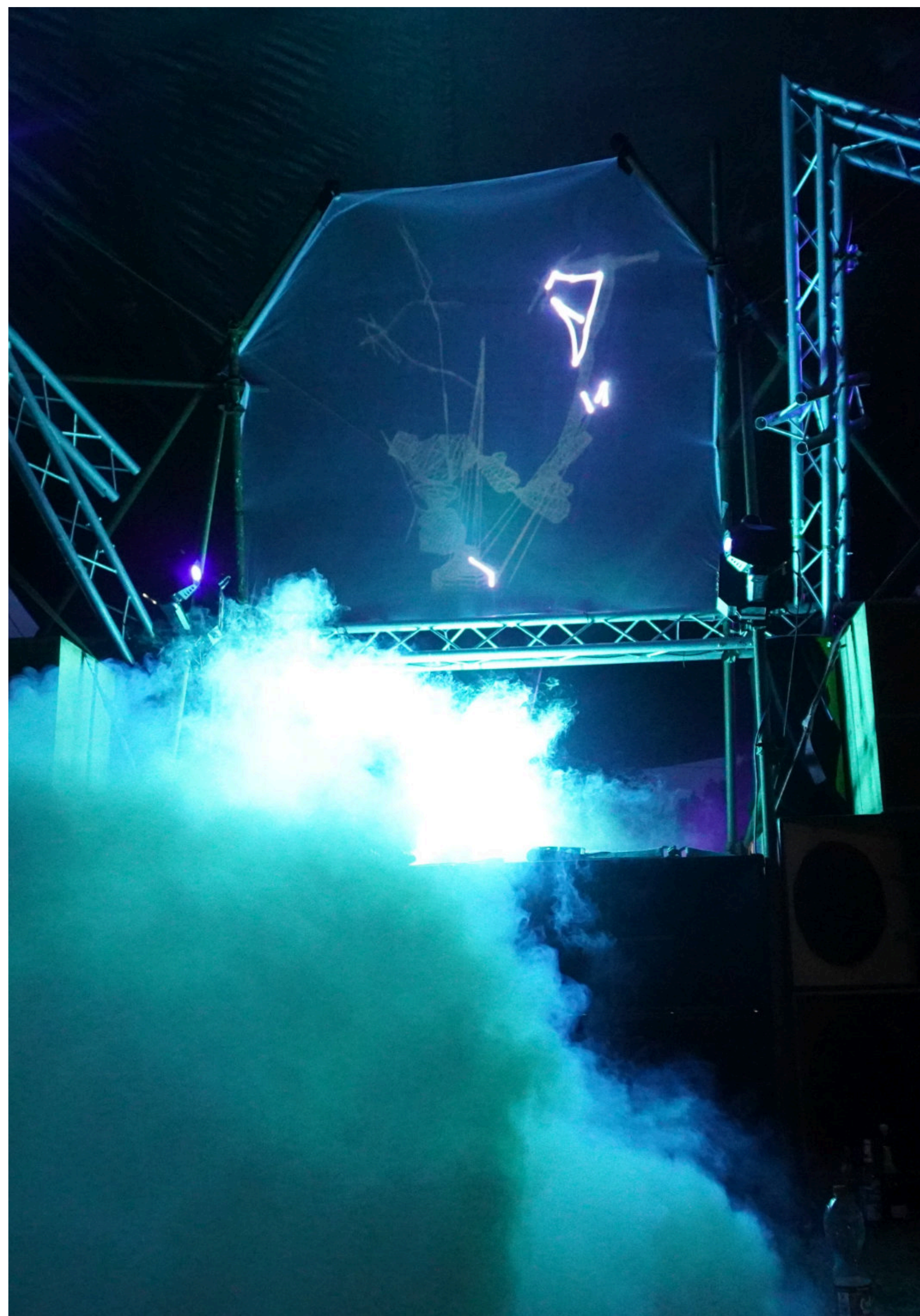
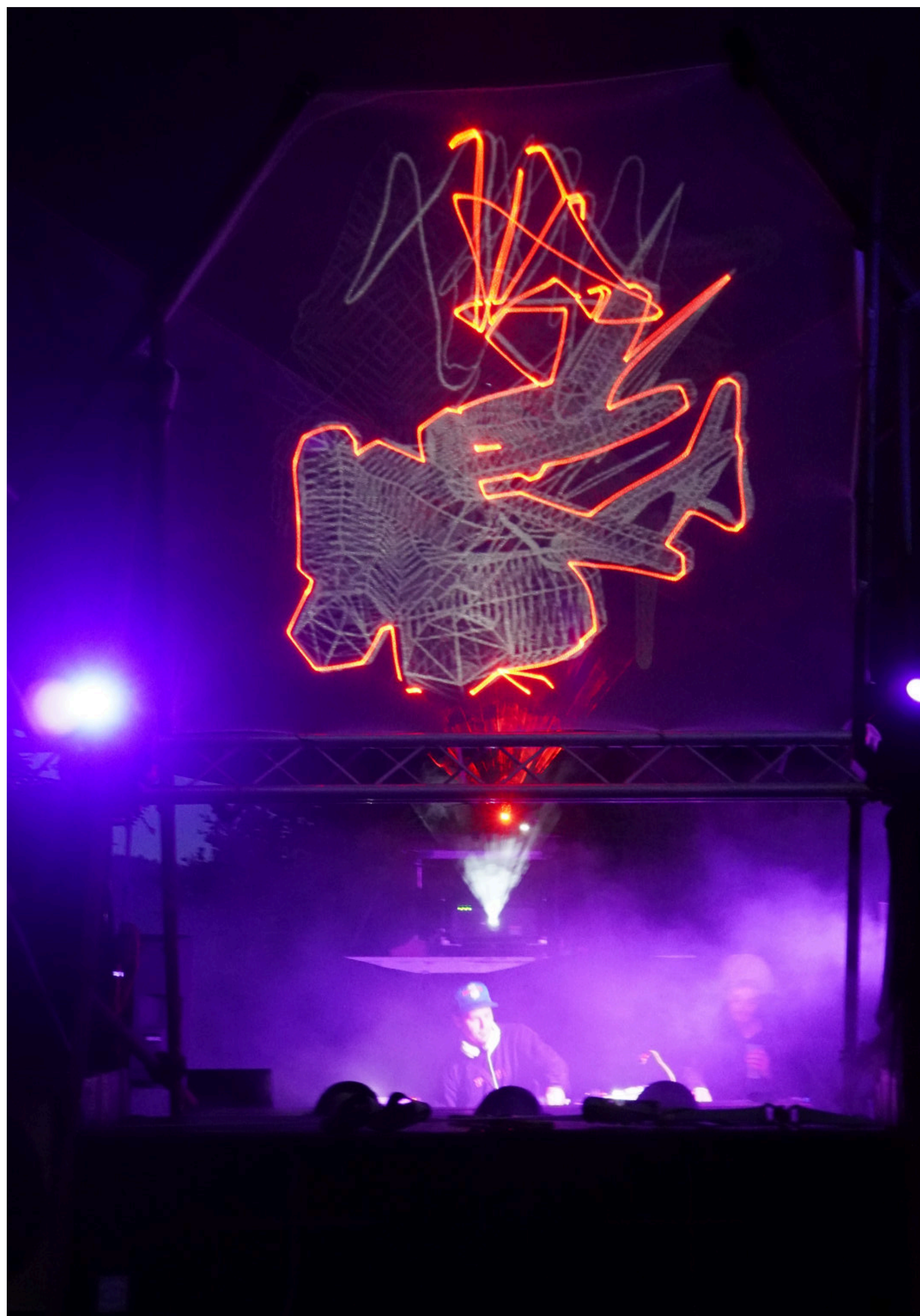
Architecture Projection Mapping

Animation: Simon Hillme, Louis Schad // Sound Design: Simon Hillme

IBSIC Video Mapping Festival 2023,

Palais des Beaux-Arts, Lille, France, Lille, France

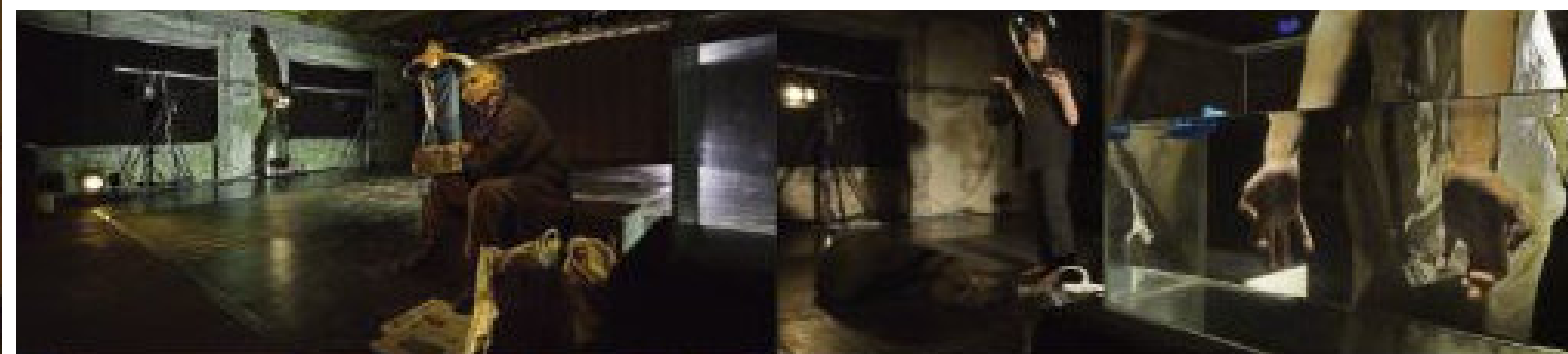




SUBKONTRA FESTIVAL – visual works (2023)

Laser + Video Projection

Subkontra Festival, Germany

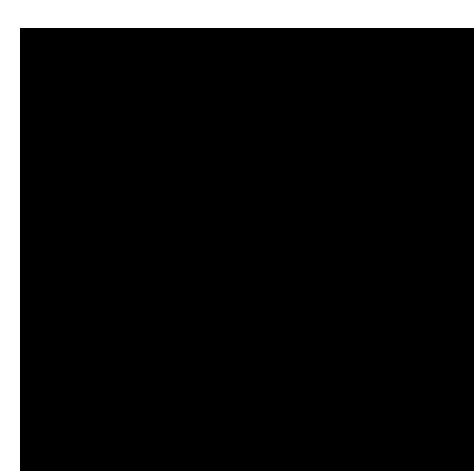


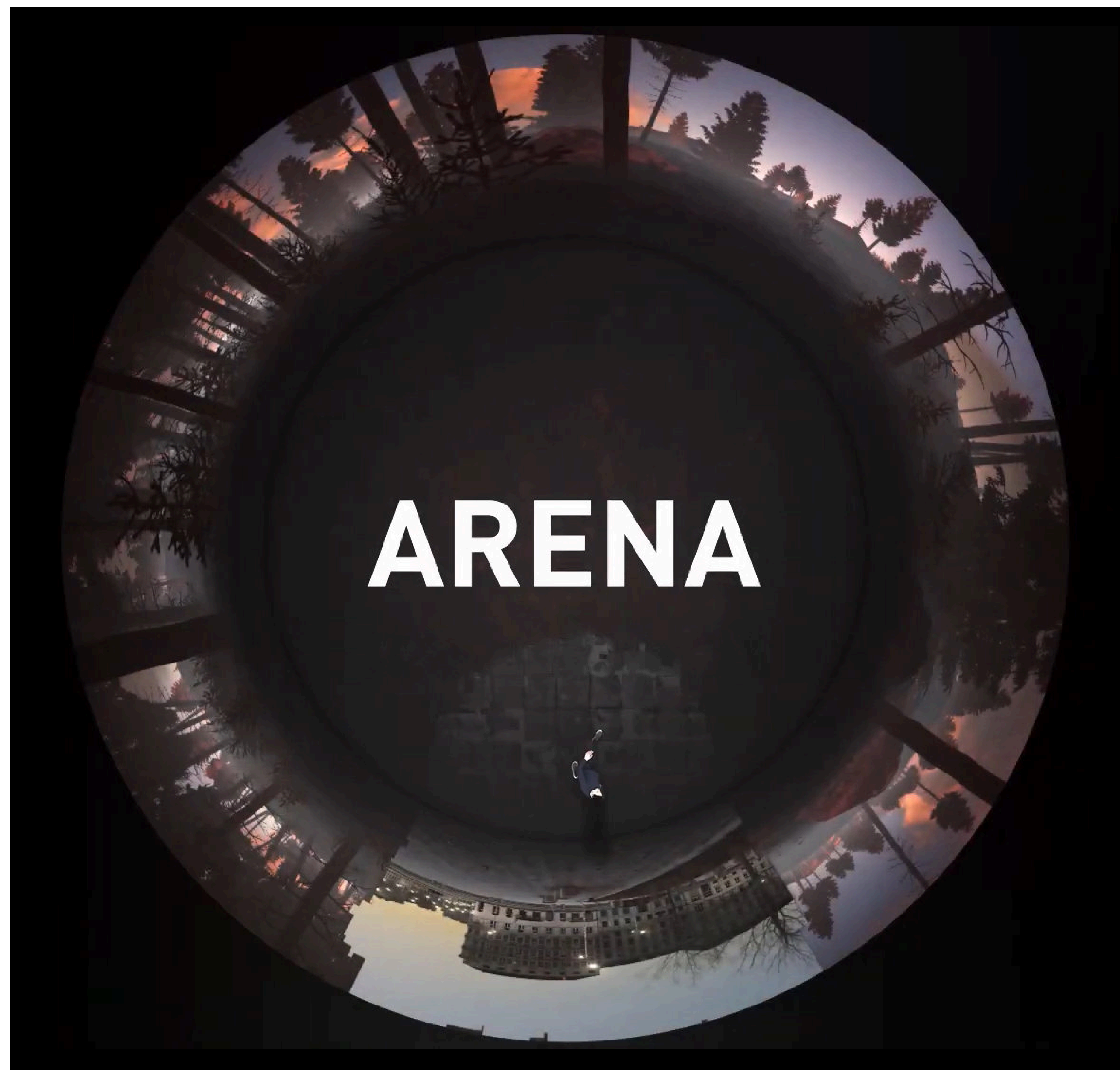
UNRUHE Nie-Spokój (2021 / 2023)

Sound and Video Design for Theatre Production

Concept and Regie: Olek Konrad Witt

Production: re-Publik Performance, Teatr Pantomimy Wrocław
Zentralwerk + Projekttheater, Dresden, Germany





ARENA (CONCEPT) – technical concept (2021)

Technical Concept for an Interactive, Audiovisual Room Installation including an 3D-Animated 360° Video Sequence. **Developed in cooperation with ruestungsschmie.de** in context of an call for proposals by Klassikstiftung Weimar in Spring 2021.



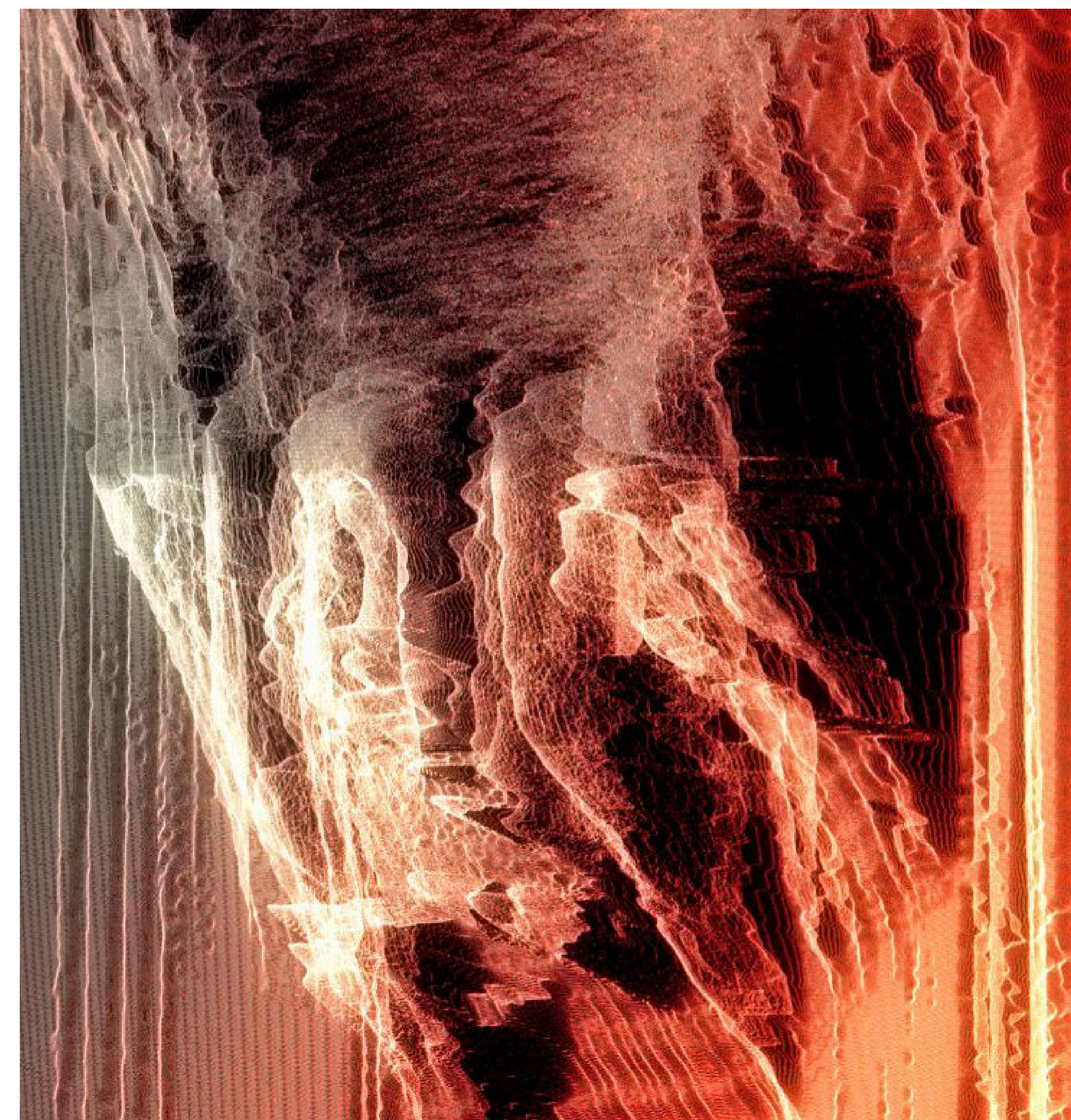
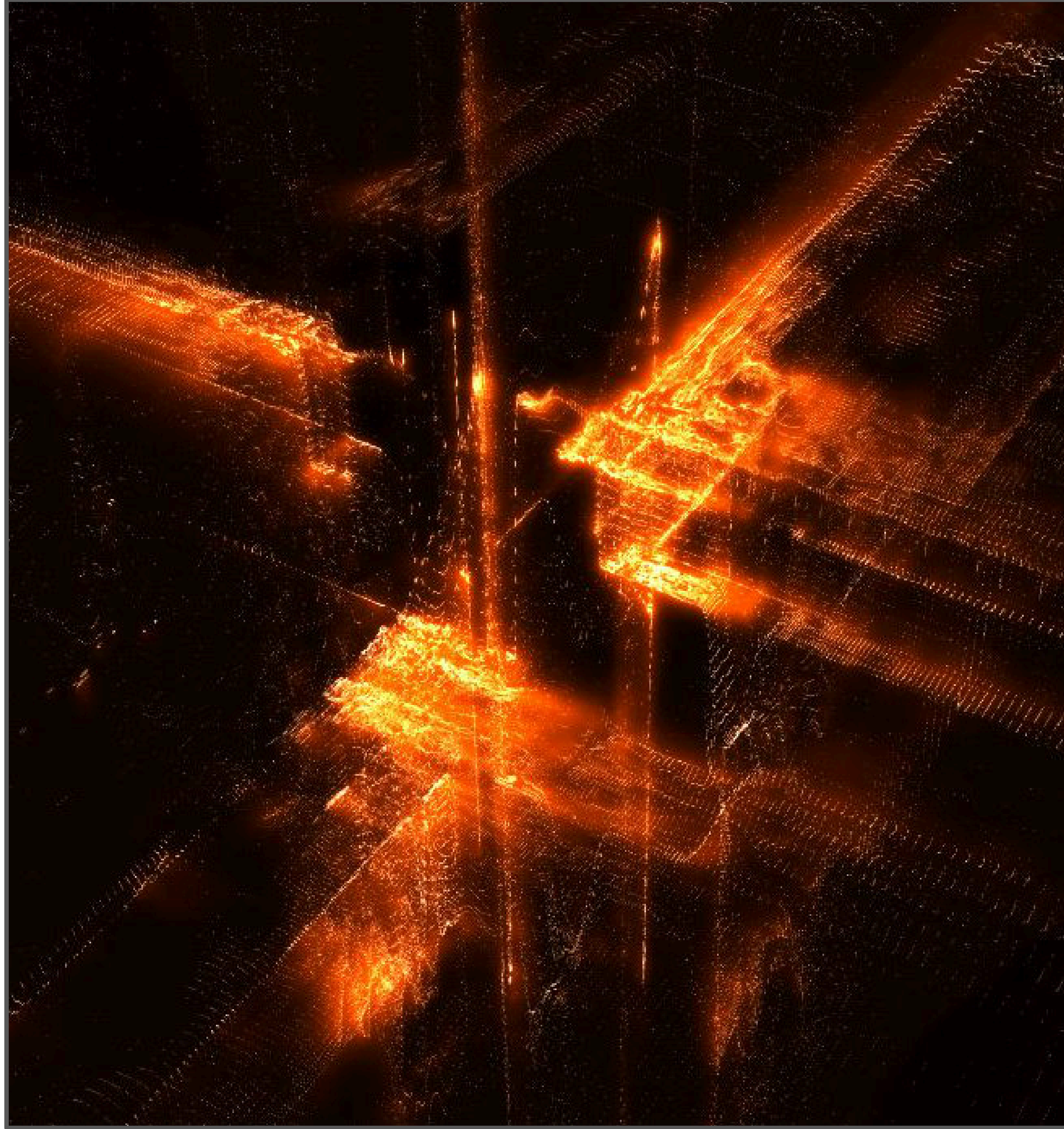
LARVAE (2020)

A/V Surround Installation

Generative Convolving Audio Visual Resonator System

8 Speakers in Hexagonal Order, 3 Video Projectors, Computer/DSP

Diploma Exhibition 2020, Academy of Fine Arts, Dresden, Germany

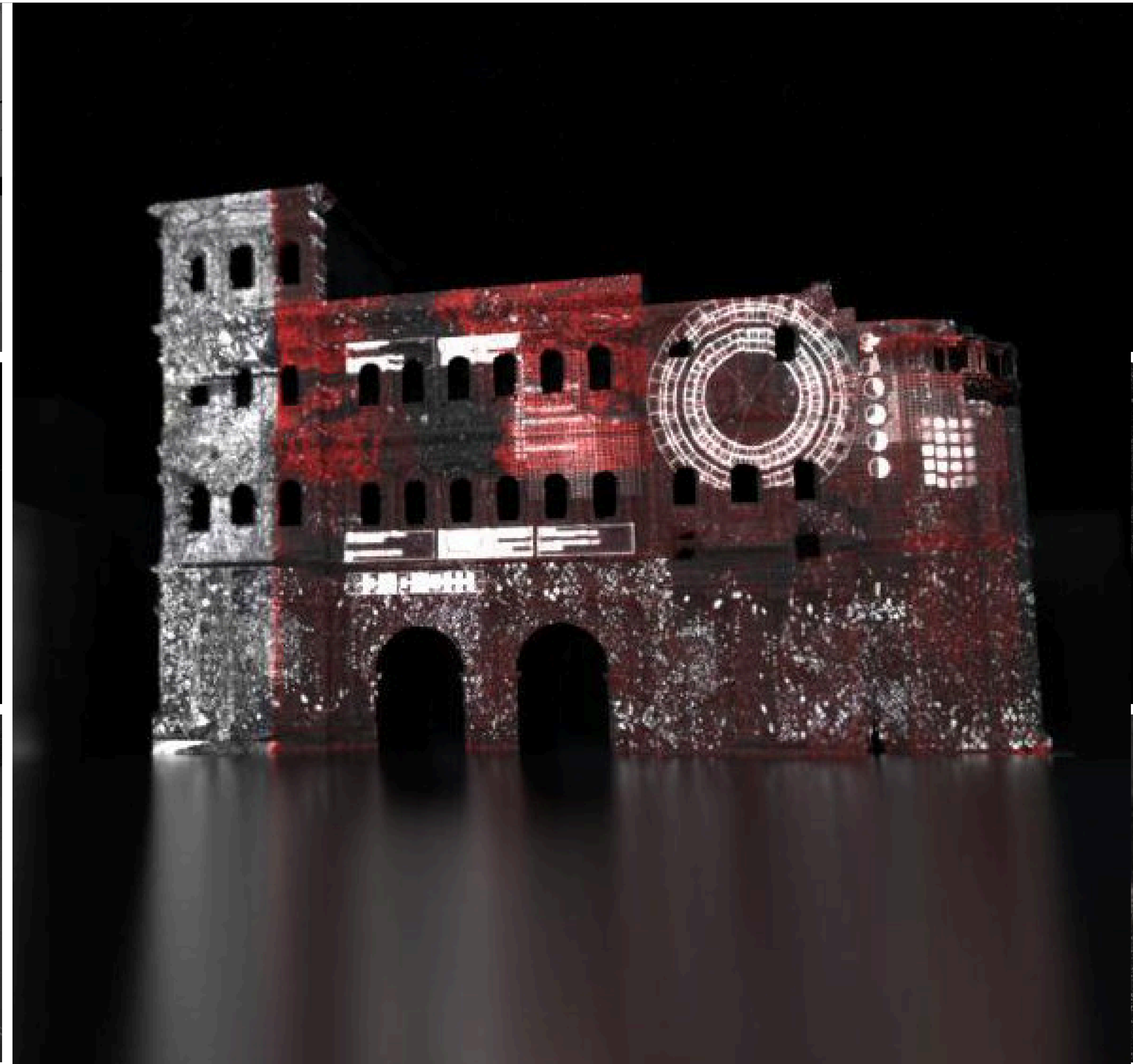
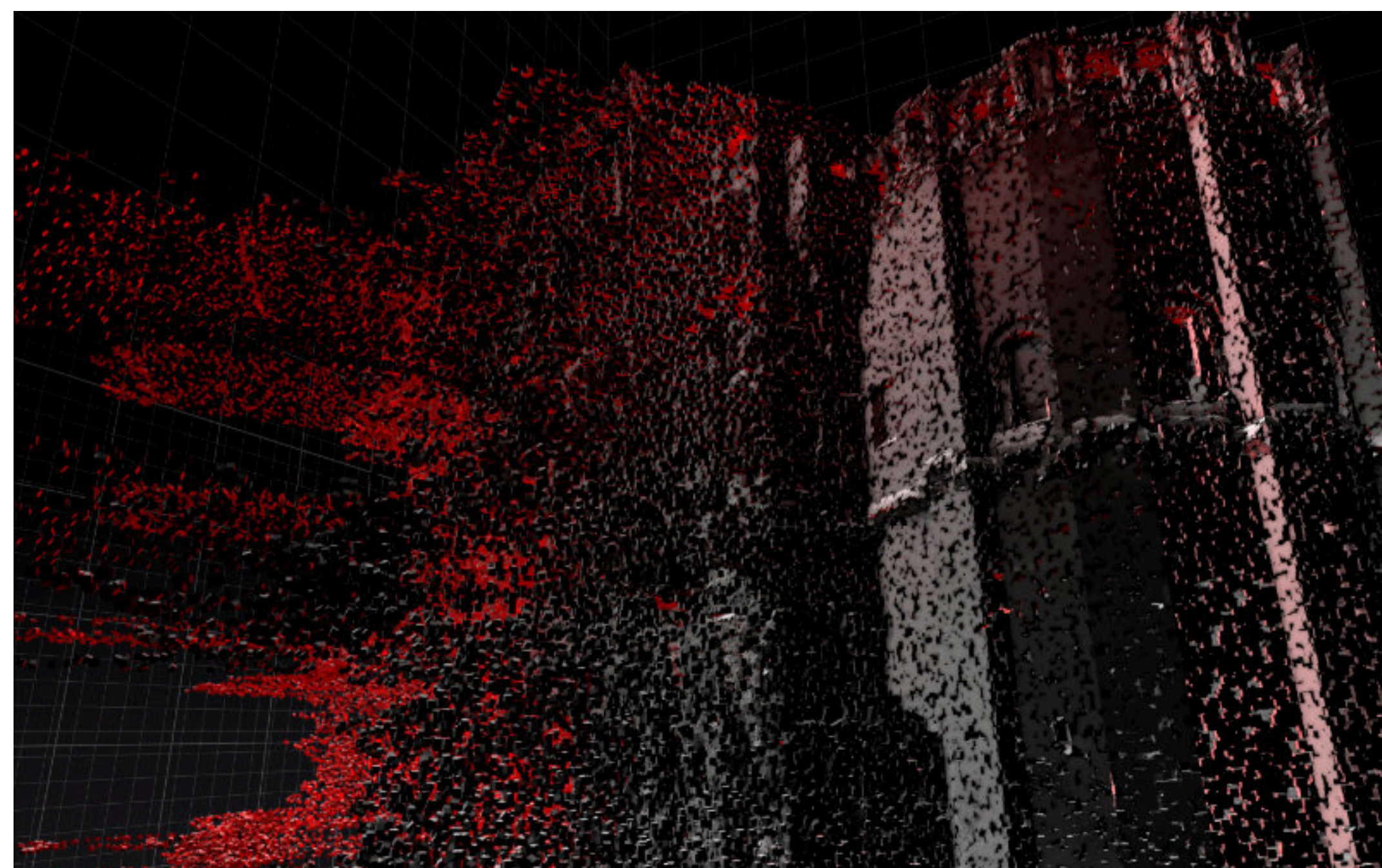
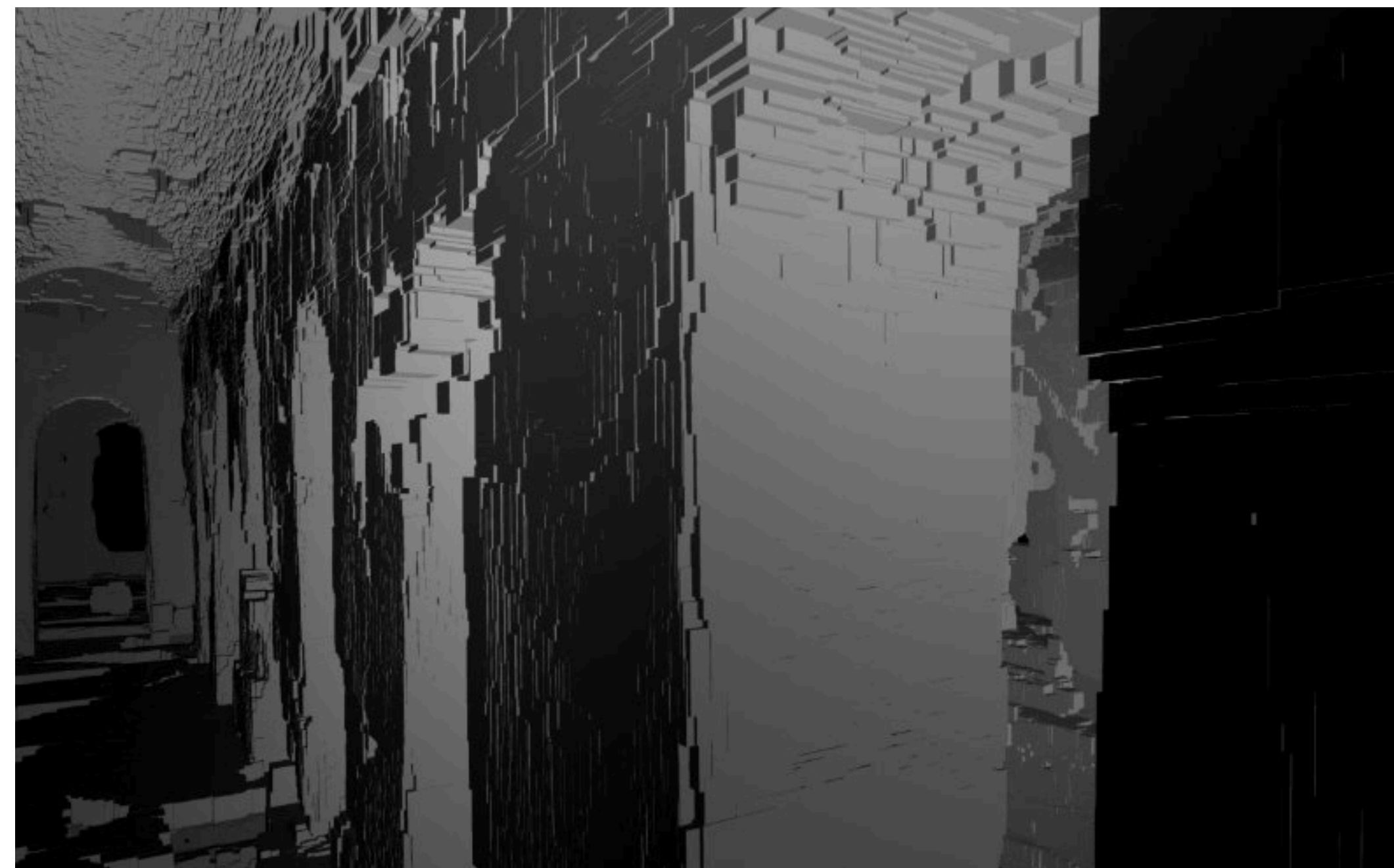
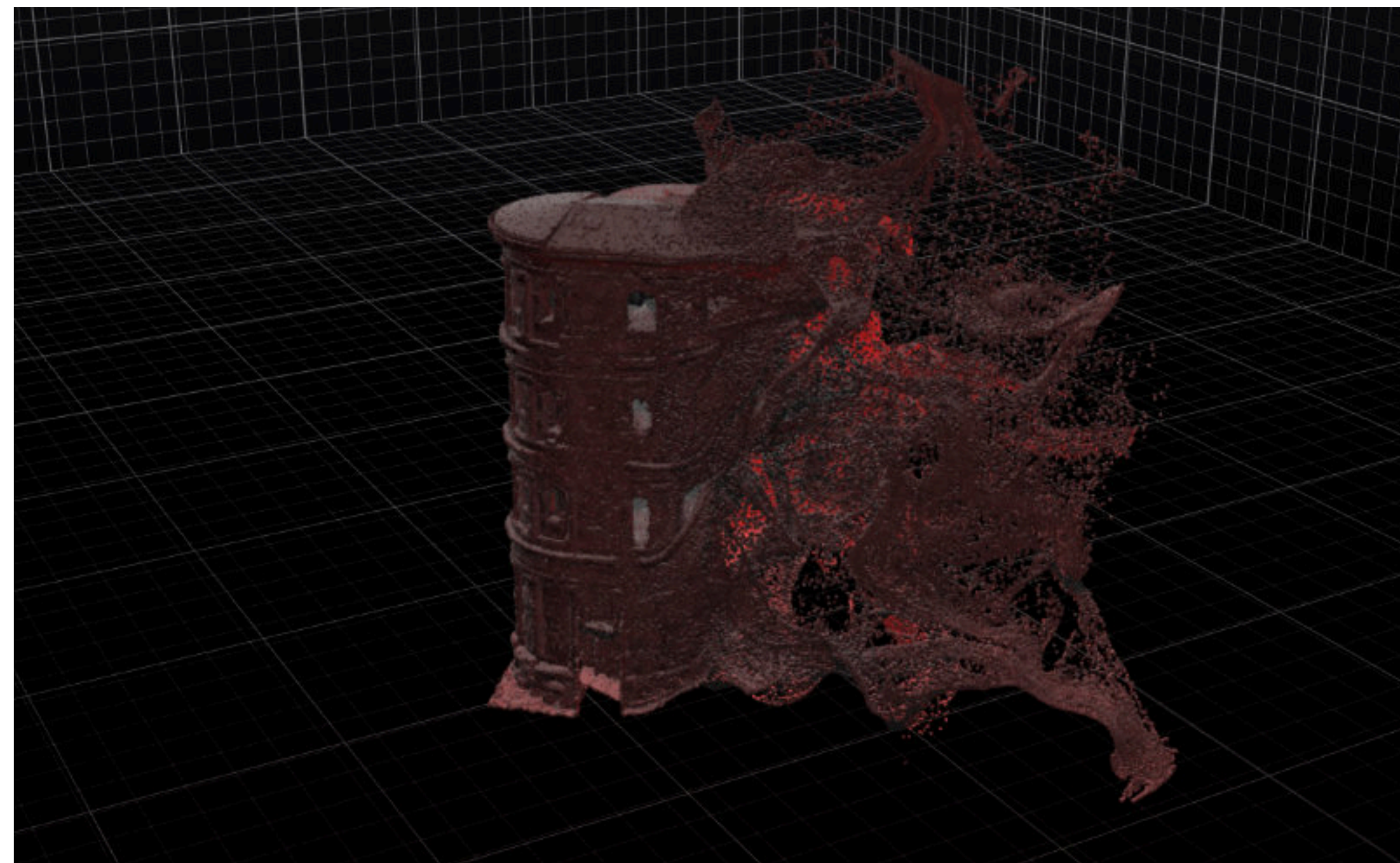
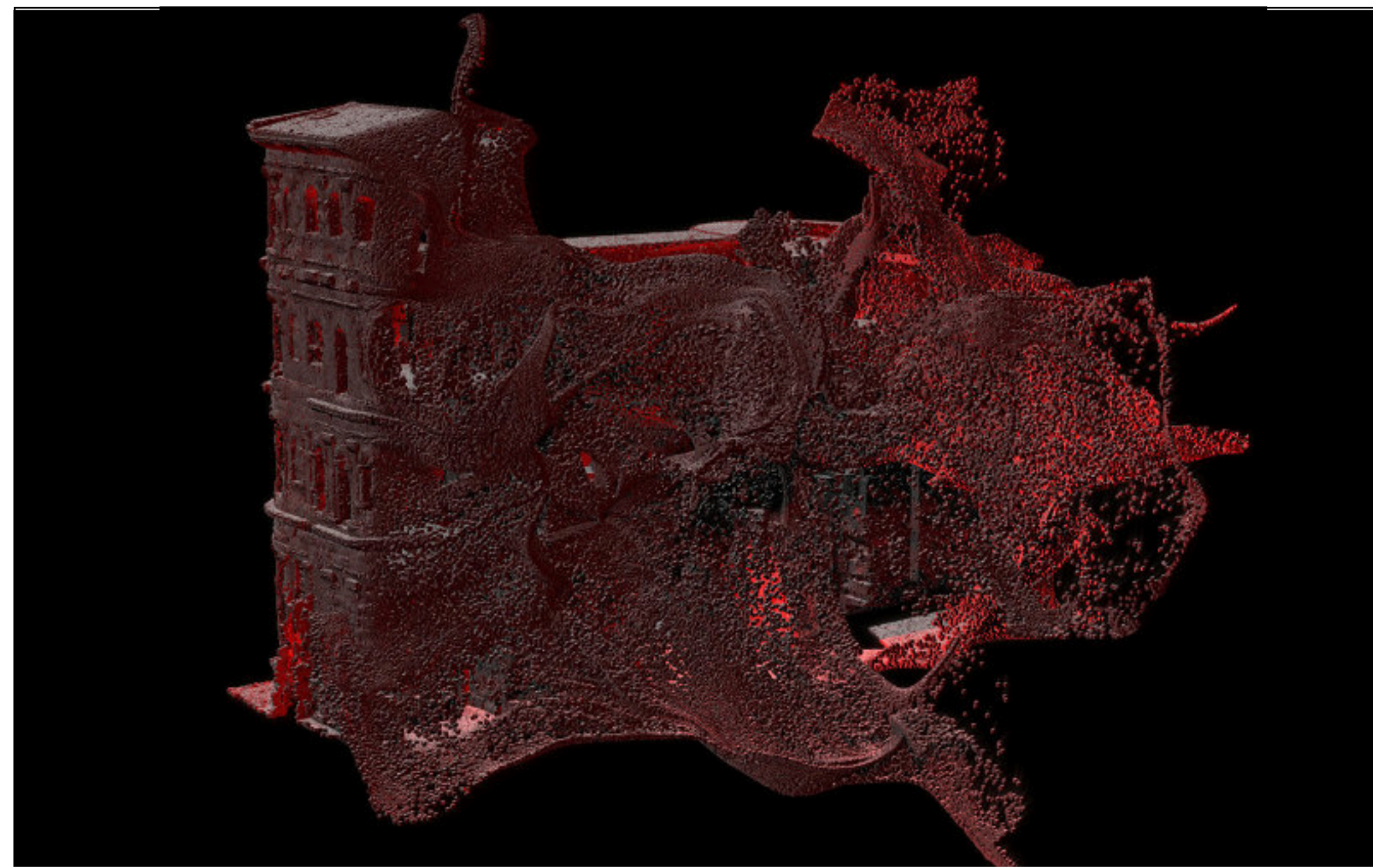


TRANSFORMATION STUDIES – 3D design (2021)

Generative / Interactive Software Framework

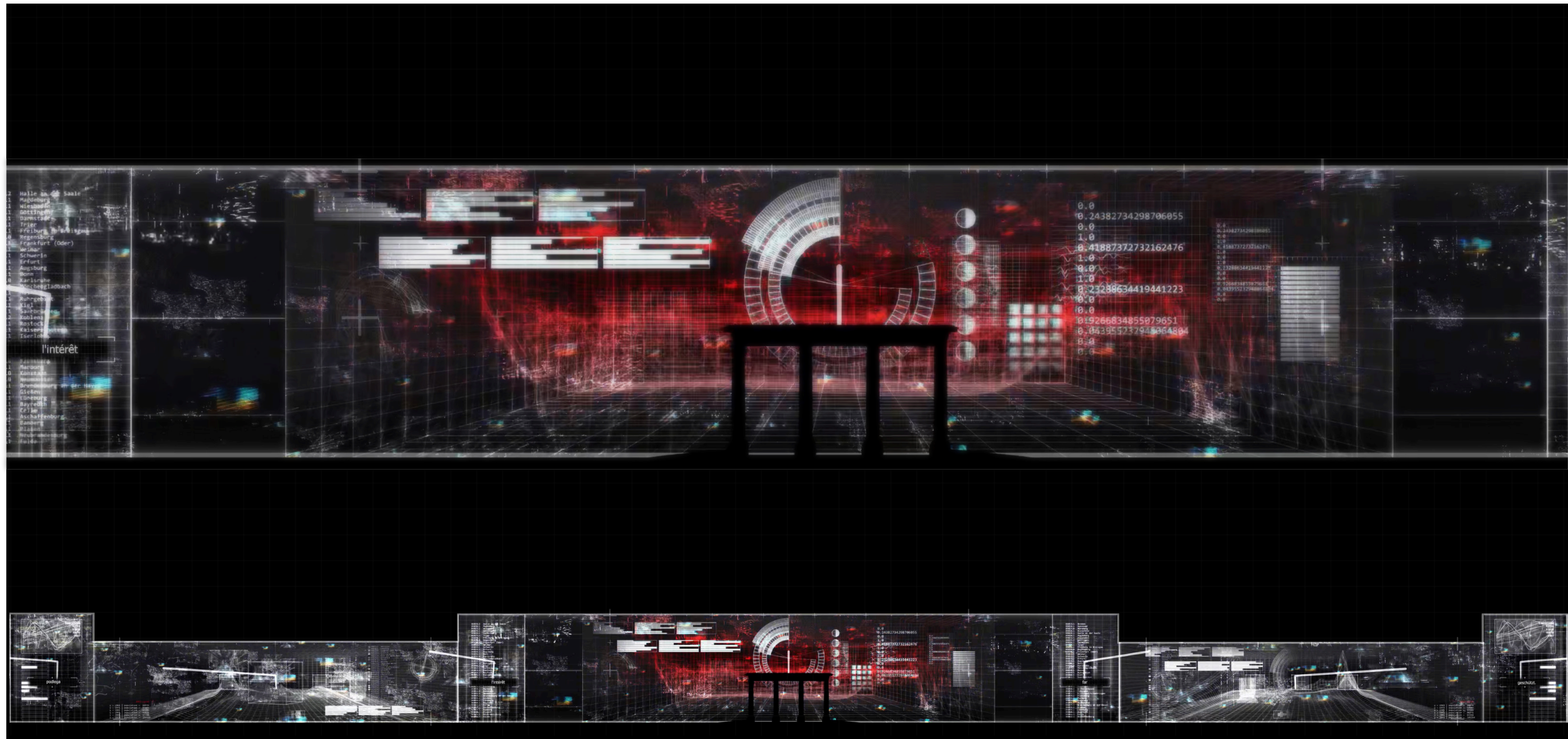
Interative Feedback System, driven by processing Data from Architecture 3D Scans and User Interactions

Motion Sensors, Derivate Touchdesigner (Software)



ENTER³ – projection mapping (2021) 3D design for ruestungsschmie.de

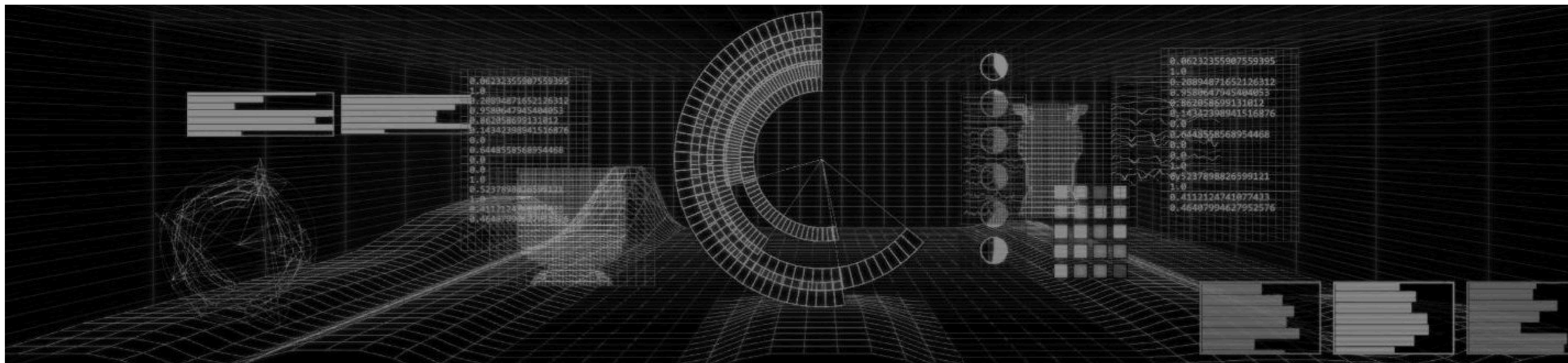
processing of Photogrammetry scans to create visual Animations for Projection Mapping Work
Illuminale, Porta Nigra, Trier



CHANGES³ – projection mapping (2020)

3D design for ruestungsschmie.de

Schlosslichtspiele Karlsruhe, Germany



CHANGES³ – projection mapping(2020)

3D design for ruestungsschmie.de

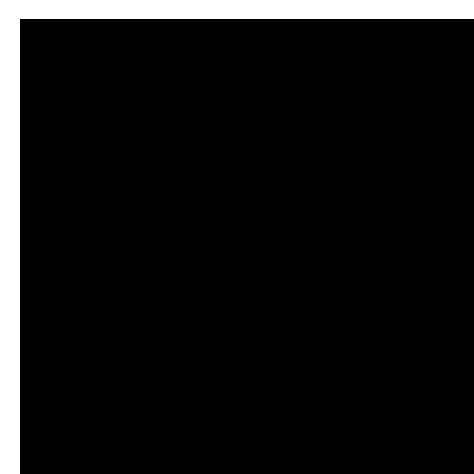
Schlosslichtspiele Karlsruhe, Germany

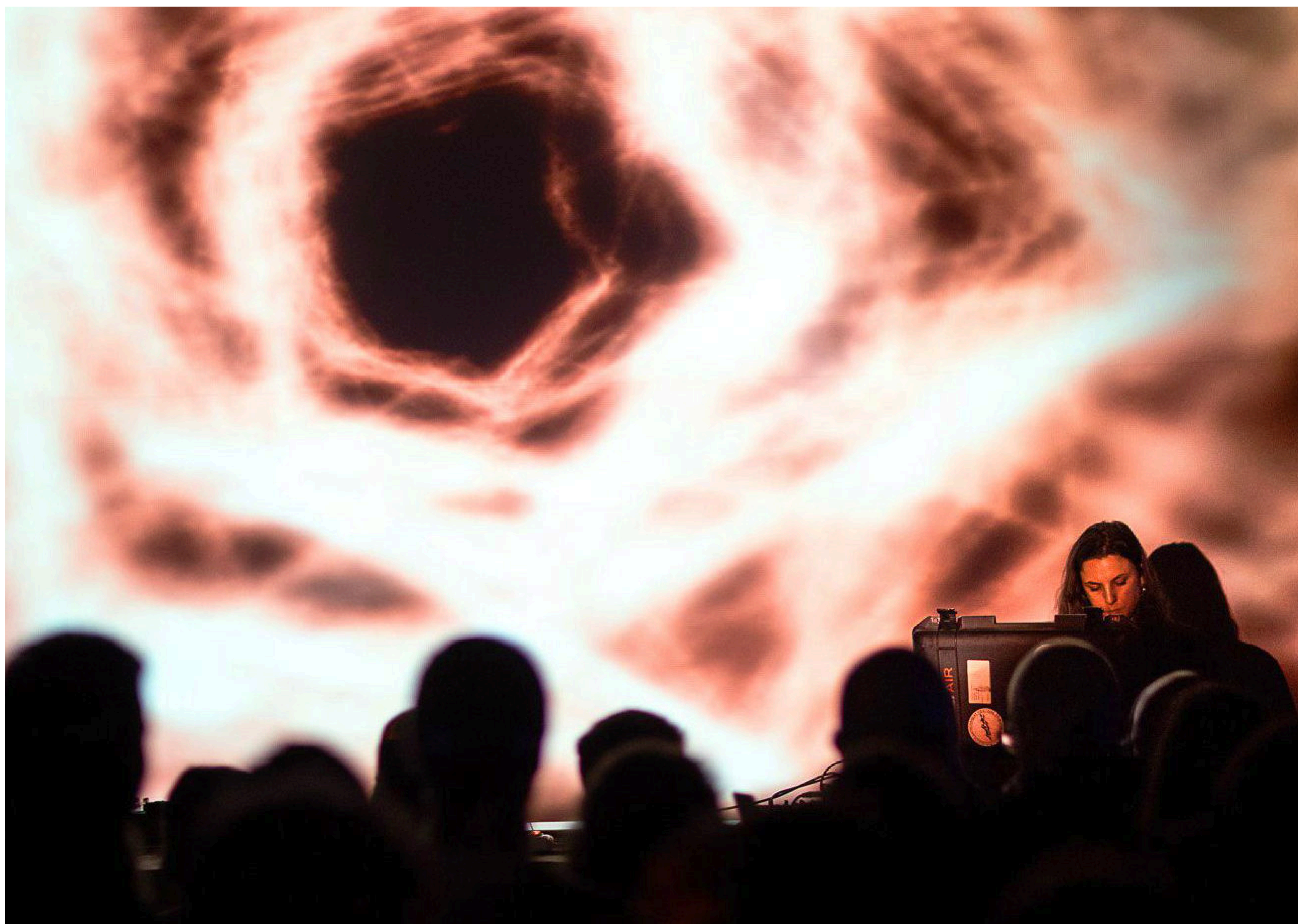


BERLIN ROM EXPRESS – visual works (2020)

Live Visual Works for Ben Frost, Carsten Nicolai, Jessica Ekomane.

Deutsches Institut Rom / Villa Massimo, Rome, Italy





BERLIN ROM EXPRESS – visual works (2019)

Visual Works for Carsten Nicolai, Silvia Jiménez Alvarez, Florian Kupfer
Deutsches Institut Rom / Villa Massimo, Rome, Italy

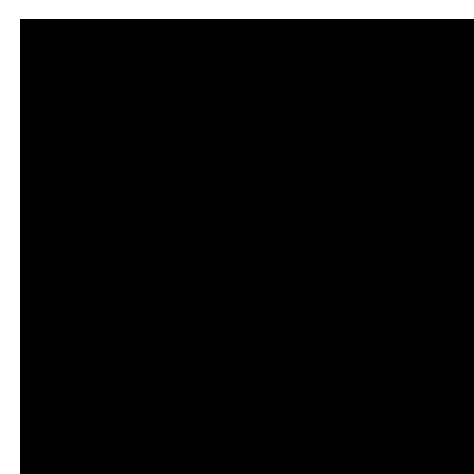




DAVE SPECTRA (2019)

Audio- and Video Performance, Installation

Collaboration with Sebastian Drichelt, Emanuel Jauk, Antje Meichsner,
Hanna Griepentrog, Kevin Kopacka, Konrad Behr and Janine Müller
Dave Festival for Audiovisual Art, Club Paula, Dresden, Germany





CAUSAL NEXUS II (2017)

A/V Live-Performance

6 analog TV-Screen, Metal Shelf, Surround-PA, DSP/Computer

2019/07/12 during Cynetart 2017

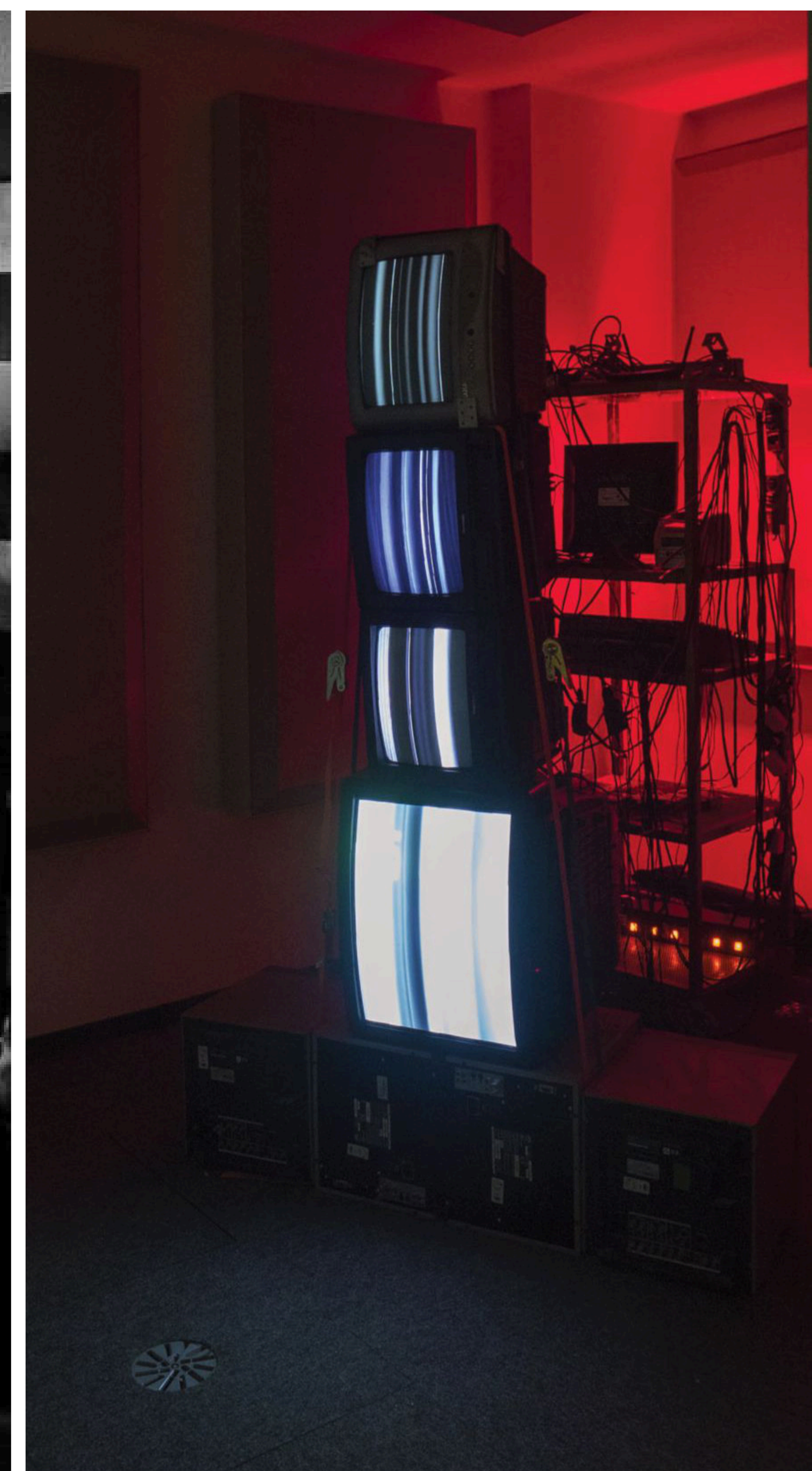
Festspielhaus Hellerau, Dresden, Germany

./oT (2019)

A/V Installation

5 TV-Screen, 5 Raspberry Pi Computer, Wifi-Router, Audio Mixer

Academy of Fine Arts Dresden





13 MILLION STATES (2018)

Light Composition in Public Space
Biennale Pochen
Chemnitz Central Station, Germany



13 MILLION STATES (2018)

Light Composition in Public Space

Biennale Pochen

Chemnitz Central Station, Germany





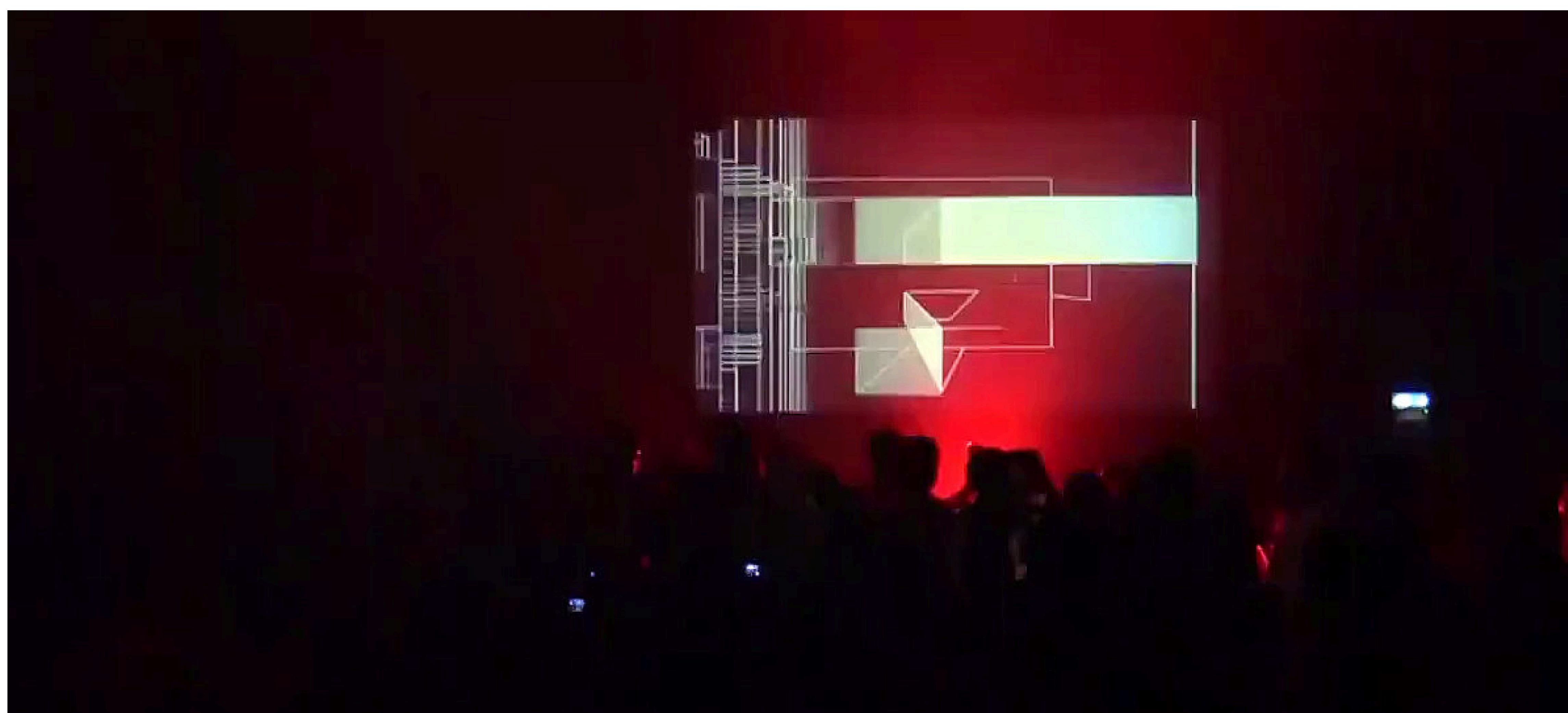
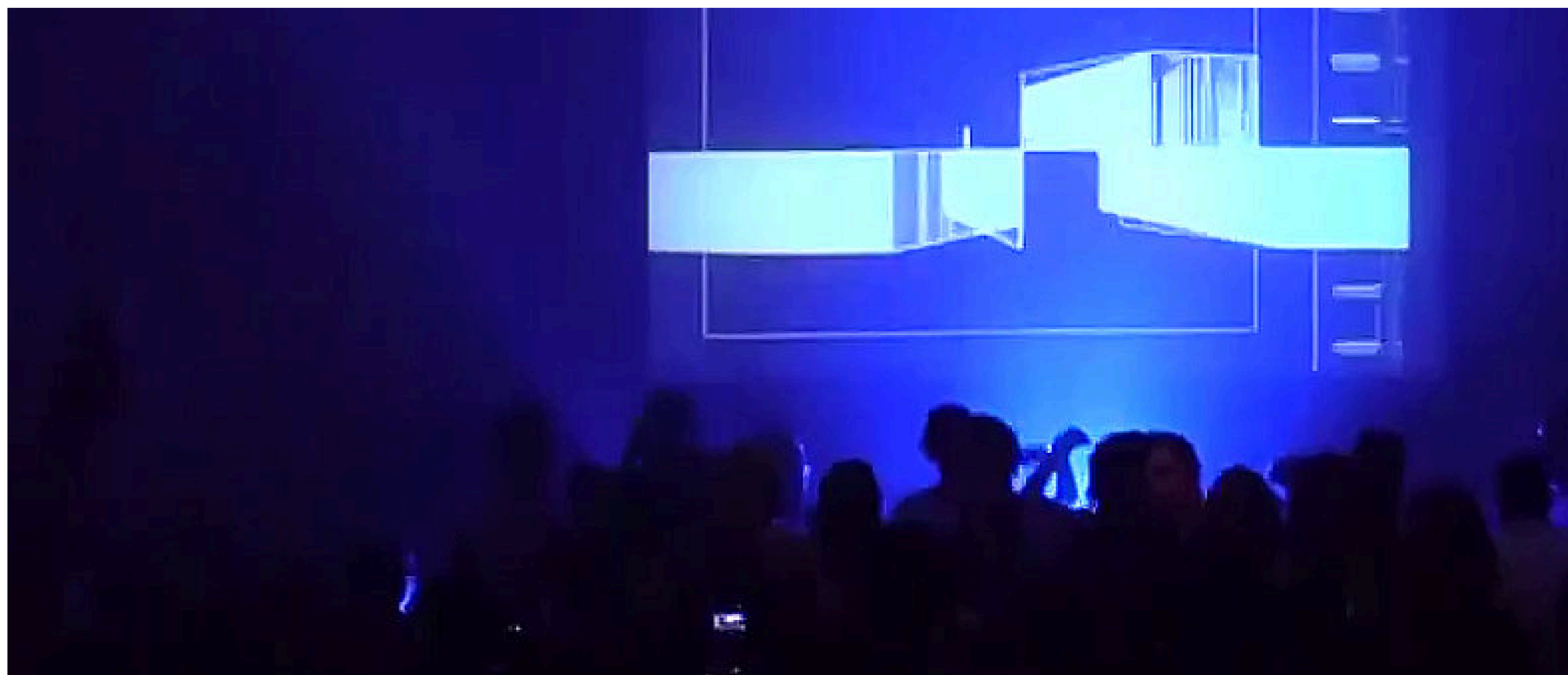
STANDPUNKT (../) – sound performance (2018)

Dance Improvisation in Correlation with live generated Audio Feedback Loops
Collaboration with Deborah Geppert, Antje Meichsner
Academy of Fine Arts, Dresden, Germany



HFM MEISTERKURSE Improvisation (2018)

Co-Teaching an Improvisation Workshop of Prof. Günther Baby Sommer
Interdisciplinary Workshop as visual counterpart
Music Academy Carl-Maria-von-Weber, Dresden, Germany

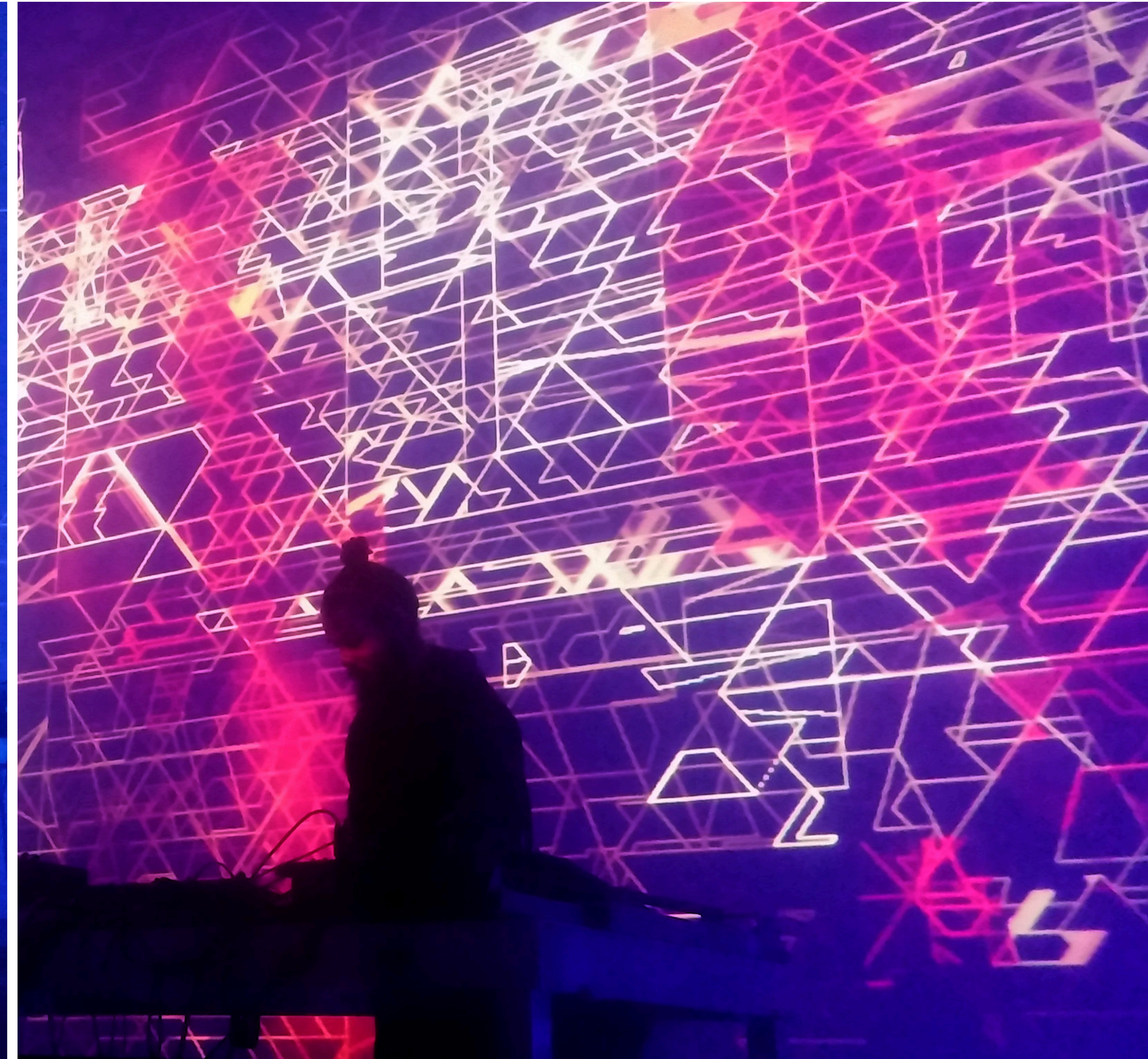
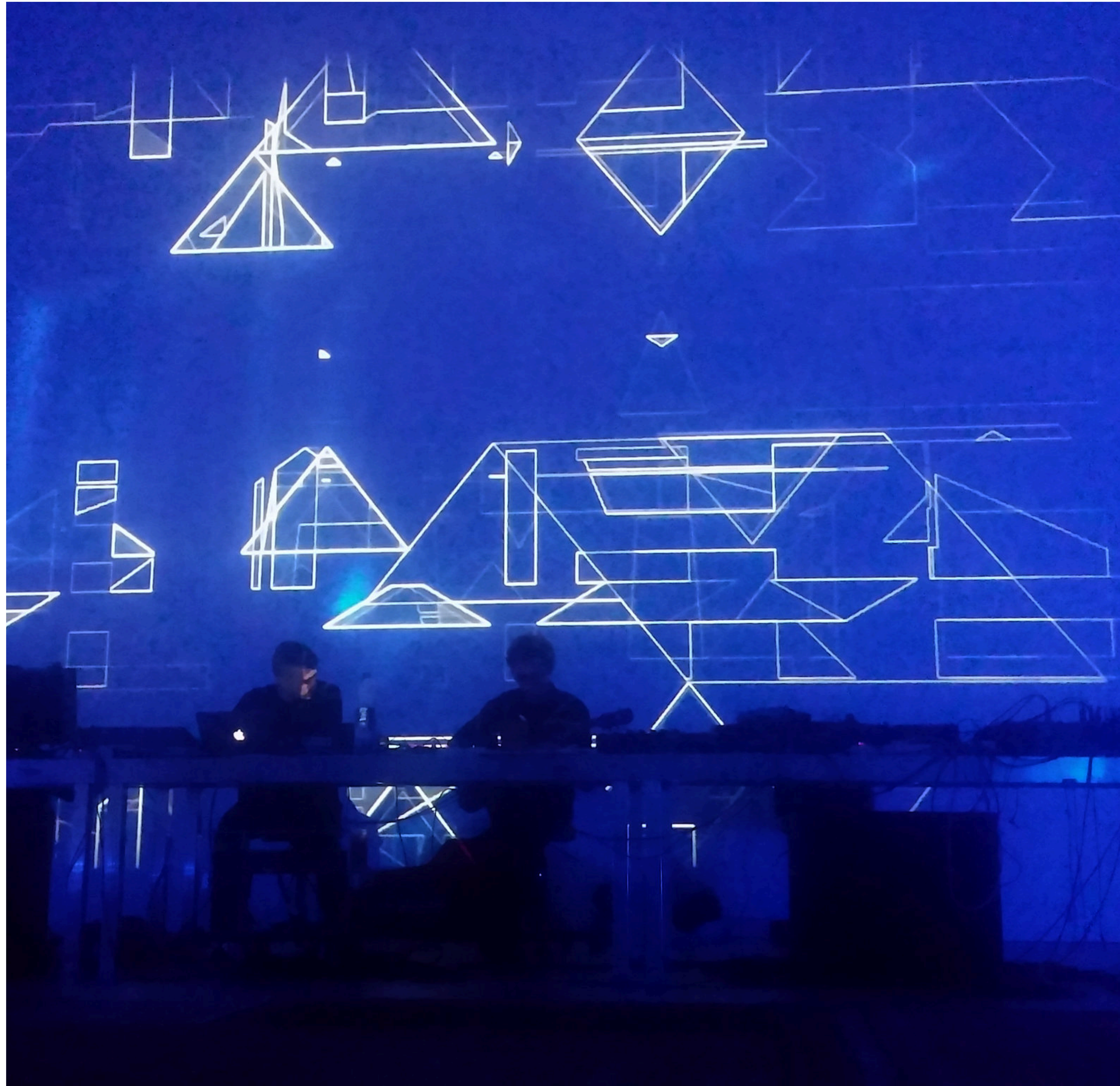


LONDON ART NIGHT (2017)

Live Visual Works

2017/07/01 london art night

Village Underground, London, United Kingdom



VISUAL WORKS (2016)

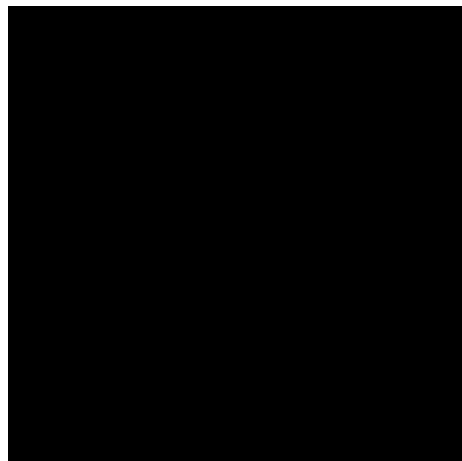
Live Visual Works // 2016/12/08

Songs for Pneumonia Record Release Party

Studio Masterclass C.Nicolai, Academy of Fine Arts Dresden

[] photo credits

COVER	Alexandra Khalepa
CV1	Carsten Nicolai
CV2	Transmedia Academy
CV3	Alberto Novelli
SOLI[D/T]AIRE	Jennifer Braun
DER BEWAHRTE BLICK	ruestungsschmie.de
['/archive.log']	IBSIC
UNRUHE	RePublika / Ivan Nemec
CHANGES ³	ZKM Karlsruhe
LARVAE	Georg Schatz
BERLIN ROM EXPRESS	Alberto Novelli
CAUSAL NEXUS II	Transmedia Academy
CAUSAL NEXUS III	Alexandra Khalepa
CAUSAL NEXUS III/2	Miles Sjögren
CAUSAL NEXUS /OT	Antje Meichsner
STANDPUNKT	Till Hunger
HFM MEISTERKURSE	Ronny Waleska / Anni Lux / Anni Lux
13 MILLION STATES	Mark Frost / Antje Meichsner
DAVE SPECTRA 2019	Konrad Behr / Janine Müller
LONDON ART NIGHT 2017	Boiler Room.



[] contact

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