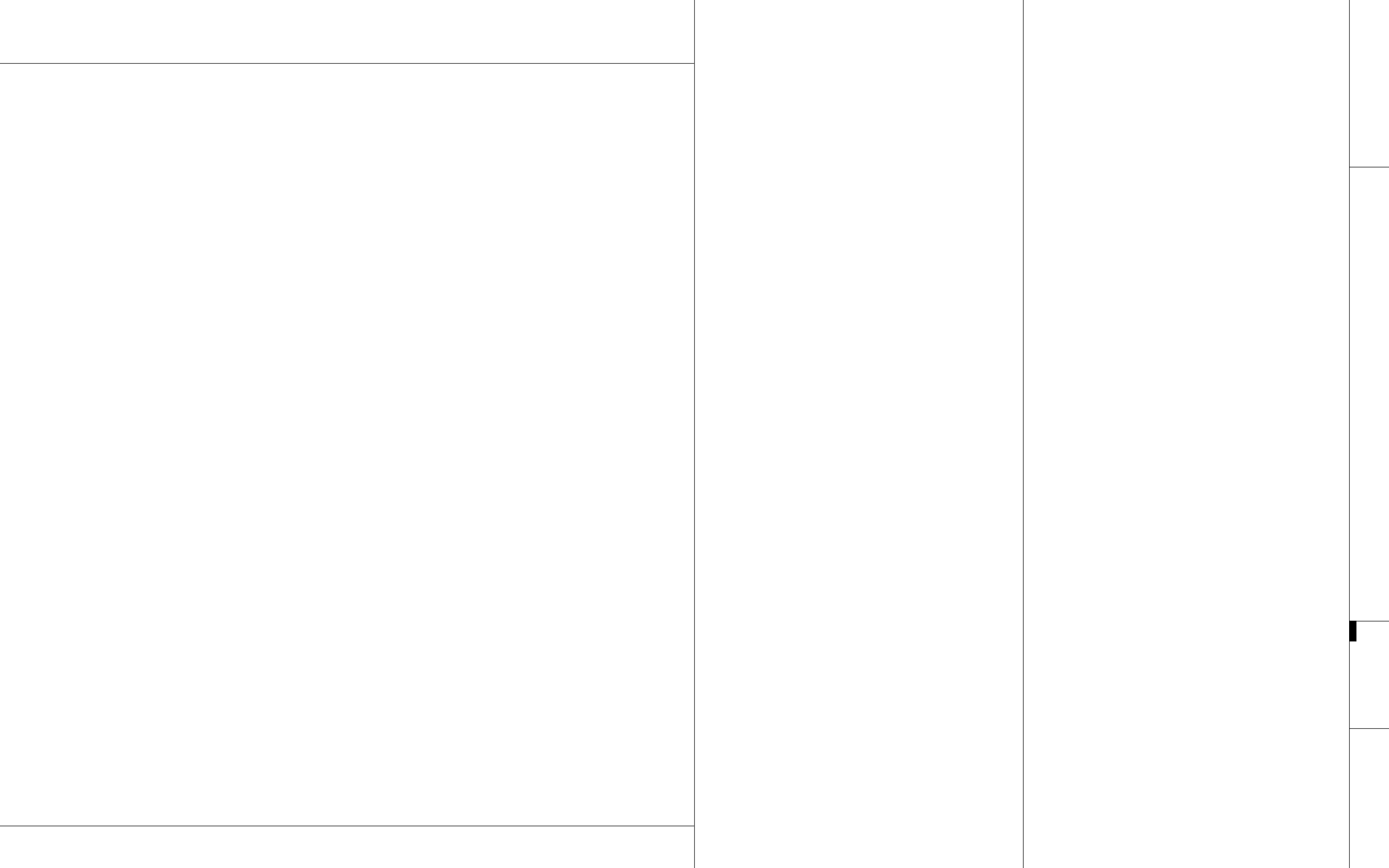


Marco Buetikofer
selected works
2023



WORK
Indipendent Practice, Europe, Designer, front-end developper (2012 — today)
Maxomedia AG, Bern (CH), Graphic designer (2014 — 2015)
Museo delle Culture, Lugano (CH), Exhibition and graphic esigner (2013)
Grand Prix de l’Haute Horlogerie, Geneva (CH), Motion Designer (2012)

EXHIBITIONS
Hard Choices, 2022, LOKAL-INT, Biel (CH)
Intensive Care, 2021, Pop-Kulture Festival, Berlin (DE)
Wasteland, 2020, Trauma Bar und Kino, Berlin (DE)
Fun Palace, 2019, OCT-LOFT Creative Festival, Shenzhen (CN)
Datafiction, 2019, Goethe Institut, Beijing (CN)
Datafiction (Beta), 2019, Eigenheim Galerie, Weimar (DE)
Convolution, 2019, Balance Festival, Leipzig (DE)
Medicine, 2018, Het Bos, Antwerp (BE)
Core Halflife, 2018, Waldburger Wouters, Brussels (BE)
I Shall Escape by Dawn, 2018, Jan Van Eyck Academie, Maastricht (NL)
Hybridization, 2016, Studio For Artistic Research, Düsseldorf (DE)

EDUCATION
Gerrit Rietveld Academie, Amsterdam (NL),
Graphic Design departement (2011)
Haute École d’Art et Design, Genève (CH),
Bachelor of Arts in “Visual Communication” (2009 — 2012)
Liceo Lugano 2, Lugano (CH),
High school diploma in biology and chemistry (2004 — 2008)

Phone: +4179 397 42 68
e-mail: mrcbuetikofer@gmail.com
online: www.postcom.name
postcomdotname.tumblr.com

Photoshop, Indesign,
Illustrator, Blender,
Unreal Engine,
After Effects.

HTML, PHP, P5js,
Javascript, WebGL,
OpenFrameworks,
C, Arduino.

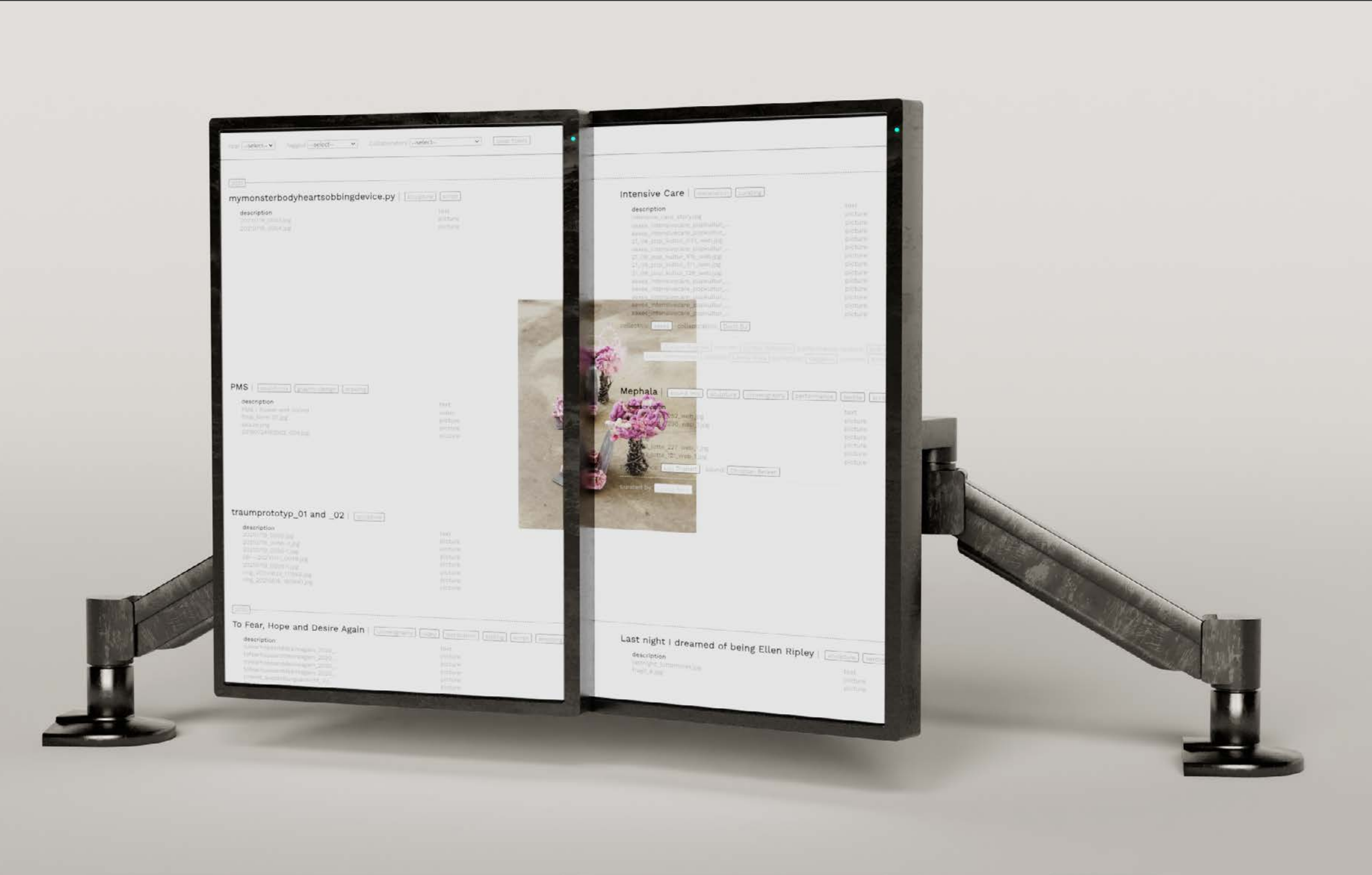
Italian, English,
French, German

Visit URL





Visit URL

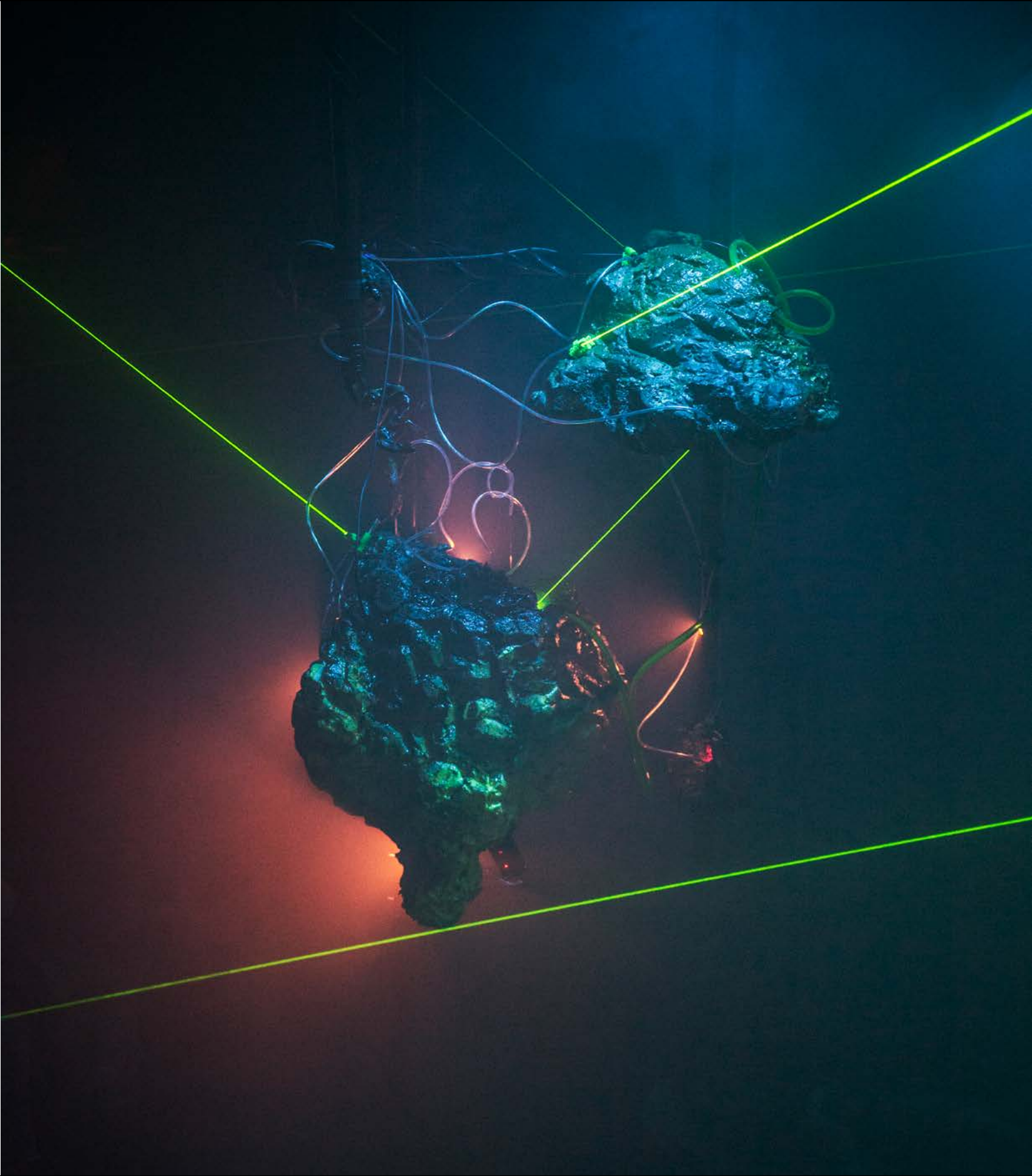




Against the backdrop of ecological disasters and devastation, the installation **WASTELAND** by the collective **SEXES** at Trauma Bar/Berlin in January deals with the relationship between individual well-being, temporary communities and planetary consciousness.

With the triumphal advance of the Darwinian theory of evolution, the knowledge of more-than-human relationships, symbiosis and mutualism was marginalized, while the concept of the autonomous subject continuously dominated thinking across scientific disciplines. When the merciless selfishness which results turns the planet into a desert, the ability to respond becomes a question of survival. How can Each-other again become an integral part of social processes?

Convolution, installation, stage lighting, automated lasers.
In collaboration with SEXES.



Arduino, DMX, Meshmixer/Cura.





‘Datafiction’ is an experimental video game which aims to explore an alternative narration about the effects of data-production and consumption. It focuses on the self-empowerment of the players and the understanding of ourself as intersectional identities.

Roleplaying as an immaterial digital entity, the player will flow through protocols, and software, cables and data-centres encountering personal memories, fragments of research material, music tracks, spam and advertising that will constitute a scattered narrative.

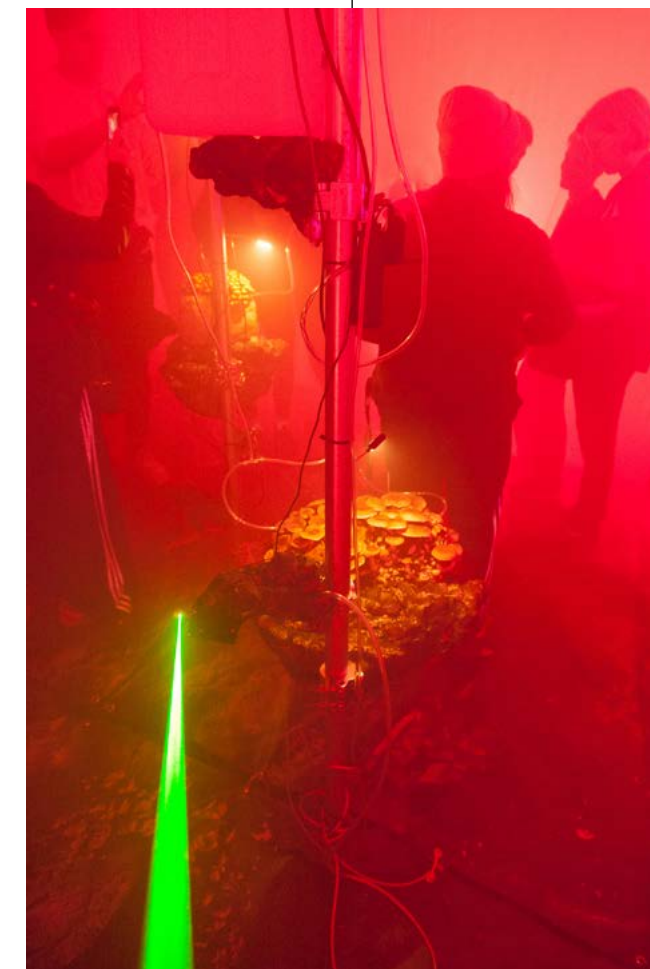






Acting as the central hub of Balance Festival, Convolution is an inhabitable space where networks of different nature interface with each other creating an hybrid organism: mushrooms mycelia and electricity lines, audience members and performing bodies, sound systems, oral exchanges and smartphones. Plants breathing in and lungs breathing out.

Performances, concerts lectures and panels on th topics of the body and identity in relation to club culture took place inside the installation.



Convolution, installation, stage lighting, automated lasers.
In collaboration with SEXES.



Blender, Arduino, DMX.



Norm Gloss is my avatar for live visual performance for electronic music.

The visuals are produced with a custom software realized with Unreal Engine and Processing that reacts to the rhythm in real time.

Planets, landscapes, machines, bodies and material surfaces are interlaced in complex organisms whose functioning is based on approximations of physical laws and simple simulations.

[Watch Trailer](#)

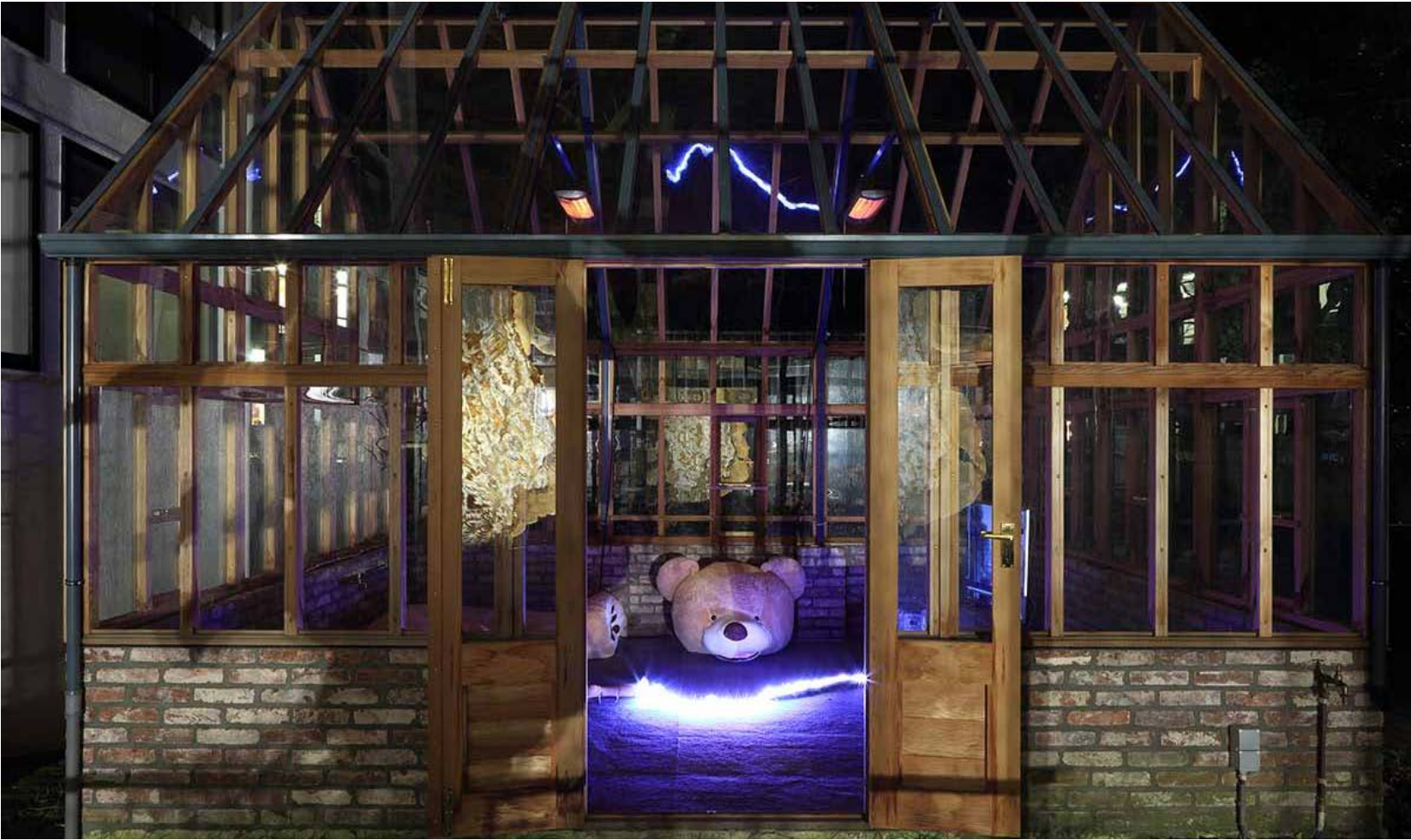
Watch Full Live Set



As part of the group exhibition I Shall Escape by Dawn, in the glasshouse of Jan Van Eyck garden was placed an interactive video installation where one could explore an idealized digital version of the garden through a simulated video surveillance dashboard.

Nesting an ulterior layer of escapism in the abandoned space of the exhibition.

[Download App](#)

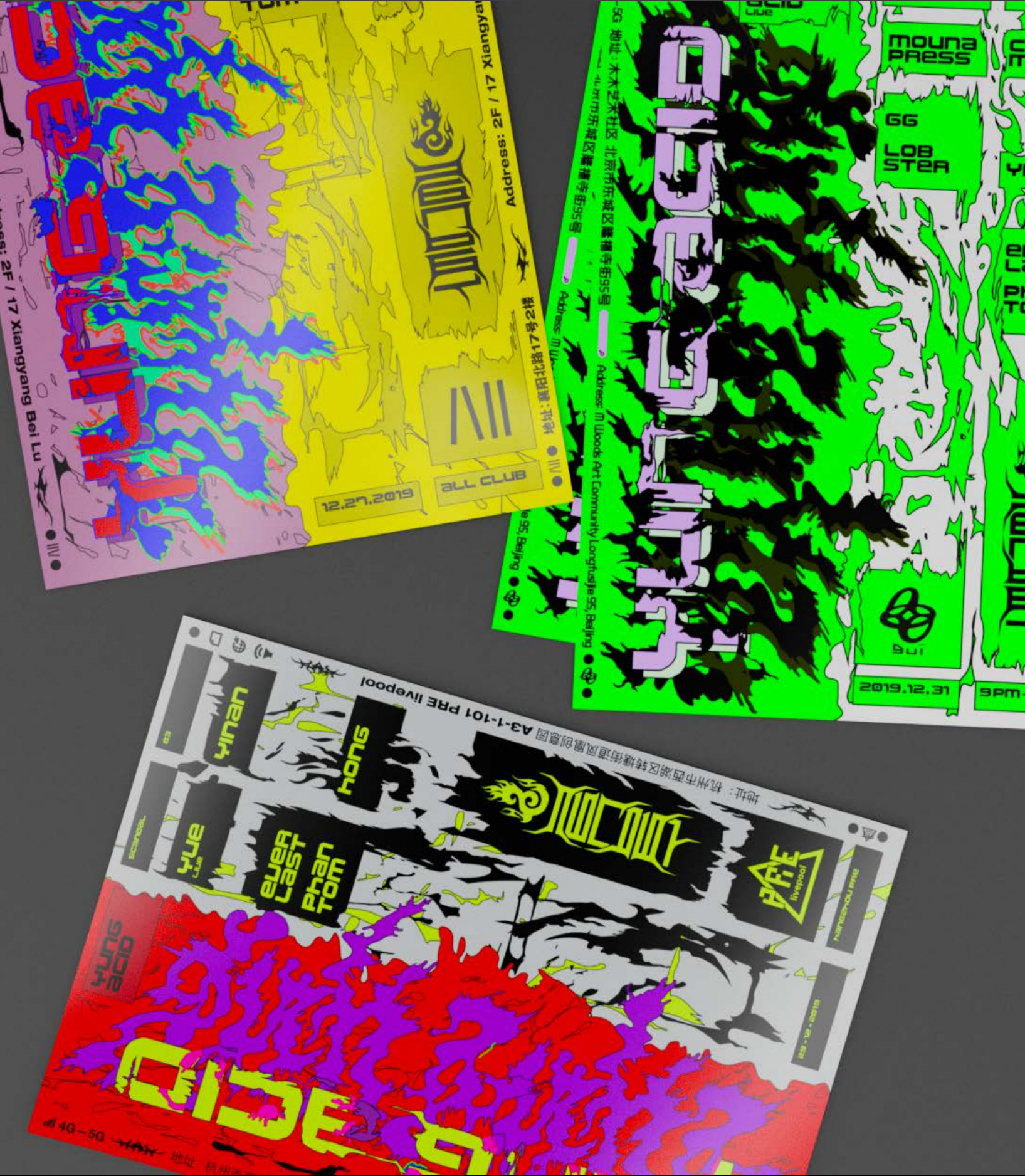






Visit URL



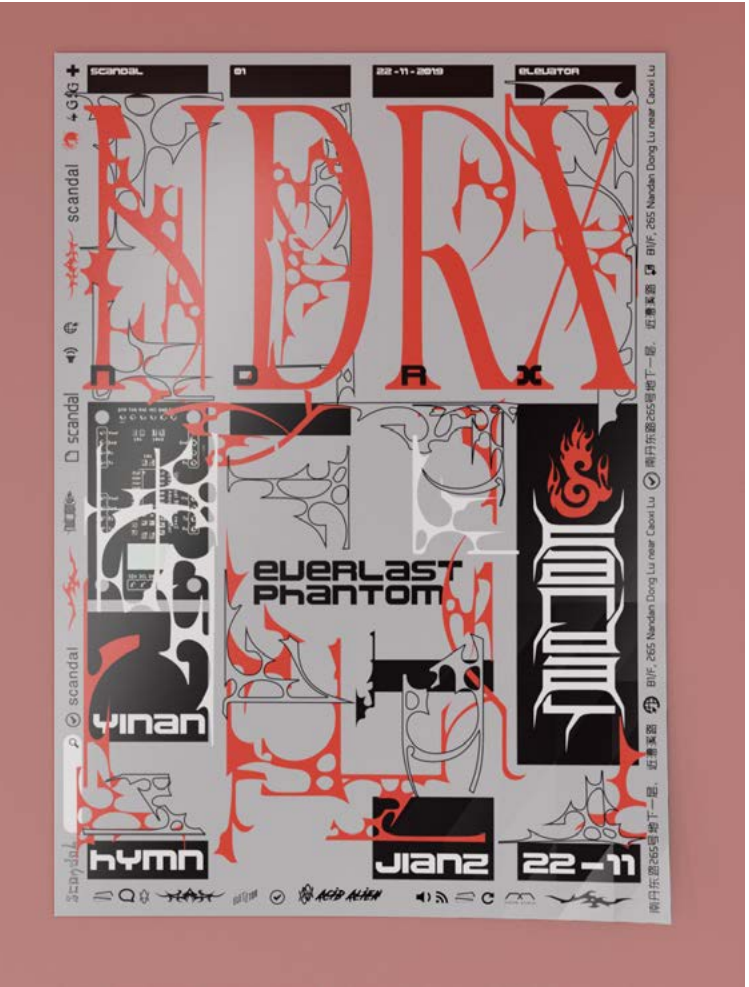


Adobe Suite, Blender.



Watch Trailer A

Watch Trailer B



[Visit URL](http://sharonvanovermeiren.be/)



[Watch Trailer](#)



Jonas S. Baumann, Pauline Beaudemont, Beni Bischof, Oppy De Bernardo, Luca Frei, Gilles Furtwängler, Thomas Galler, Hayan Kam Nakache & Josse Bailly, Andreas Hochuli, 0100101110101101, Isabelle Racine & Laura Thiong-Toye, Juice & Rispetta, Camille Le Houezec, Jérôme Leuba, Hektor Mamet, Marius Margot, Damiano Merzari, Jonathan Monk, Gianni Motti, Damian Navarro, Garrett Nelson, Frédéric Post, Nicolas Raufaste, Augustin Rebetez, Maya Rochat, Darren Roshier, Christoph Wachter und Mathias Jud.

CLUSTER

4.12.2015 — 14.1.2016
Sonnenstube
via Luigi Canonica 12
6900 Lugano

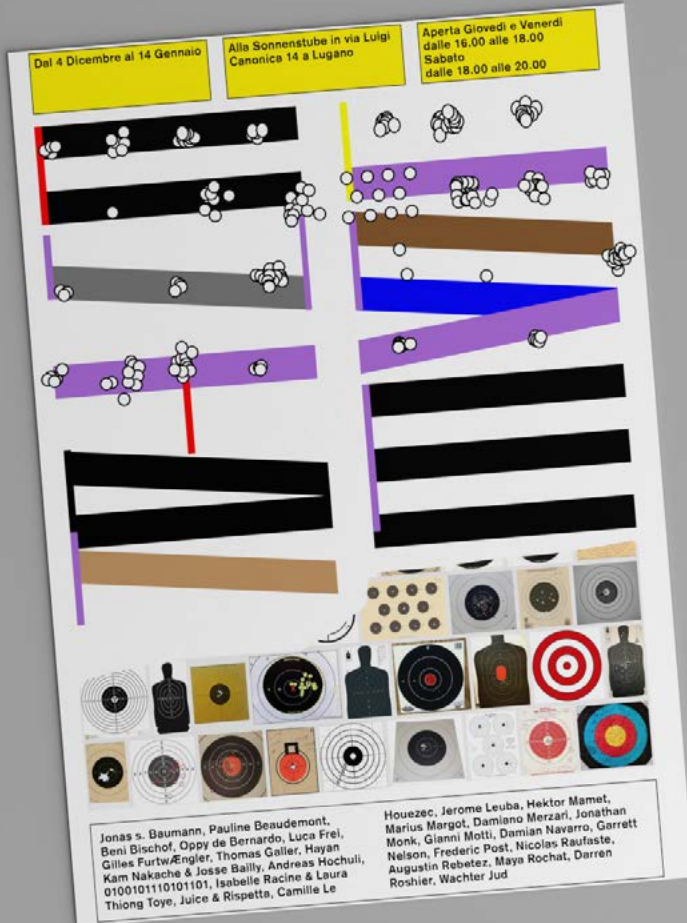
GI, VE: 18.00 — 20.00
SA: 14.00 — 17.00
Opening:
VE 4.12.2015, 18h

A cura di Regaida Comensoli
& Sébastien Peter

hello@diesonnenstube.ch
www.diesonnenstube.ch

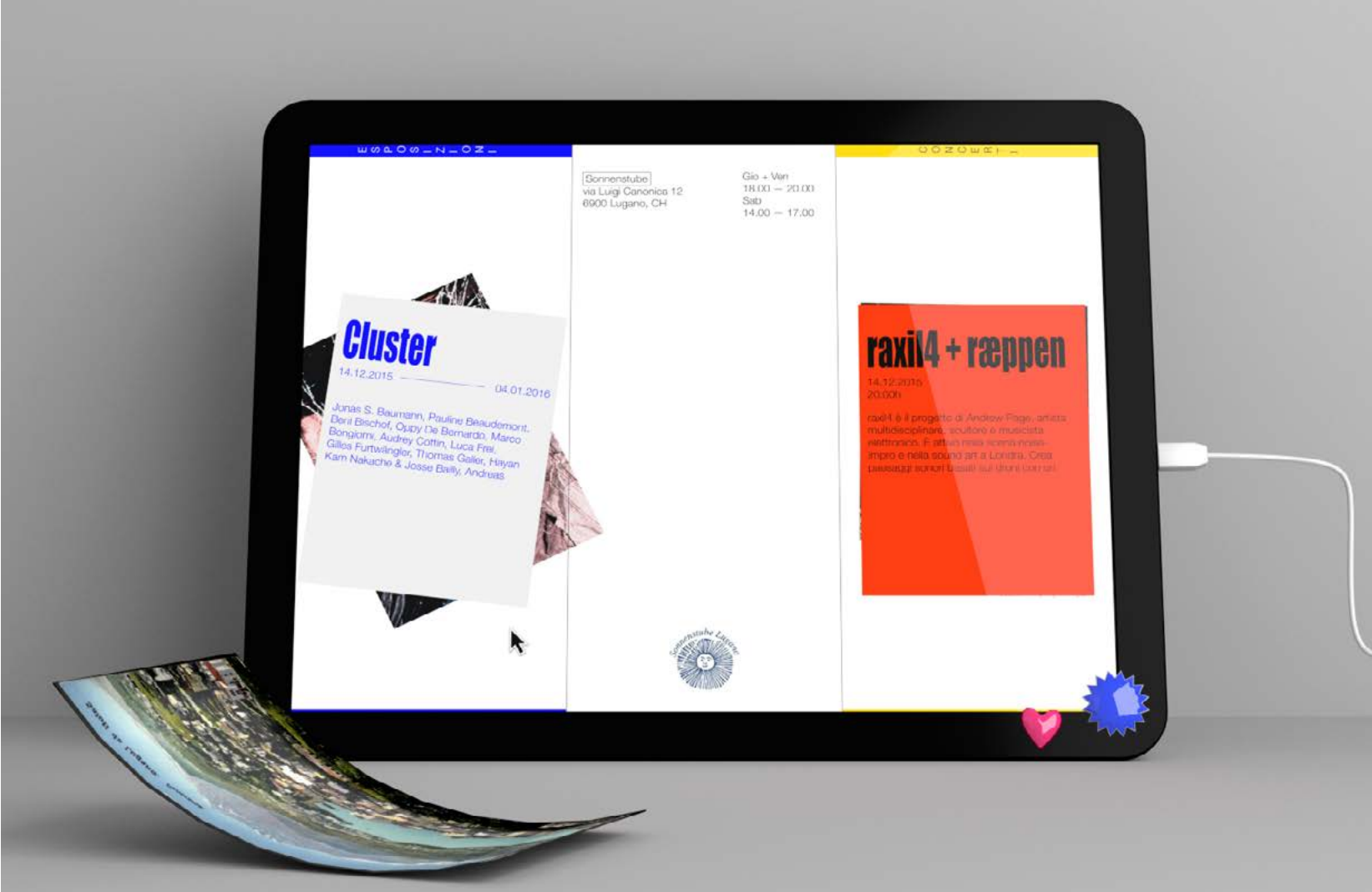
Ernst und Olga Gubler-Habützel Stiftung
Stiftung Erna und Curt Burgauer

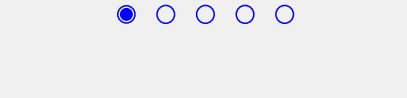
prshelvetia



Visit URL





		
SPAZIENNE +N3 distanza 02.03.2014 — 25.04.2014	Jonas S. Baumann, Pauline Beaudemont, Beni Bischof, Oppy De Bernardo, Marco Bongiorno, Audrey Cottin, Luca Frei, Gilles Furtwängler, Thomas Galler, Hayan Kam Nakache & Josse Bailly, Andreas Hochuli, 0100101110101101.ORG, Isabelle Racine & Laura Thiong-Toye, Juice & Rispetta, Camille Le Houezec, Jérôme Leuba, Hektor Mamet, Marius Margot, Damiano Merzari, Jonathan Monk, Gianni Motti, Damian Navarro, Garrett Nelson, Frédéric Post, Nicolas Raufaste, Augustin Rebetez, Maya Rochat, Darren Roshier, Christoph Wachter e Mathias Jud.	SPAZIENNE +N3 distanza 02.03.2014 — 25.04.2014
 Turps Haze Josse Bailly 06.01.2014 — 13.01.2014	Per il progetto Cluster è stato chiesto a una trentina di artisti, provenienti da diverse discipline, di creare degli sticker prodotti poi in 200/500 esemplari. Gli autoadesivi saranno a disposizione del pubblico la sera del vernissage e per tutta la durata dell'esposizione; pubblico che diventerà parte integrante del progetto, facendosi vettore di diffusione degli sticker, che potranno essere incollati all'interno dello spazio espositivo o in seguito su supporti informali. Obiettivo dell'esposizione è la creazione di oggetti che, grazie all'interazione con il pubblico, si espandano in maniera rizomatica raggiungendo altri luoghi e altre persone. La struttura	 Turps Haze Josse Bailly 06.01.2014 — 13.01.2014
Plastic Tools Maya Rochat 02.03.2014 — 25.04.2015 Fen 31.10.2014 — 15.01.2015 Actions Speak Louder	Plastic Tools Maya Rochat 02.03.2014 — 25.04.2015 Fen 31.10.2014 — 15.01.2015 Actions Speak Louder	Plastic Tools Maya Rochat 02.03.2014 — 25.04.2015 Fen 31.10.2014 — 15.01.2015 Actions Speak Louder

The image is a collage of three posters. The top poster is for 'Sonnenstube', featuring a logo with a cross and text in German and English. The middle poster is for 'raxisil', with a large orange background and text in Italian. The bottom poster is for 'Città di Lugano', with a white background and text in Italian and French.

Sonnenstube

via Luigi Canonica 12
6900 Lugano, CH

email

facebook

Gio + Ven
18.00 — 20.00
Sab
14.00 — 17.00

cerca

Born out of the encounter of five people with a passion for visual arts, Sonnenstube is a space dedicated to contemporary art and music.

Sonnenstube, which literally means "sunny room", is a term used in the German speaking area of Switzerland to describe the Canton Ticino. It represents a place to relax, peaceful and idyllic. Sonnenstube is the point of view of the passing tourist, of the "balabott" of the first half of the 20th century, or of the various intellectuals, hippies, and northern artists who searched for their "elsewhere" in Ticino.

Furthermore, a book and fanzine shop is regularly presented, where one can buy limited edition art magazines.

Sonnenstube was created by Marta Margnetti (1989, artist), Damiano Merzari (1980, graphic designer and musician), Sébastien Peter (1984, art historian), Gabriel Stöckli (1992, artist), Gianmaria Zanda (1985, artist and musician).

With generous support from:

Città di Lugano, Repubblica e Cantone Ticino – Fondo Swisslos, Dr. Georg und Josi Guggenheim-Stiftung, Ernst und Olga Gubler-Hablützel Stiftung, Oertli-Stiftung, Pro Helvetia, fondazione svizzera per la cultura, Percento culturale Migros Ticino, Ville de Lausanne, Ville de Genève, République et Canton de Genève.

raxisil

14.12.2015
20.00h

raxisil4 è il progetto multidisciplinare elettronico, imprevedibile e nella paesaggi sonori

Thanks.