

DAPHNE KARSTENS

WEARABLE SCULPTURE

CONTACT

Name: Daphne Karstens
Location: Broedplaats LELY Amsterdam
Website: www.daphnekarstens.com

EDUCATION

Sept 2013 - Jan 2015 **MA Costume Design for Performance**
Degree: Master of Arts
University of the Arts, London College of Fashion, UK.

Sept 2009 - June 2013 **BA Scenography**
Degree: Bachelor of Theatre
Amsterdamse Hogeschool voor de Kunsten, Theaterschool, NL.

AWARDS

YEAR	EXHIBITION
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2017	Project: 'PING' World Stage Design 2017 Taiwan National University of the Arts, Taipei, Taiwan. About: International exhibition and conference about art, design en innovation in theatre and performance. My Role: Exhibition of my project 'PING'. Won the Silver Award in Costume Design
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2015	Project: 'PING' CONFLUX Exhibition Electrician's Shop Basement, Trinity Buoy Wharf, London, UK. About: An independently selected exhibition that showcased the most accomplished postgraduate fine artwork produced that academic year at the University of the Arts, London. My Role: Exhibition of my project 'PING' and live performance of 'PING' at the exhibition opening. Won the Trinity Buoy Wharf Trust Prize
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TEACHING & WORKSHOPS

YEAR	PROJECT
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2020	Guest Lecture about my work and approach to 'Wearable Sculpture' BA Costume Design for Performance, University of the Arts London, London College of Fashion, London. About: Online guest lecture. My Role: Lecturer.
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2020	The Secret Life of Stuff Digital Edition of the Festival of Thrift, UK. About: Online workshop about creating wearable art out of recyclable objects and perform in them. My Role: Lead artist.
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2019	Guest Lecture about 'Wearable Sculpture' Opleiding Productie Podiumkunsten, Amsterdamse Hogeschool voor de Kunsten, Theaterschool, Amsterdam. About: Guest lecture about 'Wearable Sculpture'. My Role: Lecturer.
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2019	YAF <performance> Young Art Festival, Park Westerhout, Beverwijk. About: Performance workshop about creating wearable art out of recyclable objects and perform in them. My Role: Performance workshop mentor.
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RECEIVED FUNDING

YEAR	PROJECT
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2020	'PANG' Creative Industries Fund NL 'Starting Grant' as part of the 'Grant Programme for Design'. For the development of 'PANG'.
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2019	'PING' Creative Industries Fund NL 'Voucher for presentations abroad' for the live performance of 'PING' at the opening of the 'INNOVATIVE COSTUME of the 21st CENTURY: THE NEXT GENERATION' exhibition in Moscow.
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2019	'PING' Netherlands Embassy in Russia / Ministerie van Buitenlandse Zaken Funding for the live performance of 'PING' at the opening of the 'INNOVATIVE COSTUME of the 21st CENTURY: THE NEXT GENERATION' exhibition in Moscow.
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WEARABLE SCULPTURE BASED PROJECTS

YEAR	PROJECT
Current	'PANG' Amsterdam, The Netherlands. About the project: Second experimental wearable-sculpture based performance piece of triptych 'PANG'-'PING'-'PONG'. My role: project initiator, concept, director, wearable sculpture artist.
2019	SESSIONS #1, #2, #3, #4 Amsterdam, The Netherlands. About the project: Experimentation sessions with various uncommon materials on the body to create innovative wearable art pieces. My role: project initiator, concept, director, wearable sculpture artist, photographer, video editor. Collaborator: Performance artist Lorraine Smith.
2018	Glove Sculpture Amsterdam, The Netherlands. About the project: Wearable sculpture. Started as autonomous project, eventually used in the experimental theatre performance 'Kernschmelze'. My role: project initiator, concept, wearable sculpture artist, photographer, video editor.
2018	Blob Sculpture Amsterdam, The Netherlands. About the project: Wearable sculpture. Started as autonomous project, eventually used in the experimental theatre performance 'Kernschmelze'. My role: project initiator, concept, wearable sculpture artist, photographer, video editor.
2017	Sydney Opera House Experiment Sydney, Australia. About the project: Wearable sculpture. My role: project initiator, concept, wearable sculpture artist, photographer.
2015	MARIE London, United Kingdom. About the project: Wearable sculpture based performance and film. My role: project initiator, concept, director, wearable sculpture artist.
2014	'PING' Lilian Baylis Studio, Sadler's Wells Theatre, London, UK. About the project: Wearable-sculpture based performance. My role: project initiator, concept, director, wearable sculpture artist. Choreographer: Angela Woodhouse.

EXHIBITIONS

YEAR	PROJECT
2020	Critical Costume 2020 Online exhibition & conference with the theme 'Costume Agency'. About: International exhibition and conference where costume and the more innovative approach to wearable art is discussed and presented by international artists and presenters. My role: Flash Talk in collaboration with Lorraine Smith with the title: The Material Directs. Exhibition of my SESSIONS project and my designs for the theatre play Het Grote Kleurenballet .
2019	INNOVATIVE COSTUME of the 21st CENTURY: THE NEXT GENERATION State Historical Museum, A.A. Bakhrushin State Central Theatre Museum & MARS Center for Contemporary Arts. Moscow, Russia. About: International exhibition about innovation in costume design / wearable art. My Role: Assistant curator for the Netherlands, exhibition of my project 'PING' and live performance of 'PING' at the exhibition opening.
2017	World Stage Design 2017 Taiwan National University of the Arts, Taipei, Taiwan. About: International exhibition and conference about art, design en innovation in theatre and performance. My Role: Exhibition of my project 'PING' . Won the Silver Award in Costume Design
2016	Evolving Design for Performance National Centre for Performing Arts & Mingyuan Contemporary Art Museum, Shanghai, China. About: International exhibition about innovation in performance design. My Role: Exhibition of my project 'PING' .
2015	Critical Costume 2015 Aalto University, Helsinki, Finland. About: International exhibition and conference where costume and also the more innovative approach to wearable art is discussed and presented by international artists and presenters. My Role: Exhibition of my project 'PING' .
2015	Sans Souci Festival of Dance Cinema The Black Box Theater, ATLAS Institute, Boulder, Colorado, USA. About: Film festival specializing in dance cinema and live performance. My Role: Film screening of my project MARIE .
2015	CONFLUX Exhibition Electrician's Shop Basement, Trinity Buoy Wharf, London, UK. About: An independently selected exhibition that showcased the most accomplished postgraduate fine artwork produced that academic year at the University of the Arts, London. My Role: Exhibition of my project 'PING' and live performance of 'PING' at the exhibition opening. Won the Trinity Buoy Wharf Trust Prize
2015	Tees Dance Film Festival Middlesbrough Institute of Modern Art, Middlesbrough, UK. About: Film festival specializing in dance cinema. My Role: Film screening of my project MARIE .
2014	Shakespeare Tribes Festival Victoria & Albert Museum, London, UK. About: Exhibition with costumes and performances inspired by the work of Shakespeare. My Role: Exhibition of costume design inspired by 'The Tempest'.

PROJECTS WITH PERFORMANCE COLLECTIVE 'NUCLEUS'

2020	Extinction Lamento Cuadro 22, Chur, Switzerland. Produced by: Nucleus collective. About the project: Experimental theatre performance. Collective collaboration: concept development, direction. My role: Wearable sculpture / Experimental costume design.
2019	3 Catastrophes I Happily Survived DISK Theatre, Prague Quadrennial of Performance Design and Space, Prague, Czech Republic. Produced by: Nucleus collective & Okubo Studio. About the project: Experimental theatre performance. My role: Costume design.
2018 / 2019	Kernschmelze Theater Chur, Chur, Switzerland (Swiss tour). Produced by: Nucleus collective & Theater Chur. About the project: Experimental theatre performance. Collective collaboration: concept development, direction. My role: Wearable sculpture / Experimental costume design.

COSTUME DESIGN PROJECTS

YEAR	PROJECT
2019	Het Grote Kleurenballet The Netherlands (tour) Produced by: Theaterstraat About the project: A visual theatre piece for children from 4 years old inspired by Oskar Schlemmers' 'Triadic Ballet'. My role: Costume designer Director: Anne van Dorp
2019	Had ik maar De Meervaart, Amsterdam, The Netherlands Produced by: 4 West About the project: Dance performance My role: Costume designer Choreographer: Judith van Rheenen
2018	The Ledge 2.0 Online Produced by: Legends of Gaming - Endelmo! Shine Beyond About the project: Online Gaming Show My role: Costume Designer
2015	Baisse-toi montagne, lève-toi vallon Performatik 2015, Kaaistudio, Brussels, Belgium (international tour) Produced by: Ulla von Brandenburg About the project: Theatre / Performance My role: Costume designer (collaborative project) Director: Ulla von Brandenburg
2013	Peggy Pickit ziet het gezicht van God Amsterdamse Hogeschool voor de Kunsten, Amsterdam, The Netherlands. About the project: Theatre play based on the text 'Peggy Picket sees the face of God' by Roland Schimmelpfennig. My role: Costume Designer Director: Hilde Tuinstra
2013	Rijkemanshuis Amsterdamse Hogeschool voor de Kunsten, Amsterdam, The Netherlands. About the project: Theatre play based on the text 'More Stately Mansions' by Eugene O'Neill. My role: Costume Designer Director: Olivier Diepenhorst
2013	FOURSTELLING - Pulcinella Kees van Baarenzaal, Royal Conservatory in The Hague, The Netherlands. Produced by: Dutch National Opera Academy About the project: Opera / Dance My role: Costume Designer Choreographer: Itamar Serussi Sahar
2013	FOURSTELLING - Mavra Kees van Baarenzaal, Royal Conservatory, The Hague, The Netherlands. Produced by: Dutch National Opera Academy About the project: Opera My role: Costume Designer Director: Javier López Piñón
2012	Megalopolis Kees van Baarenzaal, Royal Conservatory, The Hague & Muziekgebouw aan 't IJ, Amsterdam, The Netherlands. Produced by: György Ligeti Academy & Amsterdamse Hogeschool voor de Kunsten. About the project: Visual music theatre. My role: Costume Designer & Performance Maker (collaborative project) Composer: Assaf Gidron
2011	RGB, a Triadic Ballet DISK Theatre, Prague Quadrennial of Performance Design and Space, Prague, Czech Republic. Produced by: Amsterdamse Hogeschool voor de Kunsten About the project: Experimental dance My role: Costume Designer & Performance Maker (collaborative project)