

BIOGRAPHY

<http://www.margrietkicks-ass.nl>

Margriet Kicks-Ass works as an interdisciplinary artist (based in IJmuiden, Holland). Her artistic process can be described as investigative. In a Dadaistic manner she combines art with technology. Already as a child Margriet asked herself: 'Why are the dishes not arranged alphabetically?' Margriet refuses to be intimidated by calls for efficiency and functionality. She is juggling the context and meaning of everyday objects with an analytical attitude which also reflects her fascination for natural phenomena. This is the starting point for the development/invention of playful kinetic sound sculptures, which she later exhibits as autonomous works of art or in theatrical live performance. Since 2016 she expanded her activities with writing (non-fiction, fiction and poetry).

The physical power of sound is her inspiration source. Earlier work concerned research in magnetic fields, pneumatic sounds and the 'quake-factor' or vibration behaviour of daily objects, to shape an audible landscape of sound layers. Now she has changed her direction towards nature.

In 2016 and 2017 she took a break in her practice as soundartist. Since then she expanded her activities with writing (fiction, non-fiction and poetry) and nature photography. Her short story "Perpetuum Mobile" is nominated for the longlist to be published.

Her best known work so far is the [SPLASHBOX](#), her 8th kinetic sound-sculpture, rewarding her with an entry for the '[Guthman Instrument Design Competition](#)' held at Georgia Technical University in Atlanta (US) 2014.

In 2015 she developed a prototype, based on the sound of waterdrops falling on hot metal surfaces. The first set-up she presented during November Music in Den Bosch. This project was funded by Stimuleringsfonds Creatieve Industrie. [More info.](#)

In 2018 she started a collaboration with [Dewi de Vree](#), called [Gaia-Resonance](#). It consists of an installation-based sound-performance in which physical and natural materials generate and manipulate electronic sounds; water, sea sponges, stones and graphite are used as variable resistors as part of self made electronic instruments.

She follows her own path, while drawing inspiration from movements as Dada, Fluxus, Pataphysics and (the vision of) artists like [Theo Jansen](#), [Mary Bauermeister](#), Socrates and absurdity (of life) in general.

ARTISTIC VIEW

By showing the pure sound source (without effects), visitors can literally see how the sounds are being born. I'm playing with daily objects, juggling with the possible meaning like a dadaist. Mixing things which are normally not destined to be placed together, highlighting how easy it is to break free of daily life conventions and showing how automatism is fixed in our behavior without us being aware of any other options. It is possible to make a composition with a self-made object instead of traditional instruments. In that sense I'm trying to open up some prejudices about so called 'music'. Not opening the discussion if it is music or not, I am able to play noises in such a way visitors enjoy the performance, imagining other planets or even dance, or discover and play themselves. A live sound-research with visual ingredients put together in a sculpture. Presenting crossovers of different media: combining monumental 3d-sculpture with sound-art (installation), sometimes with moving parts (kinetic art), or live performance (theater), all inspired by nature herself.

EDUCATION

- * ArtScience (former Sound & Image) at the Royal Academy of Fine Arts and the Royal Conservatoire in The Hague (NL), graduated in 2004. This academy is about art and technology, combining disciplines, interactivity, triggering all the senses, overall theatrical environmental installations, art in public space and performance art
- * Audiovisual design at the Academy of Fine Arts Tilburg (containing film, photography, video, sound, and sculpture in an autonomous way)

COURSES

- * Writing (non-fiction, fiction and poetry)
- * Designing interactive guided tours in museums of modern art
- * Pure Data (Steim) visual programming an open source platform
- * Electronics (Dirksen online course) and DIY like Arduino, soldering sensors and trigger-modules in sound and image
- * Experimental sound by film (Steim)
- * Sound-engineer (IAB - Utrecht)
- * Landcapse Photography (Fotogram)
- * Director television (Hilversum, tv College, regie 1)

MASTERCLASSES

Selected for Masterclasses hosted by Sonic Acts of :

- Kurt Hentschläger (Stedelijk Museum Amsterdam, Feb 2015)
- Anthony Mc Call (in collaboration with the EYE-Filminstitute Amsterdam, 2014)
- CM von Hauswolff & Mike Harding (at STEIM Amsterdam 2013)

NOMINATIONS

- * Selected as semi-finalist in a contest Instrument Design, the Margaret Guthman competition at the Georgia Technical University in Atlanta (US) 2014, at Department Music Technology. (2014)
- * Nominated for the long-list of my short-story novel "Perpetuum Mobile" (2018)

GRANTS

- * Crowdfunding Platform (Voordekunst) to cover material costs to build [Splasbox](#) (2013).
- * The Amsterdam Fund for the Arts (2014) to organise my own festival called; [Rammelfest](#)
- * Stimuleringsfonds Creatieve Industrie (2015) to build a prototype based on waterdrops on a hot plate

PERFORMANCE ART

- * Performing regularly with playable sound-sculptures in the Netherlands, Belgium and Germany, such as Urban Spree Gallery in Berlin, the Robodock Festival in Amsterdam, Urban Explorers in Dordrecht, Motor Schiff Stubnitz in Hamburg and cities like Brussels and Mainz and many more since 2006 until now. (With a break during 2016 and 2017).

EXHIBITIONS

- * Exhibition about sound art in Melbourne, Australia in 2013.
- * Dutch Design Week 2012 in Eindhoven with an interactive sound sculpture the Rauschmaschine. Open for visitors to explore and play themselves. http://www.margrietkicks-ass.nl/picture_files/flipside.html
- * Participation with the Rauschmaschine in an exhibition on Futurism in Gallery Roodkapje in Rotterdam. Visitors were invited to play themselves on the instrument during one month. http://www.margrietkicks-ass.nl/picture_files/roodkapje.html
- * A sound walk designed for CBK Dordrecht (2009) http://www.margrietkicks-ass.nl/2009_files/tentoonstelling.html

ARTIST IN RESIDENCE

Most of the kinetic sculptures have been developed during an artist-in-residence period. For example:

- * Satellietgroep Den Haag, the coastal project called BADGAST in 2014.
- * Artspace Flipside in Eindhoven in 2013: Built kinetic sound sculpture "The Splashbox" based on underwater resonancies. Research about water, sound, resonance and video projection and light.
http://www.margrietkicks-ass.nl/splashbox_files/Splashbox-updates.html#Flipside
- * Rhizomatic Artspace for artistic research in Amsterdam in 2012 Artistic research about projection combined with sculpture. Video mapping on my soundsculpture combined with live performance .
http://www.margrietkicks-ass.nl/picture_files/rhizomatic.html
- * NDSM Treehouse, a creative hotspot in Amsterdam. I Built my sound sculpture the Rauschmaschine during a stay in NDSM in 2011 <http://www.margrietkicks-ass.nl/sound-quaker.html>

TEACHING

LECTURES

- * Invited to provide an online lecture for the Music Technology Department of the University Edinburgh (Masters Sounddesign), about my take on interactive sound sculptures. Because of my walking completely my own path in between the different art-forms, designing and building kinetic sound-sculptures which can be interactive or combined with performance. (2014/2015)

WORKSHOPS

- * My self-developed workshop "asking stupid questions". This workshop trains participants to get rid of (unconscious) automatic mechanisms and exercises to observe precisely. It tries to break free of our habits to behave cool and act intelligent. Asking free questions is a huge liberation and encourages free thinking. The workshop takes place in museum of modern art de Pont in Holland (Tilburg) and invites the participants to look in a different way to modern art with the help of stupid questions (2015)
<https://www.facebook.com/WorkshopDommeVragenStellen>
<http://dommevragenstellen.nl>

ART INSTALLATIONS AND THEATRICAL ENVIRONMENTS

- * Worked for theater-group Dogtroep, assisting with a technical art-installation and theater-show "CARWASH", built on a trailer, as well as driving the trailer (2005)
- * Worked for theater-company Hummelinck and Stuurman, assisted with audio, light and driving, building and breaking a background decoration piece that consisted of mechanical flowers growing slowly during the piece and took care of the requisites. A tour with: Who's afraid of Virginia Woolf with Paula Bangels. (2012)
- * Worked for De Nederlandse Opera en Ballet, Toneelgroep Amsterdam, Carré, De-la-Mar, het Concertgebouw, Soldaat van Oranje technical assistance and building and breaking down backgrounds and requisites (Art Support). (until 2015)

INTERACTIVE ENVIRONMENTAL ART INSTALLATIONS

- * 2012: During BLIKOPENER FESTIVAL in Delft, a collaboration with Erwin and Lorna: ([see youtube](#)) In an Alpenkreuzer family-vacation trailer, we built an absinthbar. (dedicated to the DADA-movement). Visitors were invited to buy a mushroom(champion) and then drink a glass of absinth. Then we asked them to throw the mushroom towards the gnomes hidden inside the vouwwagen and try to catch them. Inside we made a spooky audiovisual environment. Finally visitors had to ask a stupid question.

RELEASES

January 2018:

Live set, unedited piece performed in The Hague.

Bandcamp release: [In 30 minutes to the Moon and Back](#).

December 2015:

Falling drops on hot metal plates. An album made of edited recordings made with this prototype-instrument.

Bandcamp release: [The Equator upside Down](#)

April 2015:

Live set of my participation at online streaming festival organized by APO-33 in Nantes

Bandcamp release: [Delay of the Big Bang](#)

January 2015:

Sound-case. An album made of edited recordings of my instrument Sound-Case.

Bandcamp release: [If the ocean was square and filled with bits](#).

Connected to this album there's a video clip on Vimeo.

<http://vimeo.com/113127990>

November 2014:

Selected in a compilation of sound works of female composers working professionally in the sonic field, from all over the world (Vietnam, China, South Africa, Bolivia, Venezuela, Mexico, Australia, Europe and the US) called Urban Arts Berlin.

<https://urbanartsberlin.bandcamp.com/album/synthesis-vol-1>

September 2014:

Initiated SOS save MS Stubnitz Release together with Lukas Simonis. This online compilation contains 30 tracks of actual sound artists to support the German cultural ship Ms Stubnitz. Because this vessel moored several times in Rotterdam and Amsterdam, we decided to look over the borders of our country, to support this international important crossover initiative. Some tracks were played on the concertzender recently.

<https://dutch-experimental-musicscene-supports-ms-stubnitz.bandcamp.com>

May 2013:

Splashbox. An album made of edited recordings of my instrument Splashbox. [Bandcamp release](#).

From 2004 on: developing and building (interactive) sound-sculptures for performances, theater, soundtracks, exhibitions, collaborations, lectures, experiments, and workshops.

(KINETIC) SOUND SCULPTURES IN CHRONOLOGICAL ORDER BACK IN TIME

[Unheard Voices](#) (2018) – [The shouting saw and the three sponges](#) (2018-)

[Drops on a hot Plate](#) (2015) - [Sound-case](#) (2014/2015) - [Splashbox](#) (2013/2014) - [Rauschmaschine](#)

(2010/2012) - [Noise-lab](#) (2007/2009) - [Pneumatix](#) (2005/2006) - [Krankenhaus](#) (2004) – Noise-Pijp (2003) -

[Lawaaj-Masjien](#) (2002) – Bosvogel (2001).

