

## **Dossier Dirk Koy**

# DIRK BILD KOY UND BEWEGUNG

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## Biography Dirk Koy

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Dirk Koy, born in 1977, is a Basel-based artist active in various fields of moving image creation. After studying visual communication at the Academy of Art and Design in Basel, which he completed in 2002, Dirk Koy worked at KMS-Team Munich in the field of graphic design and animation, and then cofounded the visual communication studio Equipo in 2007. In 2016 he founded the experimental film studio Dirk Koy Bild und Bewegung.

His works lie at the junction between a graphic, photographic and video approach anchored in the tangible and a digital work. They propose to experience the meeting of the real world with a virtual universe, of the analogical with the digital, while revealing the pictorial quality of digital contexts. The plurality of digital technologies employed by Koy in the realization of his works, such as 2d and 3d animation, drones, photogrammetry, 3d scanning, augmented reality and virtual reality, as well as the manipulation of the various parameters of operating software whose limits he tests, attest to his interest in experimentation. In his works representing distortions of the real world through these different digital processes, he thus gives a singular view of everyday life.

His works have been shown at the Art Center Nabi in Seoul, at the HEK (Haus der elektronischen Künste) Basel, at the festival «Supernova» in Denver or at the FILE Festival in São Paulo. He was awarded prizes such as the Prix Ars Electronica (2012), the Visual Music Awards (2015), the Basel Media Art Prize (2019) and the Prix du film «Off-Limits» (Annecy, 2022) for his animations and videos.

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>> [www.vimeo.com/dirkkoy](http://www.vimeo.com/dirkkoy)  
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>> [www.twitter.com/dirkkoy](http://www.twitter.com/dirkkoy)  
>> [www.facebook.com/dirkkoy](http://www.facebook.com/dirkkoy)  
>> [www.superrare.com/dirk\\_koy](http://www.superrare.com/dirk_koy)  
>> [www.foundation.app/dirkkoy](http://www.foundation.app/dirkkoy)

## Festivals/Screenings

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### «Intersect»

- Cinematheque Rosh Pina, 2022 (Israel)
- Cutout Fest, Querétaro, 2022 (Mexico)
- 19th International Animation Film Festival Tindirindis, 2022 (Lithuania)
- FIIN Festival Internacional de Imagem de Natureza, 2022 (Portugal)
- Anination, Jerusalem internationales Animationsfestival (Israel)
- InDPanda internationales Filmfestival Hong Kong 2022 (China)
- Fredrikstad Animationsfestival, 2022 (Norway)
- Zentrale für Umweltausstellungen: Ausstellung: Die Zukunft hat 6 Beine, Basel, 2022 (Switzerland)
- Desenzano Filmfestival 2022 (Italy)
- Animiert! Digitale Kunst in der Alten Feuerwache Köln, 2022 (Germany)
- Centre d'Art Contemporain Genève, Labo Screening, 2022 (Switzerland)
- Animatou, Animationsfilmfestival Genf, 2022 (Switzerland)
- Fantoche 20. internationales Festival für Animationsfilm, 2022 (Switzerland)
- Ars Electronica Festival, Programm: «Welcome to Planet B», September 2022 (Austria)
- Supernova, 7th Dimension, Denver, 2022 (USA)
- Melbourne internationales Film Festival, 2022 (Australia)
- Internationales Animationfilmfestival Annecy, 2022 (France)
- Vienna Shorts, 2022 (Austria)

### «Bildraum»

- ZumZeig Art House Cinema, Barcelona, 2023 (Spain)
- Punto y Raya Festival, Lisboa, 2023 (Portugal)
- Cutout Fest, Querétaro, 2023 (Mexico)
- Sensei Filmfest, Hongkong, 2023 (China)
- Trickfilm Festival Düsseldorf, 2022 (Germany)
- Kunsthau Baselland, groundbreaking ceremony at the Dreispitzhalle, 2022 (Switzerland)

### «Out of Sight»

- Thrill Me – The Power & Magic of Music, 2023 (Switzerland)
- Internationales Animationsfestival Fest Anča, 2022 (Slovakia)
- Lithuania Cinemas, International Short Film Day, 2021 (Lithuania)
- Fantoche 19. internationales Festival für Animationsfilm, Baden, 2021 (Switzerland):  
Nationaler Wettbewerb, Internationaler Wettbewerb, Industry day
- Deep Focus Film Festival, New York, 2021 (USA)
- Allianz Open-Air Cinema Basel, 2021 (Switzerland)
- An Ordinary Day Film Festival at Studio 44, Stockholm, 2021 (Sweden)
- Festival Anima, 2021, Brüssel (Belgium)
- WTF Annecy, 2021 (France)
- Trickfilm Festival Düsseldorf, 2021 (Germany)
- Solothurner Filmtage, 2021 (Switzerland)
- London International Animation Festival, program «Best music videos of 2020» (England)

### «Luftraum»

- 10th Cairo Video Festival, 2021 (Egypt)
- Deep Focus Film Festival, New York, 2021 (USA)
- Los Angeles, Central Library, 2020 (USA)
- Allianz Drive-In Cinema Basel, 2020 (Switzerland)
- Independent Film Festival Budapest, 2020 (Hungary)
- Clair-Obscur Filmfestival, Basel, 2019 (Switzerland)
- FILE - Electronic Language International Festival, São Paulo, 2019 (Brasil)
- HafenKunstKino, Düsseldorf, 2019 (Germany)
- TV broadcast: ARTE in the program Tracks, 22.03.2019

«salvage»

- An Ordinary Day Film Festival at Studio 44, Stockholm, 2019 (Sweden)
- Screening on «mon œil», web series Museum Pompidou, Paris, 2018
- Supernova, Denver, 2018 (USA)
- TV broadcast: CANAL+

«Frautonium Lombok»

- Punto y Raya Festival, Wien, 2021 (Austria)
- Fantoche Industry Day, 2018 (Switzerland)
- Screening on «mon œil», web series Museum Pompidou, Paris, 2018
- Supernova, Denver, 2017 (USA)
- VisionXsound, Neulengbach, 2017 (Austria)

«Escape Route»

- Tripoteca, 2018/2019 (Europa Tour)
- Aesthetica Short Film Festival, 2018 (England)
- CPH:DOX Copenhagen int. Documentary Film Festival, 2018 (Denmark)
- Dumbo Film Festival, NYC, 2018 (USA)
- ÉCU-The European Independent Film Festival, Paris, 2018 (France)
- Fantoche 2018, Filmbus, Baden (Switzerland)
- Paris 360 Filmfestival, 2018 (France)
- Sónar+D, 2018 (Spain)
- VIS Vienna Shorts, 2018 (Austria)
- Fantoche, GIF Programm, Baden, 2017 (Switzerland)
- Gässli Filmfestival, 2017 (Switzerland)
- IndieBo, Bogota, 2017 (Colombia)
- Screening on www.museumtv.fr, 2017

«ground»

- Fokus Experiment, Stadtkino Basel, 2019 (Switzerland)

«The Ugly Sweet»

- Clair-Obscur Filmfestival, 2019 (Switzerland)
- Mecal, int. Kurzfilmfestival, 2018 (Spain)
- Kunsthaus Langenthal, 2017 (Switzerland)
- Screening on www.museumtv.fr, 2017
- videocity.bs, 2017 (Switzerland)

«Zürich 2.0»

- Jihlava International Documentary Film Festival, 2018 (Czech Republic)
- 798 art district in Beijing, 2017 (China)
- Future of Storytelling Conference, New York, 2017 (USA)
- Kulturnacht Rheinfelden, 2017 (Switzerland)
- Media façade COMO, Art Center Nabi, Seoul, 2017 (South Korea)
- Sónar+D, Barcelona, 2017 (Spain)
- VisionXsound, Neulengbach, 2017 (Austria)
- Fantoche, Baden, 2016 (Switzerland)
- Gässlifilmfestival Basel, 2016 (Switzerland)
- Massachusetts Institute of Technology - MIT, re|vision, 2016 (USA)
- Supernova, Denver, 2016 (USA)
- Zurich Film Award: Cadrage, 2015 (Switzerland)

«The Time Tunnel»

- Science+Fiction Festival, 2019 (Switzerland)
- The White Night, Bratislava, 2017 (Slovakia)
- Haus der elektronischen Künste Basel, 2016 (Switzerland)
- Athens Animfest, 2015 (Greece)



- Ca' Foscari Film Festival, 2015 (Italy)
- MIST Isle of Wight Festival, 2015 (England)
- Animateka Festival, 2014 (Slovenia)
- Fantoche, Baden, 2014 (Switzerland)
- Kulturnacht Rheinfelden, 2014 (Switzerland)
- Kloosterkino, 2014 (Netherlands)
- Nijmeegse Kunstnacht, 2014 (Netherlands)
- Solothurner Filmtage, 2014 (Switzerland)
- VIS Vienna Shorts, 2014 (Austria)
- TV broadcast: SRF2

«The Time Tunnel Remix»

- Punto y Raya Festival, 2018 (Poland)

«I Should Have Known Better»

- MIST Isle of Wight Festival, 2015 (England)
- Kulturnacht Rheinfelden, 2014 (Switzerland)
- Animanima, 2012 (Serbia)
- Annecy, 2012 (France)
- CutOut Fest, 2012 (Mexico)
- Fest Anca, 2012 (Slovakia)
- Festival Culture Giovani, 2012 (Italy)
- Zoom, 2012 (Switzerland)
- TV broadcast: SRF1, SRF2, 3sat

«Lost in Translation»

- Whiteframe, The Nightlight Screenings, Basel, 2018 (Switzerland)

«The City»

- Digital Real Estate Summit, Brugg-Windisch, 2022 (Switzerland)
- Urban Stories, Kunstraum Walcheturm, Zürich, 2020 (Switzerland)
- Anifilm, 2018 (Czech Republic)
- Expo Astana, 2017 (Kazakhstan)
- Musikmesse Frankfurt, 2016 (Germany)
- Expo Milano, 2015 (Italy)
- MIST Isle of Wight Festival, 2015 (England)
- Kulturnacht Rheinfelden, 2014 (Switzerland)
- Festival de cinema independent de Barcelona, 2013 (Spain)
- Istanbul Animation Festival, 2013 (Turkey)
- Anima, 2012 (Belgium)
- Ars Electronica, 2012 (Austria)
- Festival Culture Giovani, 2012 (Italy)
- Rencontres Audiovisuelles, 2012 (France)
- Anifest, 2011 (Czech Republic)
- Animafest, 2011 (Croatia)
- Animanima, 2011 (Serbia)
- Animatou, 2011 (Switzerland)
- Animest, 2011 (Romania)
- Annecy, 2011 (France)
- Big Cartoon Festival in Moscow, 2011 (Russia)
- Brest European Short Film Festival, 2011 (France)
- Geneva International Film Festival, Cinéma Tous Ecrans, 2011 (Switzerland)
- Interfilm, Berlin, 2011 (Germany)
- ITFS, 2011 (Germany)
- L'Hybride in Béthune, 2011 (France)
- Multivision Festival, 2011 (Russia)
- Onedotzero, 2011 (Switzerland)

- Piazzetta, 2011 (Switzerland)
- VIS Vienna Shorts, 2011 (Austria)
- Animated Dreams, 2010 (Estonia)
- Bornshorts, 2010 (Denmark)
- Fantoche, 2010 (Switzerland)
- Fest Anca, 2010 (Slovakia)
- Onedotzero 2010 (England)
- Solothurner Filmtage, 2010 (Switzerland)
- Spore Incident, 2010 (Mexico)
- TV broadcast: SRF1, SRF2, 3sat, ARTE, VIVA, MTV

## Exhibitions

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### 2023

- NFT Factory Paris, December 14 – 24, represented by the Brawhaus Gallery, group exhibition
- «Beyond Basel», Trippy Labs, Miami, December 7 – 10, group exhibition
- R Haus, Miami, December 7 – 10, represented by the Brawhaus Gallery, group exhibition
- «Expanded Optics 2», Osaka, November 28 – December 3, group exhibition
- «OOO exhibitionin», Oslo, November 26, group exhibition
- «Genesthai», Paris, October 14 – 28, represented by the Brawhaus Gallery, group exhibition
- «One Night Stand», Sofia, Bulgaria, November 8, solo exhibition
- «A-Real Engine», Digital Art Festival Taipei, November 4/5/11/12, group exhibition
- «Forme d'onde 2», Cinéma Moderne, Montréal, group exhibition
- FIC (Frente de Iniciativas Contemporáneas), Villena, Spain, October 18 – 22, group exhibition
- «Permissionless II», September, Austin, Texas, 11 – 13, group exhibition
- «Cyberart Cinema», Lume Studios, New York, September 8, group exhibition
- Korea Blockchain Week 2023, group exhibition
- «Motion Evolving», August 11 – November 11, Beijing, group exhibition
- Neo Shibuya TV, Tokyo, July, exhibition on 9 public displays in the city, solo exhibition
- foyer\_42, video window, Basel, June – July, group exhibition
- Art center LO PATI, Amposta, Spain, Mai 21 – July 21, group exhibition
- Mire project Geneva, Centre d'Art Contemporain Genève, May 1 – November 1, group exhibition
- MMMAD, Digital Art Festival, Madrid, Mai 9 – June 9, solo exhibition
- «Unreel», digital art in public space, Bergamo and Brescia, April – July, group exhibition
- Art center «La Collégale», Saint Pierre le Puellier, France, March 30 – May 28, group exhibition
- Gallery Arte Abierto, Mexico City, February 23 – 26, group exhibition
- OCT-LOFT creative festival, «Flow – Graphics in motion», Beijing, November 5 – Januar 5, group exhibition
- NFT Paris conference, February 24 – 25, represented by the Brawhaus Gallery, group exhibition

### 2022

- Design Museum Den Bosch, Holland «A Digital Nature», October, group exhibition
- Neo Shibuya TV, Tokyo, December, exhibition on 9 public displays in the city, solo exhibition
- House of Communication Munich, October 1 – Dezember 31, solo exhibition
- «intersection», digital exhibition on <https://thewrong.tv>, Oktober 20 – 27, solo exhibition
- Demo Festival, October 6, group exhibition
- Galleria Kollektiva Kassel, September 10 – 25, group exhibition
- Kunsttage Basel, «Short Cuts, collection dotmov.bl», September 1 – 4, group exhibition
- Stalla Madulain, July 23, group exhibition
- Ethereum Community Conference 5, Paris, July 19 – 21, represented by the Brawhaus Gallery, group exhibition
- NFT NYC, EthGlobal, June 20 – 24, represented by the Brawhaus Gallery, group exhibition
- Tech Meets Art, Oslo Studios, NFT exhibition, Junie 14, organized by Accenture and Stalla Madulain, group exhibition
- NFT LA, March 8 – 31, represented by the Brawhaus Gallery, group exhibition
- Generative Gallery, Moscow, Januar 14 – February 14, group exhibition on the theme «Megalopolis» on a public display

## 2021

- Bilbao Bideotikan, November 18–25, group exhibition
- Crypto Disco NYC, NFT week, November 2–4, represented by the Brawhaus Gallery, group exhibition
- Supernova, Denver, September, group exhibition
- Bi12, Biennale dell'immagine, Chiasso, «FAKE visual distortion», September 17–November 14, virtual group exhibition «Dimensione Variabile»
- Brawhaus x EP7, Paris, June, group exhibition
- CADAFA, Contemporary & Digital Art Fair, June 25–28, represented by the Brawhaus Gallery and HEK, House of Electronic Arts Basel, group exhibition
- Neo Shibuya TV, Tokyo, May, exhibition on 9 public displays in the city, solo exhibition
- Credit to the Edit, May, virtual NFT exhibition on superare.com, group exhibition organized by Visual Fodder
- HEK Basel, HEK Net Works, April, virtual group exhibition
- Int. Biennale of Graphic Design in Chaumont, France, April 28–October 18, group exhibition

## 2020

- Kinomural (screening in urban space), Wrocław, group exhibition
- The Wrong New Digital Art Biennale», Valencia, group exhibition

## 2019

- CADAFA, Contemporary & Digital Art Fair, Miami, represented by the Brawhaus Gallery, group exhibition
- HEK Basel, «Avatare, Doppelgänger und allegorische Landschaften», Regionale 20, group exhibition
- E-Werk Freiburg, «I and The Machine», Regionale 20, group exhibition
- Kinomural (screening in urban space), Wrocław, group exhibition
- Demo Festival, Amsterdam, group exhibition
- Plus gallery, Denver, group exhibition
- DOCK Basel, Artist Window, «Uncanny Vally», group exhibition

## 2018

- HEK Basel, «Sound Embodied», Regionale 19, group exhibition
- La Kunsthalle Mulhouse, «ODNI/UDO» Regionale 19, group exhibition,
- E-Werk Freiburg, «Don't talk about the weather forecast», Regionale 19, group exhibition
- HEK Basel, Oslo Night, group exhibition
- Kunsthau Wiesbaden, Out of Shape, group exhibition
- Kunsthau Baselland, «Angekauft!», group exhibition

## 2017

- Media façade COMO, Art Center Nabi, «Unseen City», Seoul, solo exhibition
- M54, «Nachtfimmern», Basel, group exhibition
- Kaskadenkondensator, «Videoförmig, Basel», group exhibition
- Grafik 17, Zurich, group exhibition
- Kunstraum Florenz, Basel, group exhibition

## 2014 and earlier

- Kunsthau Baselland, «Ernte 2014», group exhibition
- Städtische Galerie Alter Löwen, Pfullendorf, Germany, 2013, group exhibition
- Video Window, 2012, Zurich, discussion
- Haus für Kunst Uri, «Viel Lärm um Alles», 2011, group exhibition,
- Viper, international festival for film video and new media, Basel, 2002, group exhibition

## Awards/Funding

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### «Bildraum»

- Honorable Mention, Punto y Raya Festival, Lisboa, 2023

### «Intersect»

- Winner Animation Off-Limits Award, Annecy International Animation Film Festival, 2022
- Honorable Mention, Supernova Digital Animation Festival, 2022
- Honorable Mention, LA Underground Film Forum, 2022
- Funding by the «Fachausschuss Audiovision und Multimedia BS/BL», 2017

### «Out of Sight»

- Best Music Video, Rome Prisma Film Awards, 2022
- Honorable Mention, Category Animated Music Video, International Sound Video Awards, Prag, 2022
- Winner special Edi, 2021
- Winner of the Swiss Animation Industry Award, Fantoche 19. International Festival of Animated Film, 2021
- Silver Medal, Global Music Awards, 2021,
- Best Style, Music Video Awards, Los Angeles, 2021
- Nomination: «Meilleur film d'animation», Solothurner Filmtage, 2021
- Nomination: «Best Swiss Video Clip», Solothurner Filmtage, 2021

### «Luftraum»

- Best Experimental Film, Rome Prisma Film Awards, 2023
- Best Inspirational Short, 4theatre., 2022
- Honorable Mention, Deep Focus Film Festival, New York, 2021

### «ground»

- «Basler Medienkunstpreis», 2019

### «The City»

- Winner, Visual Music Award, 2015
- Nomination Swiss Design Awards, 2015
- Honorary Mention Ars Electronica, 2012

### «The Time Tunnel»

- Visual Music Award, 2015
- Nomination Swiss Design Awards, 2015

## Collection

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dotMOV.bl - New Media Collection Baselland, 2021, Work: «Escape Route»

dotMOV.bl - New Media Collection Baselland, 2017, Work: «Zürich 2.0»

dotMOV.bl - New Media Collection Baselland, 2014, Work: «The City»

## DVD´s

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- Annecy 2022 / award-winning films, work «Intersect»
- swiss shorts\_23 / Swissfilms, work «I Should Have Known Better»
- IdN Video v19n4, Collage, work «I Should Have Known Better»
- swiss shorts 21 / Swissfilms, work «The City»
- Animation Avantgarde 01, work «The City»

- Book: New Society, 2023, publisher: New Society  
ISBN: 978-2-9590122-0-4, images of the works «grid» and «birth» > [Link](#)
- Brand magazine, issue 68, 2023, various works are presented > [Link](#)
- eye magazine, issue 104, June 2023, cover and report on the work > [Link](#)
- Arte, program Tracks, September 2022, portrait > [Link](#)
- Same same but different, SAGW-Bulletin, issue 2, 2022, image essay > [Link](#)
- Radiotelevisione svizzera, RSI, program Tempi Moderni, arte digitale, March 2022
- animacionparaadultos.es, July 2022, report on the work «Intersect» > [Link](#)
- Schweizer Fernsehen, SRF1, program 10 vor 10, October 2021, potrait > [Link](#)
- Book: The Age of Data: Embracing Algorithms in Art & Design, 2021  
publisher: Christoph Grünberger, publishing house: Niggli Verlag, ISBN: 978-3-7212-1015-6  
article about the music visualization «Out of Sight»
- Book: Oh Yeah – Yello 40, 2021, publisher: Dieter Meier, Boris Blank,  
publishing house: Edition Patrick Frey, ISBN: 978-3-907236-35-2  
images of various works
- Anthology: Transdisziplinäre Begegnungen zwischen postdigitaler  
Kunst und Kultureller Bildung, 2021, publisher: Judith Ackermann, Benjamin Egger  
publishing house: VS Verlag für Sozialwissenschaften, ISBN: 978-3-658-32078-2  
images of the work «Zürich 2.0»
- instagram.com, April 2021, report on the work «Shape Study 24» > [Link](#)
- stashmedia.tv, August 2020, report on the work «Out of sight» > [Link](#)
- showstudio.com, August 2020, interview > [Link](#)
- page-online.de, August 2020, «Die verblüffenden animierten Collagen von Dirk Koy» > [Link](#)
- visualatelier8.com, July 2020, interview > [Link](#)
- cowabungart.com, March 2020, «Les distortions vidéos de Dirk Koy»
- onegmagazine.com, February 2020, interview > [Link](#)
- weburbanist.com, August 2019, various works are presented > [Link](#)
- thisiscolossal.com, August 2019, various works are presented > [Link](#)
- thisiscolossal.com, June 2019, report on the work «Luftraum» > [Link](#)
- elemental.com, April 20, 2019, interview > [Link](#)
- Design Exchange Magazin, May 2019, cover and interview > [Link](#)
- thepluspaper, March 2019, interview about the work «Luftraum» > [Link](#)
- Design Report Magazin, issue 05, 2018, cover and report on the work «Escape Route»
- Page Magazin, June 2018, report on the work «salvage» > [Link](#)
- thenewcurrent, May 2018, interview about the work «Escape Route»
- Joins, 2018, article about the solo exhibition «Unseen City»
- Sojoong, 2018, article about the solo exhibition «Unseen City»
- Exhibition catalog «Out of Shape», kunsthau wiesbaden, 2018, work: «ground»
- Weandthecolor, April 2017, report onthe work «Zürich 2.0» > [Link](#)
- Vimeo, March 2017, report onthe work «Zürich 2.0» > [Link](#)
- Designboom, March 2017, report onthe work «Zürich 2.0» > [Link](#)
- Tageswoche, October 13, 2016, portrait > [Link](#)
- Mazda Magazine International, April 2015, report on the work «The Time Tunnel»
- Tageswoche, August 7, 2014, report on the work «The Time Tunnel» > [Link](#)
- the creators project, August 5, 2014, Bericht über «The Time Tunnel»
- Tagesanzeiger, October 15, 2013, short film of the week «The City»
- Page, issue 06, 2012, making of «I Should Have Known Better»
- Page, issue 06, 2011, report on the work «The City»
- Exhibition catalog «Viel Lärm um Alles», Haus für Kunst Uri, 2011, work: «The City»
- Stash 80, May 2011, work: «The City» > [Link](#)
- Neshan Magazine, spring 2010, work «The City»

## Lectures

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- Basel Academy of Art and Design FHNW, Institute IDCE, 2011 – 2023
- International Lyceum Club Basel, 2023
- Balimage, Media Art Meeting N°2, 2023
- HSLU, Lucerne University of Applied Sciences and Arts, Digital Ideation, 2023
- School of Creative Media, City University of Hong Kong, 2023
- SFG Schule für Gestaltung, Forum, 2019/2020/2022/2023
- ECAL, Lausanne, 2022
- Flow-Graphics in motion, Beijing, 2022
- ZHAW, Zurich University of Applied Sciences, 2022
- Baloise Netpoint Workshop «Vom Pigment zum Pixel», 2022
- International Lyceum Club Zürich, 2022
- HSLU, Lucerne University of Applied Sciences and Arts, Salon IDA, 2020
- Science+Fiction Festival Basel, 2020
- RISD, Rhode Island School of Design, 2019

## Jury

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- SMTH in collaboration with MMMAD Festival, international competition for digital artists under the theme «From micro to macro and back», 2023
- ECAL, BA Media & Interaction Design, Lausanne, 2023
- HSLU, BA Graphic Design, 2019

# Works

A selection



# Island

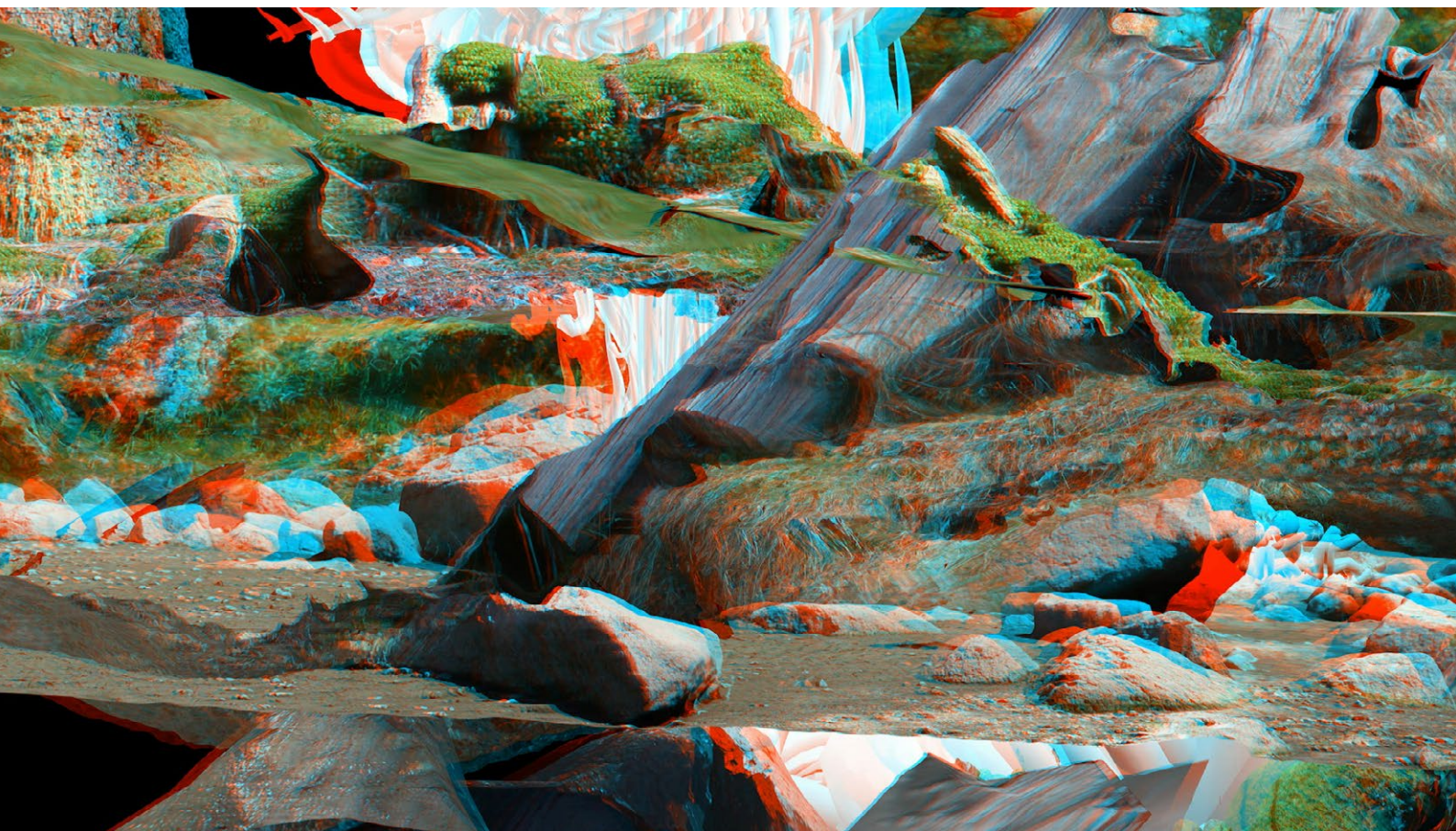
2'57"

3d anaglyph animation, stereo sound, 2023

The work must be viewed with red-cyan anaglyph glasses.

In the work «Island», video recordings, photographs, digital paintings and sound recordings of natural environments are manipulated in digital space, repositioned and woven into a large whole.

The sound was created by Ben Kaczor.



» [Video link on request](#)



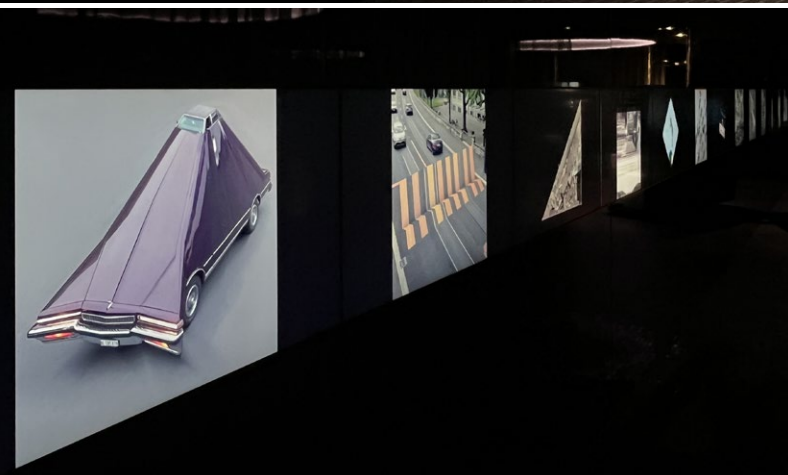


«Utopien», X\_ARTS Festival, October 2023

# «Intersection»

Solo exhibition at Gallery Roca, Madrid, May 11 to June 9, 2023

Dirk Koy presented under the title «Intersection» a selection of works that investigate the intersection of urban space and nature and the real and digital worlds. The exhibition was organized by the MMMAD Festival and supported by the Swiss Foundation for Culture Pro Helvetia and the Swiss Embassy.



» Video





«Intersection» started outside, on the big screen overlooking the street José Abascal, where the work «salvage» was shown. This work explores the search for the pictorial component in digital animation, with visual references to urbanism and music. The exhibition continued inside, with a selection of 25 video works related to the urban, including the series «Fixed» and «Shape studies». A new version of the work «ground» was also presented, a piece generated from the 3D scanning of a trunk, whose bark is transformed into geometric shapes: a natural randomness meets a digital randomness. It is a 3D video piece that uses the anaglyph technique. Finally, the work «Intersect» was projected on the curved screen of the wellness room, whose title derives from the English verb «to intersect», which means to cut, to divide, but at the same time also means to converge and intersect. The film is a visual investigation of the interface between the real and the virtual world in 5 chapters.

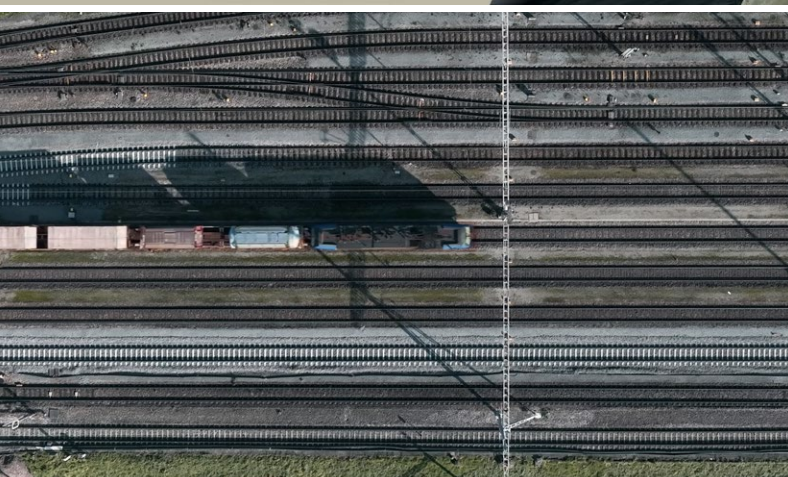
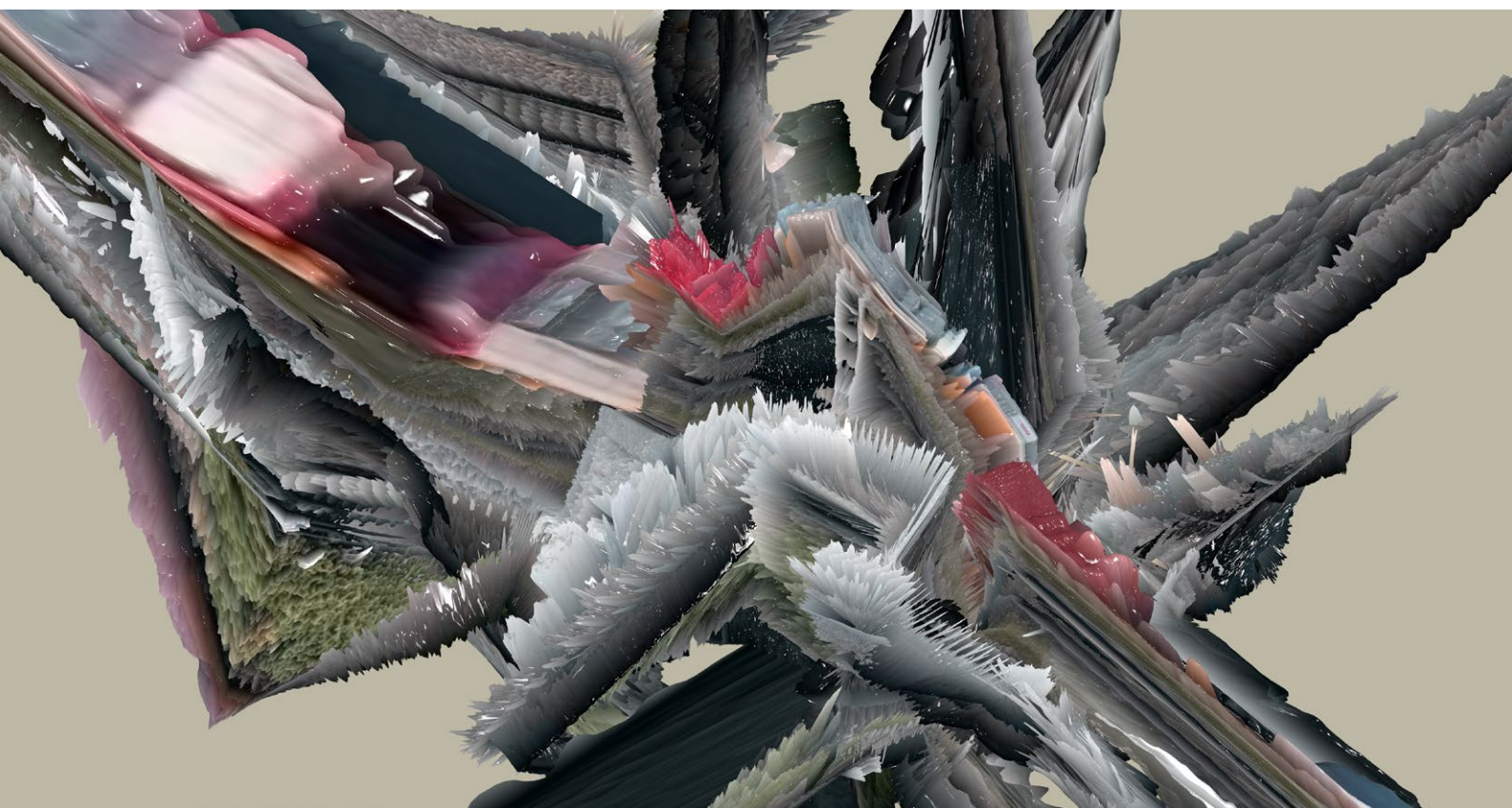


# Goods 01–07

Each file between 0'48" and 1'29"

Drone videos and 3D animations for 7 displays

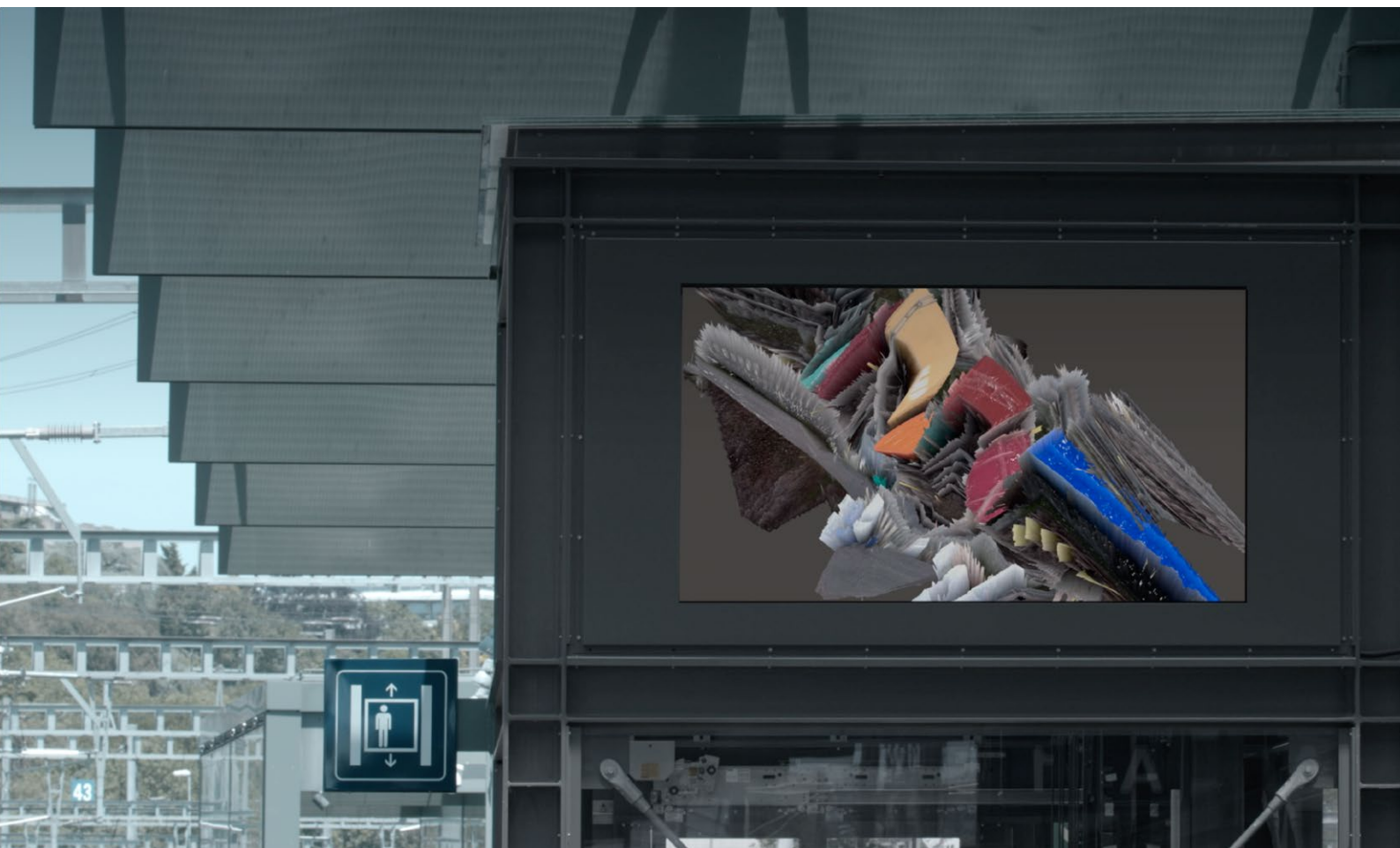
The work, which I developed as part of the Mire project, can be seen on seven displays in seven different stations on the Léman Express from May 1 to November 1, 2023. Mire is a project of the «Fonds cantonal d'art contemporain», in collaboration with the Urban Planning Department and the «Centre d'Art Contemporain Genève».



» Video







Dirk Koy's *Goods 01-07* consists of seven videos showing the linear movement of freight trains from an aerial viewpoint. As the train arrives, the camera is still and then the content is distorted before eventually being restored at the end of the train's passage, the eye finally finding peace again. The duality of these images and the fusion between the real and the digital are characteristic of the processes employed by the artist. These videos were first filmed with a drone and then modified by means of 3D animation work. Through the metamorphosis of a real image into all sorts of virtual distortions and vice versa, *Goods 01-07* proposes a new perception of these convoys, at first sight so banal, which transport the goods we consume on a daily basis and which criss-cross Europe, implying a globalised economy that is hard to grasp. Through Koy's work, the train and its environment are transformed and become mobile, giving us a glimpse of elements that are difficult to identify, with fluid and serpentine movements. This digitisation of the movement of the trains refers to the digital gesture of activating these routes, controlled by a computer. The artist thus makes us reflect on the unsuspected impact of digital processes in real space, through his own digital experimentation, and extends the reflection to the notion of transport and displacement whose logistics underpin contemporary life.

Text: Inès Piguet

Production: Fonds cantonal d'art contemporain, Geneva

» <https://fcac.ch/commande-publique/projet-mire/>



# Flux

1'58"

Drone video, 3d animation, stereo sound, 2023

Swimmers in the Rhine merge into an abstract digital image.



» Video



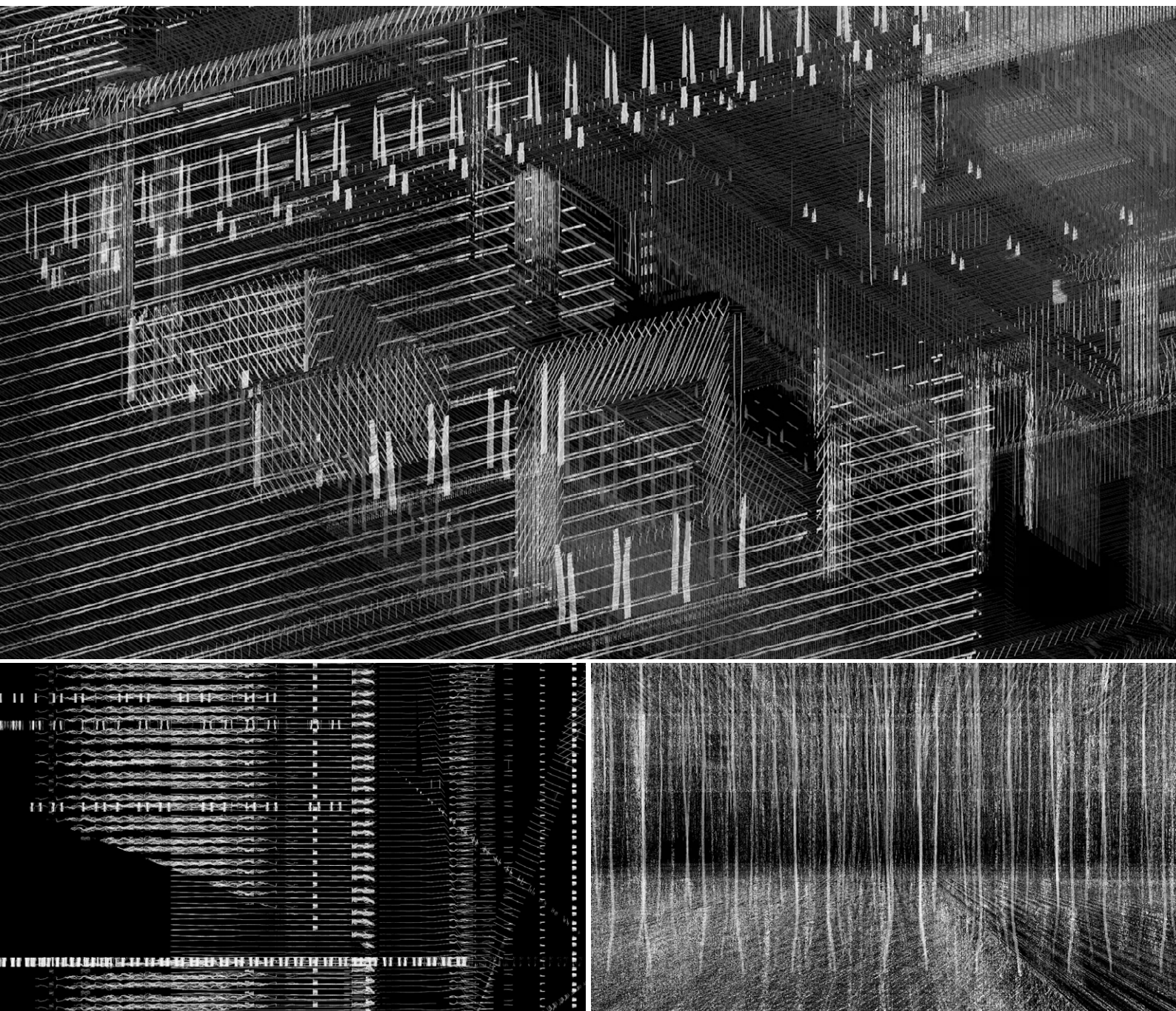
# Bildraum

5'45"

3d animation, stereo sound, 2022

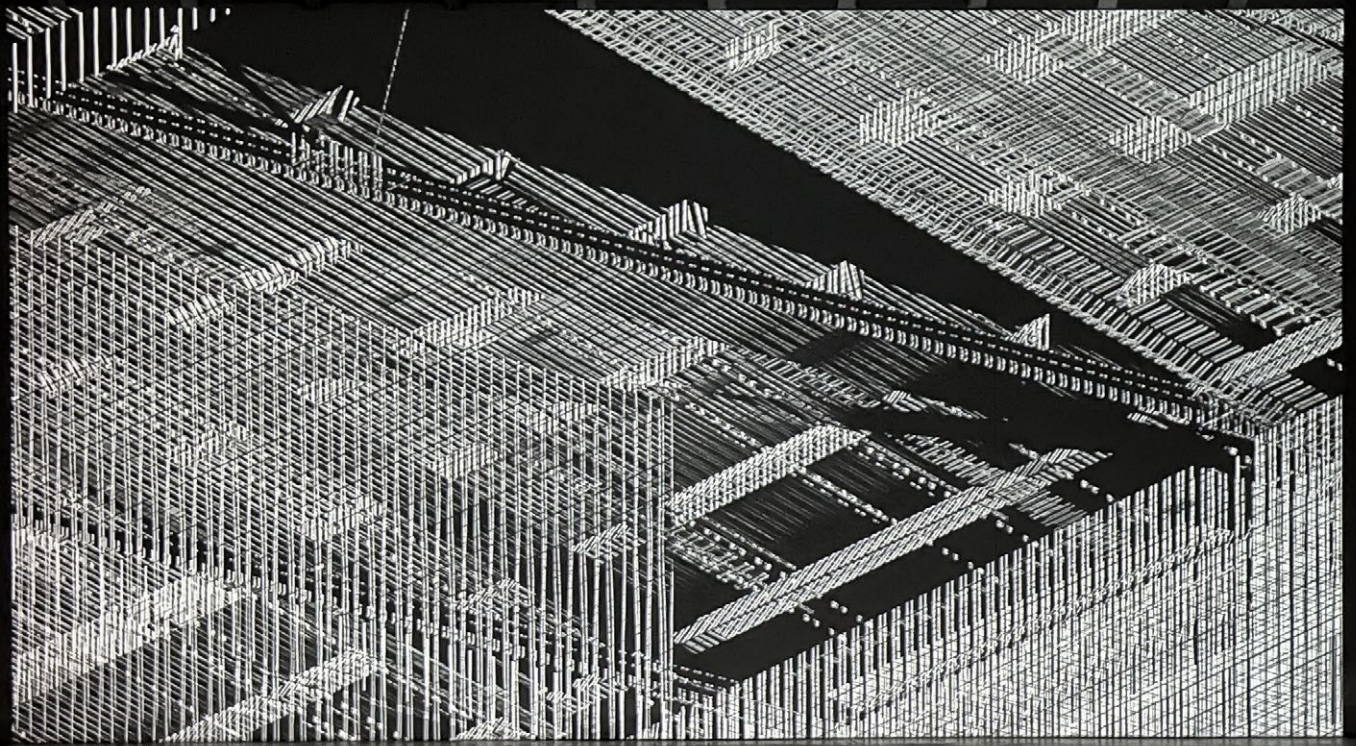
On the occasion of the groundbreaking ceremony of the new Kunsthaus Baselland on March 30, 2022  
Dirk Koy realized the video work «Bildraum», accompanied by sound by Ben Kaczor.

A hand-drawn animated line unfolds and condenses from the surface into space.



» Video





Screening at the Dreispitzhalle Basel, March 30, 2022

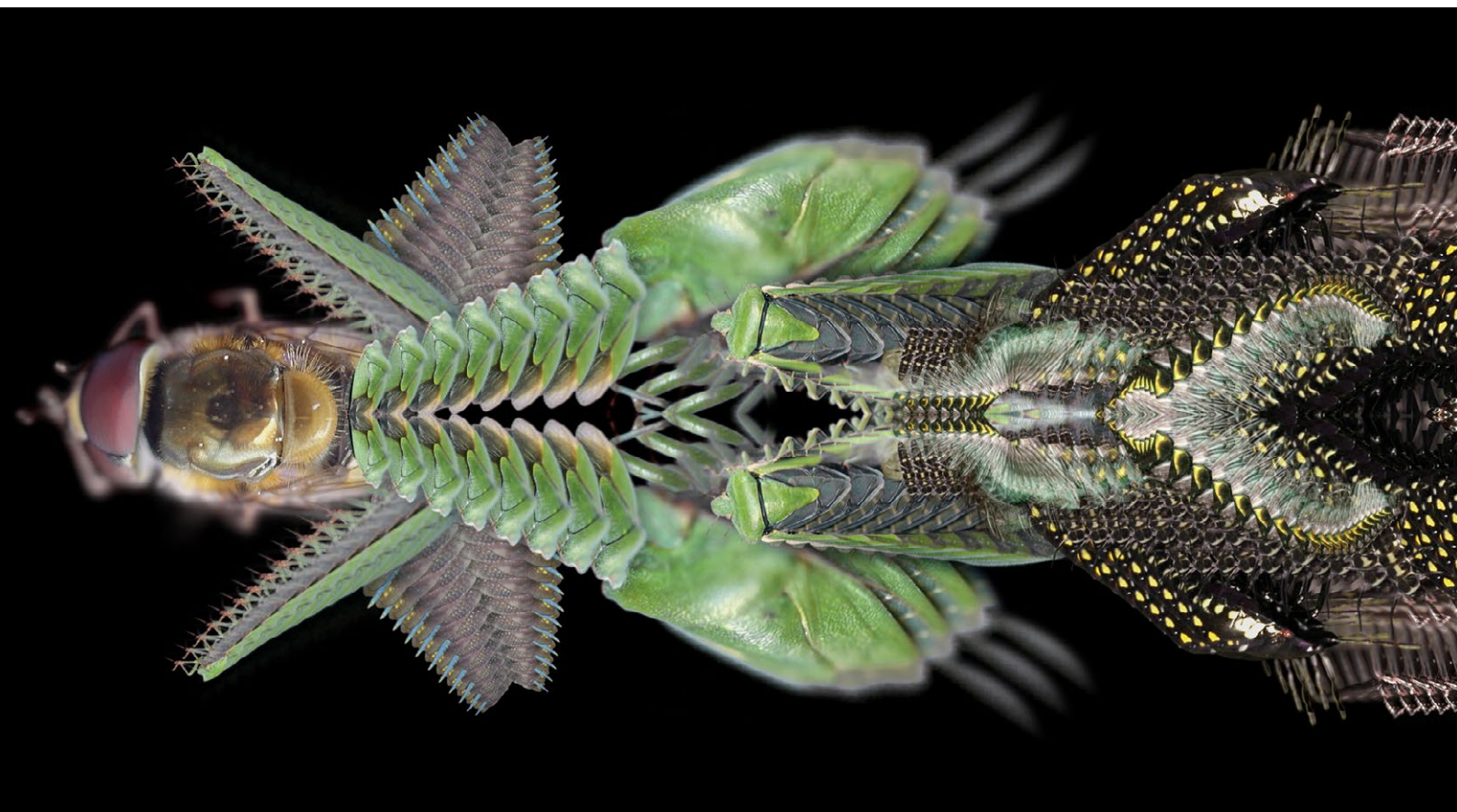


# Intersect

18'23"

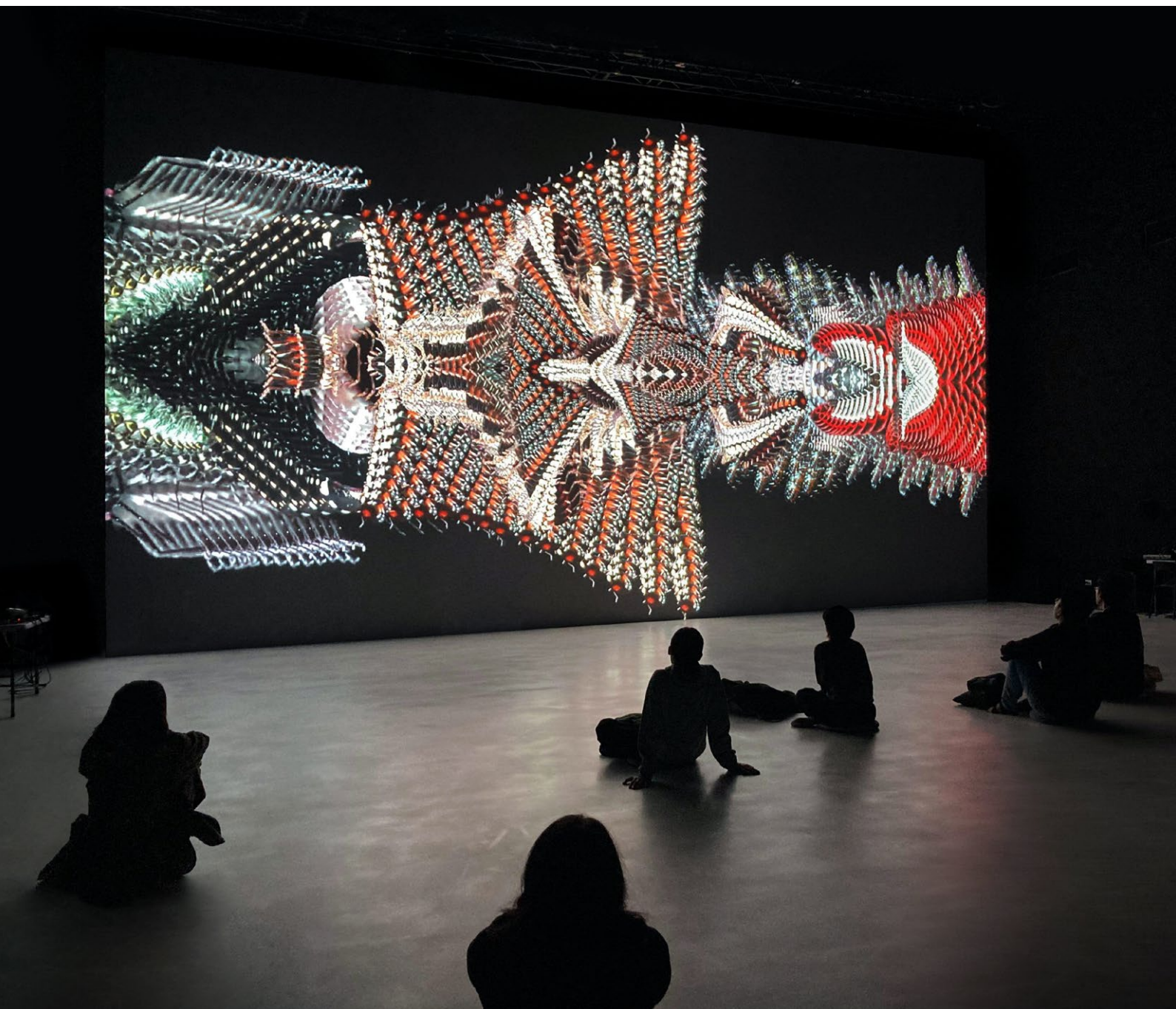
Video, drone video, 2d/3d animation, stereo sound, 2021

The title is derived from the English verb „to intersect“ which means to divide, but also to converge and to cross. The film „Intersect“ is a visual investigation of the interface of the real and virtual world in 5 chapters. Digital interventions are made in natural surfaces.



» [Video link on request](#)





Digital Art Festival Taipei, November 2023





House of Communication Munich

October 1 - Dezember 31, 2022

Dirk Koy takes us to the great outdoors: forests, trees, rocks. But the sound signals perturbation—and suddenly the previously rigid boulders begin to move. The rock seems alive! What at first are organic manipulations become more and more digital until they finally turn into pixel ornaments. Koy disassembles and reconstructs, isolating forms and color spectrums. A fascinating performance, a vortex between analog and digital worlds.

- Wiktoria Pelzer, Vienna Shorts, 2022

# Shape Studies

Loops with different duration

Drone video, video, photography, 3d animation, 2019–2023

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In the Shape Study 01–41 series, photographs and videos of objects and living beings are digitally manipulated. This series explores how we perceive everyday places and objects and how they can be represented in different ways. A dialogue between real objects and their digitization.



» Video



» Video



» Video



» Video



» Video



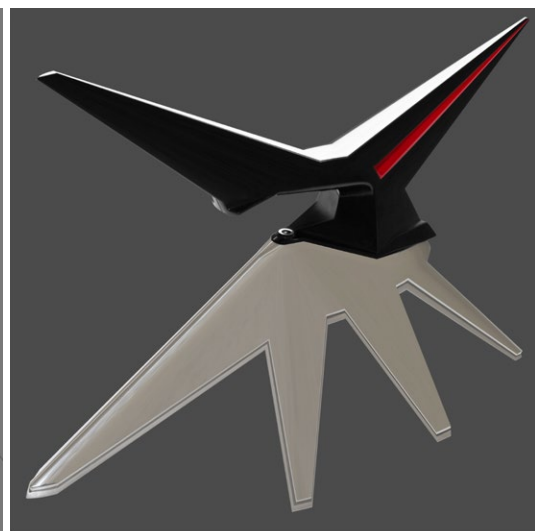
» Video



» Video



» Video



» Video



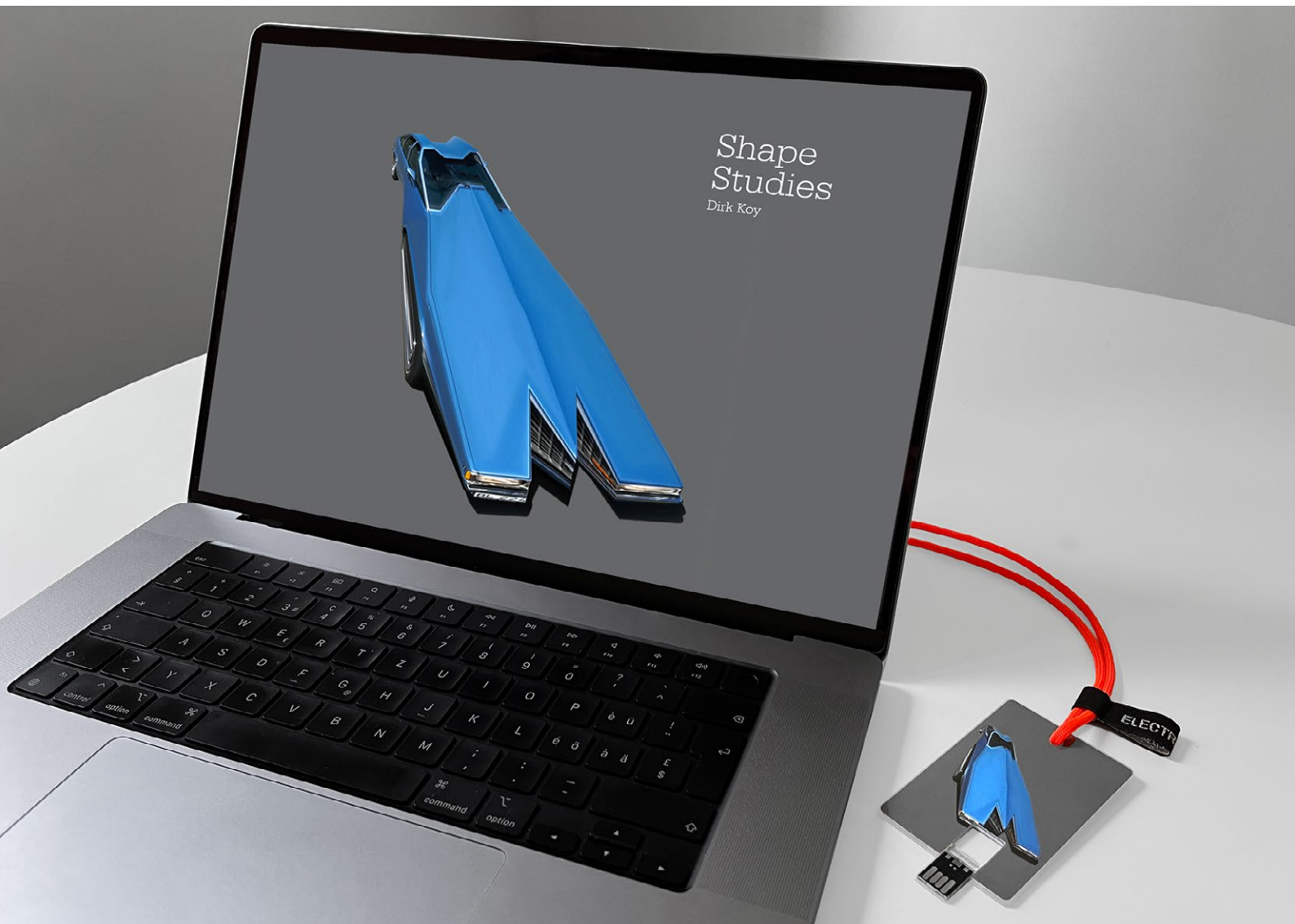
» Video



» Video







#### » Video

The Shape Study Series has also been released as an ebook by the publishing house electrfd.net which was founded by Esther Hunziker. electrfd.net is a new independent publishing house for digital artists' books based in Basel, Switzerland. The publishing program focuses exclusively on non-printable books, on ebooks/epubs that explore the audiovisual possibilities of electronic publications.

The electrified book by Dirk Koy shows a collection of his animation series Shape Studies. The reader can interact with the photographic portrayals of everyday objects, – with each interaction, the static images come to life, reshaping into new unexpected formations. Dirk Koy playfully examines the digital manipulations of everyday objects by switching between the dynamic relationship of real-world objects and their digital manifestations.

» <https://electrfd.net/shop>



Supernova Festival, Denver, 2021





Neo Shibuya TV, Tokyo, May 2021





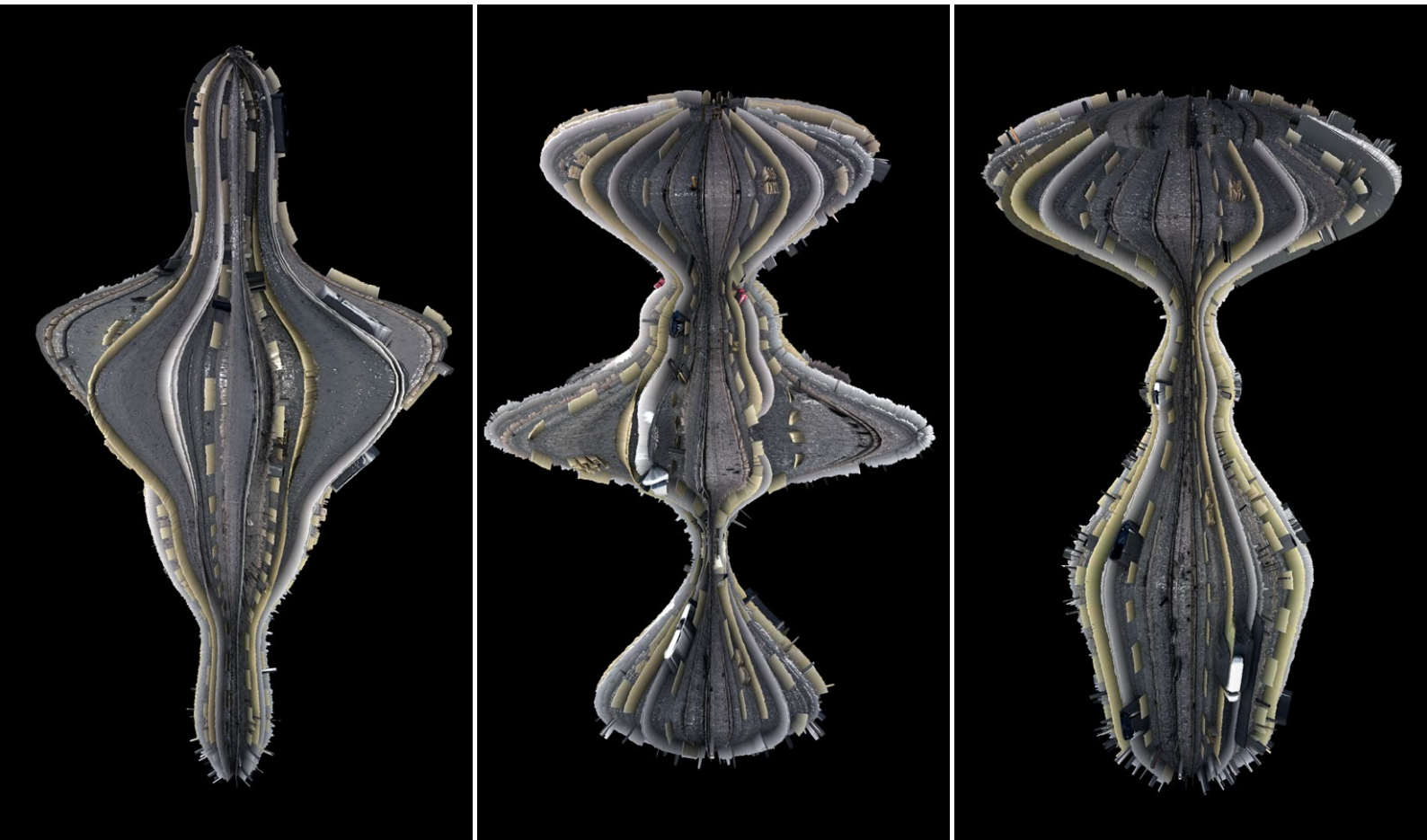
Stalla Madulain, July 23, 2022

# Volumen

Loop, 1'23"

Drone video, 3d animation, stereo sound, 2023

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[» Video](#)

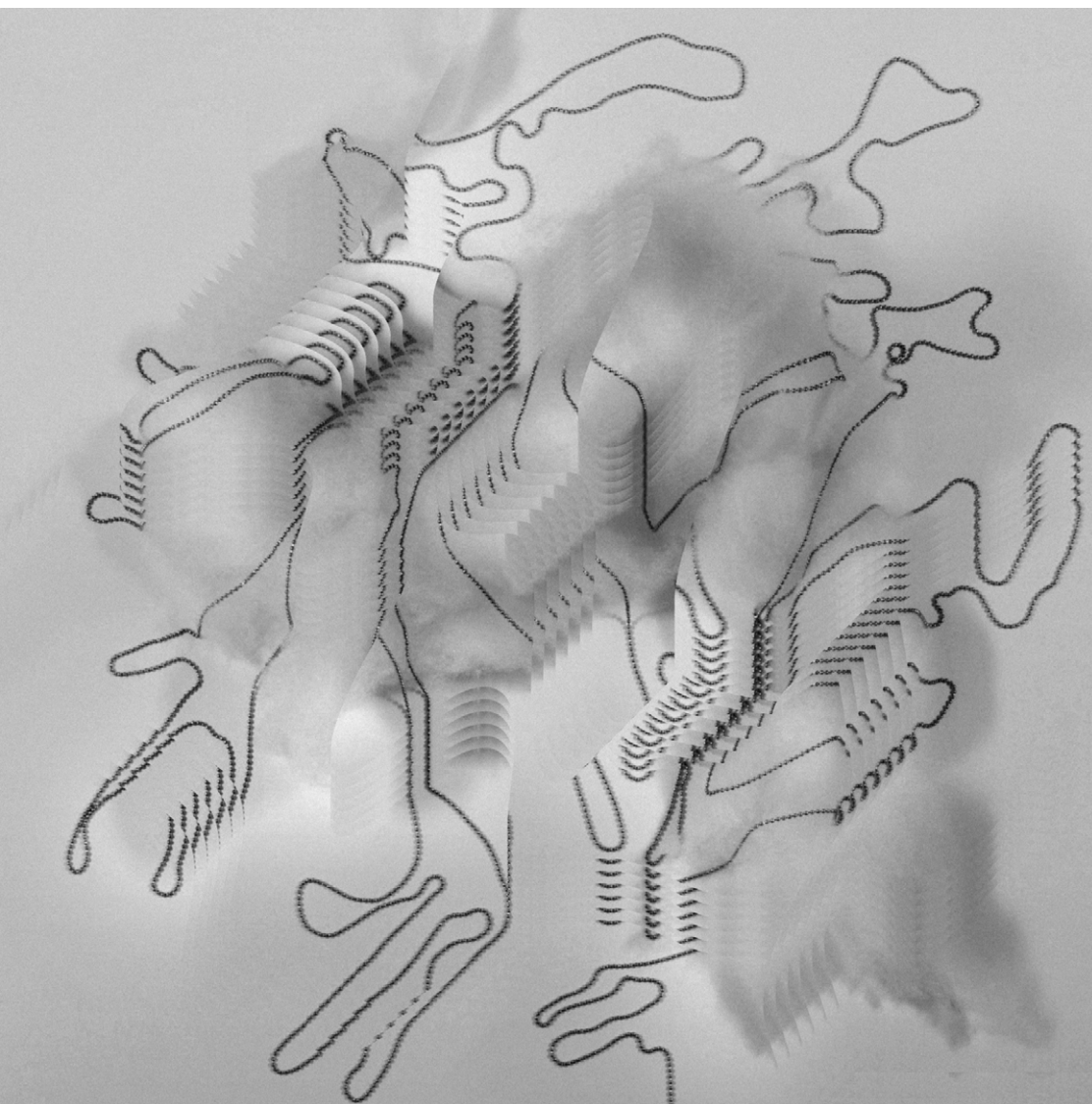


# Line and Clouds

Loop, 1'23"

Video, 3d animation, stereo sound, 2023

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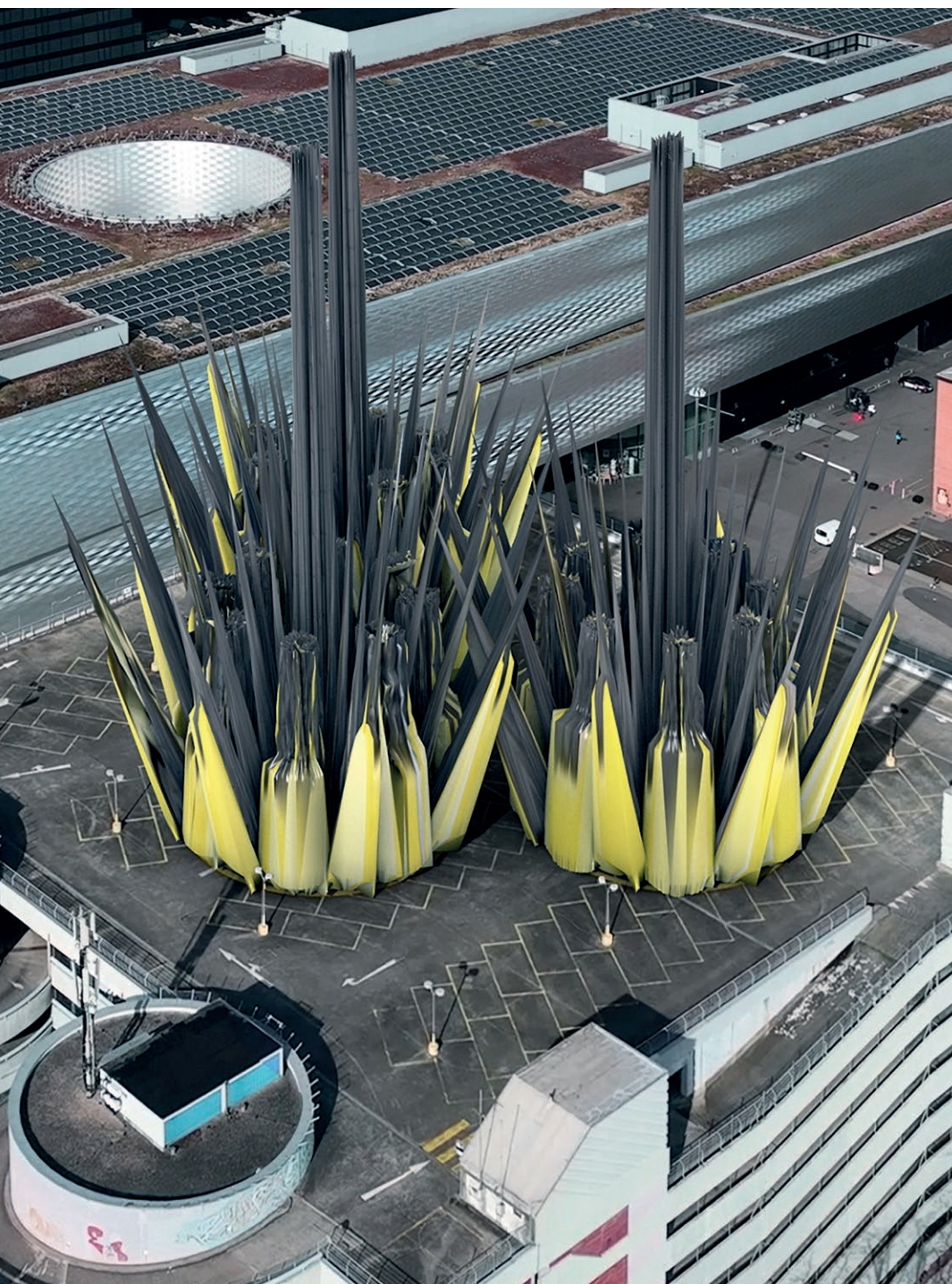
» Video

# Nutrient Soil

Loop, 1'04"

Drone video, 3d animation, stereo sound, 2023

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» Video



# Utopia

Series of loops with different duration

Drone video, 3d animation, stereo sound, 2022

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Real everyday urban situations merge into abstract digital worlds.



» Video



» Video



» Video





Demo Festival, October 6, 2022  
Photography: @shot.by.meesterwerk



# Raum

Loop, 0'24"

Graphite drawing, photography, 360° 3d animation, stereo sound, 2021

«Raum» is a moving, 360°, digital and analog drawing that was created as part of the project series «HEK Net Works.» It merges pencil drawing, photography, digital texture and movement into a large whole. The individual media layers begin to correspond with each other and allow the viewer to dive into an uncontrolled, porous world.



» Video

Dirk Koy creates surprising audio-visual works in which the viewer's perception is often challenged. His work Raum is a moving, 360°, digital and analogue drawing, created during the lockdown. During this time in which movement options were severely limited, nearby natural space, digital space, and one's imagination offered the opportunity to leave home to experience other places.

In this work, a space is created that leads users to the intersection between reality and virtuality. Sound and movement create an immersive experience in an environment that feels moving and organic, but in its form can only exist in digital space.

- Boris Magrini, HEK, House of Electronic Arts, Basel, 2021

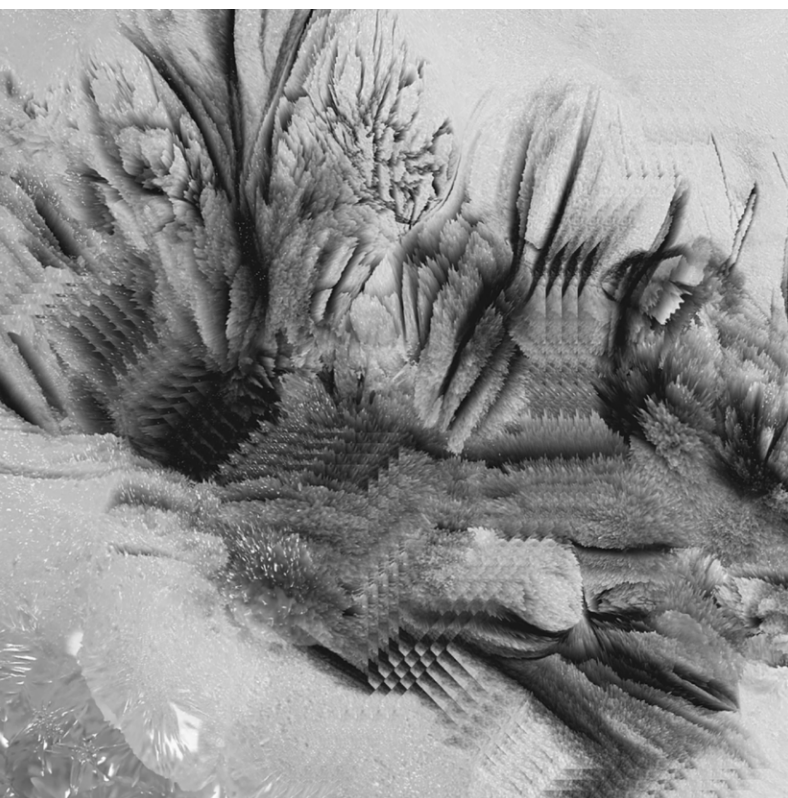


# Maggia 01/02

Loops with different duration

Graphite drawing, 3d animation, 2020

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[» Video](#)



[» Video](#)

# Beings

Loop, 0'55"

Video, 3d animation, 2020

The visual appearance of people in real space is placed in a digital context by means of a 3d estrusion. A fusion of real people and their digital avatars.



» Video

# Touch

Loop, 0'44"

Video, 3d animation, 2020

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[» Video](#)

# Leaves

Loop, 0'40"

Video, 3d animation, 2020

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[» Video](#)

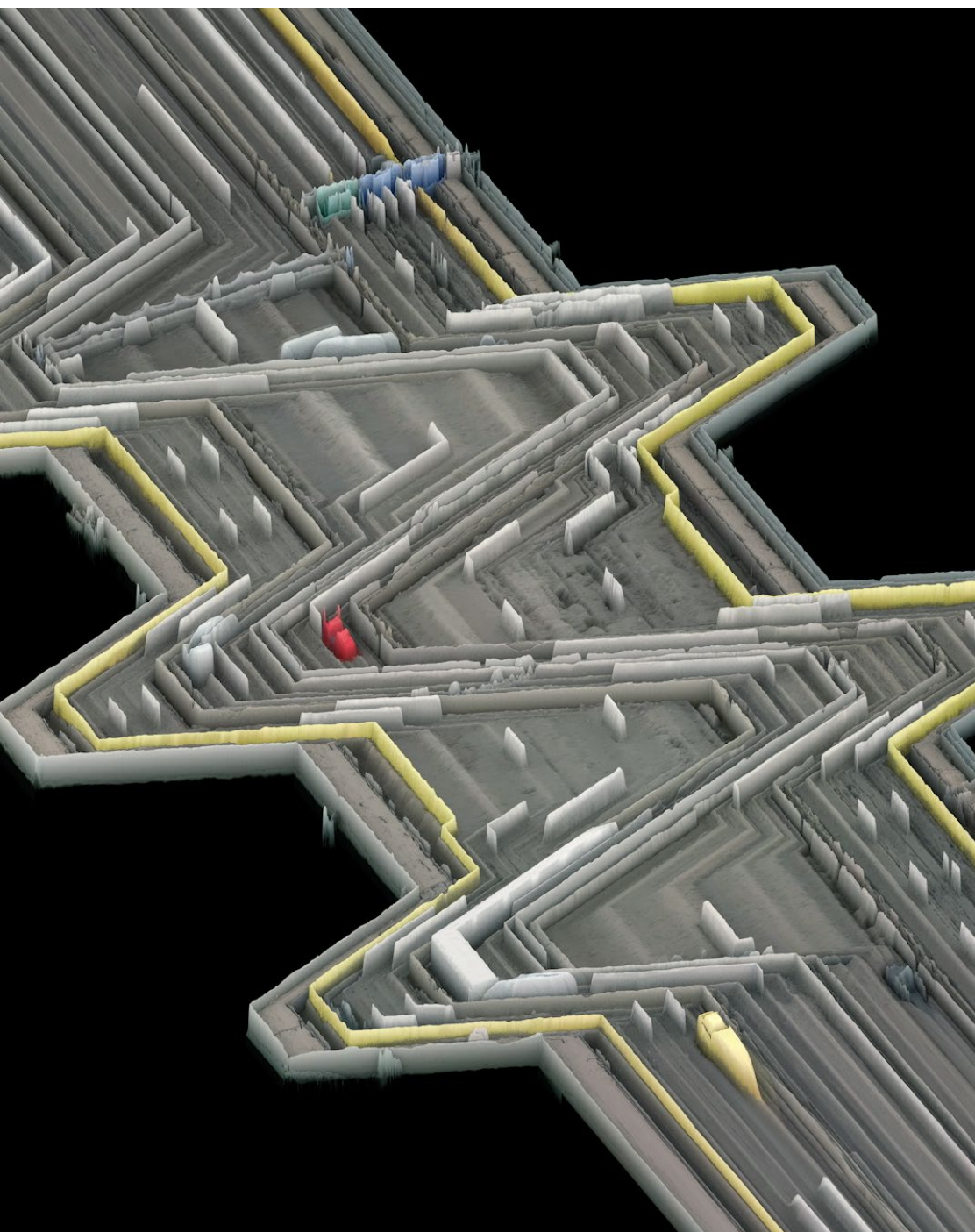


# Transportation

Loop, 1'58"

Drone video, 3d animation, stereo sound, 2021

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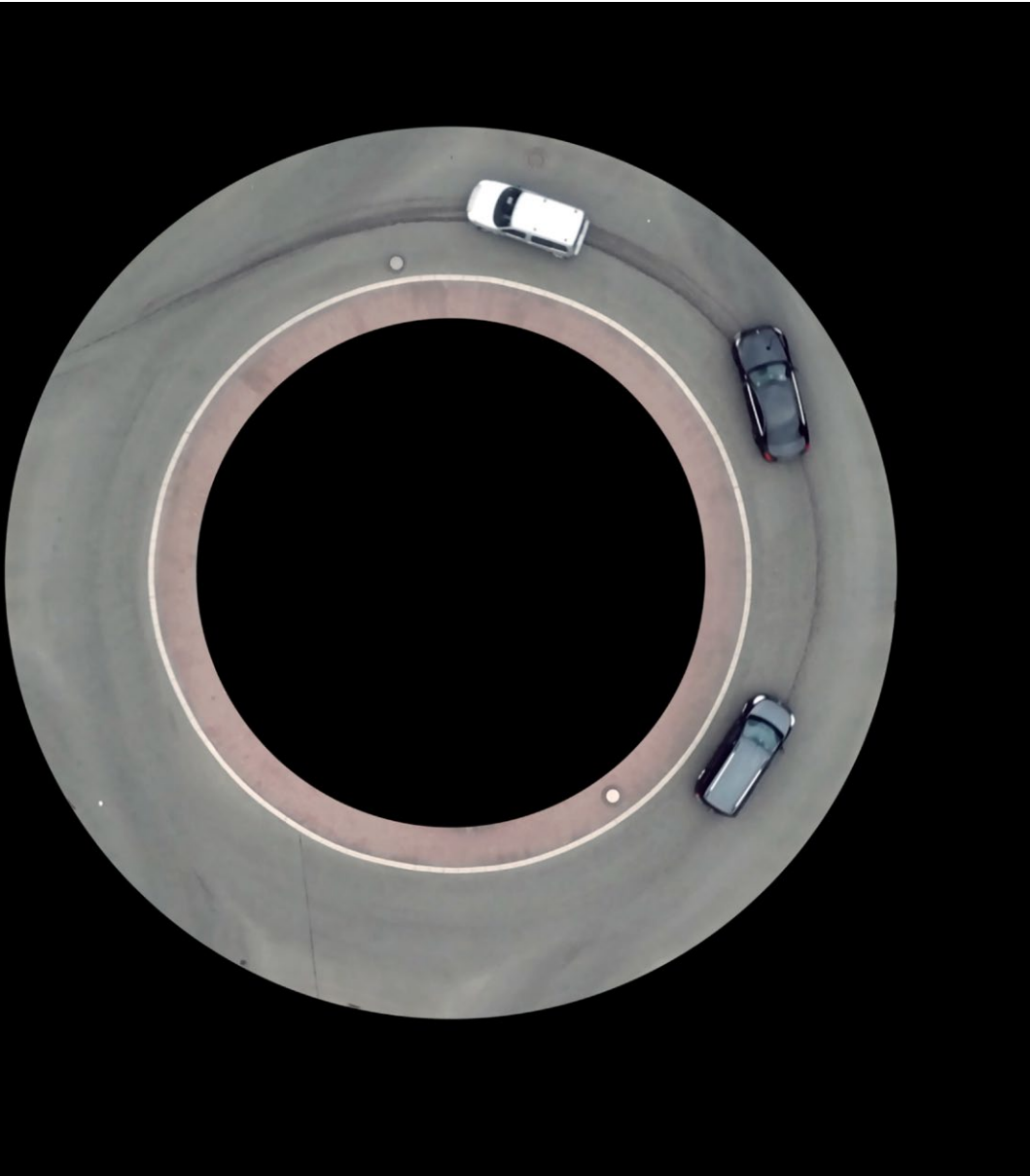
[» Video](#)

# Attraction

Loop, 0'29"

Drohnenvideo, Animation, 2021

A traffic circle was filmed from above using a drone at a 90° angle and rotated at the same speed as the vehicles move in the traffic circle. An apparent attraction of the vehicles by the gyro is created. The work is created in the context of the Biennale dell'immagine 2021 in Chiasso.



[» Video](#)

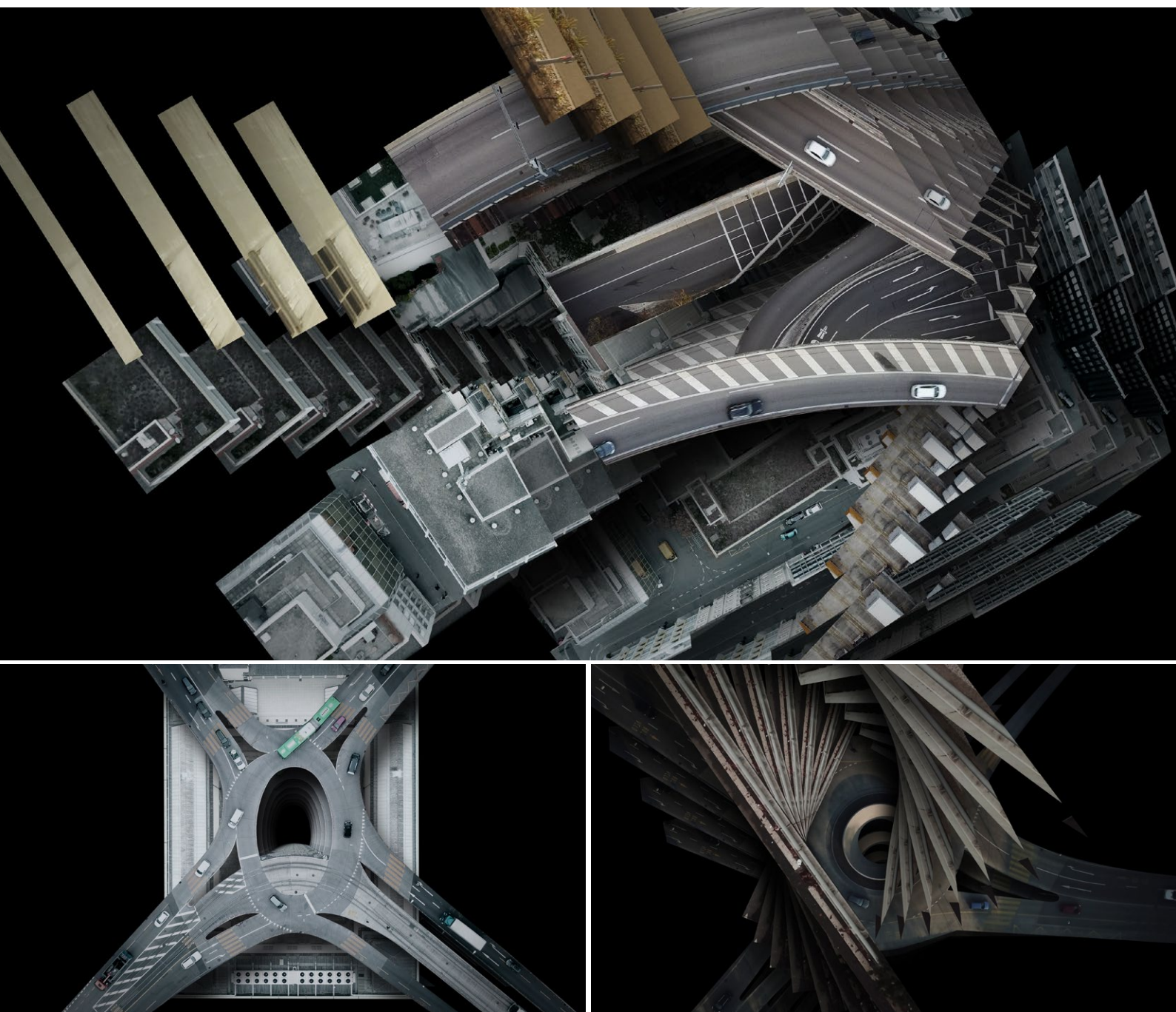


# Luftraum

2'55"

Drone video, stereo sound, 2019

A temporally and spatially constantly changing composition of condensing urban fragments.



» Video



» Video

Screening on the EP7 Facade in Paris, 2021  
organized by the Brawhaus Gallery





#### » Video

Generative Gallery in collaboration with Intention agency presents «Megalopolis», the largest digital art exhibition on a public screen in Moscow. January 2022

More than 20 Russian and foreign digital artists reflect on the way cities, culture and the perception of life are transforming. The artists' works represent images of the new urban reality of mega-cities, their inhabitants, and landscapes.



# Spin

Loop, 0'04"

Drone photography, 3d animation, 2020

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[» Video](#)

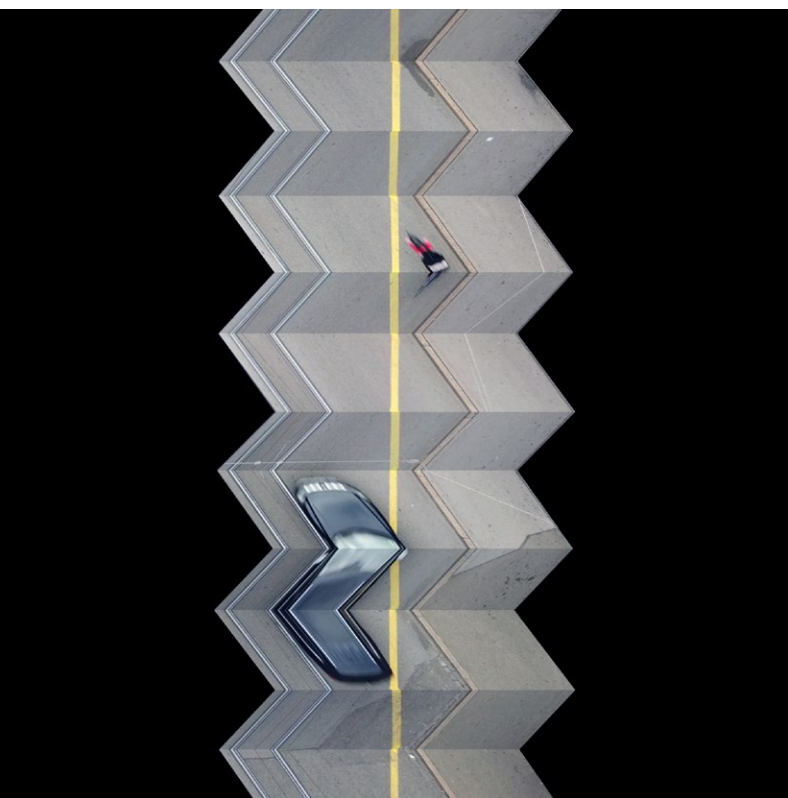


# Line 01/02

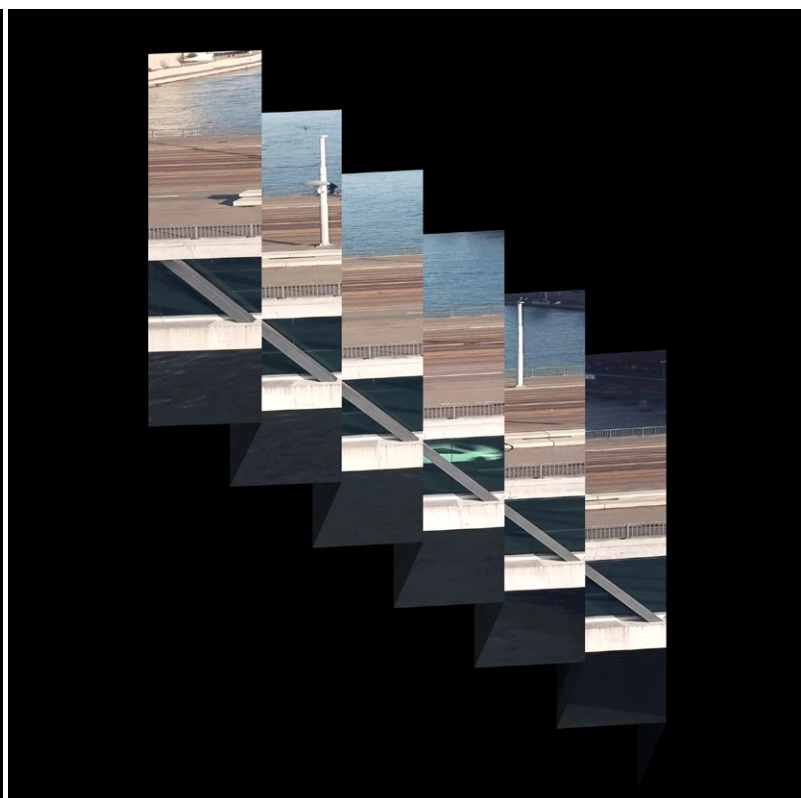
Loops with different duration

Drone video, 3d animation, 2019

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[» Video](#)



[» Video](#)

# Construction/Deconstruction

Loop, 0'08"

Video, animation, 2019

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[» Video](#)



# Fixed

Loops with different duration

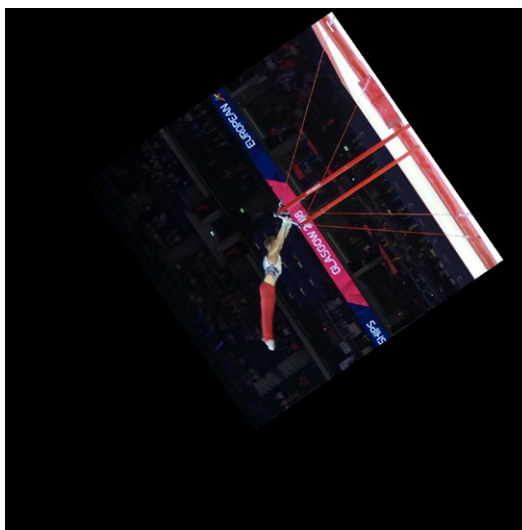
Video, animation, 2019–2022

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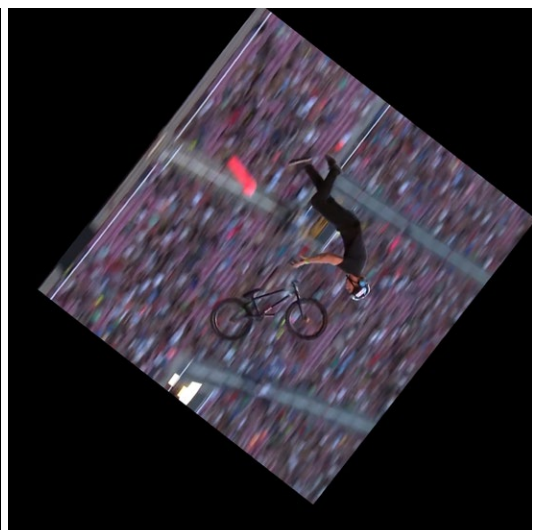
A digital manipulation of the origin point of the motion system of a scene.



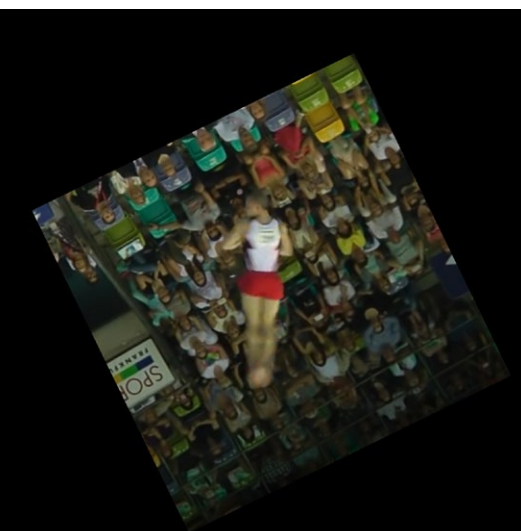
» Video



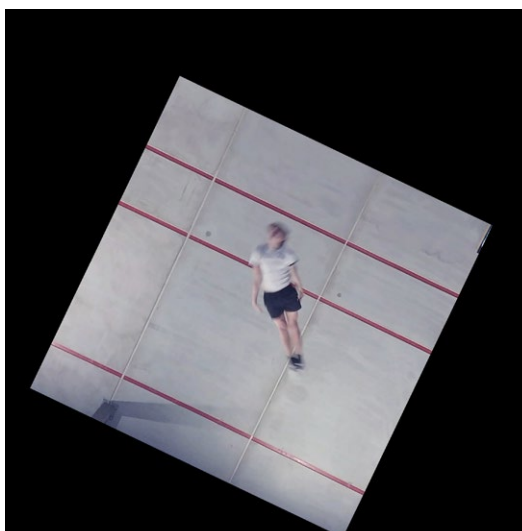
» Video



» Video



» Video



» Video



OCT-LOFT creative festival, «Flow-Graphics in motion», Beijing, November 5, 2022 – Januar 5, 2023



# ground

Loop, 2'43"

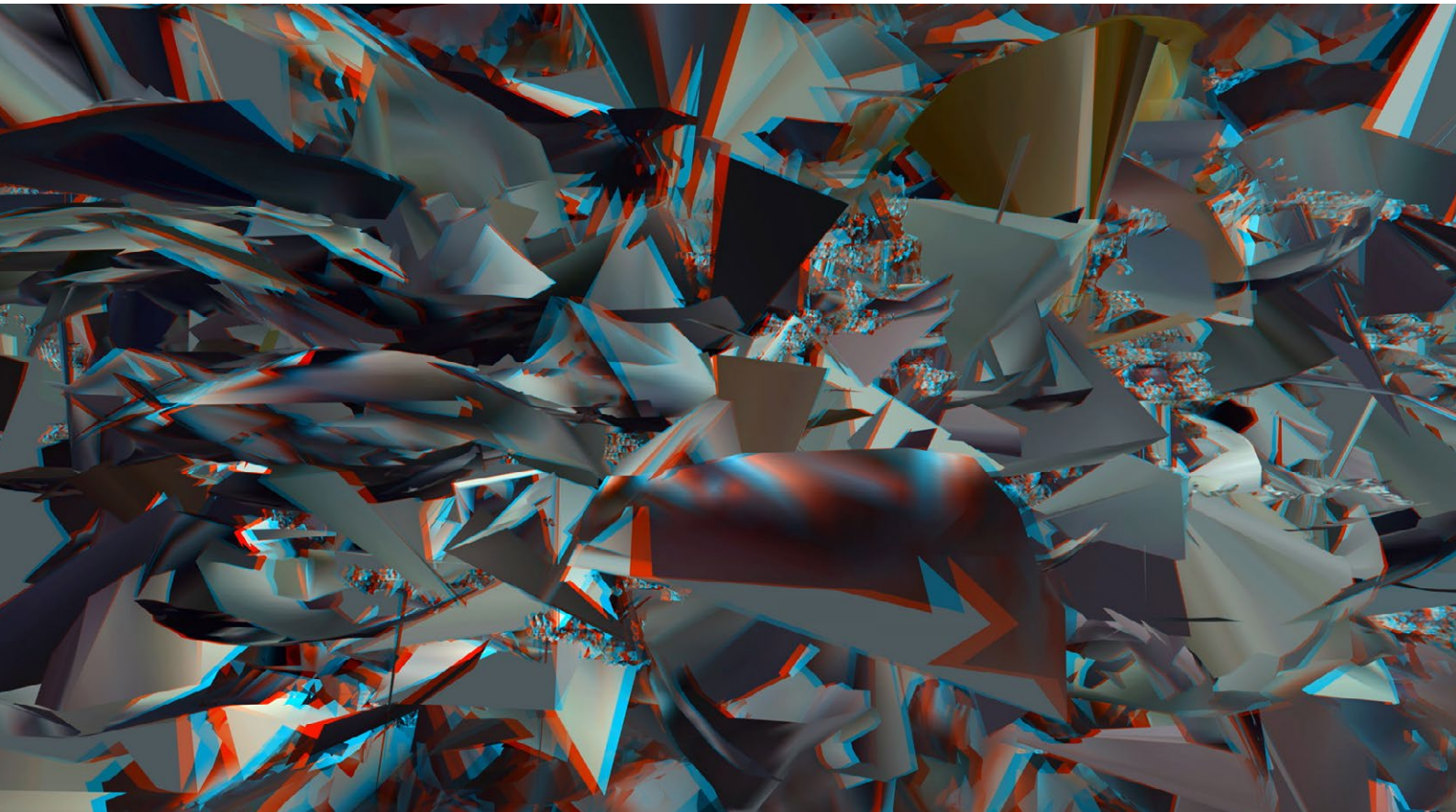
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3d anaglyph animation, stereo sound, 2018

The work must be viewed with red-cyan anaglyph glasses.

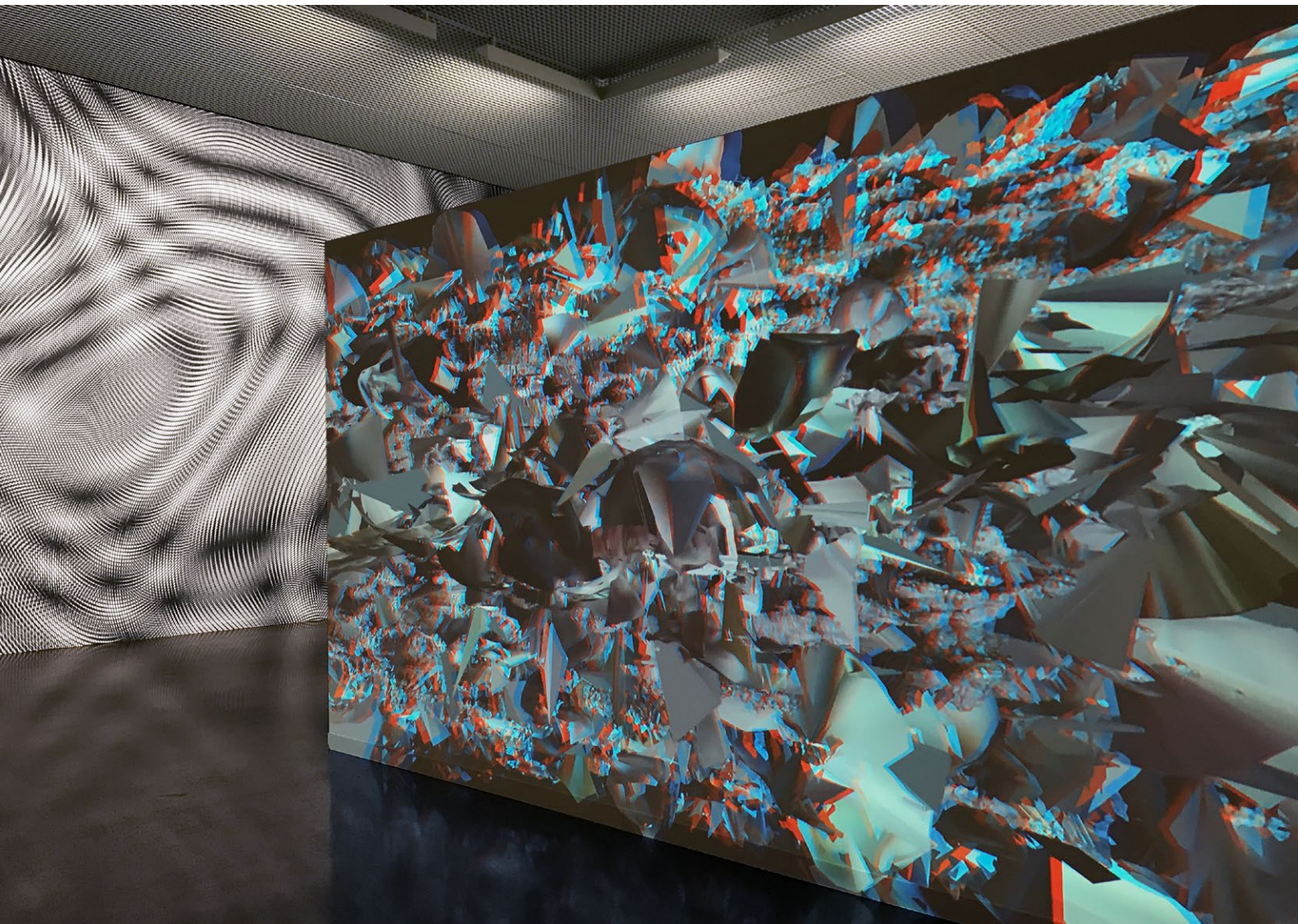
Using the photogrammetry technique, a tree bark was «3D scanned» and subsequently modified.

A digital pattern was created in response to the natural pattern of the tree bark.



» [Video link on request](#)





Top and bottom left: Kunsthaus Wiesbaden, «Out of Shape», 2018  
 Bottom right: Haus der elektronischen Künste Basel, Regionale 20

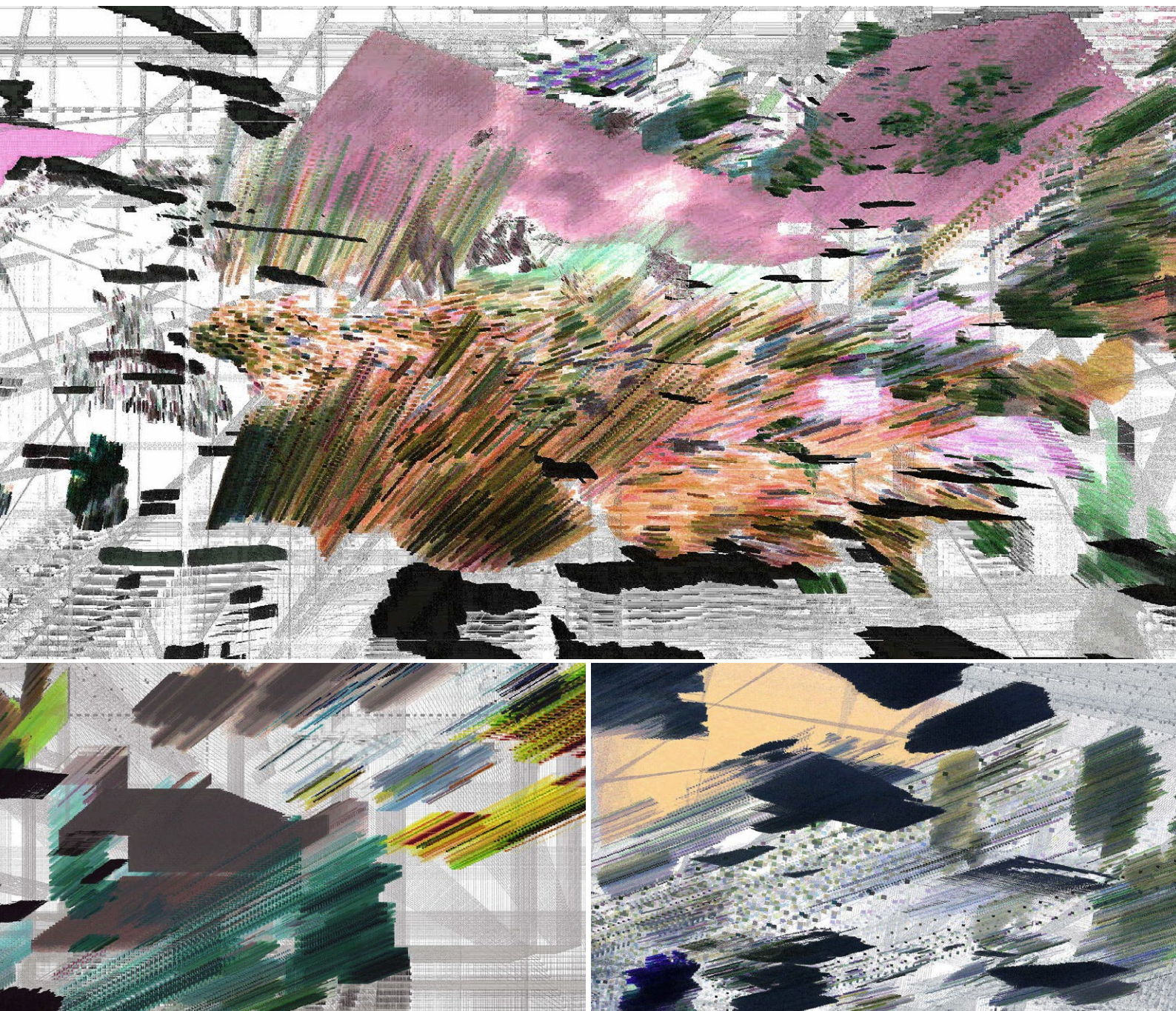


# salvage

6'49"

2d/3d animation, stereo sound, 2018

Fragments of memory in the form of images of past journeys assemble spatially, become more concrete for a brief moment, but always remain diffuse and at the same time dissolve again. Condensation and dispersion alternate continuously.



» Video





Top: E-Werk Freiburg, Regionale 2019  
Bottom: House of Electronic Arts Basel, Regionale 2019





Galeria Kollektiva, Kassel, 2022



# Zürich 2.0

3'07"

360° 3d animation, stereo sound, 2015/this work can be viewed with VR glasses  
Music: Niki Reiser

An immersive journey through the digitally manipulated city of Zurich. By means of photogrammetry technology, city districts were «3D-scanned» and re-located in three-dimensional virtual space. A interplay of reality and its digitally manipulated reproduction.



» Video





Media facade COMO, Art Center Nabi, «Unseen City», Seoul, 2017



Kunsthaus Baselland, «Angekauft!», 2018



# Highway 1–3

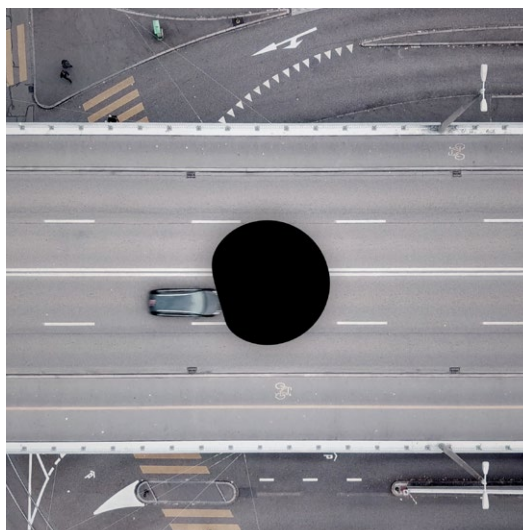
Loops with different duration

Drone video, animation, 2019

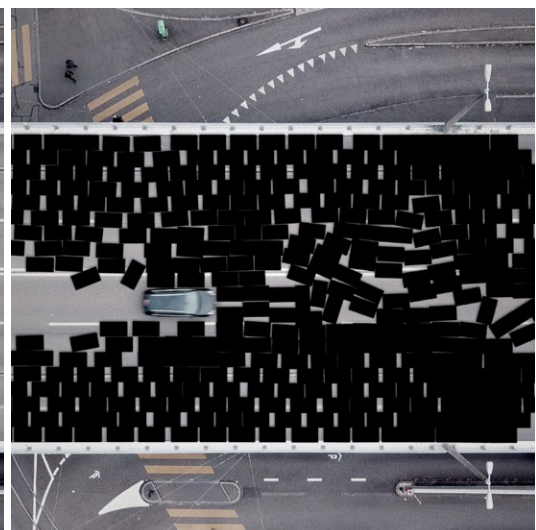
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» Video



» Video



» Video



Kinomural, Wrocław, 2020



# The Ugly Sweet

3'13"

2d animation, stereo sound, 2016

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Real and digital materiality merge. An interaction of representational and abstraction, attraction and repulsion.



» Video



La Kunsthalle Mulhouse, Regionale 19



# Escape Route

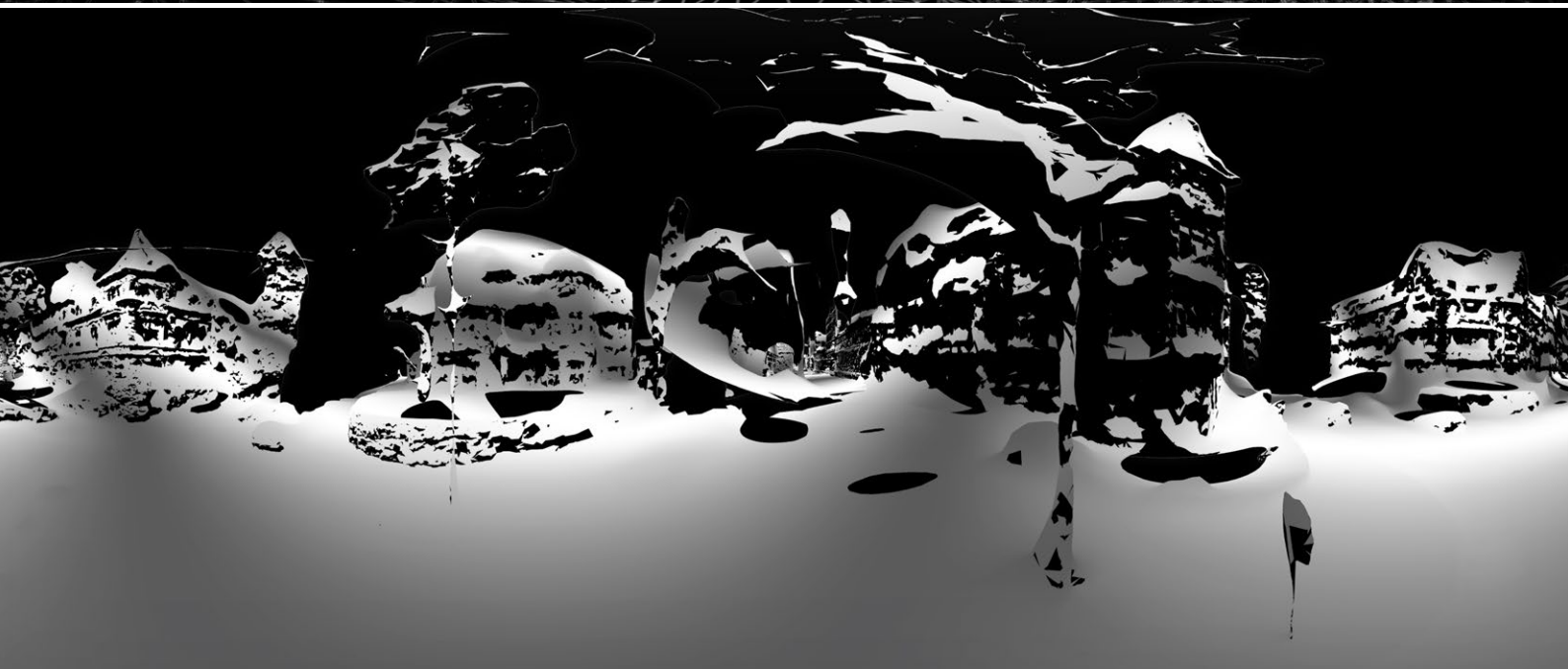
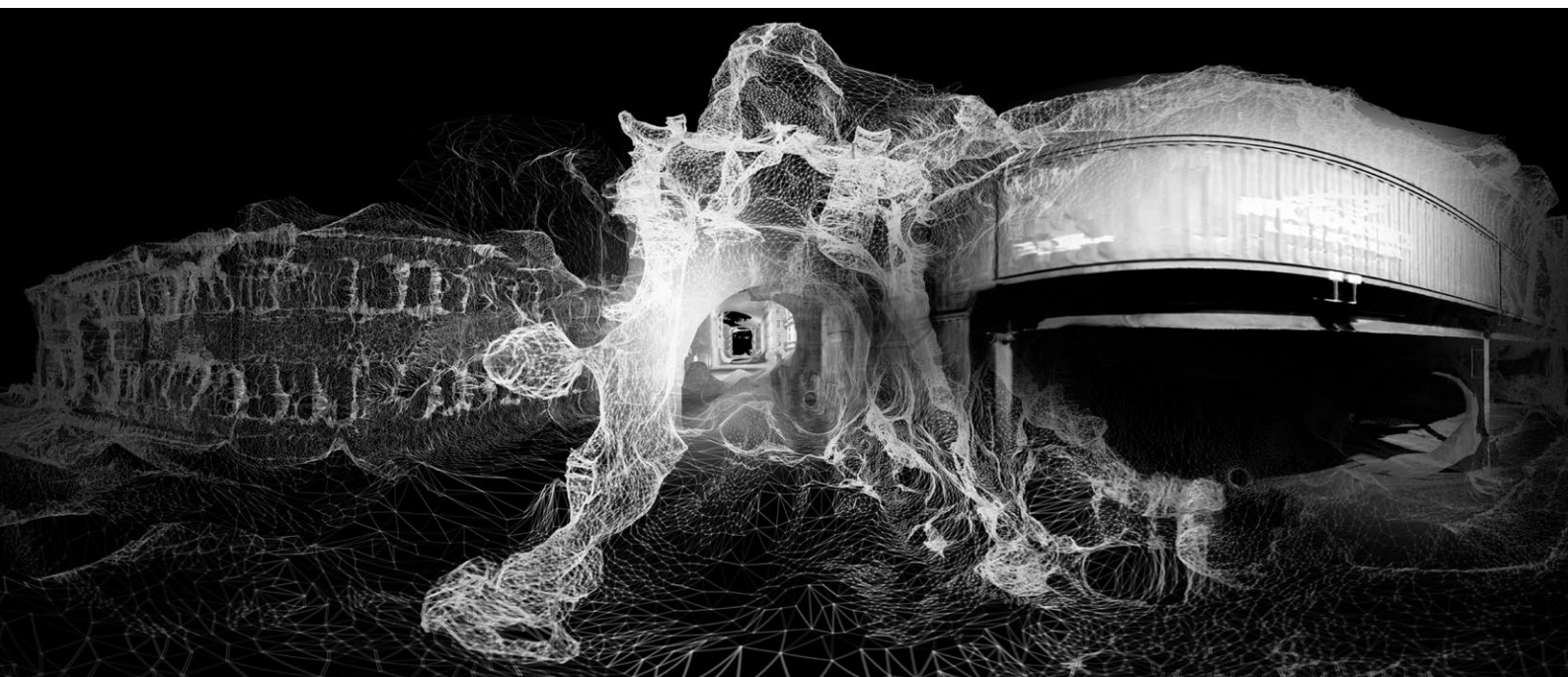
2'50"

360° 3d animation, stereo sound, 2017

This work can be viewed with VR glasses.

Music: Boris Blank (Yello)

The digitally recomposed city of Basel responds to the score of music in its structure.



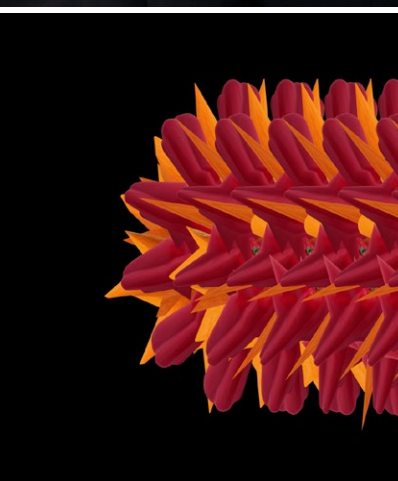
» Video

# Out of Sight

2'55"

2d/3d animation, stereo sound

Music: Yello, 2020



» Video



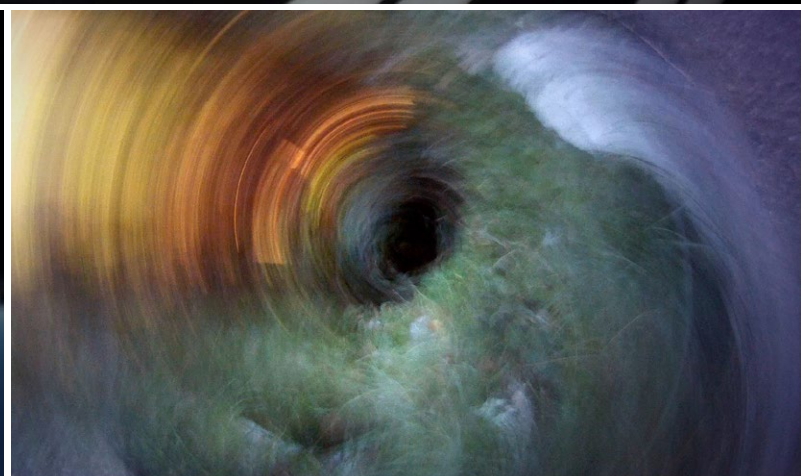
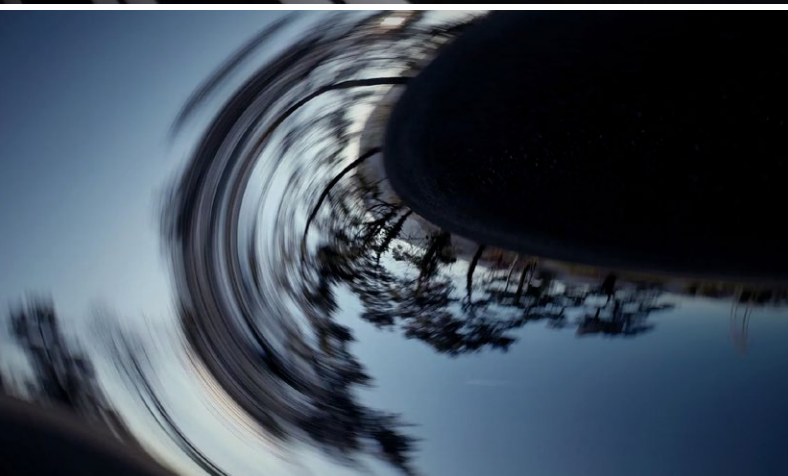
# The Time Tunnel

3'03"

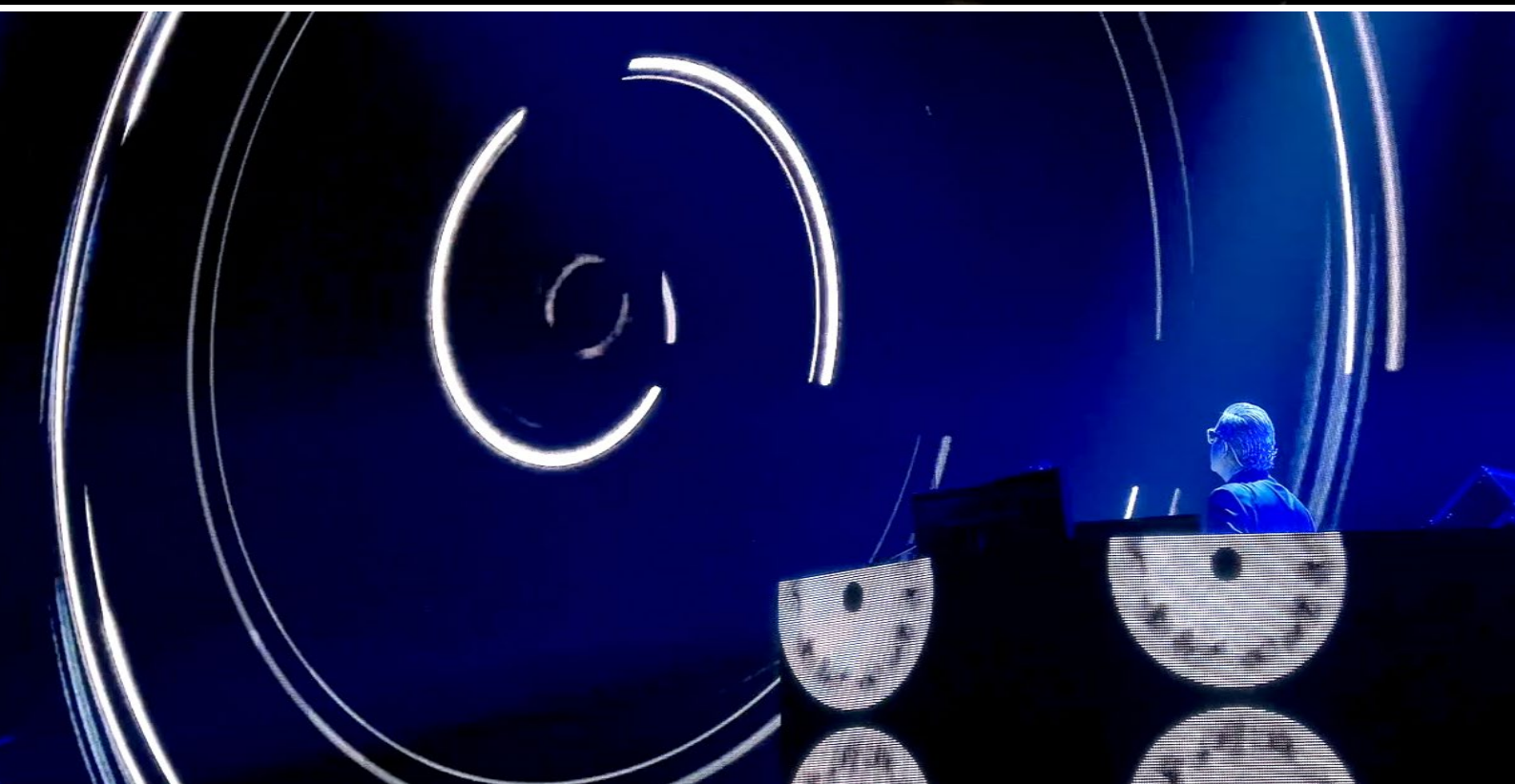
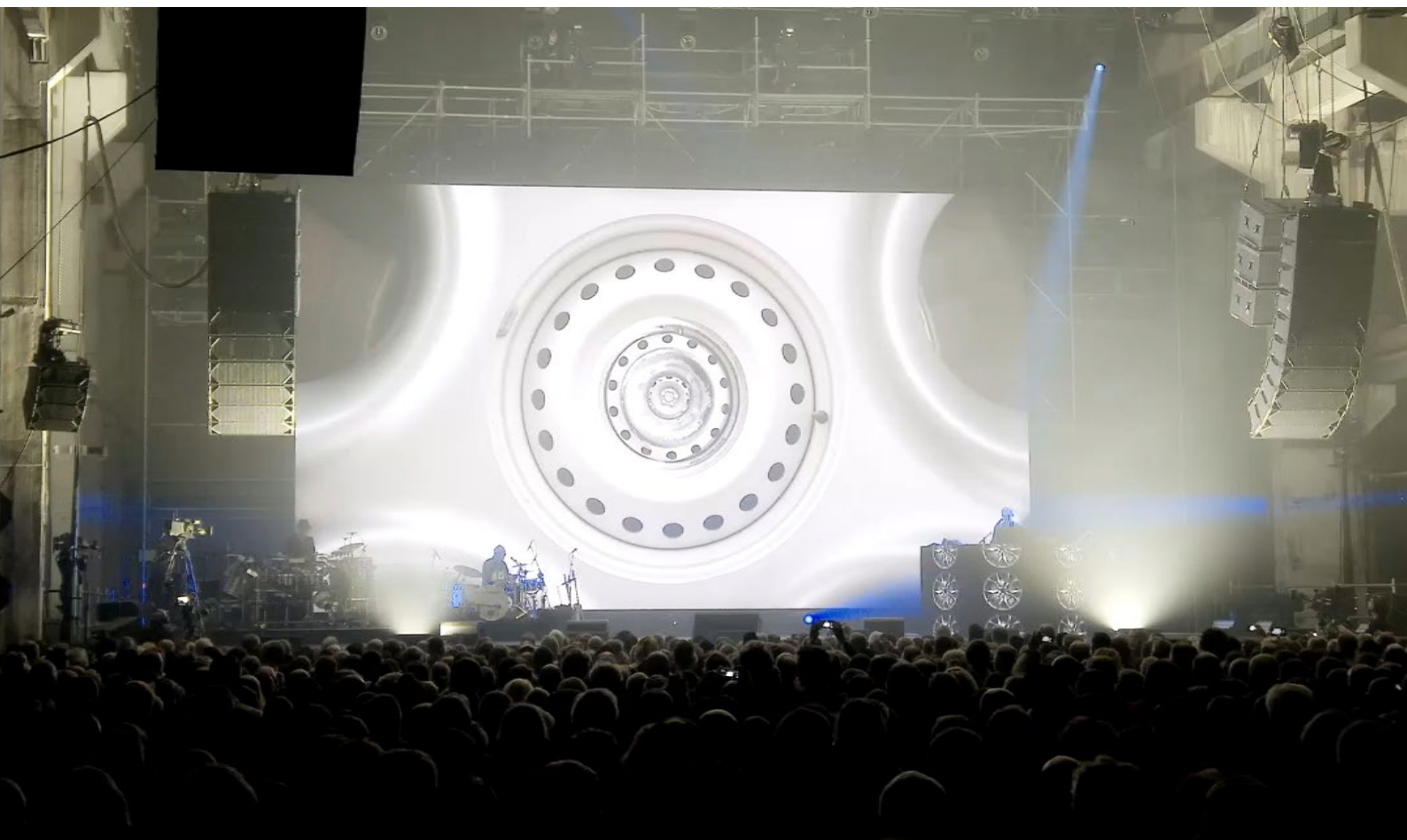
Video, stereo sound, 2014

Music: Boris Blank (Yello)

Filmed with a camera mounted on a car wheel.



[» Video](#)



Yello concert, Berlin, 2016

» [Video](#)

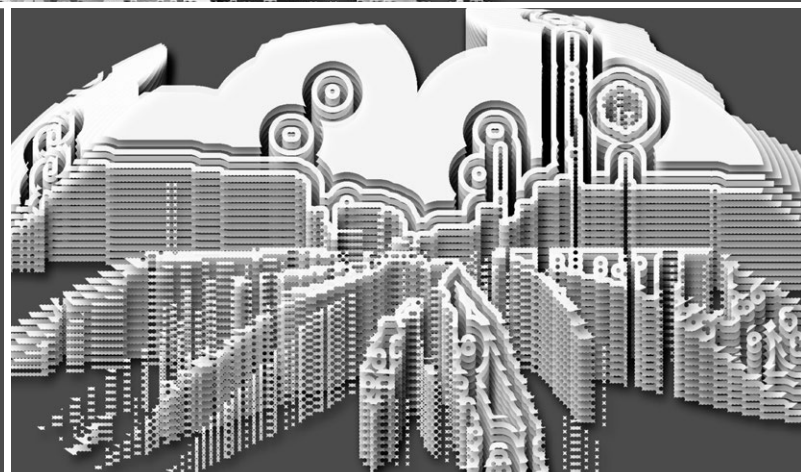
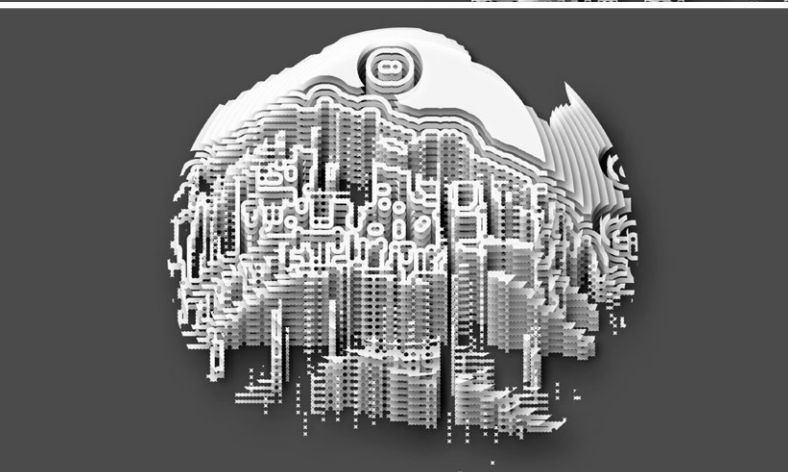


# Frautonium Lombok

2'31"

2d-animation, 2017

Music: Yello



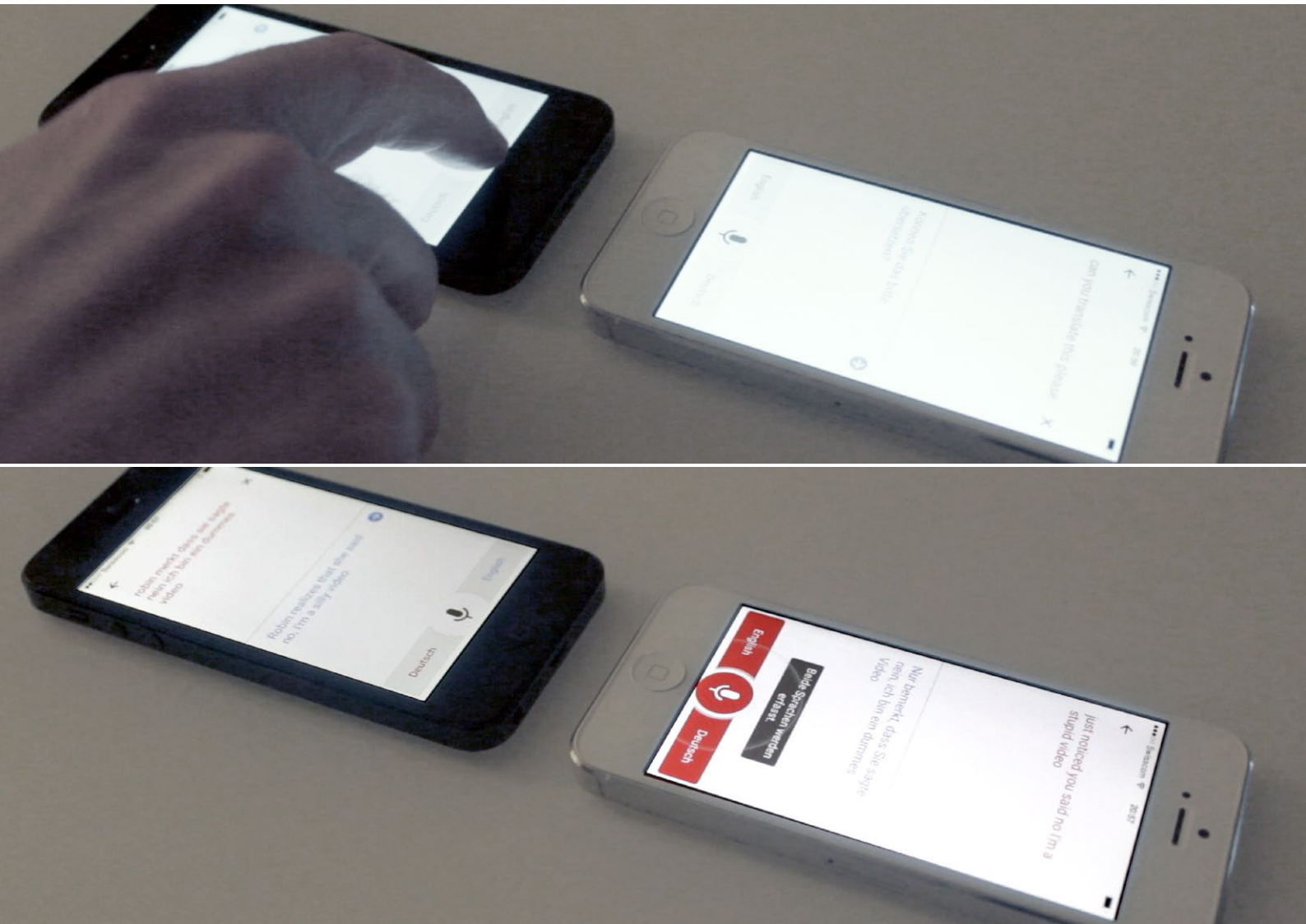
» Video

# Lost in Translation

2'11"

Video, stereo sound, 2015

With the spoken sentence: «Es würde mich sehr freuen, wenn Sie das übersetzen könnten» two mobile phones start to translate each other (D/E). Because the translation program is not yet fully developed and not all words are interpreted correctly, a bizarre «translation ping-pong» starts. The video is recorded in one piece and has not been manipulated.



» [Video link on request](#)



# The City

4'10"

2d/3d animation, stereo sound, 2010

Music: Five Years Older

A fusion of human and city. An image calculation error of the computer software was explored and used for the animation.



[» Video](#)