

THOROLF THUESTAD

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EDUCATION

2017 - 2021: Ph.d awarded by The *University of Bergen, Faculty of Art Music and Design, Griegacademy* for the project *Emotional machines – composing for unstable media*.

2000 – 2002: M.A. *Utrecht School of Arts, Faculty of Art, Media and Technology, music technology department, the Netherlands. Composition in Context - Adaptive composition for games, sound design, composition and software development (top of class).*

2000 – 2001: *University of Illinois at Urbana-Champaign, School of Music, department of composition-theory. Exchange student. Interactive music, electroacoustic music, algorithmic composition, composition.*

1998 – 2001: B.A. Music Technology, composition and sound design. *Utrecht School of Arts, Faculty of Art, Media and Technology, the Netherlands. Computer composition, sound design, synthesis, music production, recording techniques, music theory, ethnomusicology and music history(cum laude).*

1997: Examen philosophicum *University of Bergen.*

1995 – 1996: *Norwegian Technical University, Trondheim. Musicology and ethnomusicology.*

1994 – 1995: *Sund Folkehøgskole. Jazz performance studies.*

1991 – 1994: *Skeisvang High School, Haugesund, Norway. Music*

AWARDS AND RECIDENCIES

2022: Norwegian State one year grant for artists.

2015: Hedda award for best audiovisual design for ***Broen Over Gjørme/Bridge Over Mud*** as part of *Verdensteatret*.

2015: *Natt&Dag's* Bergen prize for best stage production of the year for ***Dub Leviathan*** with *Transiteatret*.

2014 – 2015: *Norwegian Theatre Critics* award for ***Broen Over Gjørme/Bridge Over Mud*** as part of *Verdensteatret*.

2015: *Residency at O Espaço do Tempo, Montemor-o-Novo, Portugal* with *Neither Nor Productions*.

2014: Norwegian State one year grant for artists.

2012 – 2013: two-month residency at the ***Phillipine High School for the Arts***.

2012: *Gullsekken* award for best youth theater of the year with ***Superwoman*** by *Thea Fjørtoft*.

2010: Norwegian State one-year grant for young artists.

2009: *Residency at Bergen Municipalities artist apartment AIR Bergen – Berlin* september – december.

2008: *Hedda* award for theater project of the year for ***Mann = Mann*** with *Transiteatret/Tore Vagn Lid/Rogaland Teater*.

2007: *Danse- og Teatersentrums Jubileumspris* for Polyfonia. *Transiteatret/Tore Vagn Lid*.

2006 : *Gabler* award for ***Maybe its To Nice***, with *Transiteatret*.

2005: Grant from *Bergen Municipality* for development of ***Try As He Would, The Memory Was Lost***.

2003: *Bergen Municipality* startup grant for artists, 2003.

2000: Cum Laude- Master of sound and technology/composition in context, *Utrecht*

MUSICAL THEATRE

School of Arts, Faculty of Art Media and Technology.

2022: *The Interpreters* by Nicola Gunn. A play presented mainly as audio reproduced by a large scale ambisonics surround sound system. Composition and sound design.

2021: *For one – for many - for all* by Thorolf Thuestad. For 15 kinetic figures, three human performers, sound and lights. Premiered at Bit Teatergarashen/Cornerteateret 18.06.2021.

2020: *Nether* by Thorolf Thuestad. For kinetic figure, vocalist/physical performer. Comissioned by Alwynne Pritchard for her series *DOG/GOD*. Premiered at Octoberdans 2020.

2020: *Enemy of the People*, by Lemur and Kate Pendry. Sound design, live diffusion, show control systems. Premiered at Rosendal Teater 2020.

2019: *Procession for lost visions* by Thorolf Thuestad for hybrid kinetic figure/human. Premiered at Uib/Kmd 13.08.2019

2019: *For one – for many* by Thorolf Thuestad for 7 kinetic figures, and 1 human musician/performer. Premiered at Lydgalleriet in Bergen 13.01.2019.

2018: *The Trouble with Windmills: A Neither Nor* production with a violinist, a vocalist, a tattoo artist, skin and kinetic sculptures. Performed in Mecha Ink and a abandoned storefront in Ytre Arna center.

2017: *Sustain, a concertshow* by *Sagn/Vibeke Flesland Havre*. Premiere at the Bergen International Festival 24.05.2017. Sound design, live sound, live sampling/computer musician.

2016: *Tyco Brahe*, by *Ursus Productions* (Roar Sletteland, Sigurd Fischer Olsen and Lena Buchacz). Sound design, show control systems, recording, mix and audio diffusion of ensemble, development of wireless cue-system for stage musicians.

2015: *Homing*, by *Alwynne Pritchard*. Commissioned for the opening of *Borealis Festival 2015*, produced by *Neither Nor* (Alwynne Pritchard and Thorolf Thuestad).

2014: *An index of metals*, by *Fausto Romitelli*, sound design, sound and video engineering for the Norwegian premier during *Borealis Festival 2014*. With *BIT20*.

2013: *Desiring Machines*, by *Erik Dæhlin*. Constructed "near sound systems" for *Erik Dæhlin's Desiring Machines*. The project was first shown during the Bergen Festival 03.06.2013.

2012 – 2013: *Khairos*. *Knut Vaage/Torgeir Rebbello Pedersen*, sound design, live audio processing of orchestra and voices, software development and audio technique for full length opera with full orchestra and choir. Stage 2 *The Norwegian Opera*.

2012 – 2013: *Lohengrin*, by *Salvatore Sciarrino*, produced by *Ursus Productions*. Electroacoustic systems, recording and execution of audio material for a hybrid acoustic/electroacoustic scenic version of *Sciarrinos Lohengrin*. In cooperation with *New music Bergen*. Premiered february 2013, *BIT Teatergarasjen*.

2012: *Auksalaq*, by *Mathew Burtner* with *BIT20*. Telematic opera with participants performing simultaneously around the world. Participants from District of Columbia, Alaska, New York, Charlottesville and indianapolis in the USA, Bergen Norway and Montreal, Canada.

2011: *Stiff* Performance with Alwynne Pritchard in collaboration with Maria Øy Lojo & Thorolf Thuestad, *Norsk Publikumsutviklings* conference, *Grieghallen*.

2011: *Engastromyths, Quakers & Shamans* by *Fig*. electronics, video, kinetic instruments. *Landmark*, Bergen Arthall, 2011.

2010: *Veslefrikk*. *Knut Vaage/Torgeir Rebbello Pedersen*. Sound design. (Awarded the audience price at the *Armel Opera Competition and Festival, Hungary*.)

2008: *Don't Touch me, You don't Know where I've Been*, by *Alwynne Pritchard* Electroacoustic systems, instrument development, programming, sound design, interactive lights and audio systems. Performer.

THEATER AND DANCE PROJECTS

2023: *End of Humanity* co-production between *Neither Nor* and *Scènes Théâtre Cinéma*.

2019: *Underground*. Co-production between *Neither Nor* and *Scènes-Théâtre-Cinéma*. *Underground* is a large-scale stage production that is a live film where the audience experiences both the film set and the completed movie. Premiered at *TNG Lyon*, and shown at *Bit Teatergarasjen* as their autumn season opener 2019.

2017: *Sirkling* by *Tori Wrånes*, as part of the exhibition *Hot Pocket* at the *Museum for Contemporary Art – Nationalmuseum in Oslo*. Sound design, and live diffusion.

2017: *ord, word, Wort, land, land Land* by *Eva Pfitzenmaier*. Sound design, live sound and show control. Showed at *Bergen Kjøtt* by *BIT teatergarasjen* 21 – 23.04.2017.

2016 – 2017: *O'death* av *Findlay/Sandsmark*. *Musician*, sound artist in touring version.

2016: *Heimevernet* by *Lisa Nøttseter*, sound design and composition.

2015 – 2016: *Hamlet-Machine*, Heiner Müller. Co-production between *Neither Nor* and *Scènes-Théâtre-Cinéma*. Stage performer, composer and sound designer together with *Alwynne Pritchard*. Performed in *Lyon, France* 21.01 - 06.02.2016.

2015: *The Art of Violin Playing* by *Alwynne Pritchard*, robotics, sound design, software development. Work in progress. This is a *Neither Nor* production by *Alwynne Pritchard* and *Thorolf Thuestad*.

2015: *Forbrent*, main stage at *The National Stage* in *Bergen*. Directed by *Kjersti Horn*. Sound design and music by *Erik Hedin* and *Thorolf Thuestad* Nominated for a *Hedda* award for show of the year 2015/2016.

2015: *DUB Leviathan!* With *Transiteatret*, three separate shows each lasting 1 – 2 hours. These were performed for 8 days during the *Bergen International festival* 2015. Received the *Bergen Prize* for stage art of the year 2015.

2013 – 2014: *Broen Over Gjormen*. (*Bridge Over Mud*.) with *Verdensteatret*. Premiere at *Ultima Festival* 2014, *Hedda* award in the category best audiovisual design.

2014 – 2015: *Dub#1, Dub#2, Dub#3 og Dub#3.5* with *Transiteatret*, four shows with *Transiteatret* shown at *Cornerteateret* in *Bergen*, *Kulturkirken i Arendal*, *Dramatikkens Hus* in *Oslo* and *Stamsund International Festival*.

2013 – 2014: *Broen Over Gjormen* – work in progress. (*Bridge Over Mud*.) Work in progress with *Verdensteatret*. Presented as a weeklong workshop and installation during *Meteorfestivalen* 2014 in *Bergen*.

2013: *Judasevangeliet*. With *Tore Vagn Lid* and *Transiteatret*. Premiered as part of the *Ultima* festival at the *Norwegian Opera*. Sound, sound design and live processing.

2010 – 2012: *And All the Questionmarks Started to Sing*. *Verdensteatret*. Sound design, sound, soft and hardware development, composition.

2012: *Fatzer* by *Bertolt Brecht*. *Transiteatret*. Sound design, sound, software development and show control. Premiered during *Bergen International Festival* 2012.

2010: *Superwoman*. With *Thea Fjørtoft*. Sound design show control and show control systems. Awarded *Gullsekken* 2012 for best theatre for youth.

2010: *Ressentiment, Pavane for en Død Prinsesse*. *Transiteatret/Tore Vagn Lid*. Sound design, sound engineer, light, audio and video systems. 2010.

2010: *Ut, ut i det grønne!* A theatrical suite in three parts. *Transiteatret/Tore Vagn Lid*. Sound design, audio engineer, light, audio and video systems.

2009: *Elephant Stories*. *Transiteatret/Tore Vagn Lid/ Elfride Jelinek*. Sound, sound design.

MUSICAL PROJECTS

2009: *Polyfoniavariations*. *Transiteatret/Tore Vagn Lid/*

2009: *Det er Hjertet Som er Viktig*, with *Kristine Nilsen Oma*. Sound design/composition, audio systems.

2008: *Mann = Mann*. *Transiteatret/Tore Vagn Lid*. Sound design show control audio engineer. Hedda award for theater project of the year.

2008: *Operasjon Almenrausch*, consultant, sound design. (awarded Heddapris, theatre event of the year 2009.)

2007: *Polyfonia*. *Transiteatret/Tore Vagn Lid*. Sound design, audio engineer, show control. (awarded Det norske danse- og Teatersentrums Jubileumspris).

2007: *Die Massnahme* by Bertolt Brecht. Sound design, audio engineer. Shown at the *Salzburg Festival 2008*.

2006: *Innhentet* by *Hærmendene* with *Marit Solbu*. Sound design, audio engineer, software development, wireless sensor systems.

2005: *Esse is Percipi*. *Transiteatret/Tore Vagn Lid*. sound, sound design. (awarded Natt&dag Bergen prize for theater show of the year 2006).

2005: *The Great Ambient Pub Quiz Show*. *Transiteatret/Tore Vagn Lid*. Sound design, composition, DJ.

2005: *Hverken Offer Eller Bøddel*. *Transiteatret/Tore Vagn Lid*. 2005

2004: *Maybe it's To Nice*. *Transiteatret/Tore Vagn Lid*. Sound design, audio engineer. Gabler award 2005.

2018: *Polytop*, sounddesign for this large-scale sound installation by *Lemur* at the *National Museum of Art, Architecture and Design* in Oslo.

2017: *Heart(nothing)*, large scale composition for ambisonics surround sound and kinetic sculpture. World premiere at *Sentralen* in Oslo, 04.10.2017 commissioned by *Electric Audio Unit*.

2017: *Lemuria*, by *Lemur*. Live diffusion, audio processing and sampling. World premiere at *Borealisfestival 2017*, performed at the *National Museum of Architecture 2018*.

2016: *Obstfelders Orgelnatt*, sound design, and live electroacoustic improvisation with *Ståle Storløkken, Daniel Buner Formo* and *Nils Henrik Asheim*

2016: *LUIGI NONO a monographic concert* - with soprano *Silje Aker Johnsen*, flautist *Roberto Fabbricani* and pianist *Ciro Longobardi*. Live electronics and diffusion of *Das Atmende Klarsein (fragment)*, *Sofferte Onde Serene* og *La Fabbrica Illuminata*. The concert made use of an extended «speaker-orchestra» for the diffusion. This program was also performed during the *London Ear festival 2016*.

2015: *Korpus* for 24 channel ambisonic speaker setup, motorized pendulum speaker, and two performers. The work was commissioned by *Lydgalleriet* in Bergen. It was premiered during *Borealis festival 2015*. Produced by *Neither Nor*.

2015: *Futurasjon* with *Knut Vaage*. Audio electronics surround sound and live processing of the *Bergen Philharmonic Orchestra*. This was a commission by *The Bergen Philharmonic Orchestra* for their 250-year anniversary.

2014: Norwegian premiere of *La Creation du Monde* by *Bernard Parmegiani*. *Performed at Østre* in Bergen 05.12.2014. Diffused using a speaker orchestra consisting of 27 speakers of various kinds. As performer for *BIT20*.

2013: *MULTImorf IV*, with *Knut Vaage* and *H.C Gilje* for 10 brass instruments, trumpet soloist, sound and video processing. Live audio processing/sampling, programming, performer. Premiered during the *Brasswind festival* September 2013, Bergen, Norway.

2013: *Irene Electric* by *Alwynne Pritchard*. for violin, tape and live processing and recordings. Based interviews and field recordings done in the Philippines. Premiered at *Avgarde* i Bergen 2013.

2011: *Weep You No More Sad Fountains* by *Fig*. created at *Point B Worklodge, Williamsburg, New York*. Performed at the *Bergen courthouse* and the *European Court*

of *Human Rights in Strasbourg*. Audio and video processing, live electronics.

2011: *MULTImorf III* by *Knut Vaage*. With trombone player *Jon Arild Suther*, and video artist *H.C Gilje*.

2008: *MULTImorf II* by *Knut Vaage*, for electric violin and computer. Electroacoustic systems, performer. With violinist *Victoria Johnson*, video artist *H.C Gilje*.

2007: *MULTImorf* by *Knut Vaage*, for brass-band, electric violin, and computer. Electroacoustic systems, performer. With violinist *Victoria Johnson*, video artist *H.C Gilje* and *Stavanger Brassband*.

2010: *Elohim*. Tape part for string quartet by *Sigurd Fischer Olsen*, premiered during the *Borealis festival 2010*.

2008: *The Fruit of Chance and Necessity* by *Gwyn Pritchard*. **Mastering** of Cd. Released on *Sargasso Records*. 2008

2005: *To the Ground* by *Alwynne Pritchard* for electric violin and generative electronics. Programming of generative audio systems, sound design and production.

2005: *Elektra II*. *Knut Vaage*. For flute. Electroacoustic systems/sound design.

2005: *Try As He Would, The Memory Was Lost*, by *Thorolf Thuestad*, for electric violin. Composition, sound design, electroacoustic systems.

2003: *Elektra I* by *Knut Vaage*. *Electric violin. Electroacoustic systems sound design and programming*.

MUSIC AND SOUND DESIGN FOR FILM

2017: *Front*, director: *Ivar Aase*. Composition of film score for the short film *Front*.

2014: Composition of music for the short film ***Absent Present*** by *Øyvind Johnsen*.

2013: Composition of music for the short film ***Bror/Brother*** by *Tommy Næss*.

2012 – 2013: Composition of music for the feature film ***Blåtur*** directed by *Ivar Aase* and *Bjørn Sortland*, in cooperation with *Knut Vaage*.

2013: Composition of music for the short film ***Snø/Snow*** by *Hans Otto Niccolaisen*, with *Knut Vaage*.

2008: Sound design for the animated short film ***Fars Lille Skatt*** by *Ingvild Hellesøy*, some of the source material was recorded by *Chris Watson*.

2001 - - -: Composition and sound design for a many media production such as documentaries, cd-roms, computer games and commercials for among others, *Anti*, *JingleHell Studios*, and *SubbFilm*.

OTHER PROJECTS

2011: *Autofon*, an updated version of *Folkofonen*, allowing for real-time sampling, filming and auto-tune of people passing by.

2010: *Lydverkeriet*. Further development of *Concert for Arriving Ships* in cooperation with *Kristian Eckhoff*. This allows *Ole Hamre* to use the infrastructure of the city of Bergen as an instrument. This involved churches, cannons, fire trucks, busses, drum bands and more.

2006: *Sound Objects*, BEK seminar led by *Thorolf Thuestad*.

2006: *Folkofonen*: Video/audio-sampler developed for *Ole Hamre*. (Tv production nominated for *Prix Europa*.)

2005: Ported the technical systems used for *Alwynne Pritchards*, ***Decoy***. Originally developed at the *Heirich Strobel Institut fur Experimentelles Muziek*, Freiburg, Germany. This work is the winner of *Foundation Ton Bruynèl*, special price.

2005: *Concert for Arriving Ships*: Developed technical systems allowing *Ole Hamre* to use the horns of the ships in *Bergen harbor* as an instrument.

2004: *Monstrous Little Women*. *Kjersti Sundland* og *Anne Bang Steinsvik* video software.

2004: Construction of mobile video art modules for an exhibition by ***Skinn*** (*Samorganisasjon for Kunstformidling i Nord-Norge*). and *Anne Szefer Karlsen*.

2001: *Adaptive Composition for Games*: Masters group project. Developed a system for generative music for computer games and other suitable scenarios.

RELEASES

2009: *Crashing Happy*; Contributed to a cd of remixes of the sound made by a crashing computer.

2008: *To the Ground* by Alwynne Pritchard; released by British Music Information Center.

2008: Mastering, Gwyn Pritchard's *The Fruit of Chance and Necessity* on *Sargasso Records*.

2000: *INITZ*, vinyl release on *Safe as Milk Records*.

OTHER EMPLOYMENT

2007 – 2008: Head of sound *Safe as Milk festivalen*.

2007: Responsible for sound stage 5 *Ekko festival*.

2004 – 2007: Artistic director sound at *Bergen Center for Electronic Art (BEK)*.

2004 – 2006: technical director, *Borealis* festival.

2004 – 2006: head of sound reinforcement *Trollofonfestivalen*.

2002: Producer *Autunnale* festival.

2002: Removal man *Bergen Flytningsbyrå*.

1997 – 1998: Draft service at *Bergen Philharmonic Orchestra*.

WRITTEN

2021 Ph.d thesis, *Emotional machines – composing for unstable media* investigating how non-representational kinetic objects may afford affective and emotional responses, in particular experiences of kinship and relation between an audience and animated objects.

2001 Master's thesis *On Generative Music* looking at various approaches to machine generated music and the implications of these.

TEACHING

2022: Sound in theatre, KHIO, Theatre Department, workshop for the bachelor students on the use of sound in scenic art.

2016: Kunstneren & lydkunst, seminar om lyd og lyddesign med hovedfokus på teater. Sammen med Trond Lossius og Erik Hedin.

2008: Fat Battery International Summerschool

2007: Developed and taught courses in sound art and audio software for *The Bergen Art Academy* (KHIB).

2008: Lectures in electroacoustic composition at *Griegacademy* music conservatory in Bergen.

2005 - - -: A range of courses in programming, interactivity, sound and video programming, studio technique and more for *BEK*. (*Bergen Center for Electronic Art*.)

2006 - - -: Courses, workshops and presentations internationally for example at *Dartington International Summer school*, *The Royal Danish Music Conservatory*, *Copenhagen* and at *Trinity College of Music*, *London*.