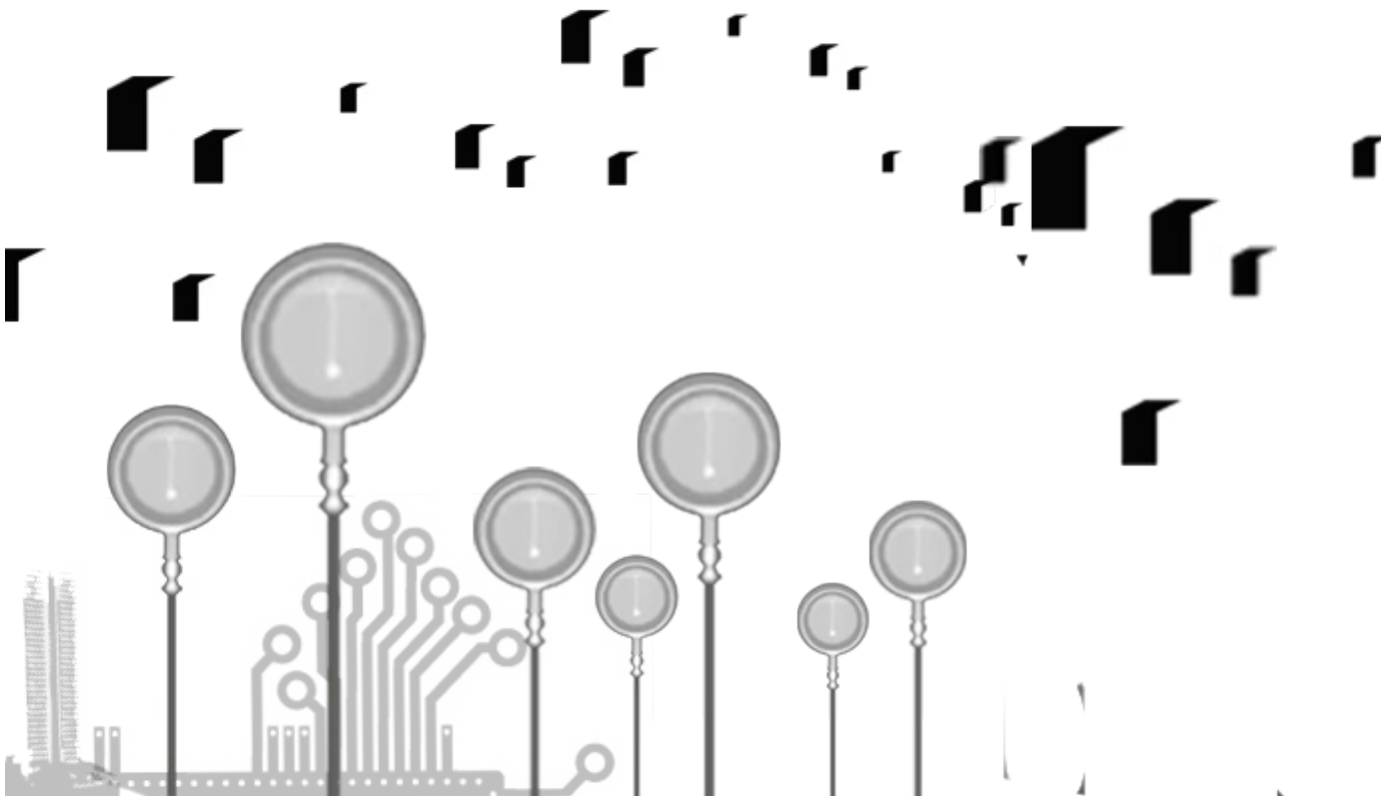
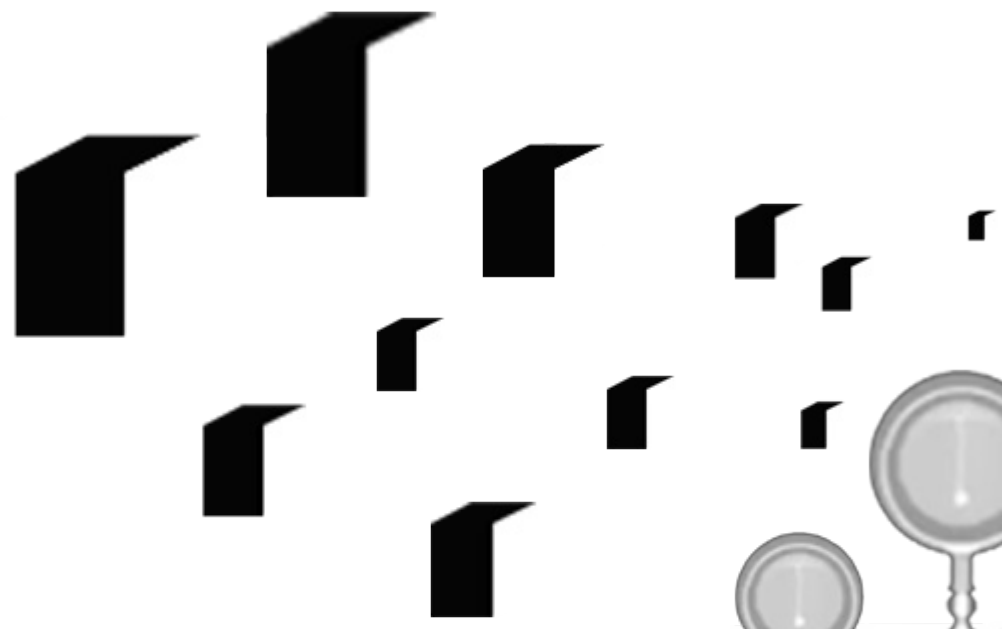


rafael beznos | curriculum / portfolio / *teknè / art / kunst / ars*



Искусство / 艺术 / فن / Τέχνη / artis / ἄρτις / umění / arte / 芸術 / ars / taide / toi



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## Content of Application

for the student assignment: Universität für angewandte Kunst Wien  
Department of Digital Arts - University of Applied Arts Vienna  
Abteilung DIGITALE KUNST - Expositur Sternngasse 13, A-1010 Wien

. exhibitions and installatiois



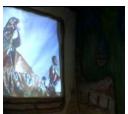
Bombar.de.ar-te (Art Bombarding )  
Cross-media interactive installation



Kronomnemocynética  
Audiovisual installation, performance and photo exhibition



A Casa do Acaso (The House of Chances)  
Cross-media interactive installation



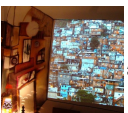
Nas Pegadas de Lampião (In Lampião's Footstep's)  
Cross-media installation - interactive photography exhibition.



U.Do  
Audiovisual interactive installation



S.U.N.  
Cross-media interactive installation



A Casa dos Acasos (The House of Chance)  
Interactive art exhibition



Goiamum Audiovisual  
Interactive vídeo-art installation



A Memória da Cidade e a Ponte dos Tempos  
(The City's Memory and the Bridge of Times) Interactive photo installation



Unimed  
Interactive vídeo-animation installation

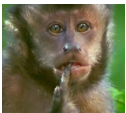


Metamúsica  
Interactive touch-screen sampler and vídeo-art

. video



Amundiá  
Full-length Documentary



Wild Rio  
Full-length Documentary



Bass, Drums, Apocalypse - Metrópole Locomotiva  
Video Clip

. theater and performances



2011 a Clown's Odissey  
Audiovisual Remix Storytelling and Circus Acrobatics



Auto de Natal  
Theatre Spectacle

. music and sound design



Lab.Oratório (Lab Oratory)  
EP Album



Música Reciclada (Recycled music)  
Album



SSEX BBOX  
Music used in the soundtrack for vídeo documentary series



Radio Balaio  
Web Radio for independent music online broadcast [www.radiobalaio.org](http://www.radiobalaio.org)



Psicologia e Diversidade (Psychology and Diversity)  
Video documentary series in four chapters



Drogas e Cidadania (Drugs and Citizenship)  
Soundtrack and sound design: video campaign against drugs

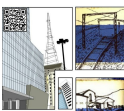
. sequential arts and printed works



Drogas e Cidadania (Drugs and Citizenship)  
Comic book series in 6 chapters for a campaign against drugs



Vida de Tubarão (A Shark's Life)  
Comic book made with potos for an environment protection campaign

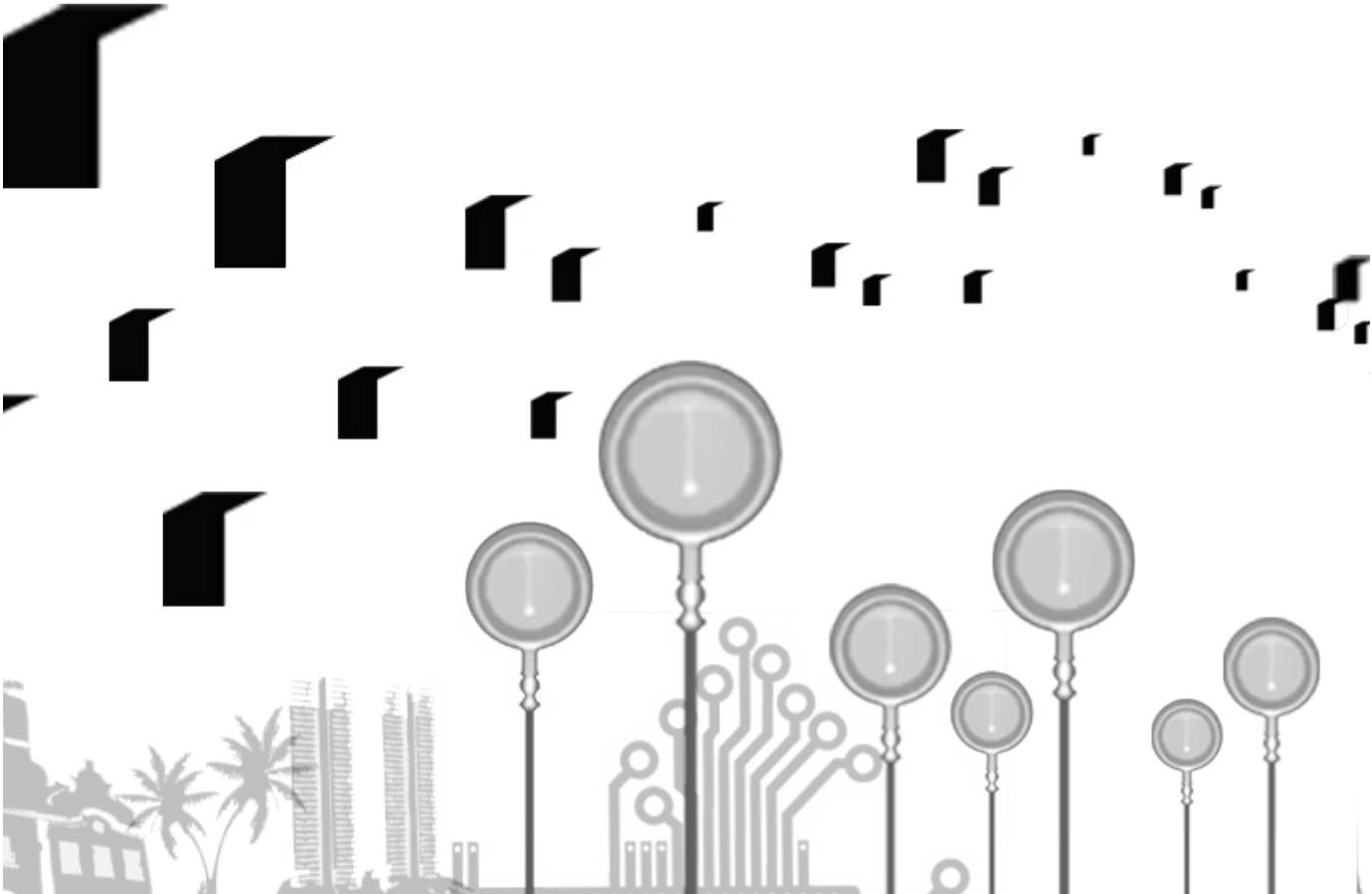


Cidade Sem Calma (A Restless City)  
Experimental sequential art (comic book) with graffiti photos and graphic design

. curriculum vitae



EXHIBITIONS AND INSTALLATIONS





Bombar.de.ar-te (Art Bombarding / 2007)

Cross-media interactive installation

Developed for FILE 2007 (Eletronic Language International Festival) in São Paulo, in collaboration with the graffiti artists Isaac "Grow" Dev, Mea and Boleta, "Bombar.de.ar-te" is an interactive audiovisual and cross-media installation that also explores the relationship between street art, digital art, man-machine, electronic music and traditional brush painting techniques.



The black and white colors for the painting on the wall represent the binary 0/1 system empty/full duality as a basic model of the of the digital world. In the projections of the interactive touch-screen sampler there were animation, video-art loops and overwhelming sounds and images representing a mirror of the city of São Paulo's collective unconscious constantly submitted to eletro-magnetic, visual and sound synesthetic bombarding.

This installation is part of the "DreamLoading" immersive interactive installation series, that had as it's main goal the exploration of the relationship between the real and virtual worlds through the stimulation of man-machine and body-mind interaction in an intuitive artistic installation.



Photo shooting session for a magazine inside the installation



The making of the brush paintings on the walls



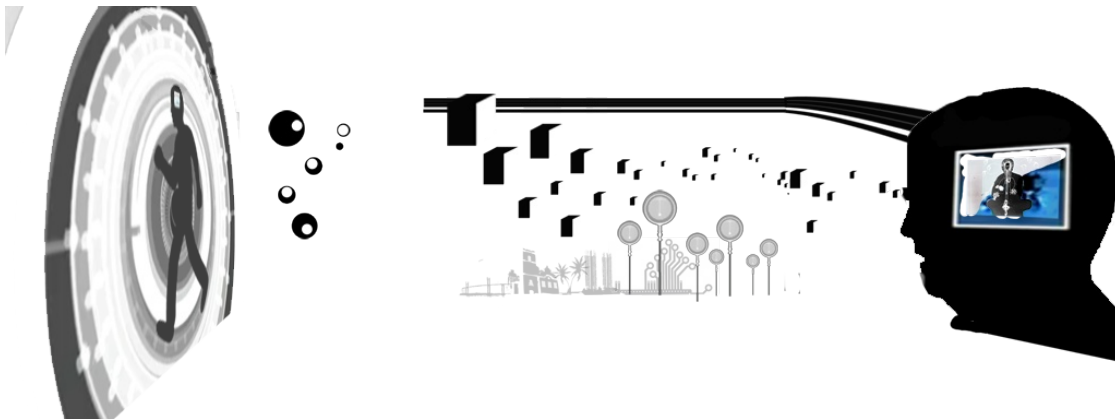


## Kronomnemocynética (2010)

Cross-media installation / Photography Exhibition

Projection Mapping, Graffiti, Computer, Video projector, plasma TV screen and dvd player.

“Kronomnemocynetica” is an installation created from reflection of the movement of memory through time in association with storage and capturing technologies, where the photos represent the frames of memory moving through time and are stored in a magnetic storage medium. That was the main shaped concepts behind the graffiti art, projection mapping and interactive picture exhibition installation made at Casa da Ribeira, Natal, Rio Grande do Norte. In the mapped projections were exhibited photos of the previous exhibitions from other artists that took place in the same gallery room in the past, representing the memory of the room itself.



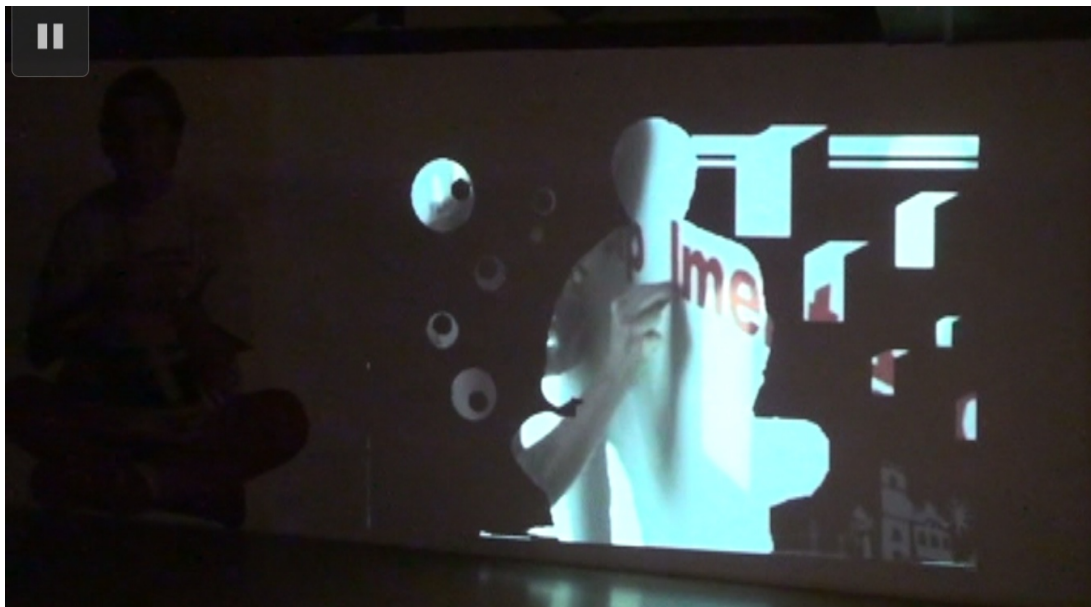
Sticker from the previous exhibition at the same room (recent memory) that was deconstructed and used to integrate the Kronomnemocynetica installation forming the basic shape of the meditating silhouette.



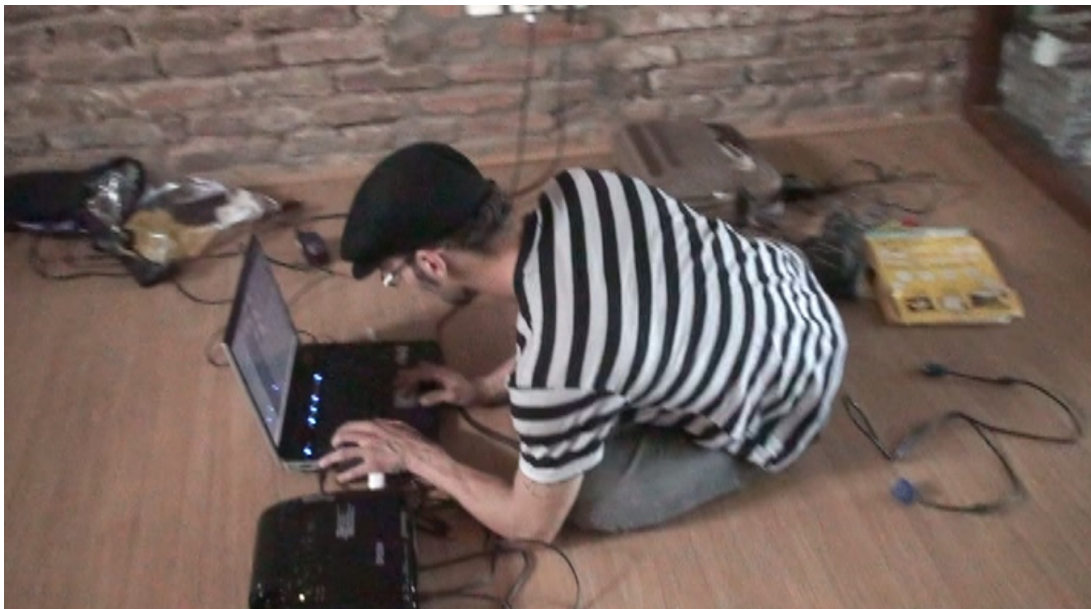
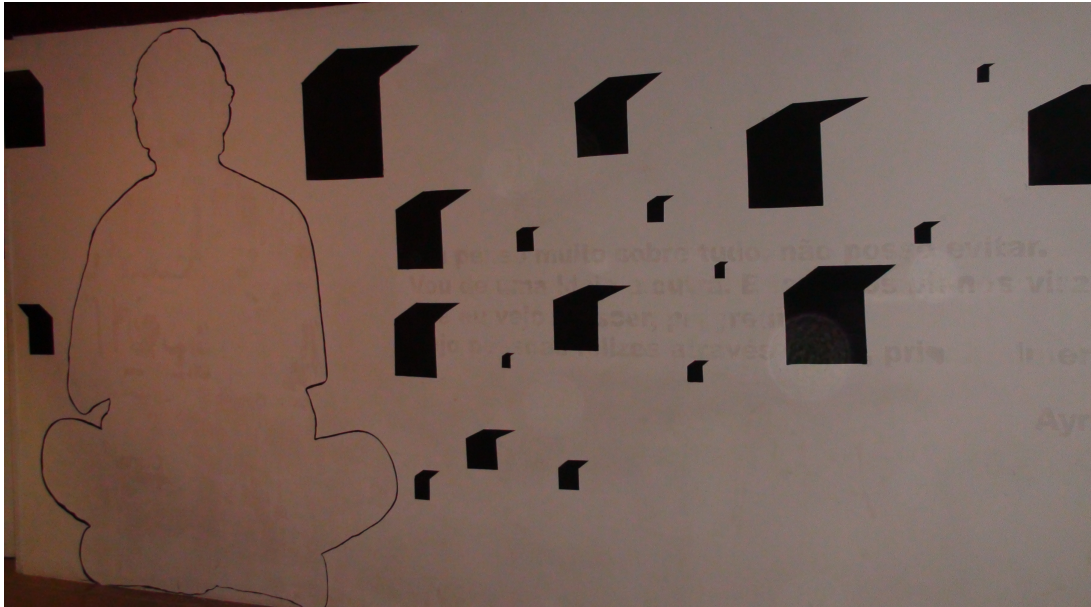
The figure of a man meditating and leaving photos behind his head

A plasma TV on the wall kept showing a video art from the making-of the installation, along with some poetry made while removing words from the previous installation that happened inside the room, representing the deconstruction of the recent memory to create new concepts, that was also used as reference for the painting at the installation.

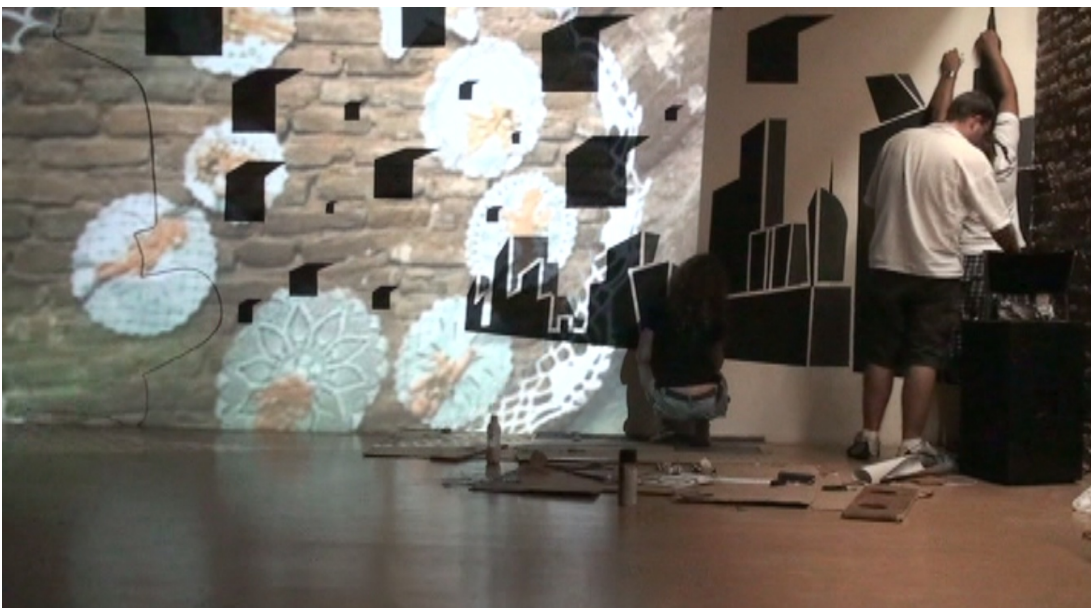
This work integrates aspects of immersive installation, video-art, visual arts, projection and audiovisual performance. The main idea behind the work is to stimulate reflection about our relationship with memory at motion in time, the moment, static frames (photography, moving frames(video), visual arts(painting), temporal art (music and audio), new technologies for storing, accessing and sharing content (computers virtual memory), interacting with the memory of the physical space where the installation is set up, as well as among the public present during the musical and visual performance that happened at the installation space.

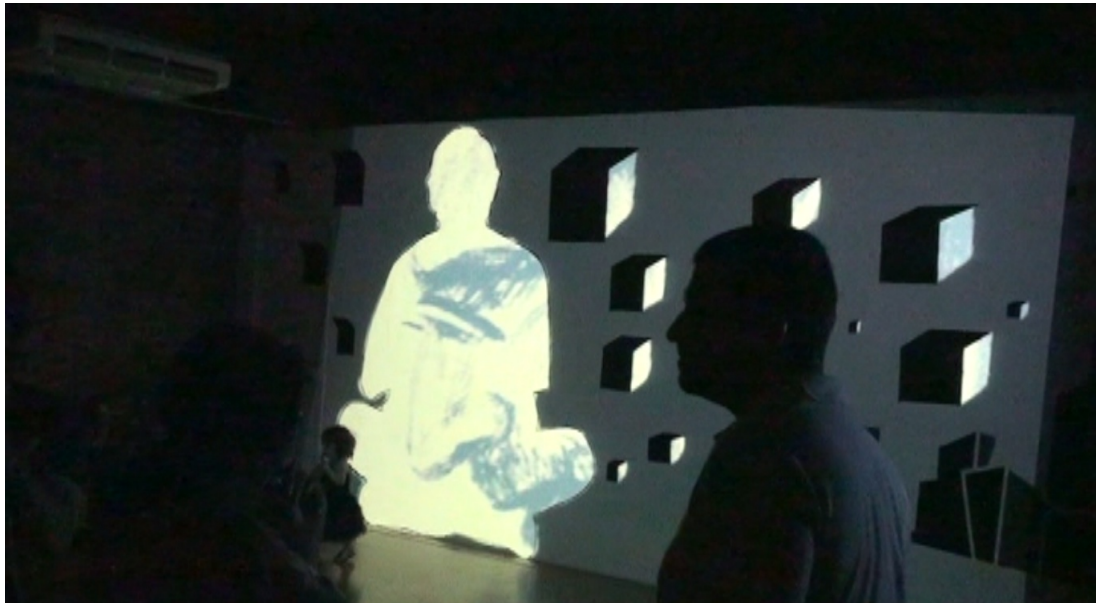
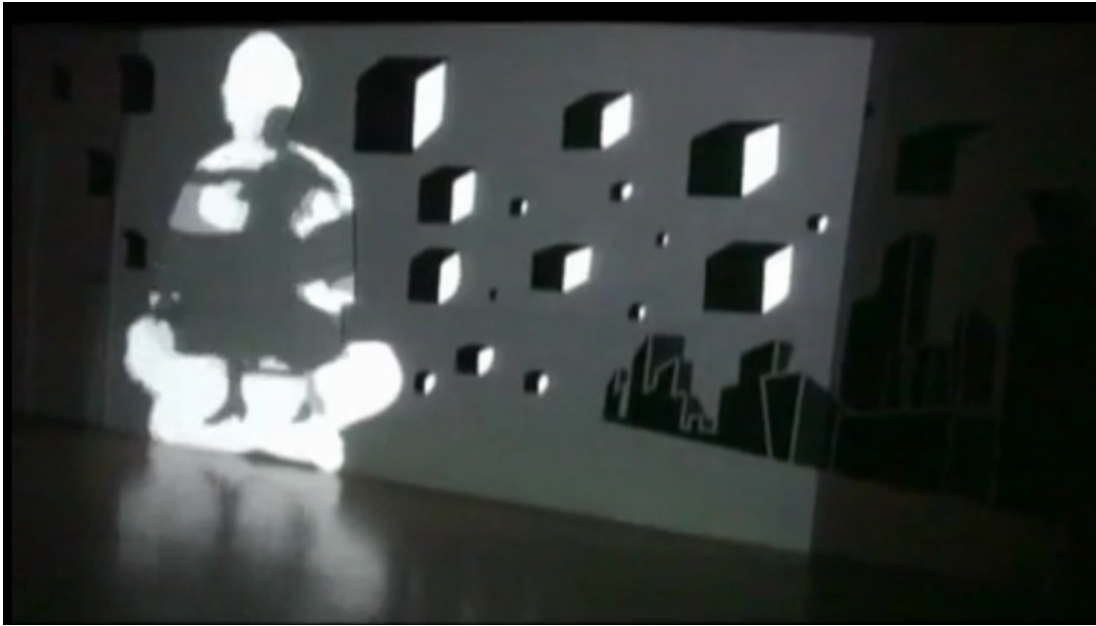


TV on the wall showing a video art along with images of the making-of.



Mapping the projections





Musical and visual performance at the installation

A Casa do Acaso (The House of Chance / 2008)

Cross-media interactive installation

Touch-screen monitor, video-projector, stereo speakers, computer, graffiti and animation.

Developed for FILE 2008 (Eletronic Language International Festival) in Porto Alegre, in collaboration with the graffiti artist Nina Moraes, The House of Chance is an interactive audiovisual and cross-media installation that explores the relationship between street art, digital art, electronic music and traditional brush painting techniques.



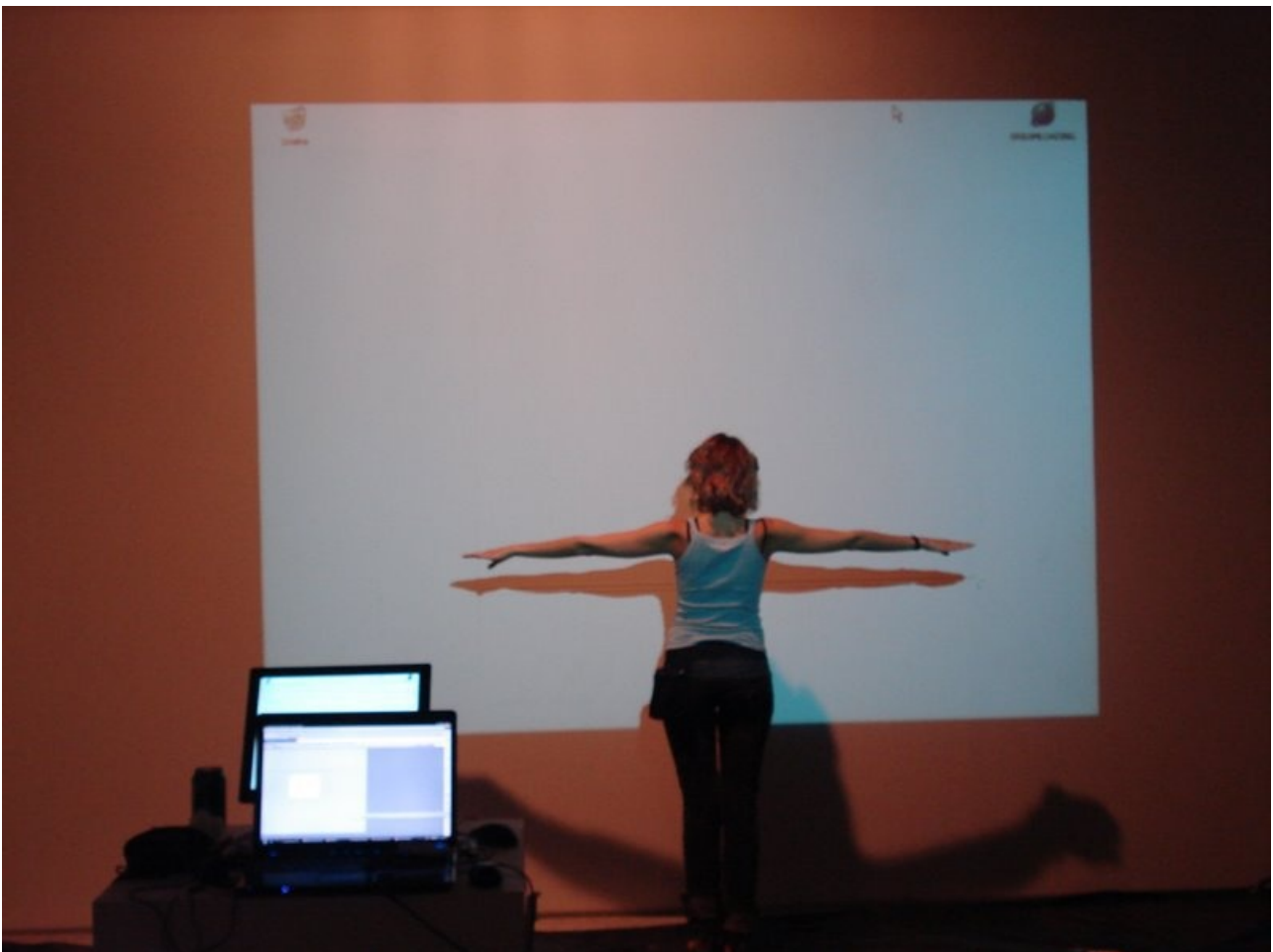


As an immersive space, The House of Chance installation was intended to produce an effect of displacement of perspective in the viewers mind as soon as they enter the installation. The first thing the average audience asked themselves was: "what is "real", and what is projected?" as they realize the merging of the boundaries between the "virtual" digitally projected art reality and the material and physically tangible reality painted on the walls,

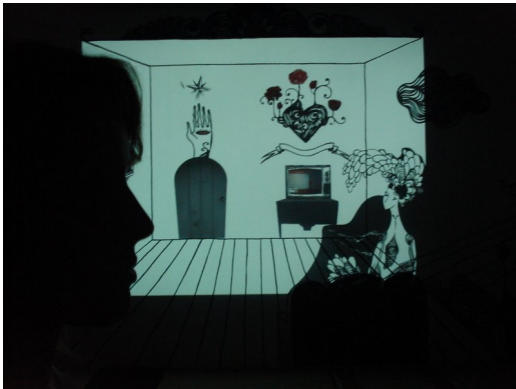
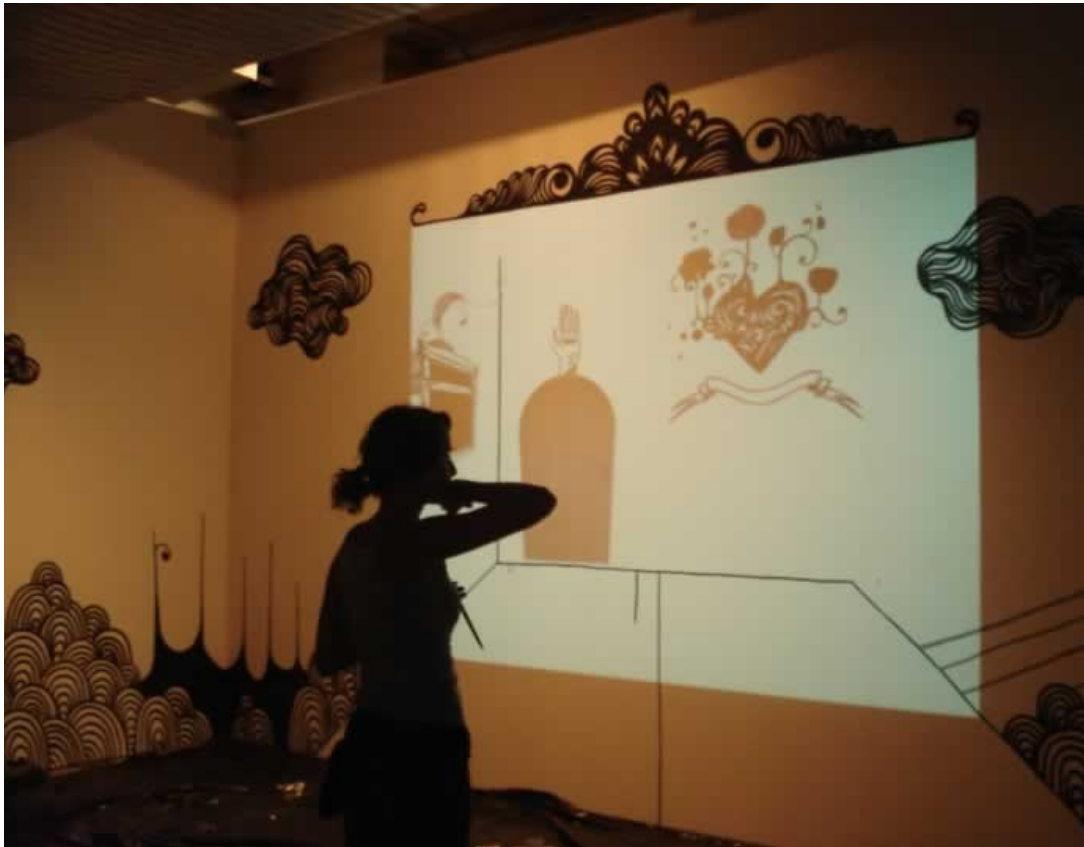
The animated elements projected were interactive sampler triggers activated through touch-screen that triggered loops beats and samples of audio in sync among each other, creating real-time musical remix and an interactive visual aesthetic narrative as the viewer interacts with the interface.



First sketches



Visualizing the perspective



# A CASA DO ACASO

Rafael Bezno | BRASIL

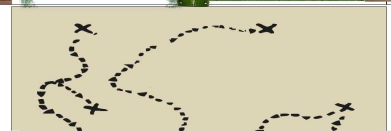
Nina Moraes

## Nas Pegadas de Lampião (2010)

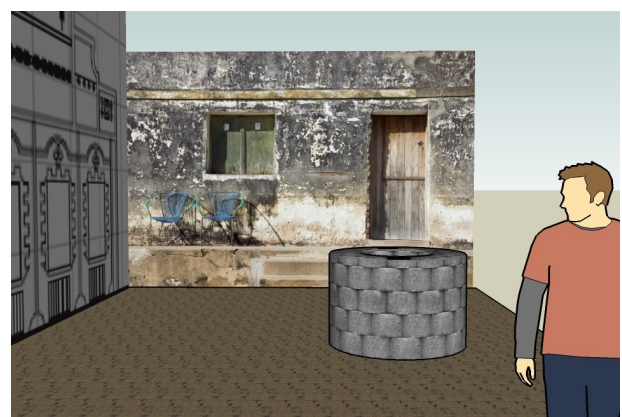
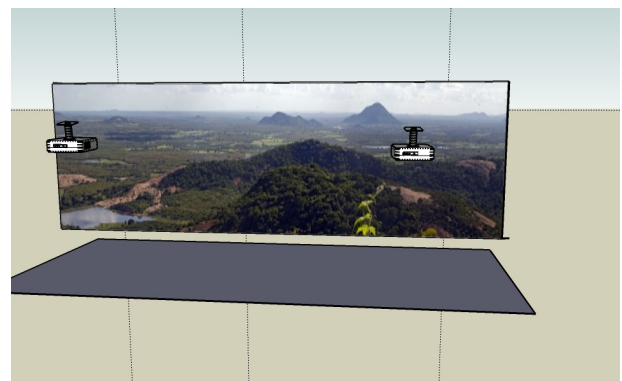
Cross-media installation / Interactive Photography

Video projection Mapping, Interactive Graffiti, Arduinos, Ultrasonic Sensors, Computers.

An interactive photographic exhibition with 700 pictures selected from 10 years of photographic expeditions made by several photographers to “Sertão do Apodi”, a region inside Rio Grande do Norte State, in Brazil. The pictures were projected inside mapped graffiti art, and changed once the viewer reached a certain spot marked with an X inside the installation and triggered the ultra-sonic sensor. There were four projectors, four computers and four ultrasonic sensors. Each projection source had about a 200 pictures database selected according to specific criterias, summing a total of about 700 pictures. The room never had the same appearance, once the combination among the projected images could form millions of possible different visual combinations for the room's visual set-up.



2d preview map of the installation



3d model preview of the installation



Spot where the presence of the visitor was detected by the ultrasonic sensor





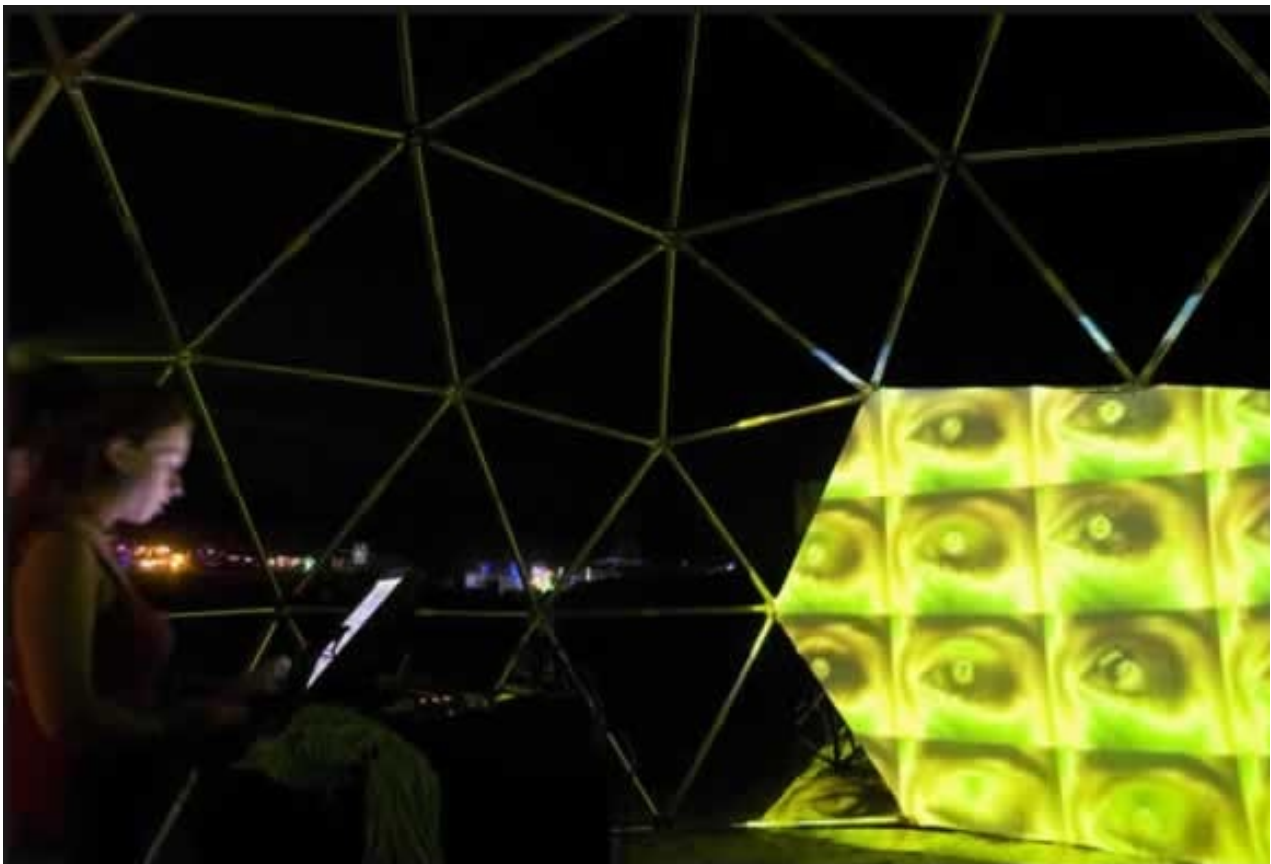
## U.DO (2006)

Cross-media interactive installation

Touch-screen monitor, 2 video-projectors, computer, vídeoart, vector-animation, interactive-documentary, 5.1 surround sound system, joystick.

This installation is the first of the "DreamLoading" immersive interactive installation series, in which the main goal was exploring the relationship between the real and virtual worlds through the stimulation of man-machine and body-mind interaction in a intuitive artistic installation.

The U.DO installation was build under request of a musical festival in Portugal, and in U.DO, as in mainly all the DreamLoading installations, visitors are challenged to change their position from being the viewer/observer/consumer into being a participant/creator/producer of the reality around. As interacting with non linear aesthetic narratives and sometimes abstract concepts, the visitor is also stimulated to work with both logical and intuitive aspects of the psyche when assimilating the installation as an integrated multimedia artwork, that way going beyond the understanding and judging into reaching the realms of feeling and being present as part of the artwork.



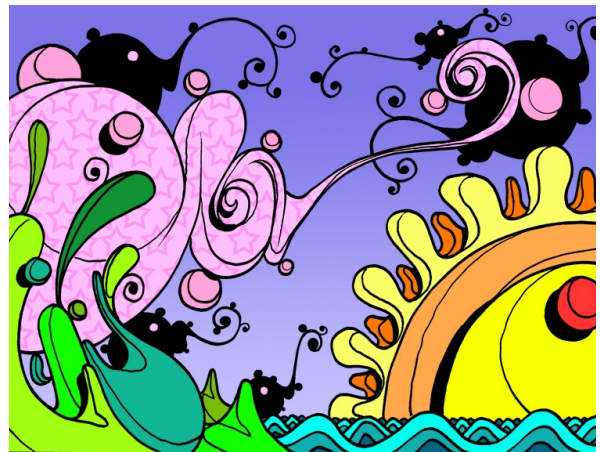
U.do Installation built outdoors Inside a geodesic dome structure.

The U.DO installation consisted in a three options interface made in adobe flash using vectors, bitmaps and actionscript, two projectors and a 5.1 surround sound system with interactive panning controlled by joystick.

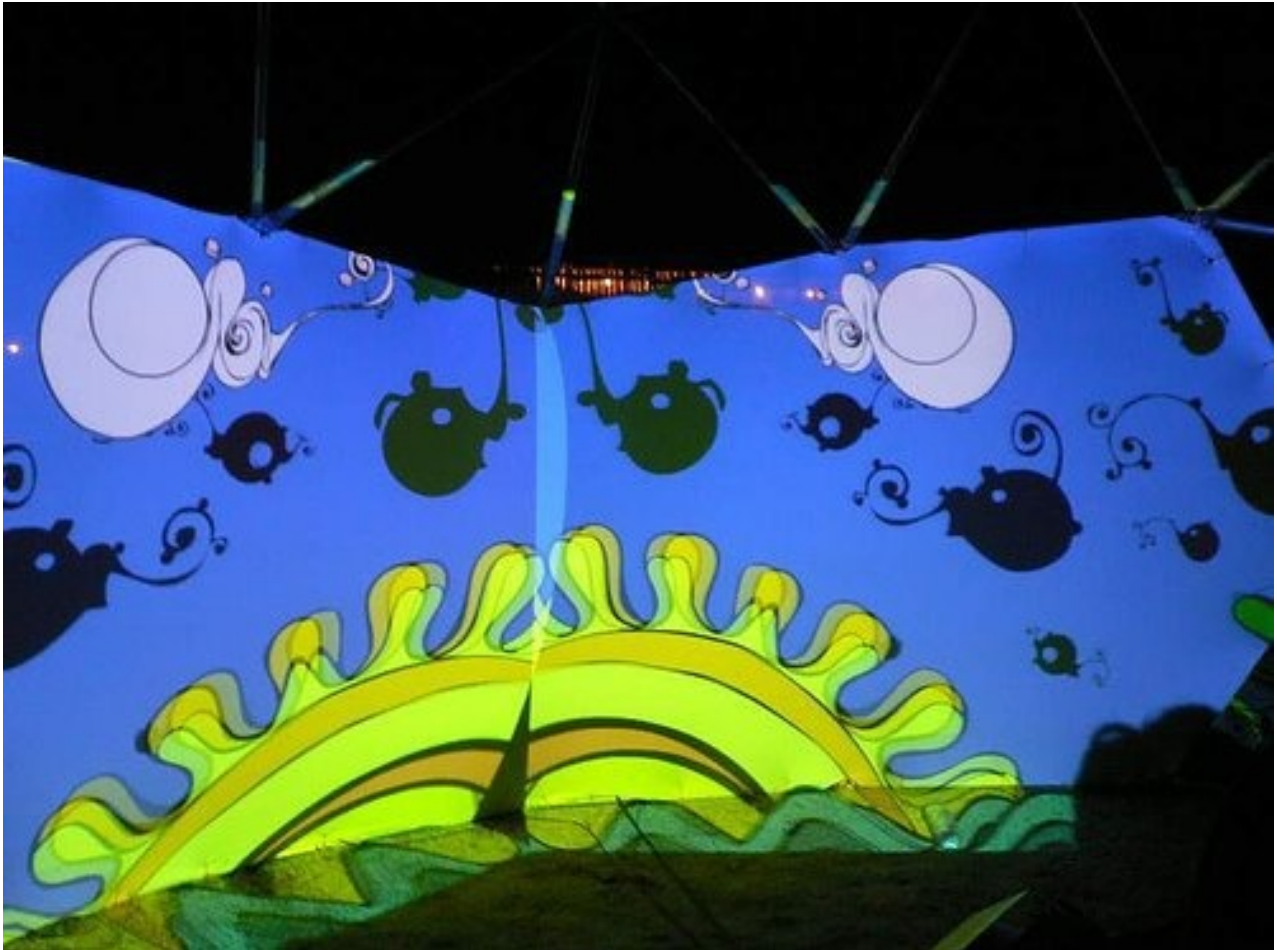
One of the interface options is "Morfosis", an audio visual sampler with an aesthetic narrative in an infinite loop vector animation based on the graffitti art of "Highraff", a renowned brazilian graffiti artist.



The options menu to choose among the 3 interfaces.



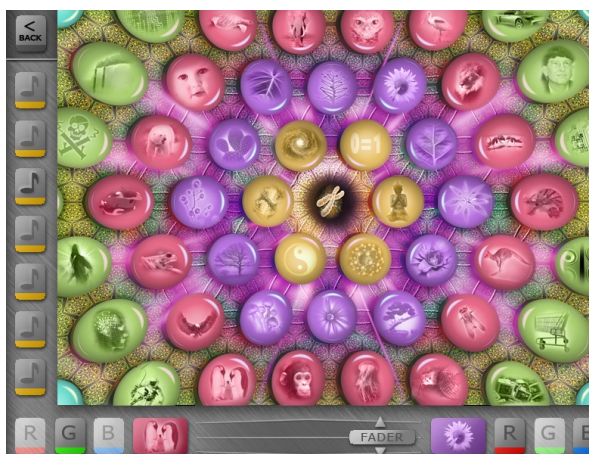
The original drawing from Morfosis interface



Morfosis interface, the infinite loop audiovisual sampler animation.

There are other two interfaces, "Cosmossomo" consists in an audiovisual sampler with multiple video content, more than fifty loops of video-art and vj material associated with audio loops containing seven different looped rhythms and about fifty one-shot samples to trigger over the rhythms. A video mixer with two virtual channels stores temporarily the triggered content to be mixed among each other using transparency overlapping.

The third interface is "Tribiens", and it consists in an interactive documentary with non linear navigation. Exploring the possibilities of interactive media programming and video masking of Adobe Flash 8 software. The main goal was to emulate the non linear editing process while browsing through the content of the documentary.



The Cosmossomo Interface



The Tribiens Interface



The Cosmossomo audiovisual sampler Interface at work.



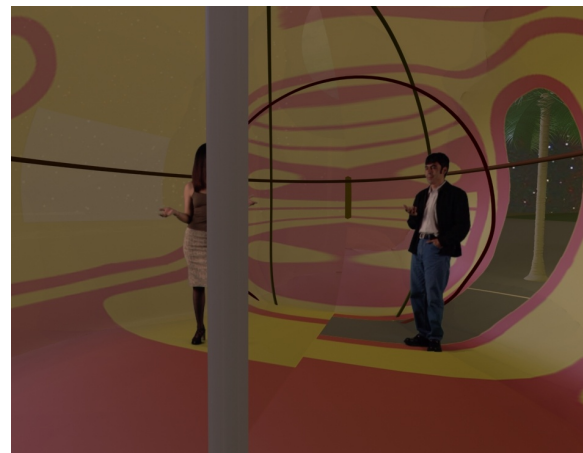
S.U.N. (2009)

Cross-media interactive installation

Touch-screen monitor, 2 projectors, 2 joysticks..

S.U.N. stands for Synchronic Universal Navigation, and was a space dedicated to acquaintanceship and interaction among visitors built under request of a music festival in Brazil. The installation visually emulated a yellow cartoonlike submarine, and had two vídeo installations within it.

Performances took place inside the space of the installation, as well as lectures, gaming, movie sessions and other activities.



3d Preview of the inner space of the installation.





Inside the installation during the setup

One of the video installations was a round screen hung outside containing underwater images that could be seen from a distance, and also from inside the "submarine" through the periscope built with pvc tubes and a game of mirrors.

The round screen was also built with very simple and light material, pvc tubes and white cloth.

The front "panel" of the submarine received the projected images from a projector hung outside on a coconut tree, and was possible to interact with it's video content through 2 joysticks and a touch screen interface inside representing the main command controls of the submarine.



External projection screen setup



Because of the sandy beach ground the structure was all built with bamboos and lycra that was the lightest and more available materials to use.

The lycras were hand painted by Sopa Grafix, a pair of graphic artists and musicians that joined the project and also played musical instruments in the musical performances that took place inside the space.



External finishing of the installation

A Casa dos Acasos (The House of Chances / 2008)

Interactive art collective exhibition

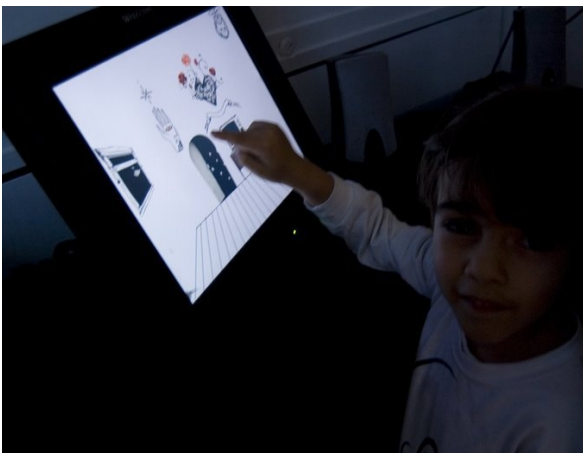
'The House of Chances' was a follow up to the previous "The House of Chance" installation. It was a collective exhibition and an artistic occupation and an interactive experience produced by more than 10 invited artists exhibiting sculptures, paintings and prints and the audience present on the premiere night.

The gallery was specifically focused in graffiti and street art, and the idea behind the occupation was to transform the aseptic appearance of white gallery walls into a chaotic environment like the city streets, suburbs and favelas where the graffiti art had it's origins in Brazil. Wooden walls were raised from recycled repurposed material in a disorderly but functional way, by "chance", like many of the sheds, or "barracos", in the poorest favelas in Brazil are built.



Despite the artworks exhibited and the interactive instalaltions present, the audience was also invited to paint on white canvases and pieces of wood spread on the gallery's walls, interacting with the configuration of the exhibition space.

For that there was table with different brushes and paint available, so the visitors could choose and paint and play around. Some of them were professional artists and others amateurs, but both were interacting and creating an interesting performatic happening situation.

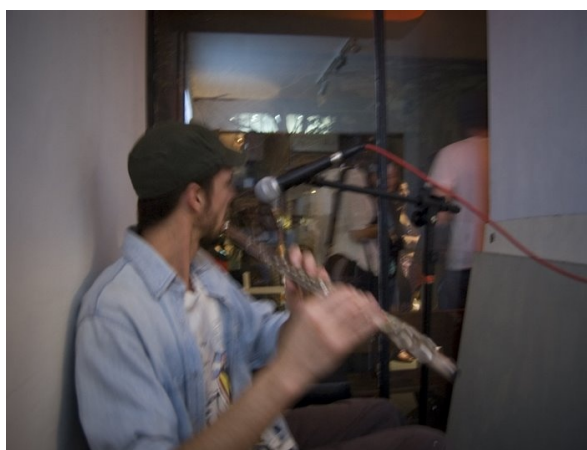


Visitors painting on blank canvases and wooden pieces



The musicians were also interacting among themselves in a non conventional way: the instruments were positioned each one in a different place of the house. The guitar was in the upper floor, the flute was in the first floor in the front showcase window of the house, and the bass player was in the back of the first floor, near the kitchen. The musicians could hear each other cause the amps were all cabled to a central sound system in the house, but they couldn't see each other.

As someone else took the guitar to play in the open jam the bass player and the flutist didn't even get to know this change unless they recognized the style of the player changing, and the musical performance kept going on anyhow.





Prints and recycled material at show.



Goiamum Audiovisual (2009)  
Interactive video-art installation

This open air installation that took place in a open space public square was developed by the participants of a workshop on "Interactivity and audiovisual live performances" where Rafael Beznos was the lecturer and coordinator.

The content of the installation consisted in a compilation of video-art produced by the participants during one week of daily workshop.

The project was part of "Goiamum Audiovisual", a local film festival from the state of Rio Grande do Norte, Brasil.



Students during the workshop



Students at the exhibition of the final work







Kids enjoying themselves interacting with the video arts.





The place where the workshop happened during one week.



Daytime view of the square where the installation was exhibited.

A Memória da Cidade e a Ponte dos Tempos  
(The City's Memory and the Bridge of Times / 2009)  
Interactive photo installation

"The City's Memory and the Bridges of Time" consisted in an interactive photo exhibition portraying the changes that took place in the city's architecture along more than 300 years of history.

The photos visualization was made through a timeline interface available on a touch-screen monitor. The viewer could also interact with the chosen images through touch that triggered a bitmap displacement effect, what produced a visual impression of melting the images, creating interactive abstract digital projected paintings from the original photos.



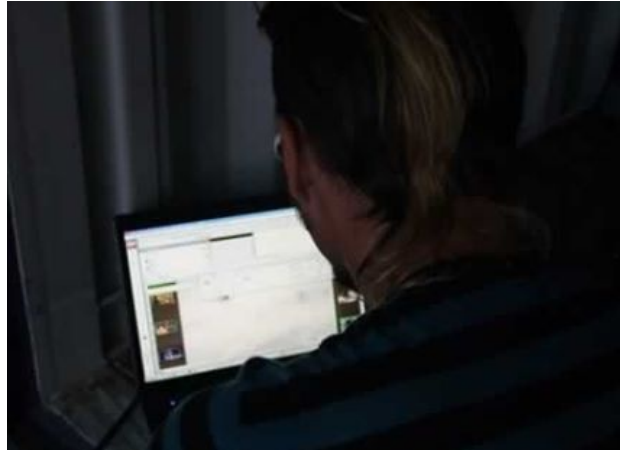
The photo timeline interface for interactive navigation



A melting clock made from the image of an old clock.



This installation was set-up inside a container in the port of Natal, the capital of Rio Grande do Norte state. It was made in celebration on the day of the plastic artist. The pictures of the city were collected in a research at the city hall's archives.



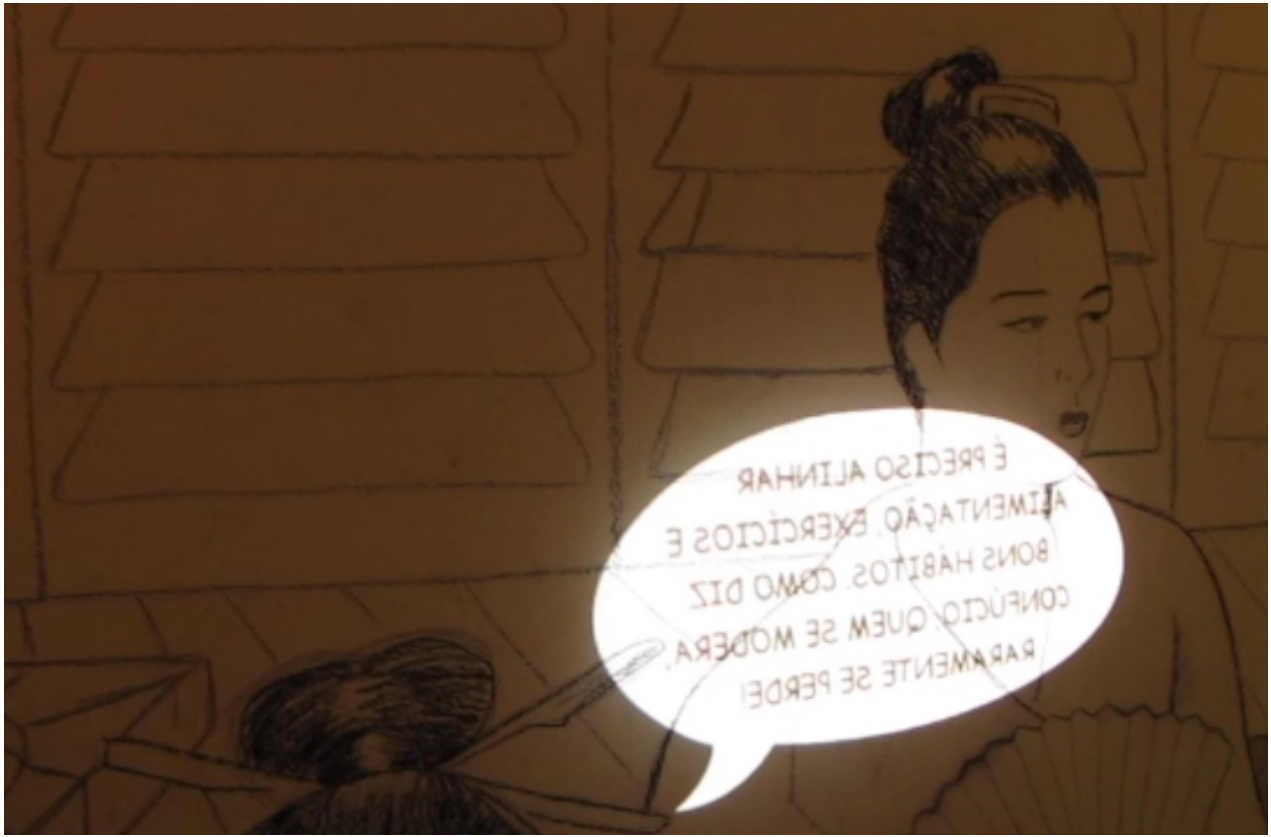
Unimed (2010)

Interactive vídeo-mapping installation  
Arduino, computer and video projector.

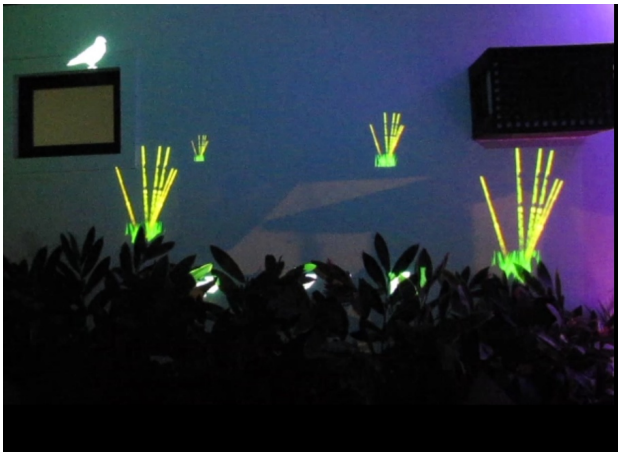
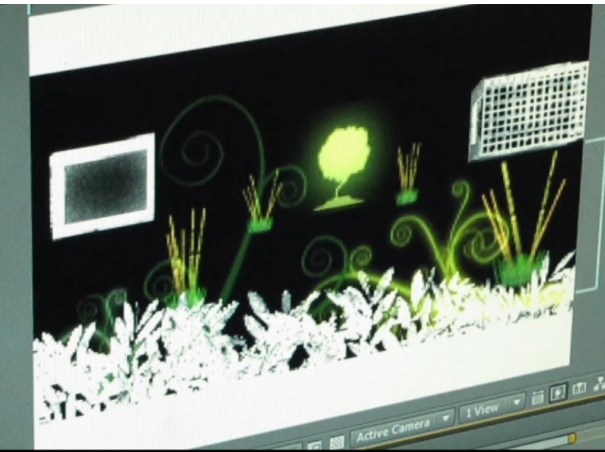
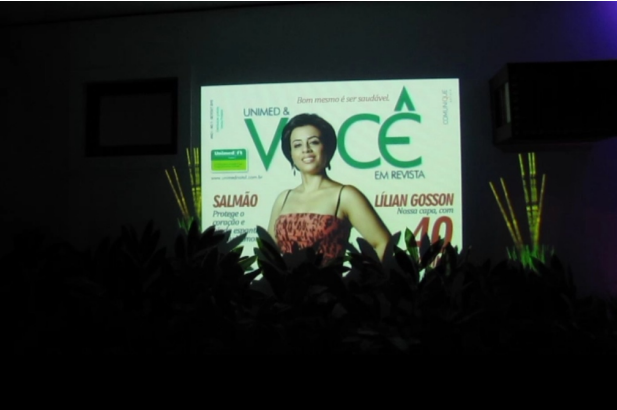
This installation was developed for the premiere of a health-plan magazine from Brazil called "Você" (You). It consisted of three decorative projection mapped walls and an interactive weight bathroom scale that triggered animations of dialogues over painted characters on the bathroom corridor wall. The dialogues contained sayings about body and mind health written by the taoist philosopher Confucius.

As the image projected on the wall was seen through the mirror when the visitor stepped over the scales, the dialogues were projected backwards so the person could read from it's position by looking at the mirror.

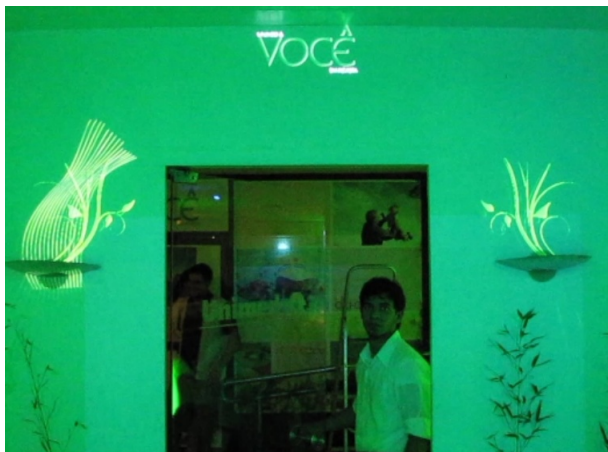




Projection mapping over the garden plants, air conditioning box and windows on the wall outside at the outdoor zen garden.



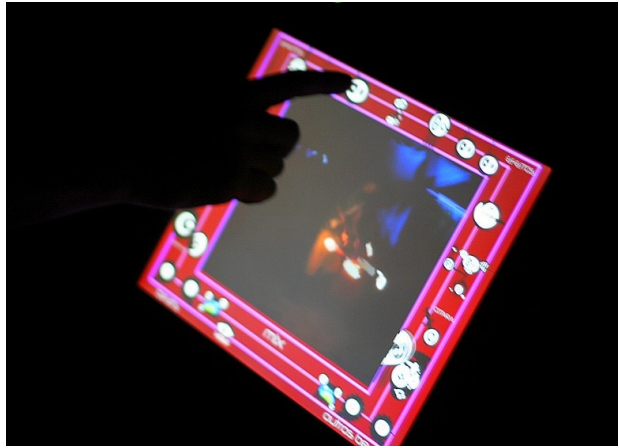
From mapped vases on the wall more than twenty types of floral motifs from different colors and shapes grow, shine and shrink as projected vectors on a frame by frame after fx animation.



Metamúsica (2008)

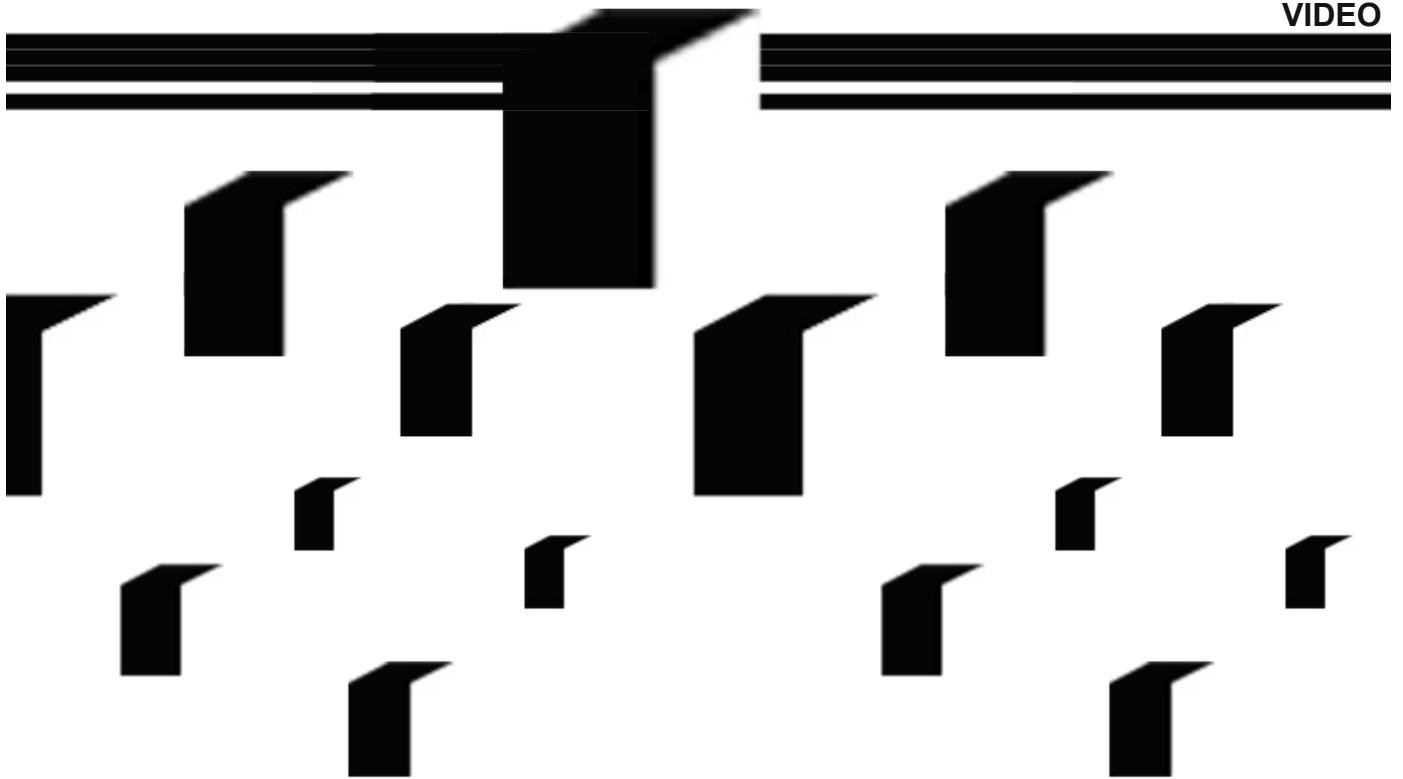
Interactive touch-screen sampler and vídeo-art

Interactive video-clip sampler, where the viewer could change the parts of the song, play or mute instruments and mix videos associated with each loop/sound channel.





VIDEO





Amundiá (2012)  
Full-length Documentary  
Pre-production and director's assistant

Amundiá is a full-length documentary about the origins of Carimbó, a rhythm originated in the Amazonic regions of Brazil.

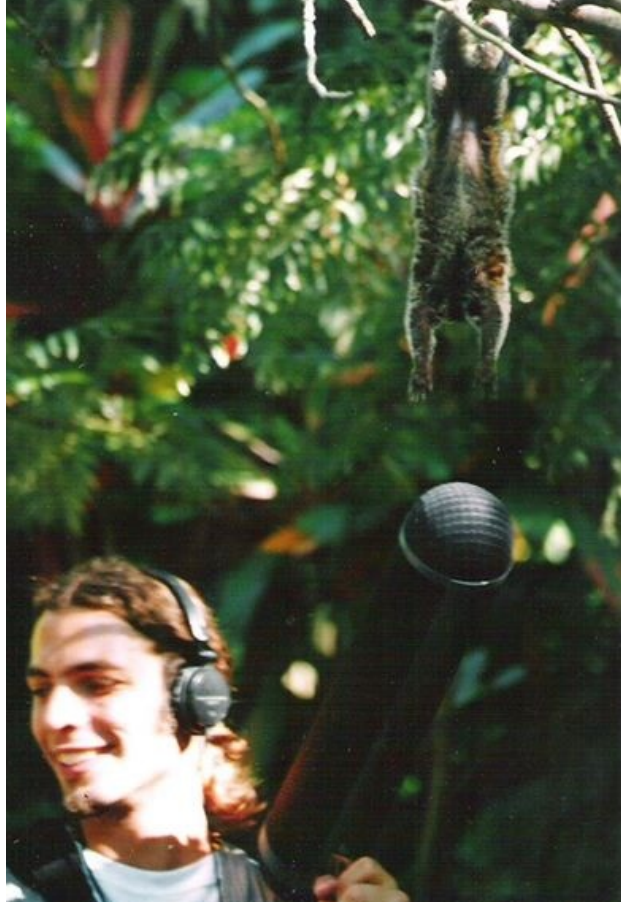


Wild Rio (2004)

Full-length Documentary

Record Technician for Direct Sound

Wild Rio is a full-length documentary produced by National Geographic Channel in association with ARD Channel about the wild life living side by side with the city of Rio de Janeiro.

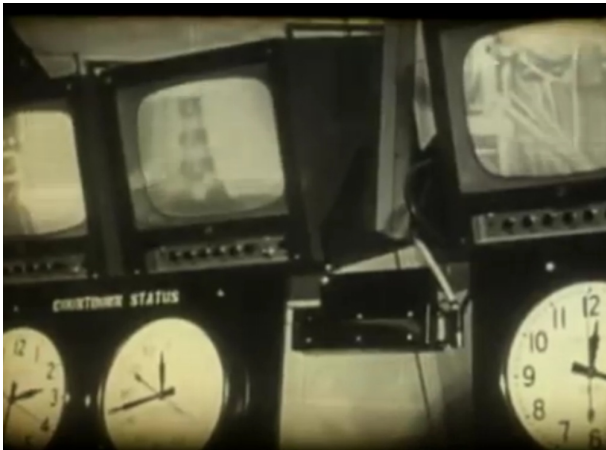


Bass, Drums, Apocalypse - Metr6pole Locomotiva

Video Clip

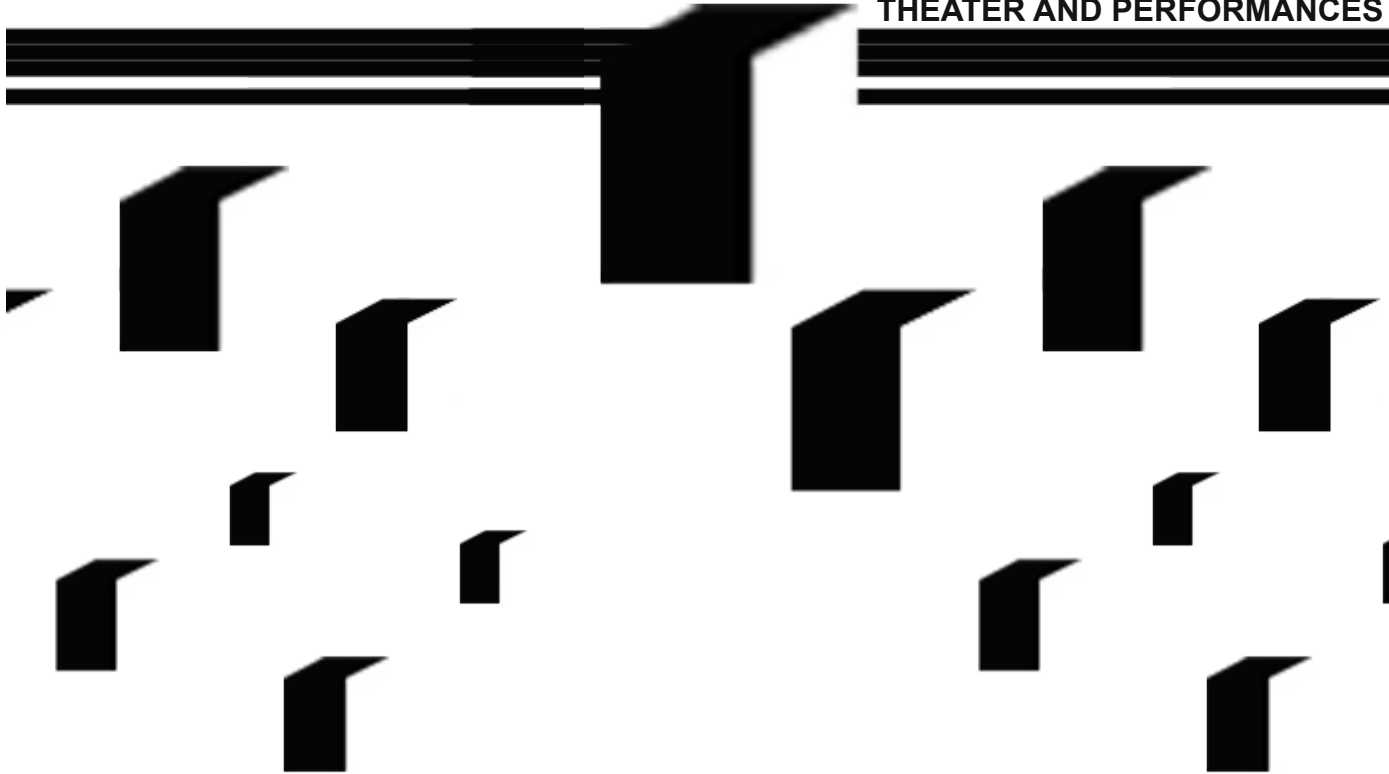
Direction and Editing

Video clip made by remixing exclusively public domain images selected from the [www.archive.org](http://www.archive.org) website database.





**THEATER AND PERFORMANCES**





2011 a Clown's Odissey (2011)

Audiovisual and Circus Acrobatics Spectacle

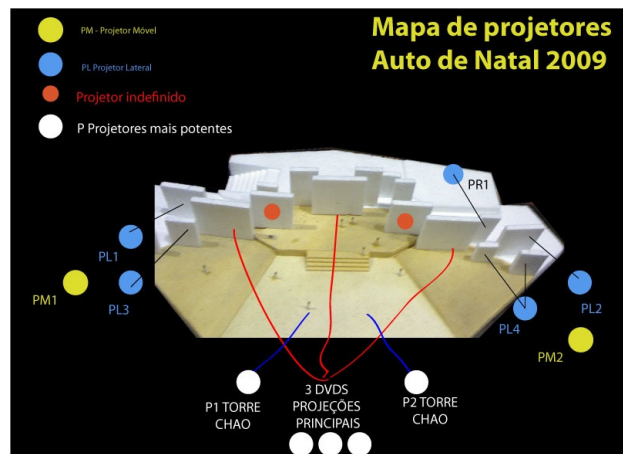
Direction, Soundtrack, Video-projections, Script.

2011 a Clown's Odissey is a circus trampoline acrobatic performance with multimedia projections. The script was inspired in 2001 a Space Odissey by Stanley Kubric, and also divided in three conceptual parts. - The Primate, The Astrounaut and The Starchild.

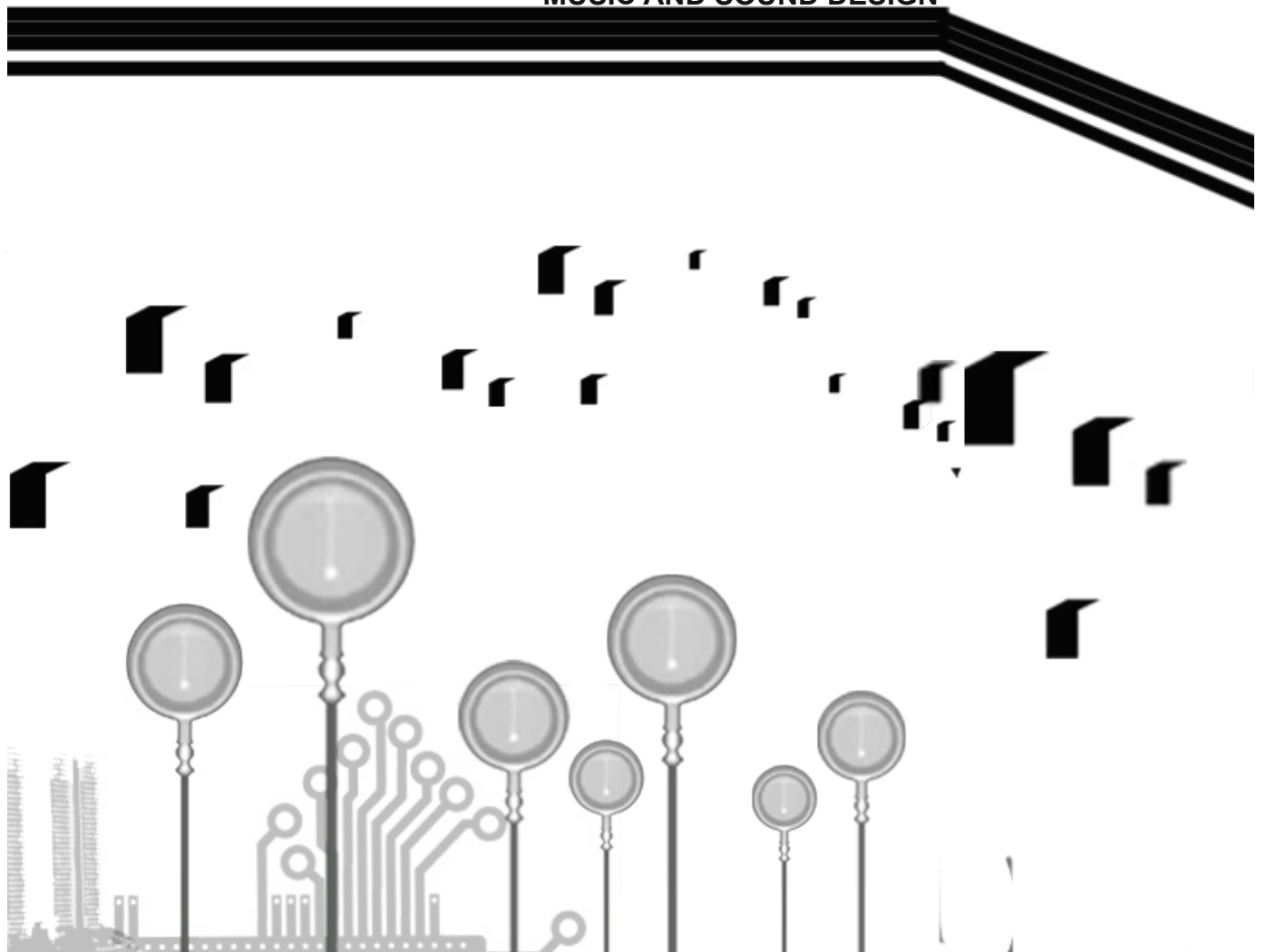


Auto de Natal (Nativity / 2009)  
Theatre Spectacle  
Video-projections scenography

"Nativity" is a spectacle about the birth of Christ in a contemporary outfit. With the use of giant projected structures and multimedia resources as interaction between characters on the stage and filmed actors in the projections. Eleven projectors were used in total, of which three had synchronized content on dvd and the rest was played live with midi controllers and vjing techniques.



## MUSIC AND SOUND DESIGN



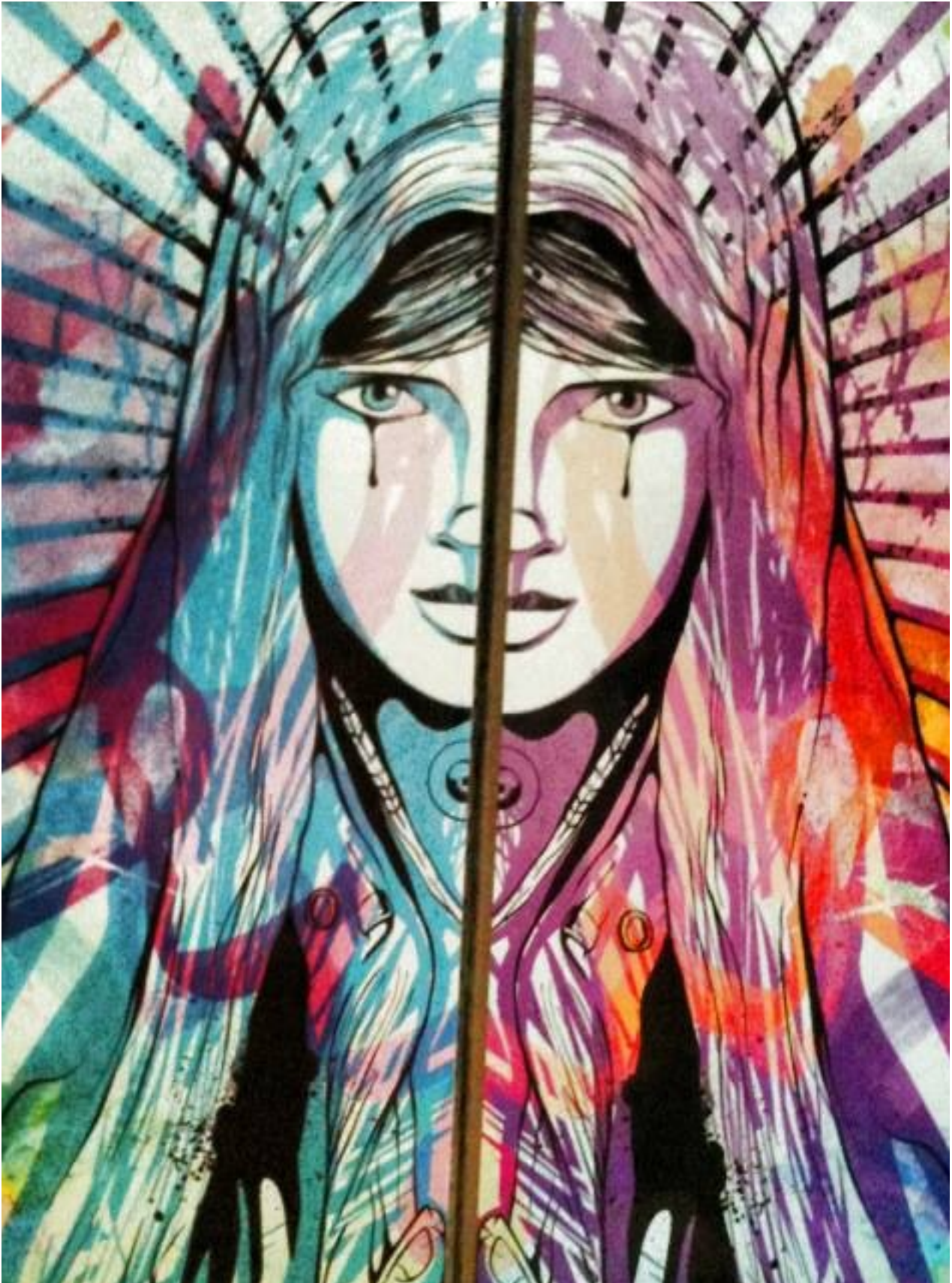




Lab.Oratório (Lab.Oratory)

EP Album

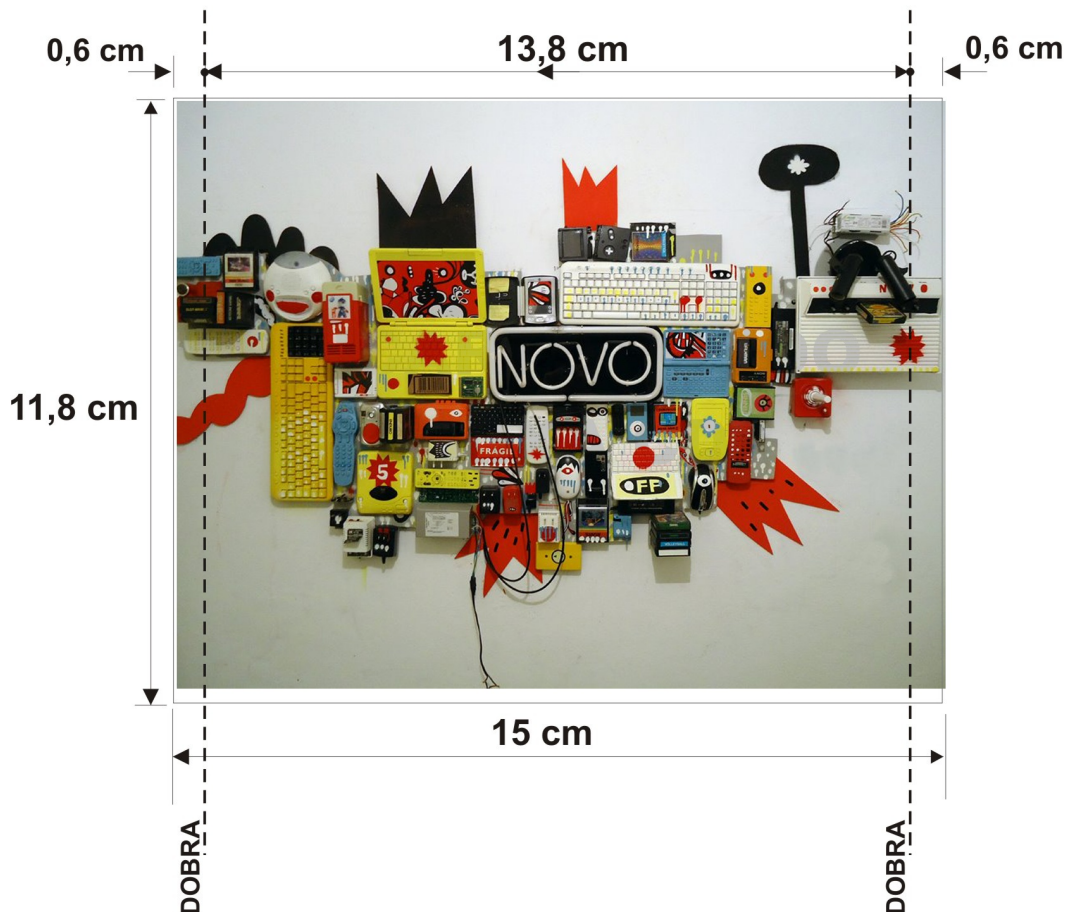
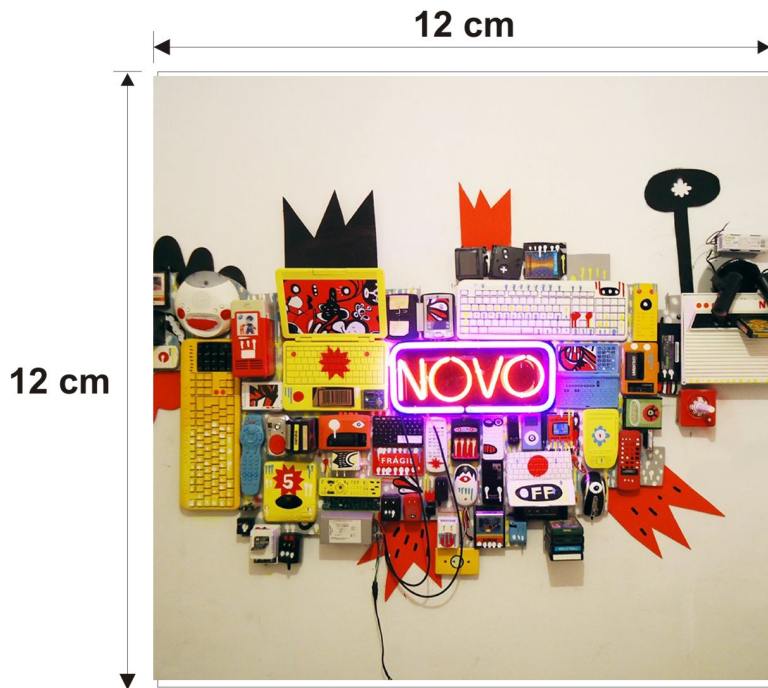
Alternative experimental electronic music EP. The name Lab.Oratory represents the integration of the science/spirituality duality, as well as arts/technology, the two sides of the brain represented in logic/creativity, the taoistic light/darkness view and so on.



Música Reciclada (Recycled Music / 2001-2011)

FullAlbum

Alternative lounge music made between 2001 e 2011 in different studios with several collaborators and different instruments, experimental recording technics and different equipment used for each track.



Psicologia e Diversidade (Psychology and Diversity / 2013)  
Soundtrack for video documentary series in four chapters

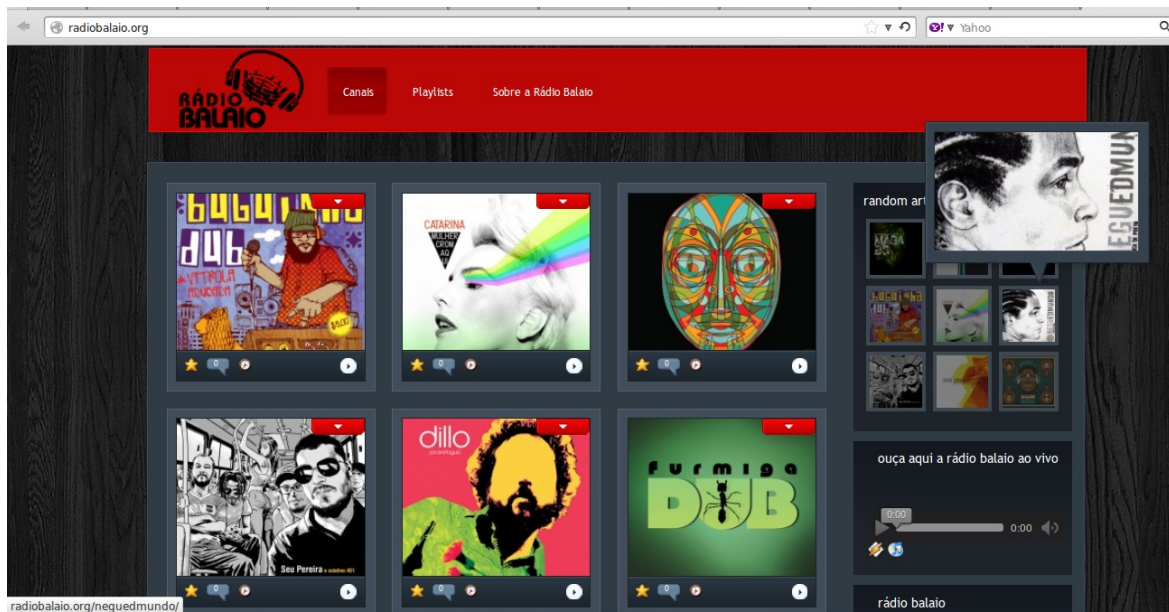
Produced by the Federal Council of Psychology in Brazil, the video series in 4 chapters is about the need of living democratically with differences and diversity. It deals with several aspects relating psychology's point of view with the themes of sexual and religious diversity.



## Radio Balaio

Web Radio for independent music online broadcast [www.radiobalaio.org](http://www.radiobalaio.org)

The Radio Balaio works as well as an online database of independent music. The radio icedcast server is self maintained with no commercial purposes at Matehackers, a hackerspace located in Brazil.





SEQUENTIAL ARTS AND PRINTED WORKS





Drogas e Cidadania (Drugs and Citizenship / 2012) <http://drogasesaude.org.br/>  
Soundtrack and sound design: video campaign against drugs

Produced by the Federal Council of Psychology in Brazil, the video series in 6 chapters is about the need of more effective social policies relating the treatment of drug abuse and the consequence of social problems such as the crack and crime situation in Brazil.

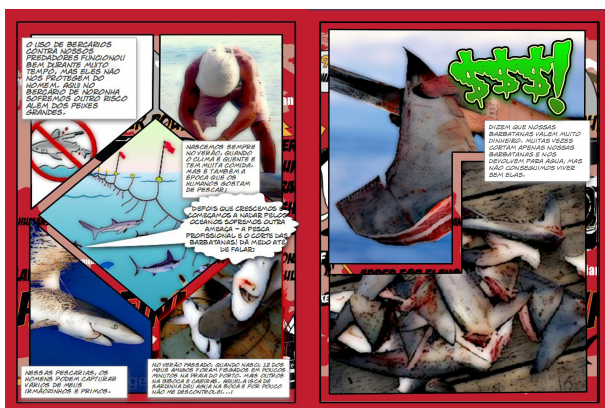


Vida de Tubarão (A Shark's Life / 2011)

Comic book made from photos for an environment protection campaign

Comic book and video animation produced for a campaign against shark finning in Brazil.

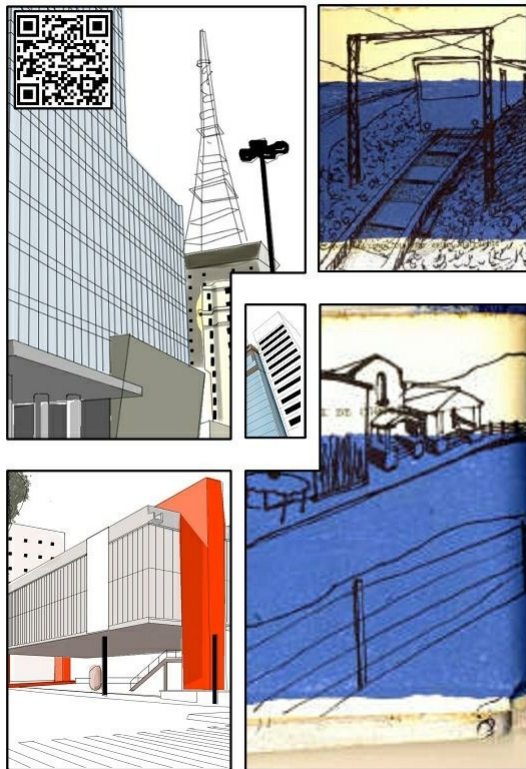
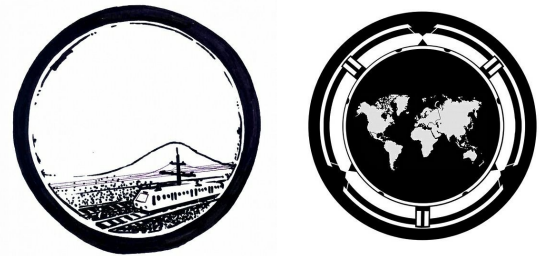
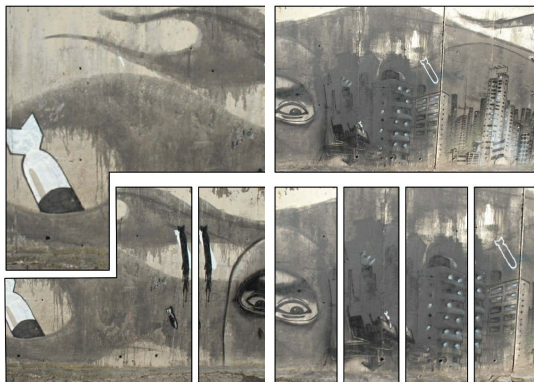
[http://www.youtube.com/watch?v=sDI\\_0Oa3kUY](http://www.youtube.com/watch?v=sDI_0Oa3kUY)



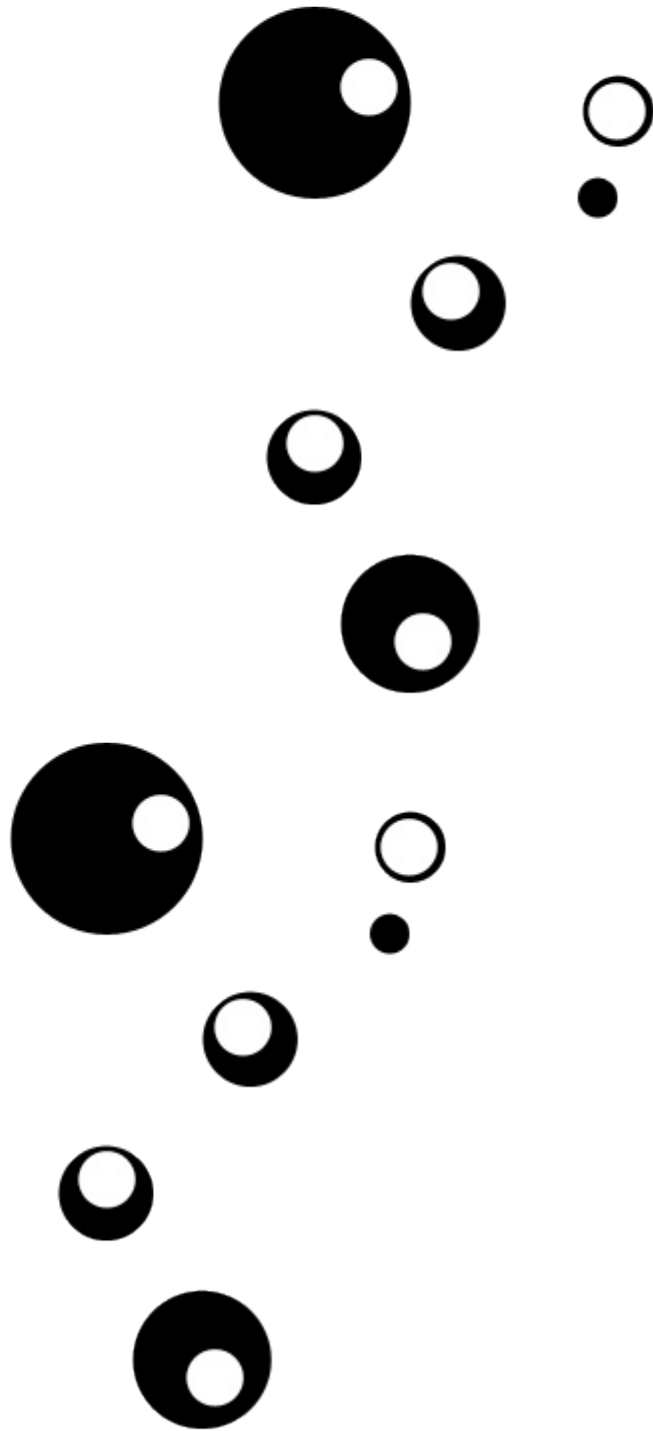
Cidade Sem Calma (A Restless City)  
Experimental sequential art (comic book)

Sequential art made from pictures taken from graffiti art of Isaac "Dev" Grow and also from prints and scans of drawings.

The idea was to integrate photos of graffiti art and graphic design techniques to build a silent visual narrative about the worldly chaos in the city life.







DIY LAB

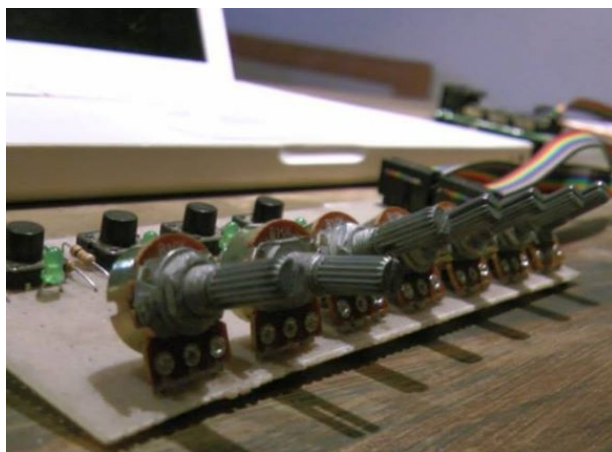




## MetaTazLab

Art and technology independent temporary labs

Independent and non-commercial meetings of art and technology in Temporary Autonomous Zones (TAZ) aimed at audiovisual, musical and technological researches and information exchanges. It has taken place in different places already like indoor, outdoor, urban and rural environments.



At the meetings the participants took their artistic or technological ideas, prototypes and projects and discussed solutions, problematics and possible interactions among themselves.



## uMIDI

Arduino Multiplexed Midi Controller Shield - <https://github.com/midilab/umidi>

uMIDI is a Arduino software to help you construct your own midi controller It has support to the following types of controllers:

Potenciometers: Use it for Faders and Rotary Knobs

Buttons: Toggle, One push, On/Off, Incremental/Decremental

Analog Sensors: Use any analog sensor as a midi controller

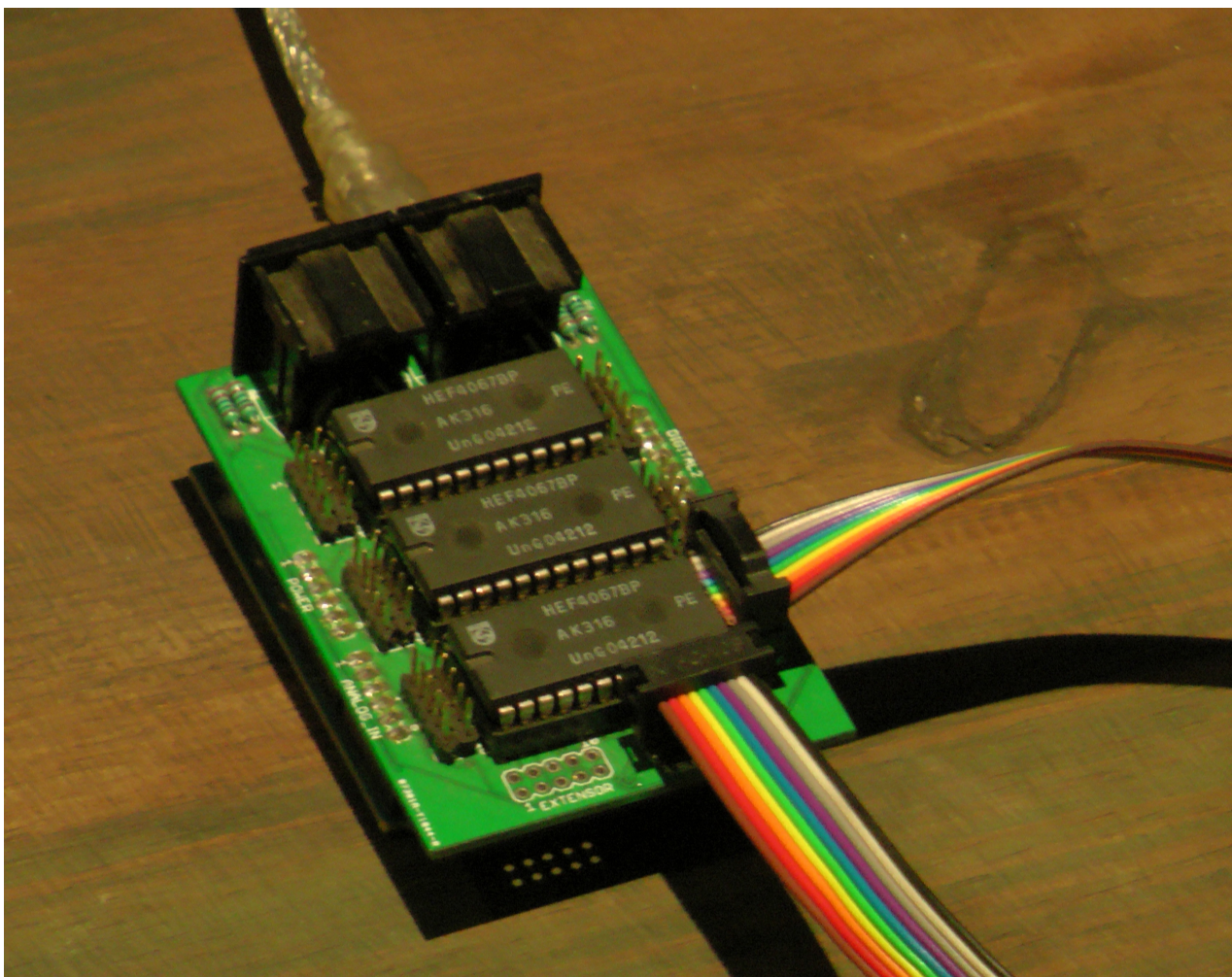
Drum Triggers: Use it for Drum Pads

Each controller has support for the following MIDI standard messages Continuous Controller NRPN and RPN, MIDI Notes, Program Change, Sysex Message Triggering,

How many MIDI controllers? This software use only analog ports to read controllers, so it depends on the model of Arduino. The uMIDI has 4 memory scene maps, so basically from 16 to 64 MIDI Controllers can be used. Check your Arduino number of analog inputs. The total controllers you can have is  $(\text{analog\_inputs} * 4)$

uMIDI has support for a multiplexed shield with 48 inputs and 192 MIDI controllers.

uMIDI has the schematics to construct your own multiplexed Arduino MIDI shield to get up to 48 inputs and 192 MIDI controllers, or you can buy multiplexed the ready made shield to use with Arduino.



## CURRICULUM VITAE





## Curriculum Vitae



### Education

University Estácio de Sá, Rio de Janeiro, Brazil  
"Recording Technologies and Musical Production" 2001/2005

### Languages

Portuguese: Native Speaker  
English: Fluent (FCE – University of Cambridge/UK)  
Spanish: Intermediate  
Italian: Intermediate

### Additional courses

Lighting design for theater, dance and concerts 2012

Direct Sound Recording for Cinema and Video 2003  
APSC (Association of Professionals of Film and Sound) CTAV, Rio de Janeiro/RJ

Digital Audio Restoration 2003  
Rio de Janeiro/RJ

Healing Sounds 2001  
Brasília/DF

Introduction to Hindu Music and Vedic Knowledge 2000  
ULM (Universidade Livre de Música Tom Jobim) São Paulo/SP

## Exhibitions and Installations

2010

- Nas Pegadas de Lampião (In Lampião's Footstep's): Cross-media installation / interactive photography exhibition – Natal, Rio Grande do Norte / Brazil @ SBPC (Brazilian Society for the Progress of Science annual meeting)
- Mnemocynética: Cross-media installation / photography exhibition – Natal, Rio Grande do Norte / Brazil @ Casa da Ribeira

2009

- A Memória da Cidade e A Ponte dos Tempos: (The City's Memory and the Bridge of Times) Day of the Plastic Artist – Capitania das Artes – Natal, Rio Grande do Norte / Brazil

2008/09

- S.U.N.25 - Bahia / Brazil @ UP 09  
Interactive space with projections simulating a submarine at a beach festival

2008

- Grito a Roma – São Paulo / Brazil  
Interactive short movie making off
- Il Pleure dans Mon Coeur – Rio de Janeiro / Brazil  
FILE – Electronic Language International Festival
- A Casa do Acaso – Porto Alegre/RS  
FILE – Electronic Language International Festival

2007

- QuickFlickWorld: Video-arte-interativa Película Interativa sobre vidro - São Paulo / Brazil
- Metamúsica: Etnica Outdoor and Etnica indoor party – São Paulo / Brazil
- Bazarte: IdBazar video-art installation – São Paulo / Brazil
- Earth Dance: Waveform project – Interactive video installation – Devon / UK
- Harmonia Arts Expo: Harmonia Festival Interactive arts exhibition – Almeria / Spain

2006

- Collective Creations Room: Interactive audiovisual installation – London / UK
- U.dO: Interactive audiovisual installation – Idanha a Nova / Portugal

## Video

2013

- Co-production & co-direction of a series of four videos entitled "Psychology and Diversity" for the Federal Council of Psychology of Brazil.

2012

- Co-director of short movie for an educational theater group. DETRAN, Brasília / Brazil
- Pre-production and direction assistant of the long feature documentary "Amundiá", about Carimbó, a musical rhythm born in the Amazon. The movie was shot in Belém and some smaller cities of the state of Pará, Brazil.
- Video Clip: Metr pole Locomotiva - Apocalipse Baixo e Bateria. - Bras lia / Brazil

2011

- "Economia Verde" "Green Economy" Short film for the Ministry of Environment of Brazil - Bras lia / Brazil.

2009

- Curator of video-arts exhibition at Festival Goiamum Audiovisual – Natal / Brazil

2008

- Resident Vj creating aesthetic narratives @ SIONA – Clash Club – S o Paulo / Brazil

## Theater and Performances

2012

- Lightin and sound designer and technician for theater, dance and concerts in Bras lia / Brazil Sesc Taguatinga Norte Theater, Sesc Ceil ndia Theater, Sesc Setor Comercial Sul Theater, Sesc 913 sul Theater, Teatro dos Banc rios, street events and others.

2011

- "2011, Uma Odisséia de Palhaços" "2011, a Clown's Odissey" - Brasília / Brazil  
Direction, script writing, video scenography and soundtrack creation for the circus acrobatic performance at Funarte, National Foundation of Arts in Brazil.

2010

- "Electroacoustic Ring" - Brasília / Brazil}  
Audiovisual performance at FAM - Festival Internacional de Arte e Mídia

2009

- "Auto de Natal 2009" ("Nativity") Anfiteatro UFRN – Natal / Brazil  
Video scenography for a dance/theatre spectacle at open air greek arena, with more than 150 actors and dancers.

- "A Idade da Terra" (The Age of the Earth) AudioVisual Remix - Natal / Brazil  
Live audiovisual remix improvisation performance of the classic brazilian movie "The Age of the Earth" from Glauber Rocha. The performance took place at an open air square for the Festival Goiamum Audiovisual.

2008

- "Duelo ZeroUm" (ZeroOne Duel) Improvisation audio-visual remix – São Paulo / SP  
Audiovisual Duel of a band playing live inside a movie theater room with no lights but the projector lights, and two Vjs Rafael Beznos and Pedro Bayeux interacting visually with the music. Kinolounge – São Paulo Short Film Festival @ CineUnibanco.

## Music and Sound Design

2013

- "Psychology and Diversity" - Brazilia / Brazil  
Soundtrack of a series of four videos under the theme "Psychology and Diversity" for the Federal Council of Psychology of Brazil.

- "CI - Contact and Improvisation". - Brasília / Brazil  
Soundtrack improvised along with the dance and played live with electric acoustic instruments and sampler for the CI jam of dance and performance.

- "Rádio Balaio" [www.radiobalaio.org](http://www.radiobalaio.org)  
Founder, maintainer and content programmer of the non-commercial web-radio of exclusively creative commons licenced music. The radio server is located in Porto Alegre, Brazil.

- "Drogas e Cidadania" "Drugs and Citizenship" - Brazilia / Brazil  
Soundtrack of the series of 6 short films made for the Federal Council of Psychology.

2011

- "América Rock Club". - Taguatinga / Brazil  
Sound technician and video programmer.

- "Musica Reciclada" "Recycled Music" Digital Album.  
Music made between the year of 2001 e 2011, every song was made in a different studio,  
with a different producers and musicians.

2008

- "EletrikNoize". - São Paulo / Brazil  
Live Remix AudioVisual night receiving guest artists weekly.

2004

- "Sem Medo" "Fearless" Album - Rio de Janeiro – Brazil  
Sound engineer for the recording of the album of the angola RAP group "Mess"  
@ Nagaragem Studio.

- "Os Famosos Quem?" (The famous who?) - Rio de Janeiro / Brazil  
Sound engineer for the recording of the soundtrack of the theater play directed by Bruno  
Mazzeo.  
@ Nagaragem Studio.

- "Roque Marciano - Detonautas Rock Club" Album  
Sound engineer for the recording of the album produced by Tom Capone.  
@ Nagaragem Studio.

- "Rio Selvagem" (Wild Rio) Light and Shadow Films - Rio de Janeiro – Brazil  
Direct sound recording for the documentary made by "Light & Shadow films" for the tv  
channels "ARD" (Germany and Austria) and "National Geographic Channel" (Internacional).

2003

- "João Donato meets Emílio Santiago" Album - Rio de Janeiro / Brazil  
Recording assistant for the album composed by these two legendary brazilian musicians.

- "Acquaria" Soundtrack - Rio de Janeiro / Brazil  
Recording assistant for the recording of a track for a feature lenght movie.

1999 / 2001

- "Ethnotechnomusicology" - Djing Alternative/Ethnic/Ambient/Experimental music.

- "Festival Universo Paralello" - Co-founder / collaborator and resident dj - Alto Paraíso / Brazil

## Sequential Arts and Printed Works

2012

- "Drogas e Cidadania" (Drugs and Citizenship)  
Printed comic book series in 6 chapters taken from the animation vídeo .

- "Cidade Sem Calma" (Restless City) - São Paulo / Brazil  
Independent experimental digital silent sequential art.

2011

- "Vida de Tubarão" (A Sharks Life) - Fernando de Noronha / Brazil  
Both digital and printed comic book real story of environmental activism against shark finning in Brazil to sell it's cartilage in China. That practice is actually out of control and unballancing the local ecosystem.

## Technology Development

2013

- "Umidi" Arduino Midi Multiplexed Software and Shield  
In partnership with Rômulo MidiLab, has been developing a shield for arduino that allows 48 inputs and 192 midi controllers. uMIDI is a Arduino software to help you construct your own midi controller. <https://github.com/midilab/umidi>

2007

- "Skilife / Rossignol Interactive Window" – São Paulo / Brazil  
Interface design and programming for the first interactive digital showcase in Brazil.

1995 a 1996

- "Floppy Shots" - São Paulo / Brazil  
Scanning printed photography, negatives and slides to 1.44 floppy disks. The first service available in Brazil to offer digitalization of analog photographic material.

## Web-mastering & web development

2011 / 2013

- "Solar8" - Webmaster of the non-commercial shared hosting dedicated to artistic and musical projects.

2006 / 2010

- Web designer and developer of several websites blogs and hotspots in Brazil and Europe.

2004 / 2005

- Website "Instituto Akatu" for Conscious Consumption (NGO) – Sao Paulo / Brazil  
www.akatu.org.br

- Website "Mercado Ambiental" - São Paulo – Brazil  
www.mercadoambiental.com.br

### MetaTazLabs

- "MetaTazLabs" - TAZ @ Brasília and Porto Alegre / Brazil  
Independent and non-commercial meetings of art and technology

### Lectures and Symposia

2013

- "Dreamloading" - Brasília / Brazil.

Lecture to present ideas and projects of art and technology and installations at the OpenLab Meeting in Funarte,

- "Free radio, free spectrum and freedom of speech" - Porto Alegre / Brazil  
Lecture at "International Forum of Free Software" (FISL).

2010

- "Integr.ar[-te]" - Brasília / Brazil

Simposium at the National Library for FAM Festival.

2008

- "Pecha Kucha" - São Paulo / Brazil

Lecture at the international event of art and technology "Emergence" at Itaú Cultural.

- Simpósium on digital arts – Rio de Janeiro / Brazil  
FILE – Electronic Language International Festival

- Simpósium on digital arts – Porto Alegre / Brazil  
FILE – Electronic Language International Festival

- "Interface, a bridge between worlds" @ Upgrade - São Paulo / Brazil

Lecture at this international monthly event of art and technology called Upgrade.

## Teaching Experience

2013

- "Radio Livre" (Free Radio) - Florianópolis / Brazil  
Workshop on free radio at the "hacker bus" with Lívia Ascava.

2011

- "Integr.ar[-te]" Pirenópolis, Brasília / Brazil  
Awarded digital art interdisciplinary pedagogic project at the FAM (International Festival of Art and Media) the Integr.ar[-te] project consists of multidisciplinary workshops that value the natural skills and pre-developed abilities of the participants, helping them to develop a collective art-work integrating diverse areas of knowledge.

2010

- "Introduction to digital arts" - Natal / Brazil  
Workshop part of the Integr.ar[-te] project. Students between 10 and 20 years old at "Ponto de Cultura" with the support of MOVACI NGO.

2009

- "Audiovisual CPI" (Composing and performing interactive audiovisuals) - Natal / Brazil  
Also from the Integr.ar[-te] project, this workshop and installation made in collaboration with the students took place at Festival Goiamum Audiovisual.

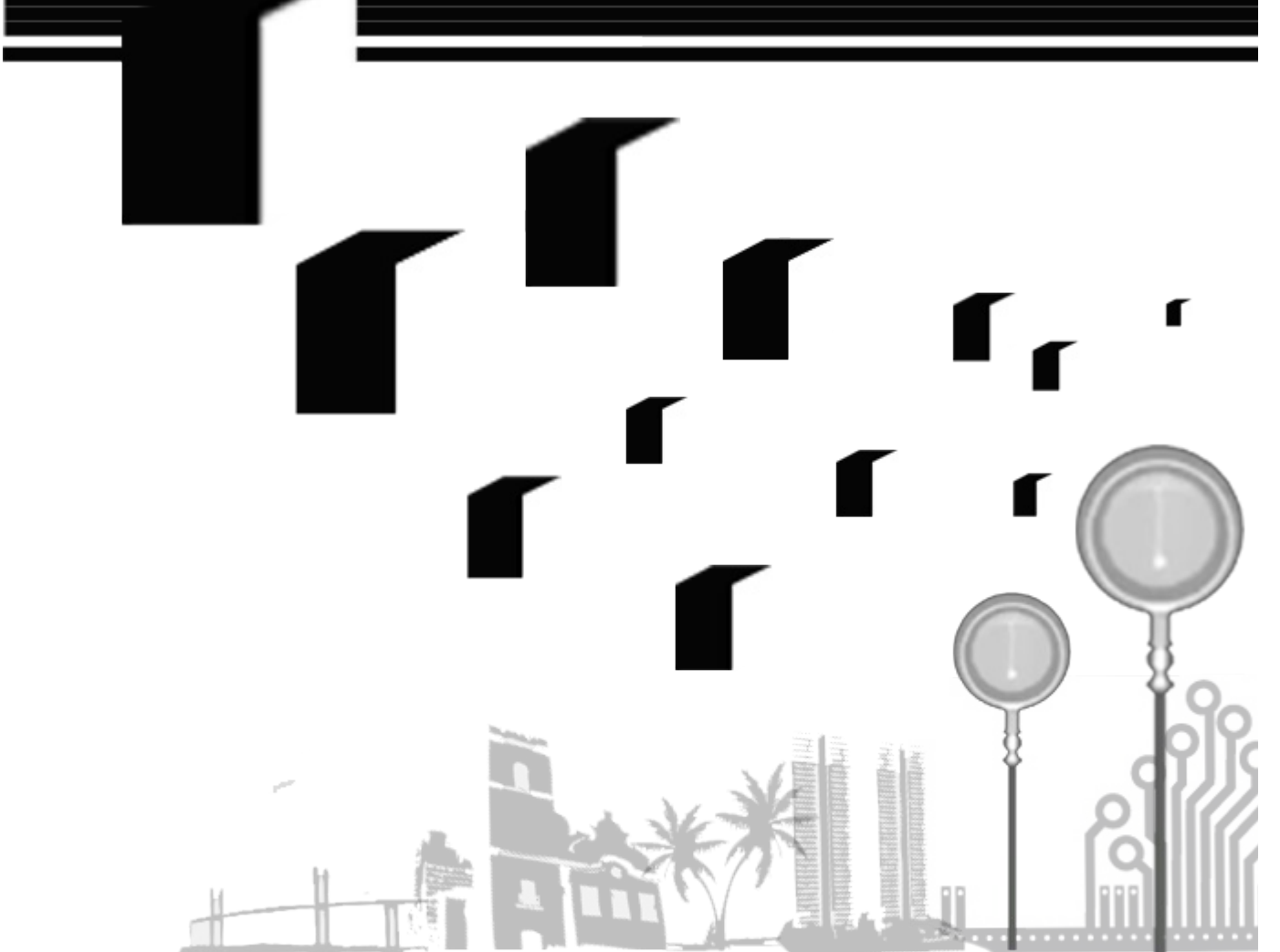
1998

- English Teacher - São Paulo / Brazil  
At Wizard Language School.

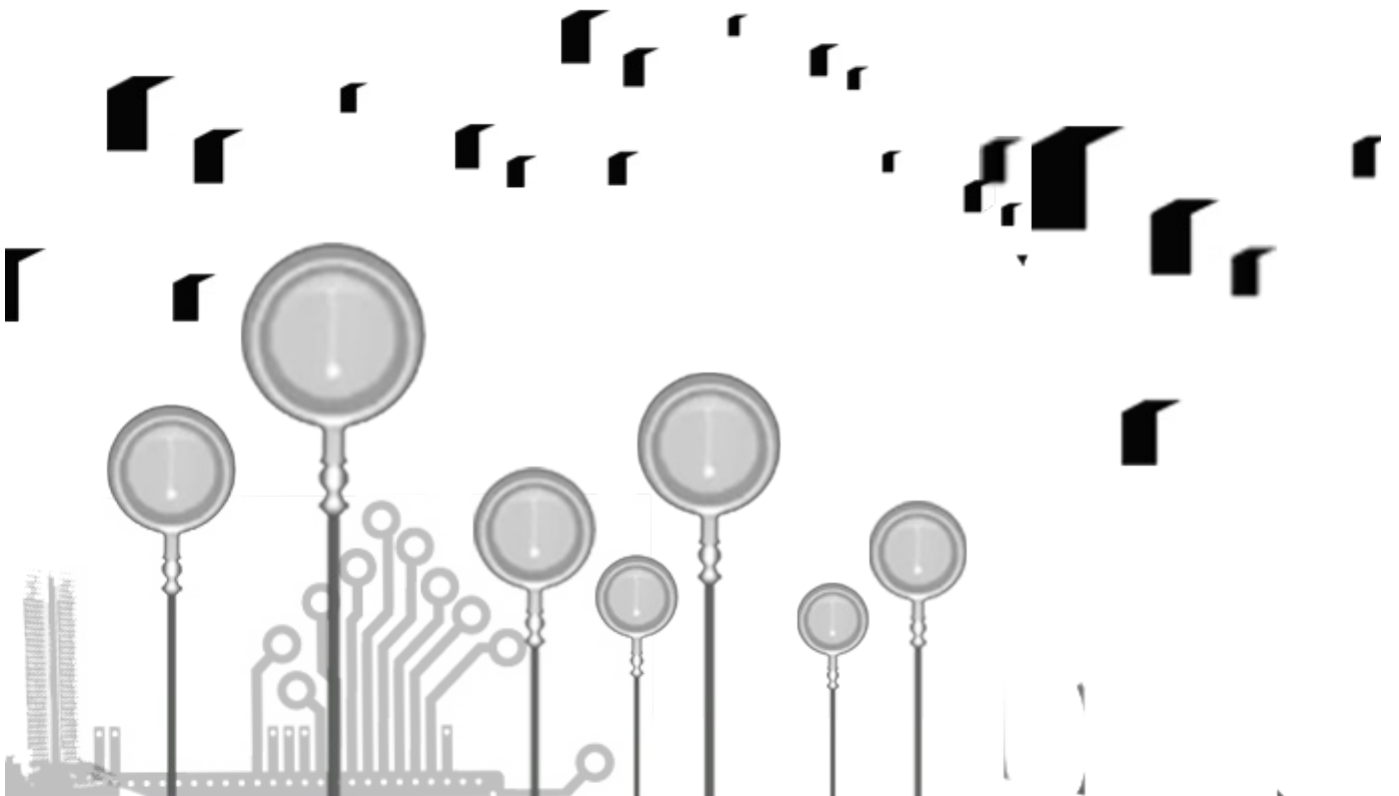
## Clipping and Interviews

- Brazil National News Tv: "Auto de Natal" Theatre play images the technologies – Natal / Brazil.
- Interview for SkolBeats festival entitled: "Rafael Beznos: Cyberart Made in Brazil"
- Interview RNTV (Tv Cabugi) About the "Audiovisual CPI" Workshop – Natal / Brazil.
- Newspaper "Folha de São Paulo": Installation "The House of Chance";
- Brazil National News - images of installation "The House of Chance" at FILE POA
- Aplauso Magazine: Full page photo of the installation "A Casa do Acaso."
- Globo News TV and SPTV - "Bombar.de.ar-te" installation @ FILE SP speaking about the future of art integrated with the digital world and new technologies.
- Click Magazine - Photo fashion essay inside the "Bombar.de.ar-te" Installation - FILE SP

Искусство / 艺术 / فن / Τέχνη / artis / ἄρτις / umění / arte / 芸術 / ars / taide / toi



rafael beznos | curriculum / portfolio / *teknè / art / kunst / ars*



Искусство / 艺术 / فن / Τέχνη / artis / ἄρτις / umění / arte / 芸術 / ars / taide / toi

