

Roelof Knol  
Dutch | 1984 | Amsterdam  
[www.instagram.com/roelofknol](https://www.instagram.com/roelofknol)  
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Roelof Knol is a visual artist based in Amsterdam. In his immersive, interactive installations Knol plays with perceptions of the audience, challenging their ideas about what is real and what is not. He uses a diverse range of technologies in order to create his works while adopting minimalist aesthetics, allowing simple geometry to guide his choices.

By blending the boundaries between physical reality and fiction he invites the audience to rediscover their relationship with space, each other, and themselves in a playful and uncompelled manner.

## **EDUCATION**

2011  
Hogeschool van Utrecht, Utrecht — Bachelor of Science  
Mediatechnology (choice semester: Game Technology)

## **EXHIBITIONS**

2024 (upcoming)  
Circle colliders, interactive installation, Cinekid, Amsterdam, The Netherlands  
2024  
Ripples, visual installation, Open Air Festival, Amsterdam, The Netherlands  
2024  
Verve, interactive installation, Motion motion festival, Nantes, France  
2023  
the space in between, immersive interactive installation, Scottsdale Museum of Contemporary Art, Scottsdale, USA  
2023  
Paper shapes, tabletop interactive installation, Scottsdale Museum of Contemporary Art, Scottsdale, USA  
2023 (ongoing)  
Mould, Collaborative research with choreographer Anastasija Olescuka, Amsterdam/Copenhagen  
2020  
Connected, interactive installation, Nxt Museum, Amsterdam, The Netherlands  
2019  
Look inside, immersive audio tour, IDFA film festival Amsterdam, The Netherlands

## **WORK EXPERIENCE**

*2023-Ongoing*

Don Diablo, Hexagon — Creative Developer

Developing & designing visual concepts and interactive installations

*2019-Ongoing*

Self employed visual artist – Creating various visual interactive works

*2014-2023*

YiPP, Amsterdam — Lead Developer

Developing & designing (interactive) multimedia applications for museums, science/visitor centres, brands & experiences.

*2011*

UNITEDGAMES, Wormerveer — Developer

Developing games in Unity3D.

### **SELECTED WORKS**

light lines - <https://www.instagram.com/p/C9R4zNVNI-T/>

voronoi cells - <https://www.instagram.com/p/CgkKBjblLdb/>

walking in circles - <https://www.instagram.com/p/CvVK6FTtKCa/>

circle intersections - <https://www.instagram.com/p/ColdNSGNFax/>

imperfect triangles - <https://www.instagram.com/p/CpBAo8fOSrB/>

light particles - <https://www.instagram.com/p/Cm7FoVFBBu2/>

contour depth lines - <https://www.instagram.com/p/CPoFUSgHHov/>