CAMILO NEMOCÓN

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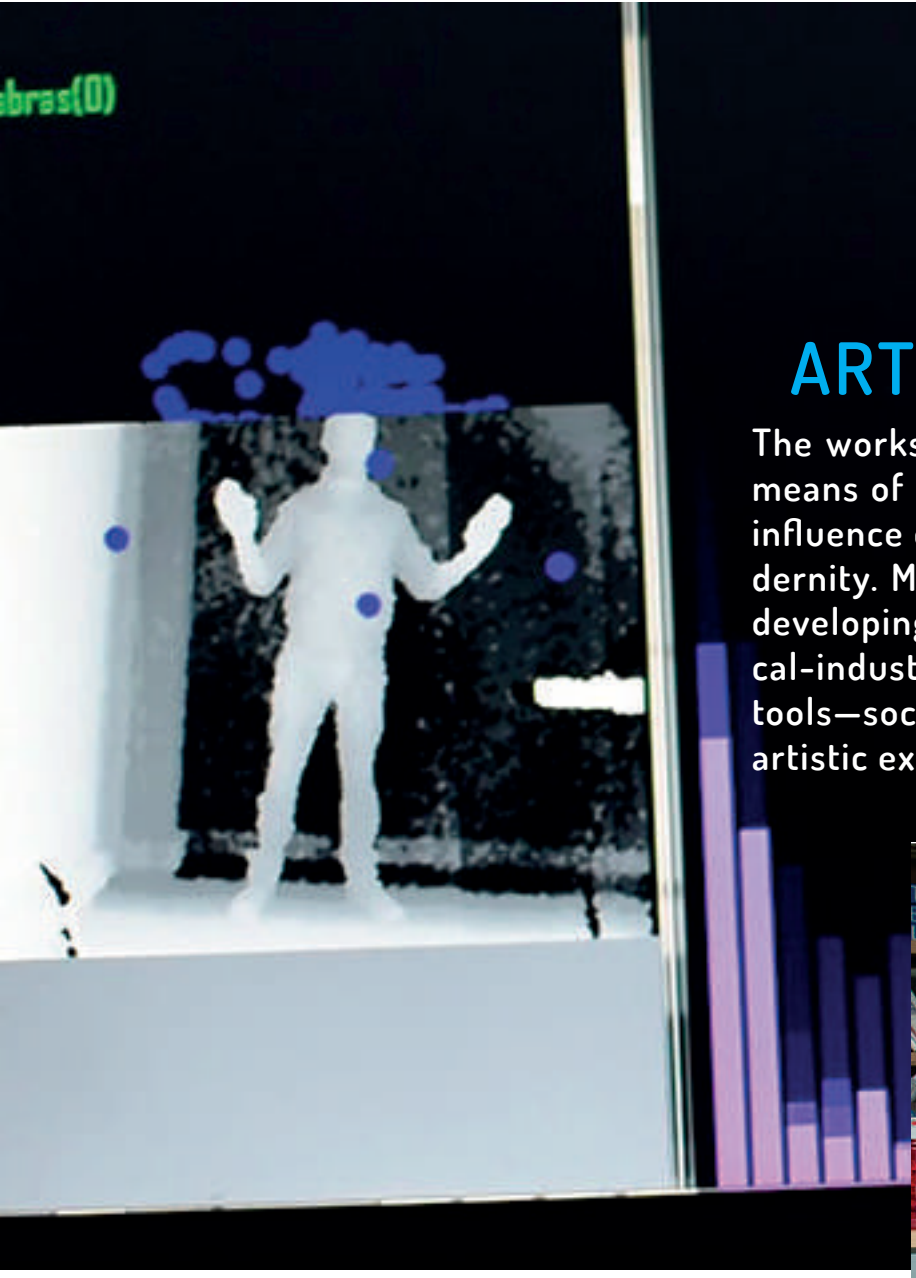


ARTIST STATEMENT

The works I create use technology, new media, and their interactions as a means of expression to experiment with and explore their possibilities and influence on us as individuals and as a society in an increasingly digital modernity. My interest lies in the intersection of science, art, and technology, developing works that reflect on the control exerted by the technological-industrial system over our behavior and education, using these same tools—social networks, machine learning, and mixed realities—as means of artistic expression.

https://vimeo.com/269186889

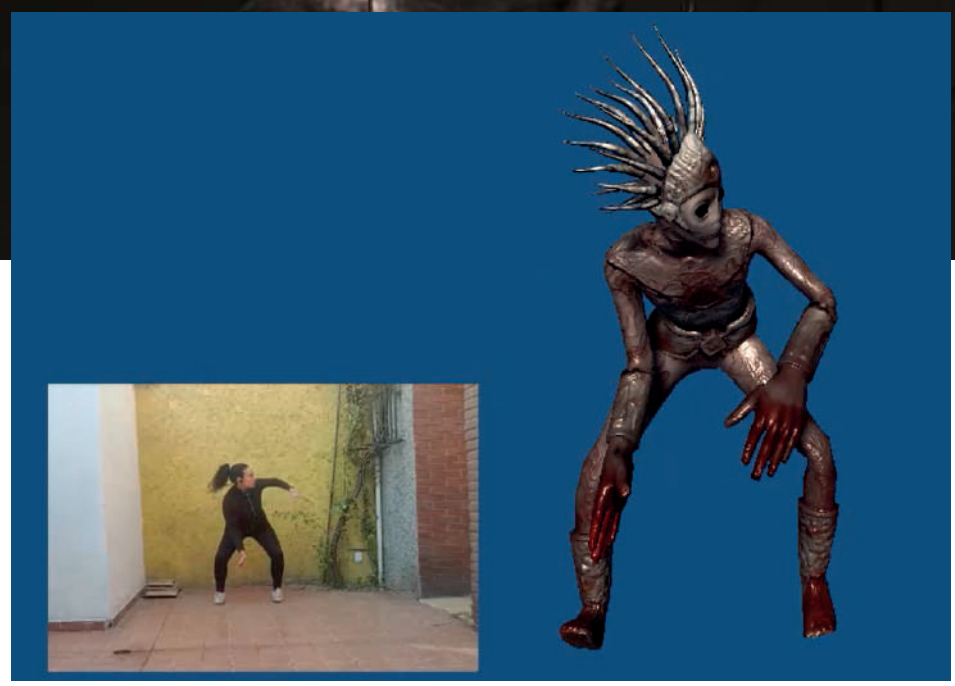
https://camilonemo.com

BIOGRAPHY

Camilo Nemocón is a Colombian electronic artist, born in 1987, who studied industrial design and pursued complementary studies in Art History and Visual Computing at the University of the Andes. Although he explored traditional plastic arts such as painting and drawing, it was with the boom of digital art in the 2000s that he found a medium that allowed him to experiment with virtual and ephemeral environments, generating compositions that could not be created using traditional techniques. He then earned a master's degree in Systems Engineering from the University of the Andes, which provided him with the technical knowledge to develop his works using technological means such as algorithms and programming. His works and explorations are geared towards experimentation with telematics technologies, exploring interactive devices as a tool for creating works that address technological and industrialized society, following the influences of Net Art from the 1980s and 90s.

Within his artistic career he has won the IDARTES grant for the creation of Laboratories 2019, with the project “Hardware Hacking & Live Coding”, where from the open source platform he developed, “Dosis” (https://camilonemo.com/dosis.html), an experimental space was created allowing the artistic creation of visual and sound pieces within the framework of improvisation through code and object hacking techniques.

In 2020, he was the winner of the IDARTES 2020 Art and Machine Learning artistic residency, where he began his research process of dance, performance, machine learning and expanded realities, which led him to develop his projects around these themes, with which he was the winner of the C- Digital Art Program 2020 of the De La Tertulia Museum, Winner of the Creation Grant in dance and digital technologies 2021, Winner of the REAL-MIX Residency 2022 - Arte no Escadão and Winner of the IDARTES 2023 Creation and Experimentation Laboratory Grant in Audiovisual Arts.



HOMO AUGMENTED

A work of dance and technology, based on the development of a virtual reality application that allows the visualization of the HomoAugmented work on Android phones and computers, where the platform allows the tracking of the dancer's body using Machine Learning, and translates the movements of the artist into data reflecting them in an avatar (3D model) in a virtual scenario, which is visualized in the mobile app allowing observation of the work in real time.

http://www.camilonemo.com/HomoAugmented.html

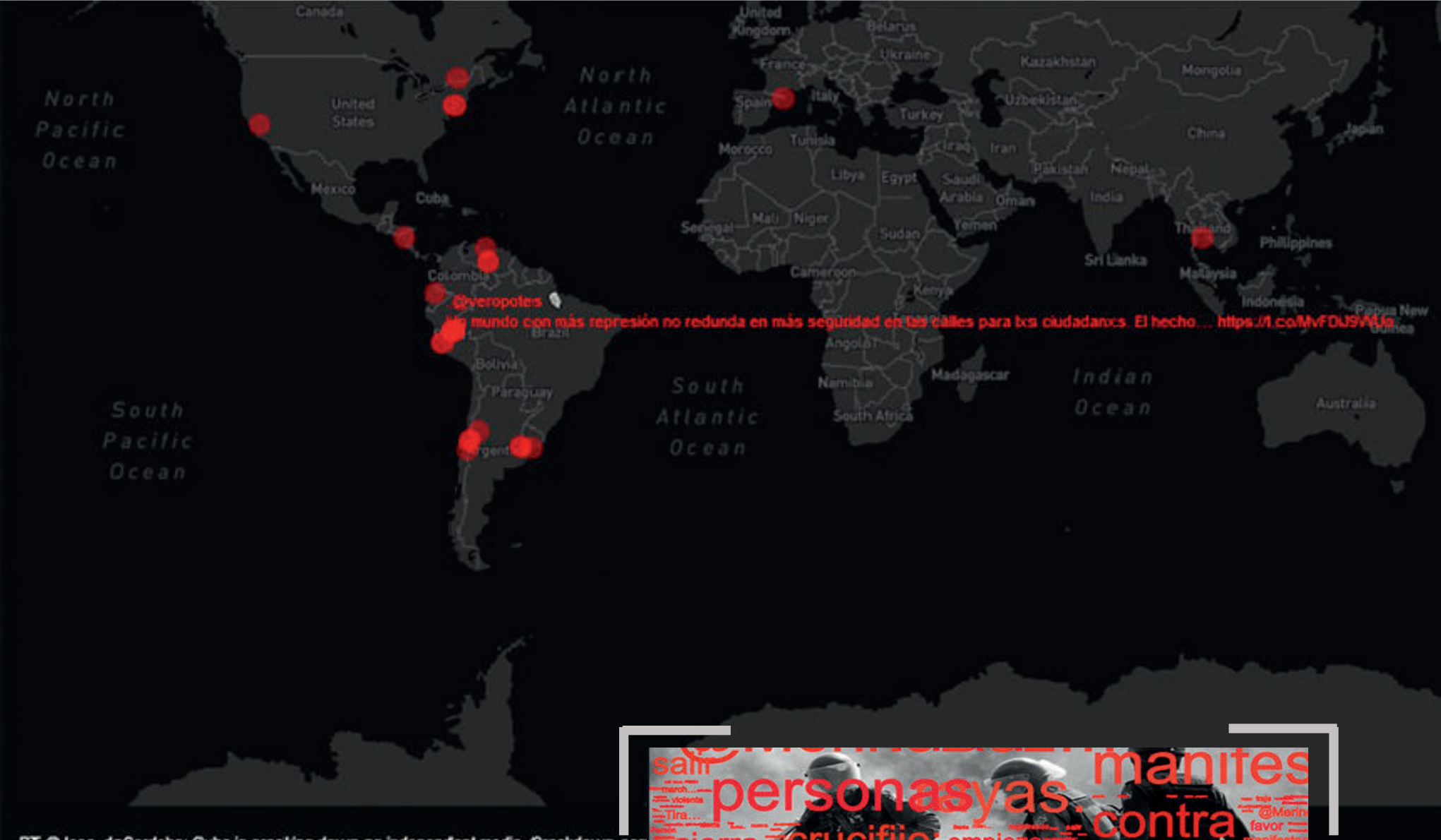
http://www.camilonemo.com/HomoAugmentedRealMix.html

http://www.camilonemo.com/MitztemoaNoyollo.html

http://www.camilonemo.com/Singularity.html

http://www.camilonemo.com/VRrealtimeDanceTool.html

Installation
Virtual Reality, Machine Learning, Models 3d
1920 X 1080 pix
2021



Tweet #REPRESIÓN

It is a collaborative and expanding research project that seeks to make visible how the use of the word repression behaves in real time on Twitter in the world, to provide a framework of containment to collective denunciation and break with the habit of generating repositories of digital forgetting, through the use of a website that allows the visualization of data of the tweet #Repression.

YouTube https://youtu.be/lt31r-menvc

Web
Data Visualization,
1920 X 1080 pix
2020

FACE MOTION CAPTURE

A computer application that detects faces and translates facial gestures and movements into a 3D model in real time..

YouTube https://vimeo.com/421716380

PC App
Motion Capture, OSC, Face Detection
1920 X 1080 pix
2020

NO TIPS

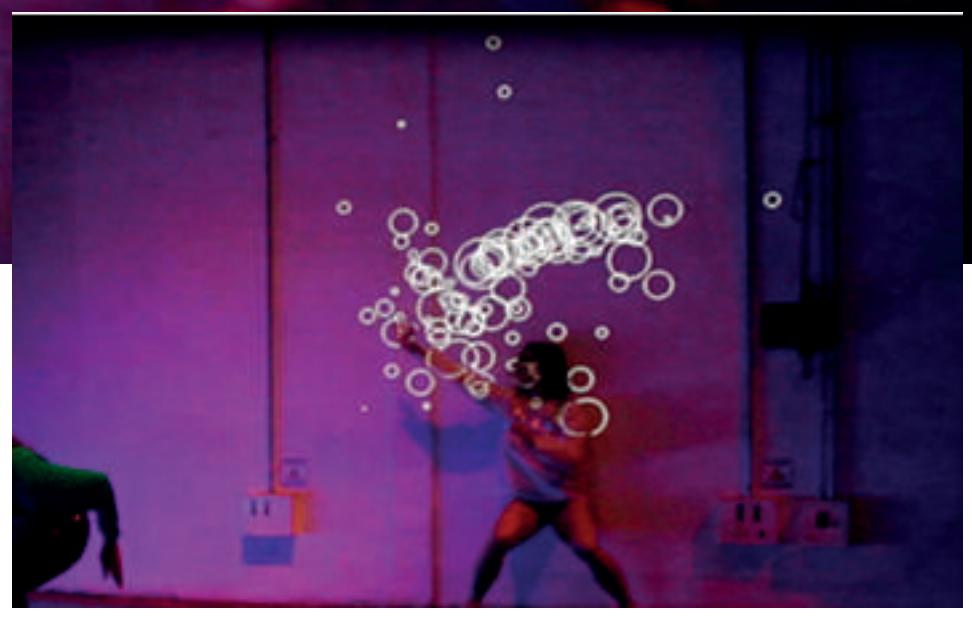
It began as an animated series, where the main character finds himself in various everyday situations. This same concept was then adapted into a mobile game, which was further enhanced with a virtual reality application to create a transmedia product.

YouTube https://www.youtube.com/watch?v=kQVorzyS6Rc

https://www.youtube.com/watch?v=inUjiWkVwyM

NO TIPS

Transmedia
Game App, Virtual Reality, Animationn
1920 X 1080 pix
2019



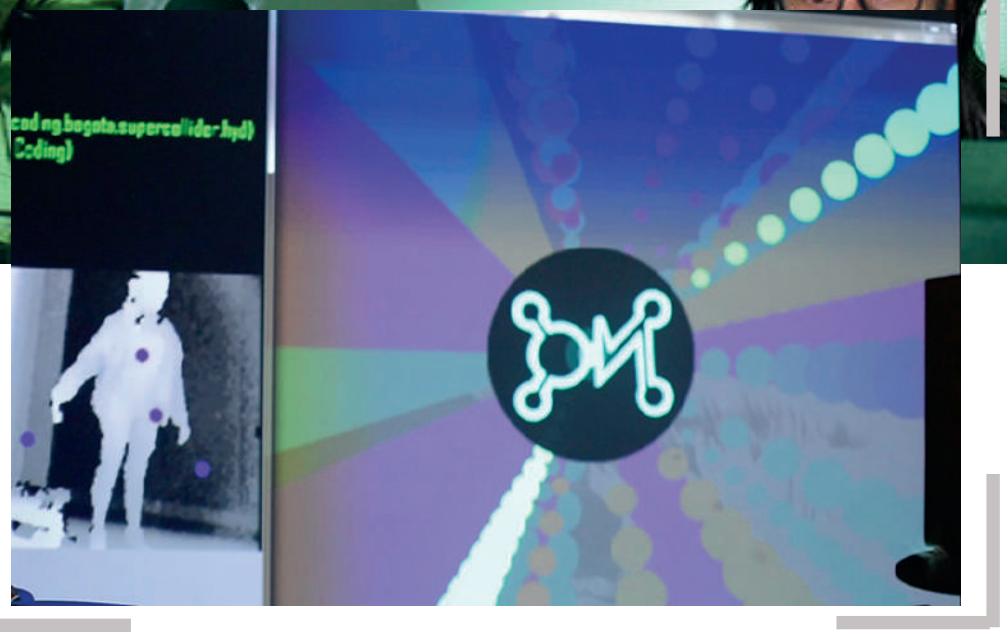
DIÁSPORA METÁLICA

This interdisciplinary performance piece, blending dance, design, programming, projection mapping, and live music, arises from the need to question the boundaries between the human and the digital. Interpreted through contemporary dance, this work seeks to highlight the relationship between technology, fiction, the artificial, and the robotic, and our lived experience of the body since the modern era. This relationship between technologies and the changes in the forms, mechanics, and dynamics of corporeality is accentuated in the performance through the use of audiovisual media, such as the generation of sound and music via live coding, and the interaction between projected visuals and the rigid, limited movements of the cyborg body.

YouTube https://www.youtube.com/watch?v=kQVorzyS6Rc

XI festival Danza en la Ciudad

Installation
Mapping, Computación Visual, Body Tracking
1920 X 1080 pix
2018



DOSIS LIVE CODING INTERFACE

http://www.camilonemo.com/dosis.html

Dosis is an interactive environment focused on live coding, allowing algorithms to run while being modified during program execution, generating real-time audio and visuals through code. This open and free interface aims to be an interactive live coding environment where interactive devices (Kinect, Wired Glove, Gamepads, Joysticks, sensors, Arduino) can be used easily and simply, providing artists with additional controls alongside the code to create audio and visuals during the algorithm rave.

CINEMATECA DE BOGOTÁ

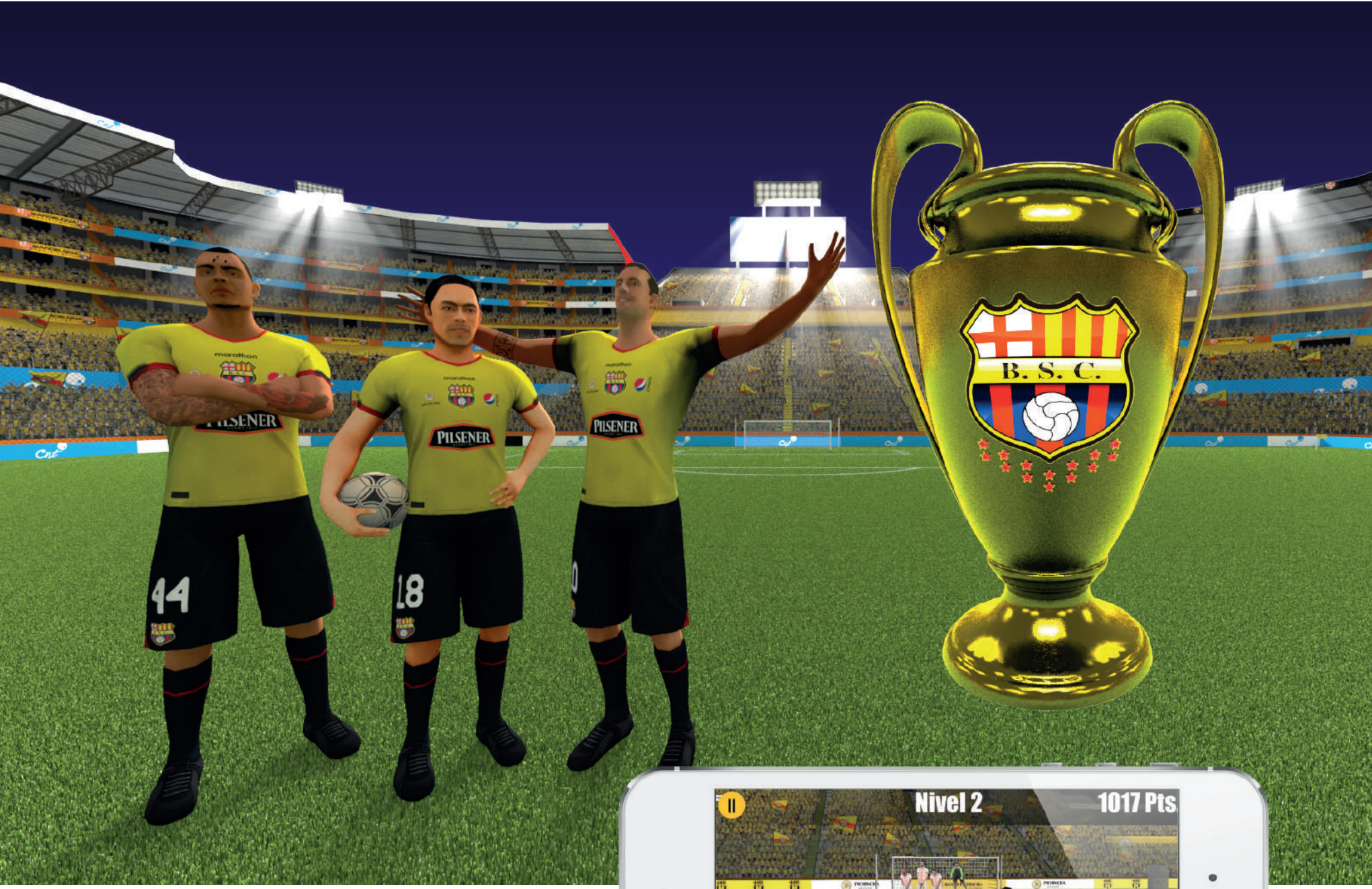
Application - installation
Live Coding, Arduino, Hardware Hacking
1920 X 1080 pix
2018

APP SELECCIÓN COLOMBIA OFICIAL

You Tube https://www.youtube.com/watch?v=pDYzJ0UcQuQ

Creation of a mobile application for Android and iOS where users can find important information about scheduled matches, statistics, and player performance. This application includes a news section with updates, sends real-time notifications, and allows users to participate in virtual betting where winners can win official prizes from the National Team.

App
Android, IOS
1920 X 1080 pix
2017



Tiro Amarillo

It's a video game created for the Barcelona-Ecuador national football team, for mobile platforms, where users can play penalty kicks and earn points for each successful shot. This game was designed as a "casual game" that doesn't require a specific amount of playtime; rather, it's the kind of game users open when they want to do something different and exciting but don't have much time. It also features a leaderboard where users share their high scores.

http://www.camilonemo.com/TiroAmarillo.html

TIRO AMARILLO

App Game
Android, IOS
1920 X 1080 pix
2017

Simulators

Simulations that allow the user to immerse themselves in the experience using real elements such as cars and motorcycles, hacking them to create interactive controls that react to the actions performed by the user.

YouTube https://vimeo.com/421716380

https://vimeo.com/421716380

Installation
Arduino, Sensores
1920 X 1080 pix
2013

I Bar

A surface sensitive to glasses, bottles, and fingers, which react and generate visual elements, allowing interaction between them. This application has 3 states: the first is the detection of elements on the screen and the generation of yellow bubbles; another state is a pong game where 2 people can play using glasses; and the last state is a drinks menu where the user places the glass and selects the drink, generating a color under the glass to communicate the user's drink to the bartender. This color expands over time.

http://camilonemo.com/ibar.html

Installation
Tactil, Computación Visual
1920 X 1080 pix
2011

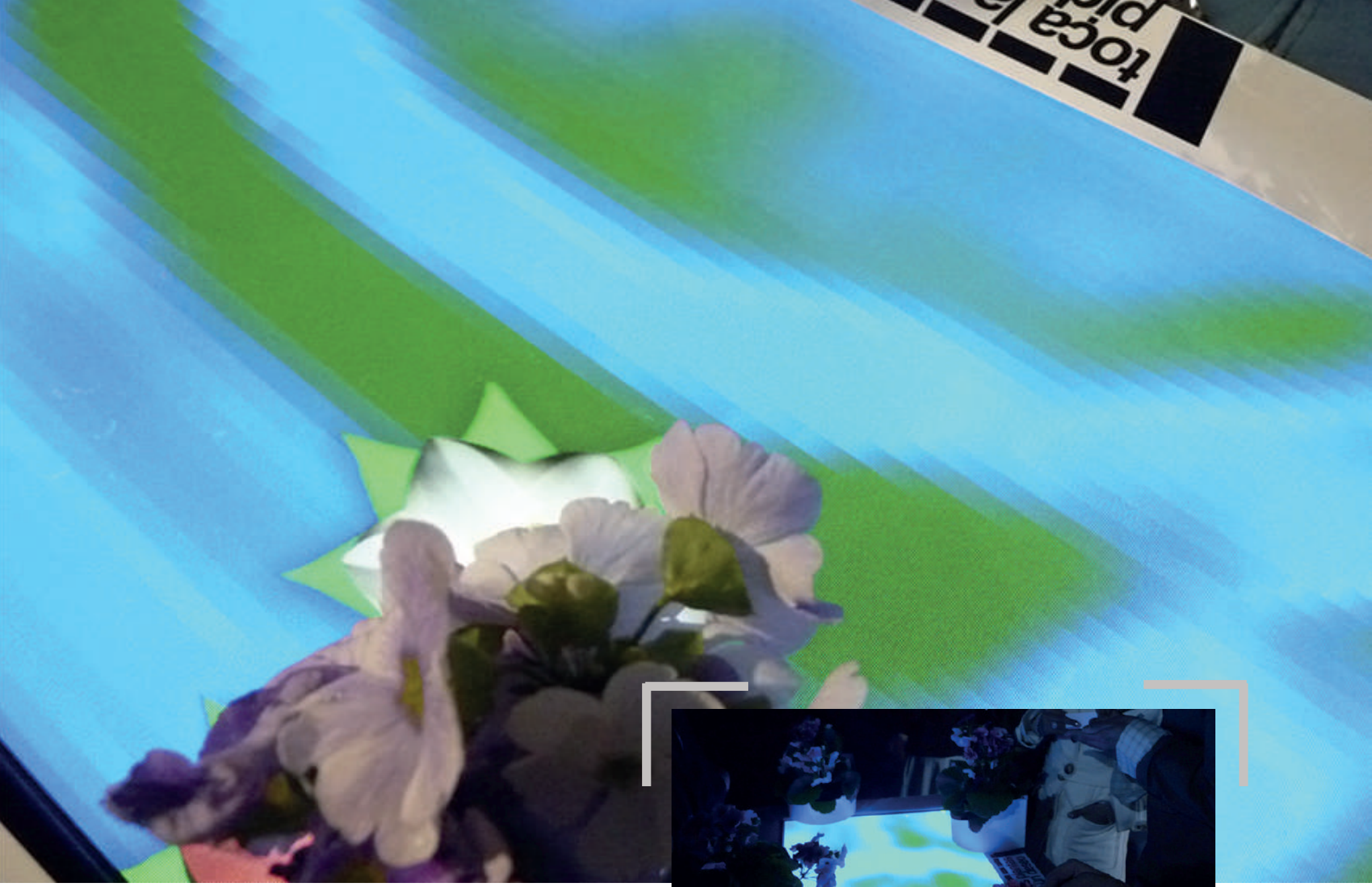
GRAFFITI LASER

Projection showing a digital graffiti, which is a drawing of the intervention made by a person using a laser, where the user can select different colors, brushes and elements that are part of the aesthetics of the graffiti.

http://camilonemo.com/graffitiLaser.html

https://camilonemo.com/sprayXR.html

Installation
Mapping, Laser
1920 X 1080 pix
2011



NATURAL SURFACE

This work is the result of observing interfaces that allow humans to manipulate electronic media. More specifically, it stems from the lack of sensitivity these interfaces exhibit toward humans and the appalling isolation between these media and nature.

Every living being is a transmitter, receiver, and converter of energy. Electromagnetic energy is something we cannot see, but depending on our mood, sensations, and even physical state, we can generate it at varying intensities. There are species in nature (such as plants) that are capable of perceiving, encoding, and even transmitting this energy.

http://camilonemo.com/naturalSurface.html

Installation
Arduino, Plants, Flowers
1920 X 1080 pix
2009