

ANDRES LEON-GEYER

Artist in interactive media, university teacher and researcher

* Lima/Peru, 1973



My interest is the intersection between theory and praxis in various art expressions. In the theoretical aspect my fields of research are aesthetics, epistemology and cultural trends, in the practical aspect I dedicate myself to produce, research, advise and train in the context of creative professions, with an emphasis on New Media Arts.

I have taught in Peru, Mexico and Germany about conceptualization methods for artistic projects, art theory, scenic use of media, interdisciplinary communication and new technologies' tools. I am head of the dynamic media, art and concept agency hautkai.net and co-founder of the dance and media company **rAumkAy**, the research group in Interactivity **LabInteract** in Mexico, the research group of scenic media **MEDES** in Lima.

Academic studies

Since 2010	Universidad Nacional Autónoma de Mexico: PhD candidate Philosophy - Epistemology and Aesthetics, Thesis about <i>Rhythm as structure of perception</i> .
2003 – 2009	FilmArche e.V. Self-organized Film school in Berlin, Germany. Film directing.
1998 – 2007	Freie Universität Berlin. Master's Degree: mayor Philosophy (Theme: The unspeakable in language), minors Theaterology and Musicology.
1992 – 1997	Pontificia Universidad Católica del Perú (PUCP): Bachelor in Humanist studies, area Philosophy.

Teaching

[names translated]

2020 -	Universidad Peruana de Ciencias Aplicadas, Faculties Audiovisual Communication and Interactive Media and Scenic Arts. Subjects: <i>Audiovisual and Interactive Projects, Non conventional formats and spaces</i> . Lima, Peru
2017 -	PUCP, Faculty of Performing Arts. Adjunct professor in Master of Performing Arts and in the specialties Theater, Dance, Music and Creation and Stage Production. Lima, Peru.
2015 -	PUCP, Faculty of Art and Design. Adjunct professor in the specialties of Graphic Design, General Formation in Arts, Fashion and Textile Design. Lima, Peru.
2015	Centro de la Imagen Photography school. Subject: <i>Contemporary issues</i> . Lima, Peru
2015	Corriente Alterna Art school. Subject: <i>Final project</i> . Also <i>Arduino Workshop, a door to new technologies</i> . Lima, Peru.
2014	Kunstakademie Münster. <i>Hors de Champ</i> , Workshop on filmmaking and conceptualization for artistic projects. Münster, Germany.
2014	Cultural Center Casa Ida Medialab: <i>Arduino Workshop - Introduction to physical computing</i> . Lima, Peru.
2011-2013	Escuela Nacional de Pintura, Escultura y Grabado La Esmeralda. Subjects: <i>Conceptual Reflection, Theory III and Multimedia</i> . Mexico City.
2013	Centro de Formación y Producción Coreográfica de Morelos. Module <i>A retrospective</i>

look at stage proposals - Analysis and reflection, in the course Interdisciplinary Scenic Creation - Processes, explorations and theoretical reflections on interdisciplinary stage creation. Workshop for the National Council for Culture and the Arts and the Morelos Secretary of Culture , taught together with Mireya Martínez. Cuernavaca, Mexico.

- 2010 **Salamanca National Center for the Arts.** Subjects: *Interdisciplinary Communication and Video Introduction.* Salamanca, Mexico.
- 2010 **Mexico City National Center for the Arts:** *Tiempo en Medio, Interdisciplinary work clinic.* Mexico City.
- 2009 **Zone 27:** Workshop *Scenic use of audiovisual media.* Mexico City.
- 2009 **EIA No.1, INBA:** Workshop *Use of audiovisual media in dance.* Mexico City.
- 2009 **SCHP Cultural Center:** *Workshop for painters: The possibilities of audiovisual media on the Set Design.* Mexico City.
- 2008 **CJD.** Pedagogy of audiovisual media within *10. Projektstage der politischen Bildung.* Berlin, Germany.

Papers and conferences

[names translated]

- ***What is new about the media, and what is dynamic?*** In: *1st Colloquium Audiovisual media and Technology on stage*, organized by the research group MEDES. ENSAD, Lima 2019.
- ***Immersive projection in the classroom - a didactic method.*** In: *II Meeting of Experiences in the Use of Technological Resources in the Classroom.* PUCP, Lima 2018.
- ***Reading the networks in fashion. Manifestations of the social networks' culture in fashion design.*** In: *2nd Symposium on Fashion Semiotics.* PUCP, Lima 2017.
- ***Possibilities of virtual and augmented reality in the teaching of design and art.*** In: *First Congress of Education in Design and Art.* USIL, Lima 2017. Published in the congress proceedings .
- ***Between markers and keyboard - a didactic method to emulate the initial thoughts of an investigation in a group.*** In: *2nd Congress of Research in art and design.* PUCP, Lima 2016.
- ***Technological trends in clothing.*** In: *1st Symposium on Fashion Semiotics.* PUCP, Lima 2016.
- ***Resources and means of dissemination for research in arts.*** In: *1st Congress of Research in art and design.* PUCP, Lima 2015.
- ***Rhythm in scenic polyphony.*** In: *Creative processes of the contemporary scene*, seminar of the National Center for Theater Research, Documentation and Information (CITRU). National Center for the Arts (CENART), Mexico City 2014.
- ***The scenic image case: How can meaning arise? A proposal to analyze the construction of meanings in the arts.*** In: *International Image and Society Colloquium.* Universidad del Estado de Morelos, Cuernavaca 2012.
- ***Media on stage: the problem of meaning.*** In: *Dialogue against myself - transdisciplinary processes*, cycle of *Limit and Emergency* project by the PADID Promotion Program. Choreographic Production and Training Center of Morelos, Cultural Center Jardín Borda, Cuernavaca 2012.
- ***The critique of Nietzsche's language in the framework of his time: Influences and divergences.*** In: I Congress of phenomenology. PUCP, Lima 2005.
- ***Filmarche: a collaborative self-organized school as an alternative method of arts education.*** In: *Seminar for Institutional and Academic Strengthening.* Escuelas de iniciación Artística INBA,

Mexico City 2010.

- **Scenic video of Berlin.** Prisma Forum. CNART Mexico & Juárez Theater Oaxaca, 2009.
- Panel discussion: **Learning, Research and Knowledge Transmission - ways to share and provoke questions.** Prisma Forum, CENART, Mexico City 2009.
- Panel discussion: **Education research seminar. Exchanges and collaborations.** Prisma Forum, CENART, Mexico City 2009.

Publications

[names translated]

- Fissure Dweller [*Rissbewohner*]. In: *Breche*. ViaExpressa, Paris 2020.
- **Immersive Projection in the Classroom – Space interactivity as a didactic method.** In: *Notebooks of Innovation in University Teaching 2019*. pp. 147-157. PUCP, Lima 2020.
- **Learning to research through collaborative work. A didactic method to emulate, through team work, the basic processes of a research.** In: Blanco & Negro, Vol. 9. PUCP, Lima 2019.
- **What is, or what can be, sound and Acoustic (production) survival techniques.** In: Audio Design. PUCP, Lima 2018.
- **Technological trends in clothing.** In: *Made in Peru, the value of identity in Peruvian design*. PUCP, Lima 2017.
- **The design of the unspeakable.** In: *Memoria Gráfica*, 1 (N ° 8), pp. 16-19. PUCP, Lima 2016.
- **The unspeakable. Limit and fullness of language [Das Unsagbare. Grenze und Fülle der Sprache].** Akademiker Verlag, Saarbrücken 2012. ISBN 978-3-639-38786-5.
- **The Fallen [Die Gefallenen].** In: Fond de tiroir n1. ViaExpressa, Paris 1999.
- Celebrations of the 45 years of Line 1 of the Mexico City Metro. Project: Interactive acoustic installation **If the walls spoke** (by rAumkAy). Selection by the Metro Authority. Mexico City, 2014.
- Iberescena Award 2011. Member of the collective project **LoQueMePlace**, performatic installation, 2011 in Lima, Peru. Collaboration of rAumkAy with Generarte (Lima) and Resonancias (Paris). Continuation of the project in Mexico 2013 and Lima 2014.
- Sponsorship of the Department of Cultural Affairs of the Senate of Berlin, Germany for **Raumhaut: Project for the diffusion of scenic video of Berlin**, as well as related workshops (Mexico 2009-2010).
- CNART San Luis Potosí – Invited artist in: **Art Seminar Experience and lived Experience.** Diploma of Art and Philosophy. San Luis de Potosí, 2011.

Work in New Media and Audiovisuals

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| Since 2017 | Media coordination for the dance project <i>Evocación</i> , by Grupo Integro in Teatro Universidad del Pacífico, 2018. |
| Since 2013 | Creative director for New media in the advertising agencies Suricato and Math, as well as consultant for profile and concept in Math and Blackbox, Mexico City. |
| Since 2007 | Interactive and generative visuals: Scenic Videos for <i>Series B - Geneva</i> and <i>Joy of Hell</i> – Zurich, Switzerland 2008. Visuals at Cadmium Festival 2008, Scicli, Italy. Visual art for <i>Gesch.8040</i> at the Fagagna Festival 2010, Italy. Generation of live images for Gamultimedia in the Iglesia de la Compañía at Cervantino Festival 2010, Guanajuato, Mexico. Generative visuals and audio in <i>Paraíso Punto Cero</i> by Integro in 2011, Lima, Peru. Reactive visuals for concerts by Kukultech in Exteresa, Mexico |

- City 2011 and 2012, and in Cuernavaca 2012. **Scenic video** codirection for *Tebasland*, Theater play at Universidad del Pacifico 2018.
- Since 2006 **Film** directing: Various shorts, co-productions with Hungary (*Anna moves away, 2008*) and Slovenia (*Face of history, 2007*), in Berlin: *Die tagtägliche Nacht*, K, *Verlass mich*, etc.
- Since 2004 **Production**: Field production for Iguana Producciones/Peru at the opening show of the Internationale Tourismus Börse (ITB) at the ICC-Berlin 2004. Coordination, co-production and collaboration with the film production agencies Daydreams/Germany, Aguardiente Producciones/Peru, Pinima/Germany.
- Since 2000 **Sound**: Sound technician in film and video shorts. Since 2006 **sound design**.
- Since 2000 **Editing**: Advertising, pedagogical, institutional, documentary clips and demos, among others for the German Foundation for International Development (DSE), Cinema for Peace of the Berlinale film festival, for dancer Minako Seki, advertising agency Scottie Design, Festival Faganga in Sicilia, and Instituto Goethe Mexico. Since 2007 **postproduction of color and mastering**.
- Since 1996 **Camera**: Cinematographer in the documentation of theater and dance projects. Documentation of internships for the DSE from 1998 to 2001, of the UNESCO conferences in the framework of Global Dialog 7 at the Expo 2000 in Hamburg and in 2001 of the First German-Mexican Forum of the Friedrich-Ebert Foundation, etc.

Experience in other arts

- **Photography**: Since 1993 photography for publicity and documentation of dance, theater and dance-theater.
- **Lighting**: Lighting from design to venue control. Lightning direction in dance and theater works in Lima since 1994 and in Berlin since 1998. 2004 lighting coordination at the inaugural ITB show on the ICC-Berlin stage (5000 spectators) and 2012 at the PID festival for Integro in Salvador de Bahia, Brazil, among others. Cinema lighting since 2006.
- **Audio**: Recording, editing and design of sound and/or soundscape for cinema and dance.
- **Performance**: Since 1992 dance theater, theater, modern and contemporary dance, pantomime, Butoh etc. Performance in dance-theater and theater plays, performances and happenings. In Berlin, acting coach. 2008 participation in the staging of the Kabuki play "*Mirror of Osaka*" by the Japanese company Nakamura, at the Haus der Kulturen der Welt, Berlin, and 2011 in Paraíso Punto Cero by Integro at the Municipal Theater of Lima, among others.

Festivals

- **Art Dal Ort 2010** in Fagagna, Italy – multimedia project *Gesch NR. 4050/80*, by AumkAy.
- **Prisma Forum 2010** in Mexico City y Oaxaca – member of panel discussions about alternative methods of arts training.
- **Ligas tecnoplásticas 2009** in Mexico City – generative VJ.
- **Cadmium Festival 2008** in Scicli, Italy- generative & interactive video.
- **Mediawave 2008** in Győr – Shortfilm *Anna moves away*.
- **Festival Local 2007**, Théâtre de l'Usine in Genève – Video production for *Serie B*.