



Thijs

# PORTFOLIO

spatial installations  
interactive objects  
& performative interventions

# Thijs Baselmans

## Contact

- 📍 Utrecht, the Netherlands
- ☎ +31 (0)6 102 85 325
- ✉ contact@thijsbaselmans.nl
- 🌐 thijsbaselmans.nl
- 📷 @thijsbaselmans



## Index

<b>Artist Statement</b> Description of artistic process and intention	2
<b>Wensput</b> 2024 - Positivity in the heart of the city	3
<b>ICM 4251 (Observatory #05)</b> 2023 - Participatory game around a mysterious device	7
<b>PARAD(is)E</b> 2024 - Get a taste of Parad(is)e at the train station	13
<b>Sterrenspokkelaars</b> 2024 - Visual and participatory childrens theatre	19
<b>An Encounter with the Shore</b> 2023 - Performative audio-walk for Over het IJ	21
<b>Museum door de Stad</b> 2019 - Interactive installations for a pop-up Museum	27
<b>31.536.000</b> 2022 - Slow, performative shadowplay	33
<b>CV</b> Short career summary	37



## Artist Statement

As a person and a maker, I am inspired by the world and everything that happens within it. Even more, I am fascinated by how this world comes to me: through perception, different perspectives, ways of seeing, experiencing, and interpreting.

My work invites you to approach yourself, your experiences, and the world around you with a curious mindset. It challenges you to look beyond the surface and wonder what lies behind or beneath it.

I strive to reveal and translate what often goes unnoticed and to twist or question what seems fixed. My aim is to spark thought, curiosity, wonder, and imagination in my audiences.

My work appeals to a broad audience and encourages playful engagement with diverse perspectives and interpretations. In doing so, it creates time and space for personal and collective meaning-making.

I achieve this by designing and creating objects, spaces, circumstances, and interactions—preferably in unique public spaces and ideally in collaboration with others. These projects are brought to life, activated, made, or conceived together with the public, other makers, artists, experts, and/or organizations.

I also enjoy working with what is readily available: using the location as a starting point and relatively simple, familiar materials.



# Wensput

---

*Dutch: "Wishing well"*

Take a moment to think: are your wishes big or small? For yourself or for someone else? For the future or for right now?

An accessible intervention in the heart of the city that fosters connection and inspires a positive outlook on the future.

---

**Location:**  
Stadsforum, Tilburg

**Date:**  
October 2024

---

**In collaboration with:**  
Anna Zorzi

**Performers:**  
Jannah de le Lijs, Madelief van de Beek,  
Karin Verkooijen

**Production:**  
Center of Tilburg  
Sophie Peters

**Photo- and videography:**  
Madelief van de Beek, Anna Zorzi

---

**Thanks to:**  
Sander van Bussel, Anja Reinhardt,  
Schouwburg Concertzaal Tilburg and the  
other pleinmates at Stadsforum,





A vibrant stall is set up and brought to life by cheerful hosts. They spark conversations about hope, love, longing, and happiness, creating time and space to reflect with visitors on what truly matters.

While they can't guarantee your wish will come true, they can provide a very special experience! Everything is put into the service of your wish and to make wishing it as fun and easy as possible. Stop by to receive a coin to toss over your shoulder and a keepsake receipt to take home.

In this way, your personal wish is celebrated while becoming part of a larger collection filled with optimism in uncertain times.



## ICM 4251 (Observatory #05)

---

At the threshold between the indoor exhibition space and the Wisselspoor area outside, a dynamic interplay emerges: a game of watching and being watched between spectator and performer.

An interactive durational performance featuring a custom-designed viewing device set against a unique backdrop.

**Part of:**  
HKU Exposure 2023

**Location:**  
Wisselspoor, Utrecht

**Date:**  
Juli 2023

---

**Production:**  
Trudy Hekman, Sophie Simenel

**Construction:**  
Evert Schemerhorn, Tessa Verbei

**Guidance:**  
Tjallien Walma van der Molen  
Maze de Boer, Vinny Jones  
Henny Dörr, Ariane Trümper

**Photo- and videography:**  
Roxanne Wilm, Loes Houwer  
Lester Kamra

---

**Thanks to:**  
Location owner NS, HKU Scenography  
location guardian HOD, HKU Theatre  
Eddy Vogel, Jurriaan de Vries





In the summer of 2023, 16 graduates of HKU transformed a former NS office building into a stimulating theatrical in-between space, where each presented the results of their spatial research.

During my master's, I spent two years delving into scenography, performativity, and spectatorship, both theoretically and practically. In the studio and beyond, I experimented with various custom-built devices, seeking new perspectives and ways of seeing. I also practiced making my research and creative process my own while sharing it with fellow students, teachers, and audiences.

For my graduation project, I chose a series of windows that overlooked a rugged, vacant plot surrounded by warehouses, graffiti, and passing trains: the Wisselspoor, a part of Utrecht in transition.

Around these windows, I constructed my device. While overlooking and listening to this landscape from inside the exhibition space, the audience was invited to participate with me (standing outside) in activating the installation throughout the exhibition. I documented the observations they made on cardboard and placed them on a large rotating disc, creating an ever-changing collection of impressions of the landscape.





These actions ultimately led the spectators to a mysterious space within the exhibition hall, built around the central window.

In this secluded, darkened space, rumbling and hissing evoked the sensation of a railway journey. Beyond the window, a small illuminated frame revealed a train compartment. Through the compartment's windows, the forms co-created by the audience and myself passed by, forming a shifting landscape of impressions





# PARAD(is)E

---

Can you smell the moss? Hear the birds chirping? Have you peeked into the dioramas yet? Discover Parade in miniature at a station near you!

Design, production, and coordination of various station activations for the traveling theater festival *De Parade*.

---

**Part of:**  
De Parade 2024

**Location:**  
Eindhoven, Den Haag, Utrecht, Amsterdam

**Date:**  
Summer 2024

---

**In collaboration with:**  
Madelief van de Beek, Aina Roca Mora  
Elsa van der Linden, Cecilia Berghäll

**Construction:**  
Guido de Zeeuw, Jannah de le Lijs

**Production:**  
SOEPS Creative Collective  
Daan Melis  
De Parade  
Eefje Colsen  
Tjeu van Bussel, Wessel van Offeren

**Photography:**  
Madelief van de Beek, Rogier Klaasse

---

**Thanks to:**  
Ondernemersfonds Utrecht  
Nederlandse Spoorwegen  
Verkooyen Machines, Sam's Montageservice

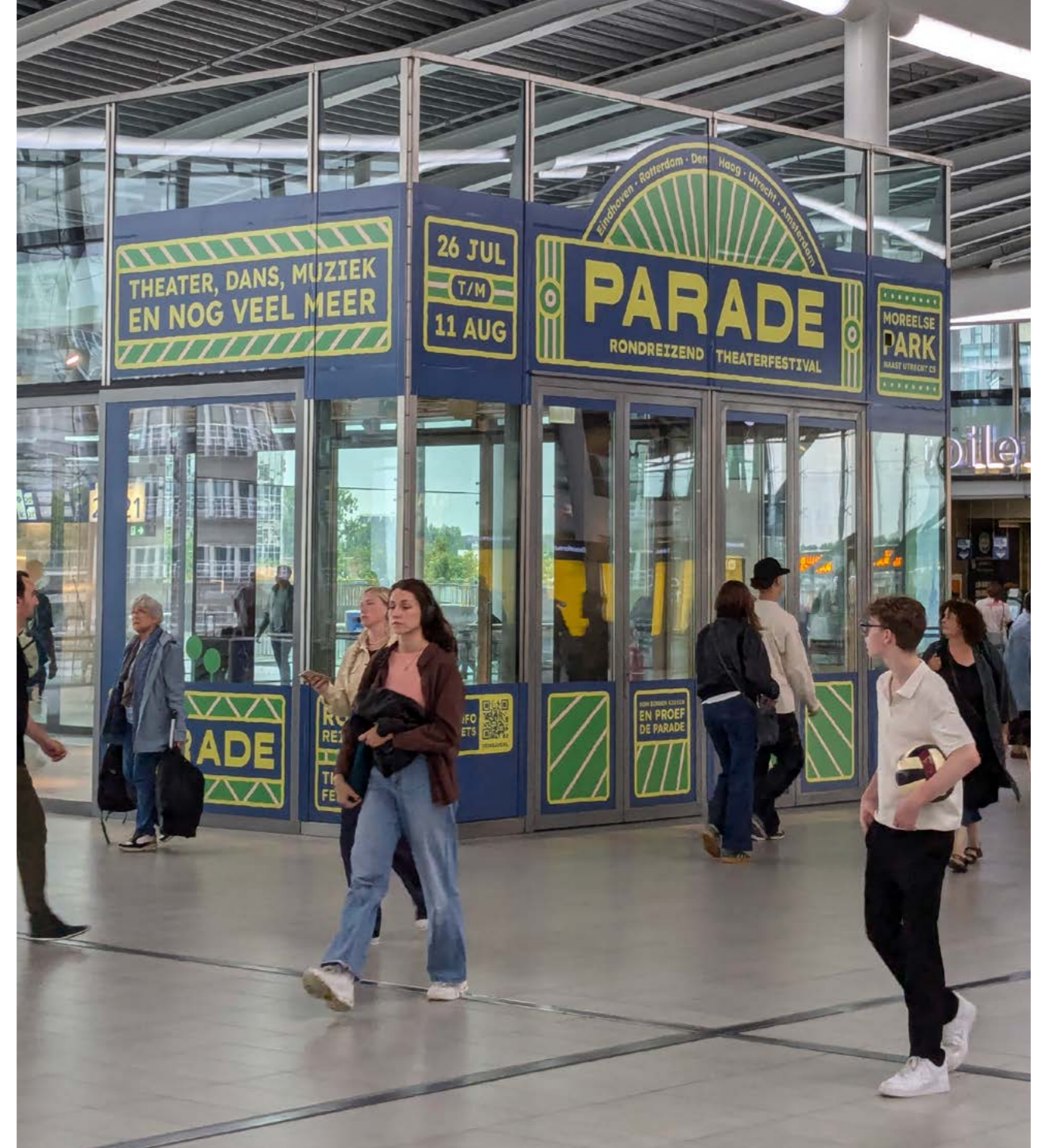


*De Parade* is a unique theater festival concept that travels to various cities across the Netherlands throughout the summer. The parks where it settles are temporarily transformed into a paradisiacal garden, where a diverse circus of vibrant artists and theater workers take center stage.

With the station activations, *De Parade* aims to offer a creative preview of the festival's experiences to a wide audience of train travelers. After all, what better place to promote a traveling festival than at a train station?

To achieve this, I set up two mobile cabinets. Many of the materials I used were borrowed, originally designed for other projects, but creatively repurposed to support the concept "*Parade is Paradise*".

Both cabinets featured one side with information and the other with a playful interaction: a selfie mirror where the visitor becomes part of that year's poster, and a diorama where impressions of the festival grounds and various cities pass by like a moving train compartment. The installation was crowned with a large sign that flashed the slogan on both sides.



I was also given the opportunity to design the pop-up store at Utrecht Centraal, a space of about 32 m<sup>2</sup>, leased by NS to various initiatives.

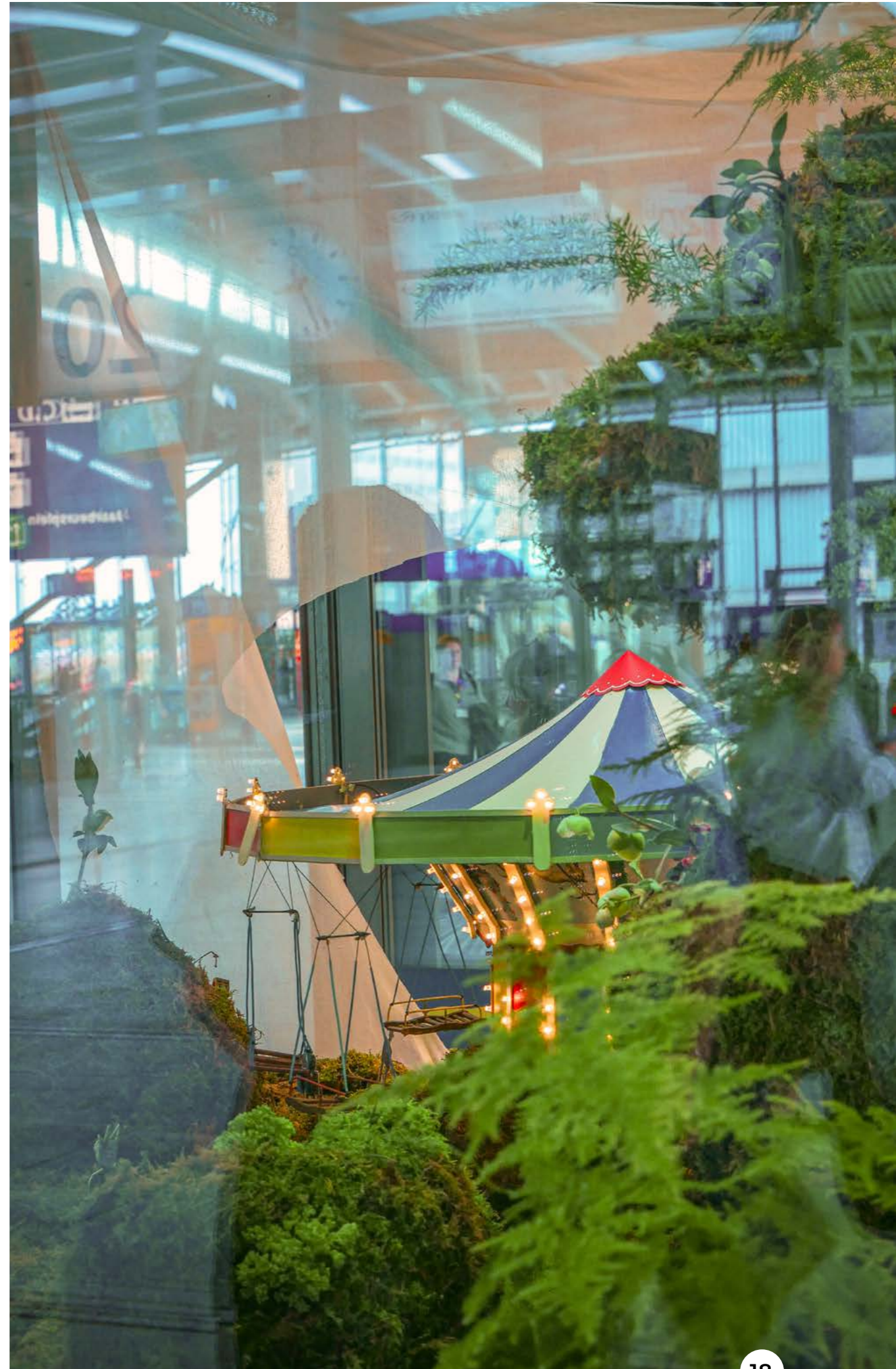
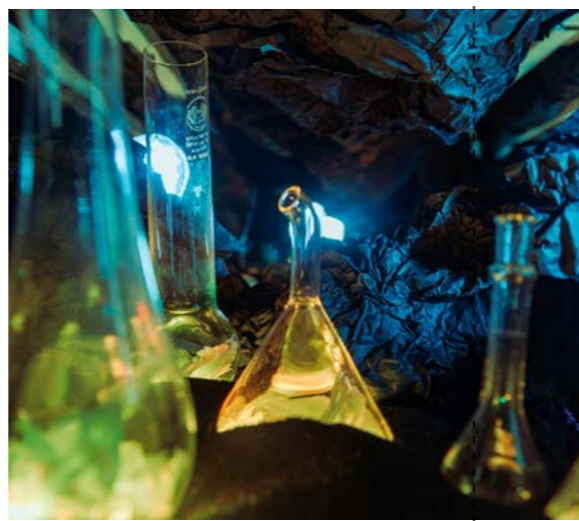




Given the scale of the project, I involved several colleagues who matched the atmosphere of *De Parade*: visual artist Madelief van de Beek filled the space with sculptures made of moss, grasses, plants, and flowers, transforming the room into an oasis of scent and color within the station context.

The scenography collective *Ellipsis* (consisting of Aina Roca Mora, Cecilia Berghäll, and Elsa van der Linden) drew inspiration from the performances featured in *De Parade* and created three captivating dioramas with accompanying soundscapes.

I took on a coordinating role in the design and realization process. I also restored the miniatures borrowed from *De Parade* and handled the facade's signage.



# Sterrensprokkelaars

*Dutch: Star-gatherers*

During a fierce storm, the lighthouse breaks. Together with her Grandpa, Teun decides to find a way to fix it. But how do you actually fix a lighthouse? And who can help with that?

A whimsical and heartwarming story about light in unexpected places and the power of fixing what's broken together. A visual performance where the story comes to life through projection, puppetry, light, sound, and the help of the audience.

**Part of:**  
Sprookjesfestival Arnhem 2024

**Location:**  
Historic Cellars, Arnhem

**Date:**  
October 2024

**In collaboration with:**  
Jannah de le Lijs

**Production:**  
Sprookjesfestival  
Stan Geurts, Elke Makowski

**Photo- and videography:**  
Stan Geurts

**Thanks to:**  
Historic Cellars, De Toverschool  
De Vloer



## An Encounter with the Shore

---

Put on your headphones and peer through your vision frames! Step into a surreal scene where seemingly trivial details take on an unexpected leading role.

A performative audio walk through a narrow alley that leads to the expansive shore of the IJ river.

**Part of:**  
Over het IJ Unboxed 2023

**Location:**  
NDSM-wharf, Amsterdam

**Date:**  
Juli 2023

---

**In collaboration with:**  
Anna Zorzi

**Production:**  
Over het IJ Producties  
Job Leseman, Fleur van der Lugt

**Construction:**  
Demi Kortekamp, Nick Scholte  
Nick van Gans

**Guidance:**  
Lotte Bos, Hilda Moucharrafiéh

**Photography:**  
Moon Saris

---

**Thanks to:**  
All volunteers of the Unboxed program  
and Over het IJ Festival  
the neighbours at the T.T. Neveritaweg



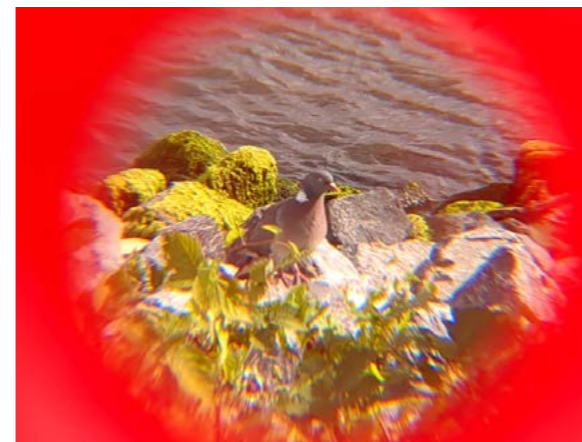


This project was created as part of 'Unboxed,' a component of the site-specific theater festival *Over het U* in 2023.

For *Unboxed*, a selection of young makers followed a three-month program of workshops and mentoring to experiment at the NDSM wharf and develop their own performance concepts. During the *Over het U* festival, visitors could participate in an 'Unboxed-tour', where a young dramaturg guided them to three of these short performances.

Together with scenographer Anna Zorzi, I worked on T.T. Neveritaweg. Details from the street scene were selected and associatively linked to a diverse mix of larger themes, such as migration, the cultural sector, military threats, sports heroes, and technological progress.

The result: *An Encounter with the Shore*, an audio walk in which both the artists and the audience (re)discover the environment in a unique and playful way. The group listened to synchronized audio channels (in Dutch and English). Each spectator could frame a unique individual perspective through their "kijkbuisje" / "vision frame" within this otherwise collective experience.



Using a spatial intervention of construction fences, the second part of the performance revealed the shore, the expansive view, and the Amsterdam skyline. Against this backdrop, the second, more independent section of the audio tour unfolded.

With 26 tours spread over the eight days of the festival, no two performances were the same. The script, in interplay with the liveliness of the wharf, the shipping lane, and the changing weather conditions, presented both challenges and many surprises and “happy accidents” for the audience and performers alike.



# Museum door de Stad

---

*Dutch: Museum through the City*

A series of thought-provoking interactions lets you playfully experience how your city has changed over the past 200 years.

But what do these historical developments tell us about the present? And what role do they play in the future? Discover and join the conversation in this traveling pop-up museum!

**Location:**  
Eindhoven, various locations

**Date:**  
2019 - 2021

---

**In collaboration with:**  
Annebel Breij, Anna Bänffer  
Tomas Gecevičius, Leo Gerritse  
Mingco Glastra, Heleen Smeets

**Production:**  
SOEPS Creative Collective  
Daan Melis, Carline Zoete

**Construction:**  
Martin Schuurmans, Ivo Hulskamp

**Client:**  
Eindhoven Museum  
Ward Rennen

**Photo- and videography:**  
Barbara Medo, Max Kneefel

---

**Thanks to:**  
Bygg architecture  
Eindhoven in Beeld  
TU/e Industrial Design  
all audience guides







I specifically worked on the realization of *Bike to the Future*, where visitors could experience how transportation has become faster over the past two centuries. Additionally, I contributed to the graphic design for the installation, such as the maps for *Map your journey* and the icons for *Wheel of Transport*.

This work, spatially interactive and for a broad audience in public spaces, formed the foundation for my further steps toward scenography and installation art.

*Eindhoven Museum* is an organization that manages a collection of objects and stories about the cultural history of Eindhoven. Although they want to share this collection with the public, they lack a permanent exhibition space. To address this, they developed *Museum door de Stad*, a pop-up concept that brings the museum to the visitors instead of the other way around.

As part of a team of seven students, I designed and implemented a series of interactive installations for *Museum door de Stad* in 2019, sparking conversations about the past, present, and future of mobility in Eindhoven. We not only shared historical developments and contexts but also engaged visitors by asking them about their role, opinions, and visions regarding these subjects.

We created a modular and easy-to-transport system of cabinets, each side featuring a different game or interaction. Using a "token," which anonymously collected data about the visitors, these elements were connected and personalized, providing valuable insights into the audience's overall experience during the event.





After the success of this original installation, it traveled to various locations and events in Eindhoven during the summer of 2019 (e.g., schools, squares, shopping centers, the airport, *Dutch Technology Week*, *Park Hilaria*...).

Building on this success, we collaborated with *SOEPS* and *Eindhoven Museum* on new themes in subsequent seasons. For *75 Years of Freedom* (winter 2019), we highlighted the societal freedoms that Eindhoven residents gained after the end of World War II. For *100 Years of Eindhoven* (summer 2020), the installation explored the identity of one of the former villages that now form neighborhoods within the city.

For each theme, we reused the same modular system, adapting it with new content and perspectives.



# 31.536.000

---

In a place that will soon disappear, a slow spectacle of light and shadow unfolds over the course of every passing day.

Lie down and let the rest of the world fade away as this shadow play unfolds. An impressive installation where the viewer, the exhibition space, and eternity come together.

**Part of:**

In Limbo

**Location:**

Studio Gans, Utrecht

**Date:**

June 2022

---

**In collaboration with:**

Madelief van de Beek

**Construction:**

Wieke de Kruijff

**Buddy:**

Han Ruiz Buhrs

**Guidance:**

Tjallien Walma van der Molen  
Ruud Lanfermeijer, Henny Dörr  
Ariane Trümper

---

**Thanks to:**

HKU Theatre, Studio Gans, the neighbours on the Gans- and Gruttostreet.





During *In Limbo*, six first-year scenography students presented the results of two weeks of work at *Studio Gans*. This building, which had previously served as a barn, garage, cleaning company, artistic center, and exhibition space, was soon to be demolished. Our exhibition took the space itself, in the here and now, as the starting point and subject of several scenographic installations.

My work, *31,536,000*, consisted of a scattered collection of transparent panels across the space. A skylight ran the entire length of *Studio Gans*, letting sunlight pour in. The light slowly shifted throughout the day, moving from west to east through the space. These imperceptibly slow movements of light and shadow were captured and made visible by the panels.

I then created an installation in which the viewer lies down in a shapeless, dark room, where the aforementioned spectacle was reproduced at scale high above them.

This scene was accompanied by the voice of visual artist and fellow student Madelief van de Beek. She said goodbye to the building and described how, during a few seconds of the dying process, natural hallucinogens are released, distorting the perception of time and space, often referred to as "your life flashing before your eyes." In this way, the installation formed a final note of my work, Madelief's, and the exhibition as a whole.



# Curriculum Vitae\*

## Education

2021 - 2023	<b>Hogeschool voor de Kunsten Utrecht</b> MA Scenography
2019	<b>VUW, Victoria University, Wellington</b> Exchange sem. Communication design
2018 - 2019 2017 - 2021	<b>Technische Universiteit Eindhoven</b> BSc Technology Entrepreneurship BSc Industrial Design
2010 - 2016	<b>De Nieuwste School, Tilburg</b> VWO (pre-uni.) Nature and health



## Thijs Baselmans

📅	19/12/1998, Eindhoven, NL
📍	Utrecht, NL
☎	+31 (0)6 102 85 325
@	contact@thijsbaselmans.nl
🌐	thijsbaselmans.nl
📷	@thijsbaselmans
🏠	B, AM, aerial work platform, experience driving box trucks

\* More extensive CV available.  
Contact for more info.

## Work and experience

2024	<b>Maker/designer</b> Wensput, Tilburg
2024	Sprookjesfestival, Arnhem
2024	De Parade, i.a. Utrecht
2023	Over het IJ, Amsterdam
2023	Exposure, Utrecht
2022	In Limbo, Utrecht
2018 - 2020	Museum door de Stad, Eindhoven
2021	<b>Illustrator, graphic designer</b> Van Boxtel Reclame, Alphen
2015 - nu	Freelance
2019 - 2020	<b>Backpacker</b> Nieuw Zealand
2016 - 2017	Australia and Indonesia
2016 - 2018	<b>Graffiti-artist</b> Workshops
2014 - 2018	Freelance
2021 - nu	<b>Surfing-instructor and camp leader</b> O'Neill Summercamps, Scharendijke
2023 - 2024	<b>Freelancer hospitality and logistics</b> Vending@Work, Nieuwegein
2018 - 2023	Temper, Nederland
2020 - 2021	JP Haarlem, Tilburg
2018 - 2022	<b>Scout leader</b> Scouting St. Odulphus, Oirschot

Made possible by Adam Savage, Aimee de Jongh, Aina Roca, Amanda Hakokongas Amy van Luijk, Anish Kapoor, Anja Reinhardt, Anna Bänffer, Anna Merl, Anna Zorzi Annebel Breij, Annie M.G. Schmidt, Ariana Trümper, Arjen Boerstra, Arne Hendriks Astrid van der Velde, Audrey Catena, Balder Westein, Barbara Medo, Barnaby Dixon Bas Vijn, Beau Miles, Benedetto Bufalino, Benjamin Vandewalle, Benjamin Verdonck Blair Somerville, Boukje Schweigman, Brian May, Bruce and Stephanie Tharp Bruce Nauman, Carline Zoete, Caroline Hummels, Cezara Gurau, Christien Meindertsma Christopher Nolan, Cocky Eek, Collectief Walden, Daan Melis, Daan Rosegaarde Daniel de Bruin, Daniela Moosman, De Nieuwste School, Dedouze, Demi Kortekaas Dogtroep, Don Norman, Dutch Design Week, Dylan Horrocks, Dzig Vertov Eddy Vogel, Edgar Wright, Eefje Colsen, Eindhoven Museum, Elsa van der Linden Emke Idema, Erik Whien, Evert Schemerhorn, Falk Hubner, Filip van der Vegt Fleur van der Lugt, Forpeople, Frank Hurley, Gabriel Paiuk, George Lucas Gijs van Bon, Giorgio Agamben, GLOW, Han Ruiz Buhrs, Hans Rademakers, Hans Wijnen Harry Hummels, Hayao Miyazaki, Heleen Smeets, Helen Andreae, Hemi Takimoana Hendrik Willem Mesdag, Henny Dörr, Hergé, Hilda Moucharrafiéh, HKU, Hotel Modern Hoyte van Hoytema, Ivo Hulskamp, James Auger, James Gurney, James Turrell Jan Baselmans, Jan Švankmajer, Jannah de le Lijs, Janwillem Schrofer Jean Tinguely, Jelle Mastenbroek, Jenni Lauwrens, Jim Henson, Jo Bird, Job Leseman Joep Frens, Johan Huizinga, Johanna Kint, Johannes Bellinkx, John Cleese Jolein Kop, Joost Segers, Joris Weijdom, Joseph Beuys, Julian Hetzel, Juno Brown Just Baselmans, Karen Barad, Karin Verkooijen, Kate Young, Koert van Mensvoort Kris van der Velde, Laura Kampf, Laura Niño Caceres, Laura Yilmaz, Leo Gerritse Leonardo Da Vinci, Lester Kamra, Lotte Bos, Maaïke Bleeker, Maarten Baas Maarten Smith, Maarten Versteegh, Madelief van de Beek, Marcel Broodthaus Maria Komarova, Marin de Boer, Marloeke van de Vlucht, Martin Schuurmans Martin Vos, Mart-Jan Zegers, Mastermilo, Maurice Bogaerts, Maurice Merleau-Ponty Max Kneefel, Maze de Boer, Michel Gondry, Miguel Bruns, Mikey Please, Mingco Glastra Minha Lee, Monty Python, Moon Saris, Nick Scholte, Niels Hoebbers, Niels Kerkkamp Nirav Christophe, OK GO, Olafur Eliasson, Over het IJ Festival, Panamarenko, Parade Patrick Smits, Peter Jackson, Peter van der Zalm, Philippine Hoegen, Pierre Levy Piet Hein Eek, Pieter Stellingwerf, Ray and Charles Eames, Rhea John, Richard Mosse Ridley Scott, Rien Poortvliet, Rinus van de Velde, Roald Dahl, Robert-Jan Pastoor Robin Krijgsman, Roger Deakins, Rogier van de Zwaag, Rudi Muller, Ruud Lanfermeijer Sander van Bussel, Sean Fischer, Serge Gruson, Simone Giertz, Simone Hogendijk Simone van Dordrecht, Skottie Young, SOEPS, Sophie Peters, Sophie Simenel Sprookjesfestival Arnhem, Stanley Kubrick, Stephan Wensveen, Stephanie van Marion Studio Drift, Taika Waititi, Tamar Blom, Tessa Verbei, Theo Jansen, Thijs de Koning Tijmen Poell, Tim Hunkins, Tjallien Walma van der Molen, Tjardo Stellingwerf Tjeu van Bussel, Toby Morris, Tom Haugomat, Tom Heintz, Tom Sachs, Tomas Gecevičius Ton Schulten, Toon Joosten, Trudy Hekman, TU/e, Urland, Van Neistat, Veerle Pennock Verena Wieland, Vinny Jones, Ward Rennen, Wes Anderson, Wieke de Kruif William Kentridge, Yuval Noah Harari, Zach Dodson and many others...

2024



Thijs Baselmans (Eindhoven, 1998) is an interdisciplinary designer who, through research, art, interaction design, and performativity, seeks to approach and illuminate the world from different perspectives.

With a background in interaction design (BSc Industrial Design, TU/e), he deepened his practice in a broader artistic context (MA Scenography, HKU).

His work challenges the audience to look, do, experience, and wonder in a curious and playful way.