

Dinke van der Zalm

Bio-Artist



Artist Statement

I have a great affinity for nature, and am constantly amazed by the magic of the processes and phenomena that it brings forth. I am humbled by all the information and lessons we have yet to discover from observing natural processes. I want to transform my fear for our future into hope and faith in nature.

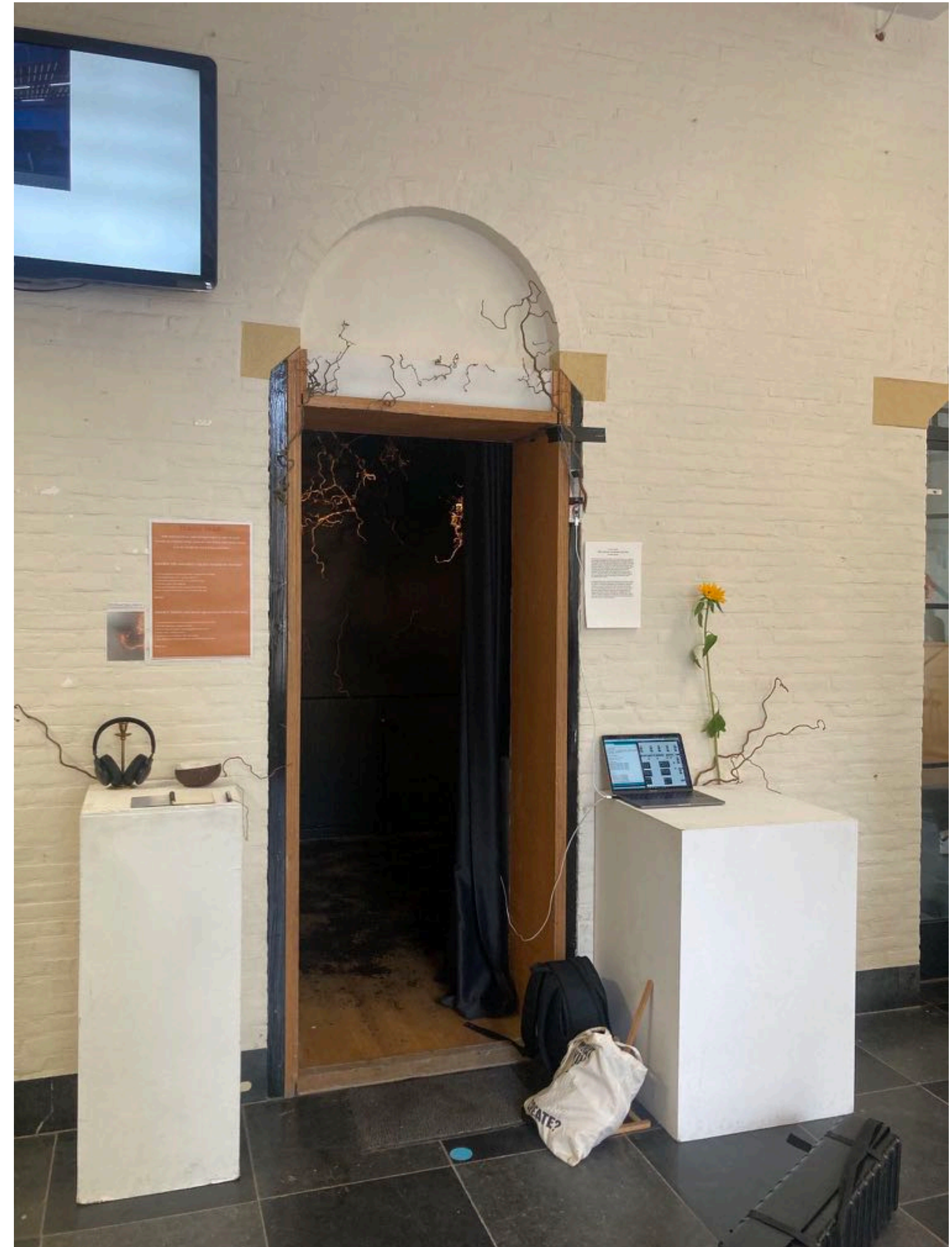
The natural world around us is the first reality we come to know, and the one in which we are present as physical beings. By strengthening our relationship with nature, we can not only create more sympathy for our planet, but also help ourselves heal and grow.

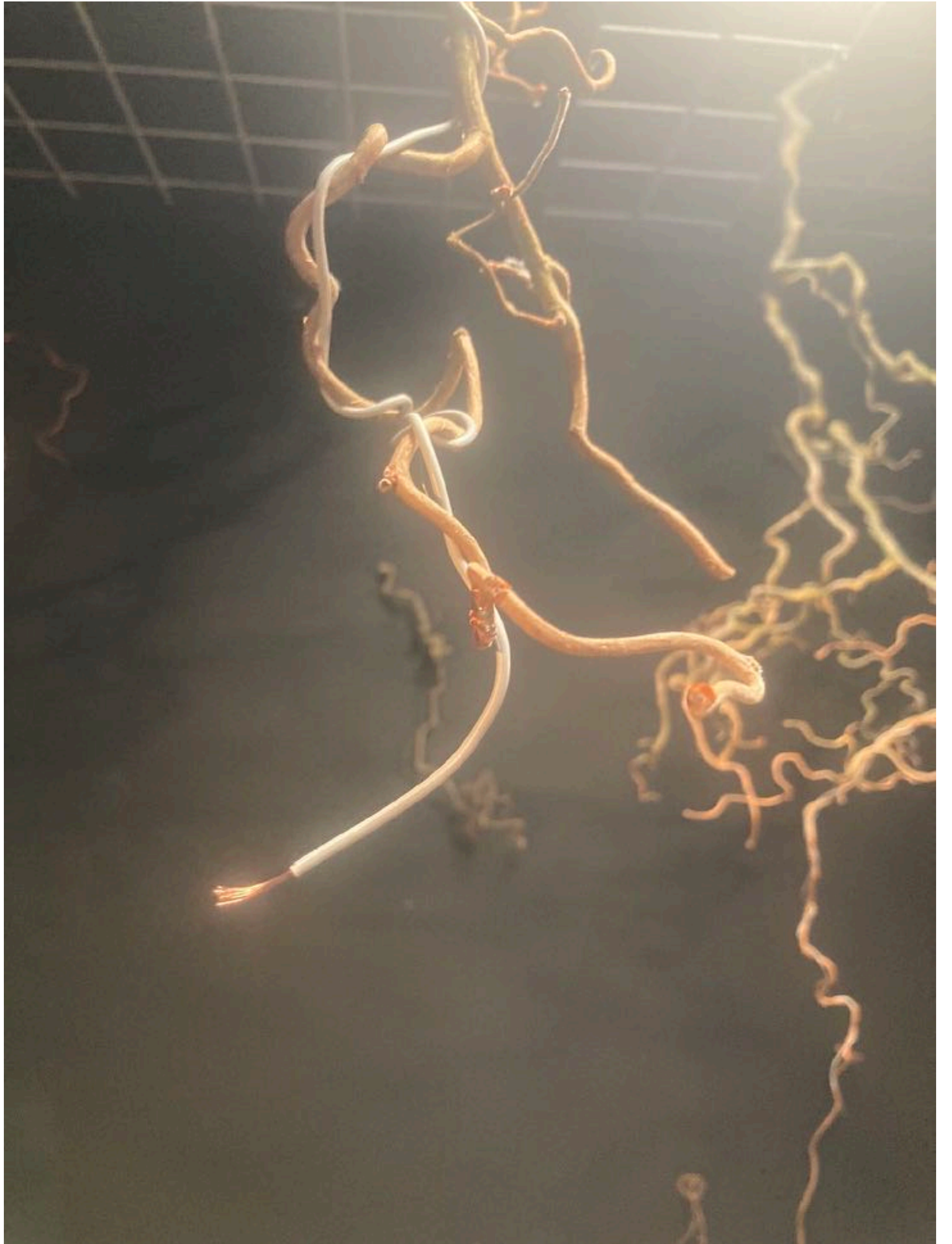
'DEEP ROOTS ARE NOT REACHED BY THE FROST'

Interactive sound installation

With the help of modern technology this installation makes it possible to show the connection between humankind and nature through audio.

With this project I want to show that humans and nature have a much closer relationship than we may feel. We can see ourselves as part of nature again instead of separate from each other. By breaking this division, we provide more sympathy, connection, and concern for our damaged earth. This installation pulls us back into the ground to submerge in a different reality. The root network is a collective consciousness from which we can learn many things. Without this complex network, we would not survive on Earth. This installation allows you to use your hearing and touch to hear the tree roots sing.







Link to the interview about 'Deep Roots are not Reached by the Frost'

<https://www.youtube.com/watch?v=6IL-JOv1QLU>



```
int touchpin[] = { 0, 1, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99};
int touchpitch[] = { 1, 12, 24, 36, 48, 60, 72, 84, 96, 108, 120, 132, 144, 156, 168, 180, 192, 204, 216, 228, 240, 252, 264, 276, 288, 300, 312, 324, 336, 348, 360, 372, 384, 396, 408, 420, 432, 444, 456, 468, 480, 492, 504, 516, 528, 540, 552, 564, 576, 588, 600, 612, 624, 636, 648, 660, 672, 684, 696, 708, 720, 732, 744, 756, 768, 780, 792, 804, 816, 828, 840, 852, 864, 876, 888, 900, 912, 924, 936, 948, 960, 972, 984, 996};
int touchThreshold[] = { 3000, 2500, 3000, 3500, 4000, 4500, 5000, 5500, 6000, 6500, 7000, 7500, 8000, 8500, 9000, 9500, 10000, 10500, 11000, 11500, 12000, 12500, 13000, 13500, 14000, 14500, 15000, 15500, 16000, 16500, 17000, 17500, 18000, 18500, 19000, 19500, 20000, 20500, 21000, 21500, 22000, 22500, 23000, 23500, 24000, 24500, 25000, 25500, 26000, 26500, 27000, 27500, 28000, 28500, 29000, 29500, 30000, 30500, 31000, 31500, 32000, 32500, 33000, 33500, 34000, 34500, 35000, 35500, 36000, 36500, 37000, 37500, 38000, 38500, 39000, 39500, 40000, 40500, 41000, 41500, 42000, 42500, 43000, 43500, 44000, 44500, 45000, 45500, 46000, 46500, 47000, 47500, 48000, 48500, 49000, 49500, 50000};
int touchpitchAdd[] = {0,0,0,0,0,0,0,0,0,0};
int touchMax = 5000;

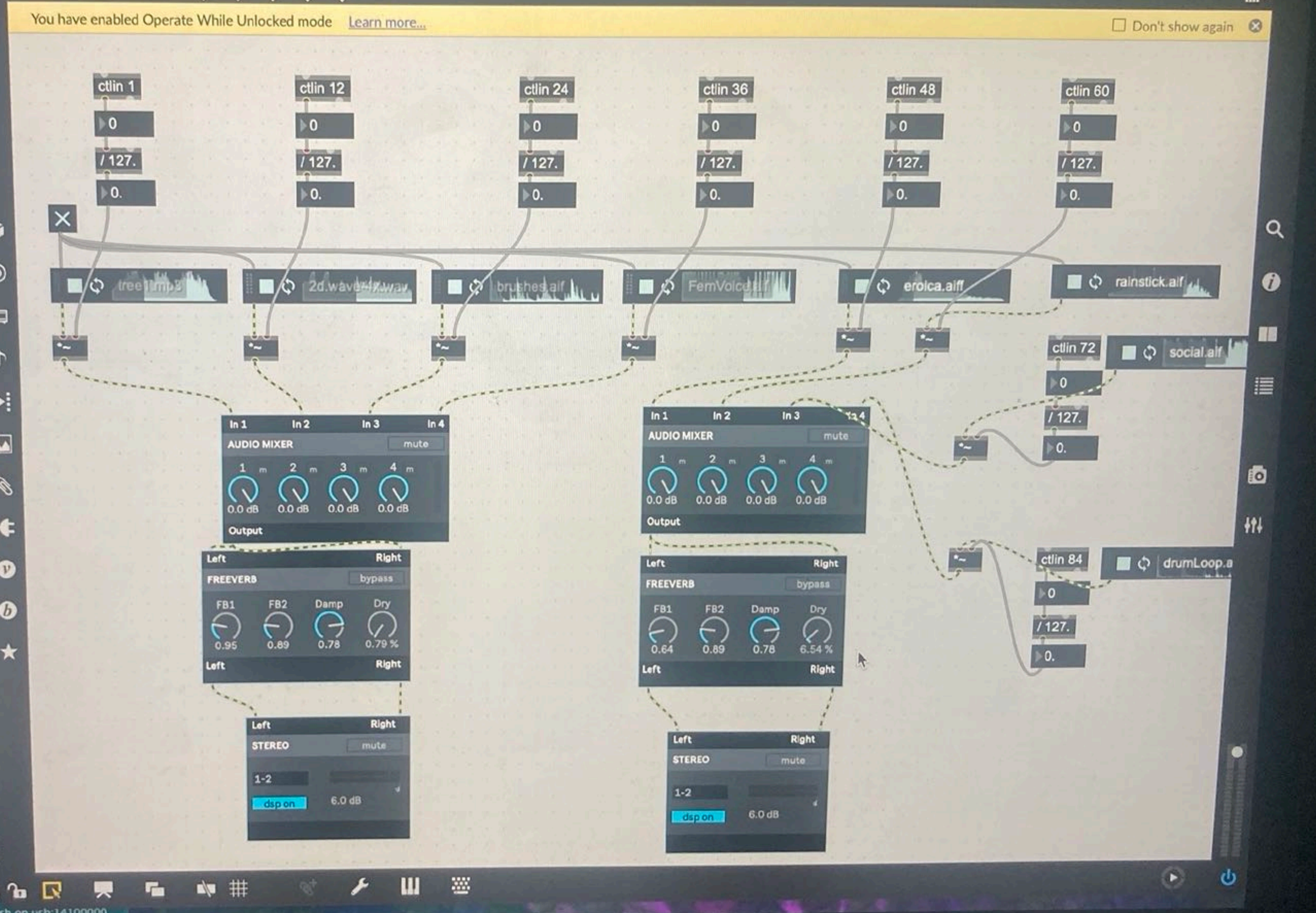
// the MIDI channel number to send message
const int channel = 1;
int velocity = 127; // Max velocity

void setup() {
  Serial.begin(115200);
}

void loop() {
  // touchpads
  for (int i = 0; i < numTouchPins; i++) {
    touch[i] = touchRead(touchpin[i]);
    Serial.print(touchRead(touchpin[i]));
    Serial.print(" ");

    if (touch[i] > touchThreshold[i] && touch[i] < touchMax) {
      //touchpitchAdd[i]++;
      //if( touchpitchAdd[i] == 12 ) touchpitchAdd[i] = 0;
      velocity = map(touch[i], touchThreshold[i], touchMax, 0, 127);
      usbMIDI.sendControlChange(touchpitchAdd[i], velocity, channel);
      touchon[i] = 1;
    } else if (touch[i] < touchThreshold[i] && touch[i] > 0) {
      usbMIDI.sendControlChange(touchpitchAdd[i], 0, channel);
      touchon[i] = 0;
    }
  }
  Serial.println();
  // i think if you remove these last two while (usbMIDI.read()); // read and discard
  delay(25);
}
```

Uploaden voltooid.
De schets gebruikt 13984 bytes (5%) program memory.
Globale variabelen gebruiken 6200 bytes (9%) van de RAM.



‘CURRENTLY ALIVE’

Bio-Art Woodwork

In this mirror not only your own reflection looks back at you. So does the collective consciousness that surrounds you.

With this work I want to invite you to philosophize about your role as a part of nature. We are constantly surrounded by an invisible universe of bacteria, viruses, pollen and fungi. The purpose of this work is to give this invisible world a place to show itself.







Dinke van der Zalm
Currently Alive

Bio-kunst, houtwerk
Bio-art, woodwork

THE PROCES OF
'CURRENTLY ALIVE'

BY

DINKE VAN DER ZALM

MINOR REFRAME MEDIA 2023

Currently working on: combining photography with fungi

Will go public 24th of May during the exposition taking place at Beverweg 4 in Breda

