

GARD GITLESTAD

Curriculum Vitae – October 2020

Personal details

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Praxis

Gard Gitlestad is a lighting designer and technician working predominantly with architecture and public spaces, as well as stage lighting for music, theatre and contemporary dance. In the field of architectural lighting, his main focus is on conceptual, atmospheric and immersive installations in the public realm.

In addition to design projects of his own, Gitlestad also works as a technician designing and installing custom lighting electronics, controls and embedded systems for other designers. He considers lighting design both an art and a craft, and strives to create rugged and reliable technical solutions, leveraging open source technologies to make innovative sensor-based systems.

Selected works

- «Fravær av nærvær», interactive light installation** 2020
Interactive light installation in central Oslo, designed in collaboration with Ingrid Stokke Solvik. Light sources integrated in custom cellulose-based diffusers, controlled by a thermal camera detecting movement on a public footpath.
- «Baudelaire og piano», concert lighting design** 2020
Lighting design for concert with Susanna Wallumrød at Henie Onstad Art Centre.
- «Skaut», lighting design for dance** 2020
Lighting design for the dance performance «Skaut» by the company Frikar. Includes design and development of battery powered, wireless luminous props.
- «Psykt Blod», theatrical lighting design** 2019-2020
Lighting design for the theatre performance «Psykt Blod» at Brageteatret, directed by Even Torgan, based on «Verrucktes Blut» by Nurkan Erputat & Jens Hillje.
- «Indigo Englehår», theatrical lighting design** 2019
Lighting design for the theatre performance «Indigo Englehår» at Brageteatret, written by Fredrik Høyer and directed by Nils Petter Mørland.
- «Folkemuseet i nytt lys», temporary outdoor lighting design** 2019
Architectural and environmental lighting at the Norwegian Museum of Cultural Heritage, in connection with their 125th anniversary. Project in collaboration with Ingrid Stokke Solvik and Reidun Solvik. Included illumination of a 13th century stave church, soundtracked by Tonik Ensemble (IS).

Nord-Odal, lighting design for public space

2017–2018

Design and implementation of a lighting scheme for public areas in Sand in Nord-Odal. Includes a scheme for environmental lighting design and footpath illumination, implemented as a small pilot project in 2017, and a luminous art installation completed in 2018. Project in collaboration with Kulturbyrået Mesén.

Øya Festival – Art programme

2015, 2016, 2017, 2018

On assignment from Kyrre Hedal Karlsen and the Øya Festival (Oslo): planning, installation and programming of area lighting and art installations on the Øya Festival's premises. Includes planning and execution of an installation consisting of approx. 100 pcs. LED pixel tubes distributed across the festival area.

In 2018, the project involved design of new exit signs with an artistic interpretation of the ubiquitous ISO7010 «running man» pictogram, in form of chipboard sheets, fluorescent paint and UV luminaires.

Kaizers Square, lighting programming and electronics for public area lighting

2018

On assignment from lighting designer Halvor Næss: specification of control systems, production of weatherproof microphone modules and programming of interactive lighting control systems for a public lighting installation at Bryne. Includes programming of sound-reactive interactive lighting using moving head fixtures in an outdoor environment.

«Vid/Klar/2018», scenography and lighting design for dance

2018

Scenography and lighting design for the dance performance «Wide/Clear/2018» by Karen Foss Quiet Works at Scenhuset in Oslo.

SASSY 009, live video design for concerts

2018

Technical and artistic production of live video projections for the band SASSY 009 at various concerts in Oslo. Executed in collaboration with Ingrid Stokke Solvik as the video art duo VRIDD. Consisted of live macro footage of found objects manipulated through a modular video synthesiser.

BAYA, lighting design and technology for concerts

2015–2019

Lighting design and technical development for the musician Baya. Ongoing project since 2015. Involves collaborative design and implementation of luminous set pieces controlled by MIDI, piezo drum trigger sensors and other control sources, using experimental combinations of materials and light sources.

Supersilent – lighting design for sound installation

2017

Lighting design for a sound installation in the Vigeland Mausoleum in at the Ultima festival in 2017. Ominous lighting for a dark and disturbing quadrophonic sound piece. Industrial fluorescent lighting fixtures with particularly bleak tubes connected to a completely incompatible dimmer to create disorienting and unpredictable flickering effects.

Kirkenes Hospital, illumination of public artworks

2017

On assignment from Kulturbyrået Mesén: lighting design for art installations outside a new hospital in Kirkenes, Finnmark. Included consultancy, lighting trials and installation and adjustment of exterior ellipsoidal lighting fixtures.

Workshop in electronic tinkering for BA students

2017

Held a practical 2-day workshop for lighting design students at Westerdals in Oslo, teaching practical aspects of designing and building custom electronics for stage lighting. Communication protocols, sensors and assembly.

- «Design i 100», lighting design for exhibition** 2017
Lighting design for the exhibition «Design i 100» at DogA, centre of Design and Architecture in Oslo.
- «Vrangside», audiovisual performance** 2016
Conceptual audiovisual performance using modular video and sound synthesizers and field recordings from expeditions to sewage pipes. Performed at the Piksel Festival in Bergen in 2016 and adapted as an installation piece at the same festival.
- «Watch/2016», lighting design for dance** 2016
Lighting design for the dance piece «Watch/2016» by Karen Foss Quiet Works at Dansens Hus in Oslo.
- Okkultokrati, live video for konsert** 2016
Live video design for the band Okkultokrati; video synthesis and abstract images generated by a circuit-bent TI99 computer.
- Oslo City Architecture Awards, lighting design for exhibition** 2015
Design and installation of lighting for an exhibition of candidates shortlisted for the Oslo City Architecture Awards in 2015. Collaboration with Kulturbyrået Mesén, Line Solgaard Architects and Sebastian Sanders.
- «Absence of Clarity», lighting design for dance** 2015
Lighting design for the performance «Absence of Clarity» by dancers Øyvind Jørgensen and Terje Tjøme Mossige and musician Tov Ramstad at Scenehuset in Oslo as well as a tour of Bosnia and Serbia.
- «Veggen», development of custom LED lighting modules for scenography** 2015
Commissioned by Kyrre Heldal Karlsen: design and manufacturing of 300 custom RGBW LED pixel modules for integration in scenographic elements for the dance performance «Veggen» by Janne-Camilla Lyster at the Oslo Academy of the Arts. Involved design and assembly of printed circuit boards, wiring harnesses and power supplies.
- Kartfestivalen 2014, art installations and area lighting** 2014
Design, assembly and programming of light art installations and area lighting at the Kart Festival in Gvarv. Included an installation of luminous spheres in the Bø river.
- Factory Light Festival 2014, artistic direction and design of installations** 2014
Artistic direction of the Factory Light Festival in Slemmestad, September 2014, as well as design and installation of temporary and semi-permanent light works around the festival area. Also involved coordination and technical assistance in connection with with the EU funded Poland/Norway collaboration Lightbridge.
- Luminale Frankfurt 2014, design og rigging av lysinstallasjon** 2014
Architectural lighting of a water tower from 1910 in Eschersheim, Frankfurt, at the light festival Luminale. Collaboration with Josefine W. Nergård and Bulut Büküm, with assistance and equipment from Lumenpulse.
- Factory Light Festival 2013, design og montering av lysinstallasjoner** 2013
Design and installation of luminous works in Slemmestad at the first edition of Factory Light Festival. Collaboration with Josefine W. Nergård.

Education

- Bachelor of Architectural Lighting Design**, Buskerud University College 2011 – 2014
BA dissertation on public lighting masterplans and site-specific lighting projects
- General Studies with Sciences**, Drammen Videregående Skole 2009 – 2011
Sixth form college: general studies combined with Physics, Mathematics, Technology and Sciences as well as Social Studies and Photography.

Work experience

- Lighting Designer**, independent 2014 – →
Freelancer/sole proprietorship. Lighting for architecture, installations and stage.
- Artistic Director**, Factory Light Festival 2014
Booking, artistic direction and practical organisation of the Factory Light Festival.
- Photographer**, freelance 2010 – 2014
Documentary, architectural and industrial photography. Commissioned and personal projects.

Workshops and courses

- Mobile Elevated Working Platforms (MEWP)**, safety course 2016
- Projection mapping workshop** with Joanie Lemercier (AntiVJ) 2013
- Lights in Alingsås**, lighting design workshop with Denise Fong (Candela Lighting) 2012
- Workshop Draugen**, industrial photography workshop with Stuart Franklin (Magnum Photos) 2011