

Dossier Dirk Koy

DIRK BILD KOY UND BEWEGUNG

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Biography Dirk Koy

Dirk Koy, born in 1977, is a Basel-based artist active in various fields of moving image creation. After studying visual communication at the Academy of Art and Design in Basel, which he completed in 2002, Dirk Koy worked at KMS-Team Munich in the field of graphic design and animation, and then cofounded the visual communication studio Equipo in 2007. In 2016 he founded his studio Dirk Koy Bild und Bewegung.

His works lie at the junction between a graphic, photographic and video approach anchored in the tangible and a digital work. They propose to experience the meeting of the real world with a virtual universe, of the analogical with the digital, while revealing the pictorial quality of digital contexts. The plurality of digital technologies employed by Koy in the realization of his works, such as 2D and 3D animation, drones, photogrammetry, 3D scanning, augmented reality and virtual reality, as well as the manipulation of the various parameters of operating software whose limits he tests, attest to his interest in experimentation. In his works representing distortions of the real world through these different digital processes, he thus gives a singular view of everyday life and a critical perspective of how digital media channels distort our perception.

His works have been shown at the Art Center Nabi in Seoul, at the HEK (Haus der elektronischen Künste) Basel, at the Los Angeles County Museum of Art LACMA or at the FILE Festival in São Paulo. He was awarded prizes such as the Prix Ars Electronica (2012), the Visual Music Awards (2015), the Basel Media Art Prize (2019) and the Prix du film «Off-Limits» (Annecy, 2022) for his animations and videos.

>> www.dirkkoy.com

>> www.vimeo.com/dirkkoy

>> www.instagram.com/dirkkoy

>> www.twitter.com/dirkkoy

>> www.superrare.com/dirk_koy

>> www.foundation.app/dirkkoy

Exhibitions

2025

- Kinomural: Odyssey, Wrocław, September 19–20, group exhibition
- e-SPIELE 2.0, Waldkirch, August 24–September 28, group exhibition
- Museum of Digital Art Muda, Castel Grande, Bellinzona, July 19–Nov 9, 2025, solo exhibition
- Digital Art Mile Basel / Space 25, June 16–22, 2025, group exhibition
- OMG, Franck!, Basel, June 16–21, 2025, group exhibition
- Black Box 003, Currents Art & Tech Festival, Santa Fe, June 13–22, group exhibition
- OFFF Barcelona, May 8–10, group exhibition
- Neo Shibuya TV, Tokyo, April, solo exhibition
- The International Festival of Films on Art (Le FIFA), Canada, March 15, group exhibition
- Demo Festival, The Netherlands, January 30, group exhibition
- NFT Japan, Superchief Gallery & Braw Haus, Tokyo, January 16, group exhibition
- «New Nur Now», Kazan, January 3–26, group exhibition

2024

- Stalla Madulain, December 28, 2024–March 03, 2025, group exhibition
- «Unified Contrasts», Colab Gallery, Weil am Rhein, December 2, 2024–May 3, 2025, group exhibition
- Clockenflap, Rentless Melt No. 36: November 29–December 1, Hong Kong, group exhibition
- «Digital Witness», Los Angeles County Museum of Art (LACMA), November 24, 2024–July 13, 2025, group exhibition
- Mesh Festival für Kunst und Technologie, Münchenstein/Basel, October 16–20, group screening
- Film My Design Festival, Cairo, October 3–October 12, group exhibition
- «Unleashed», Tinguely Museum, Basel, October 3–20, group exhibition
- Subjective Art Festival, New York, September 27–29, group exhibition
- Artifice 003, New York, September 7, group exhibition
- Los Angeles Public Library, September 1, 2024–August 31, 2025, group exhibition
- Re-MIX Aargauer Kunsthhaus, August 30–October 27, group exhibition
- RGBMTL, Montreal, Canada, August 24, group exhibition
- ZAZ10TS, New York, Timesquare, August 1–September 11, group exhibition
- «Materiality», Praxis Artspace, South Australia, July 11–August 10, group exhibition
- Kunsthhaus Baselland, June 11, group exhibition
- MIT School of Engineering, Massachusetts, June 1, 2024–May 31, 2025, group exhibition
- Sphere, Las Vegas, June–December, group exhibition
- Zeitgeist, June 6–16, Basel, group exhibition
- Graphic Days 2024, «A Kind of Future», Turin, group exhibition
- Bildrausch, Mai 29–June 2, Basel, group exhibition
- Athens Digital Art Festival, May 15–26, group exhibition
- Desina 02, Napoli 18–21 April, group exhibition
- Artcrushgallery, Brussels, February, group exhibition
- «Constellation», Art Up, Lille Grand Palais, February 8–16, group exhibition

2023

- NFT Factory Paris, December 14–24, represented by the Brawhaus Gallery, group exhibition
- «Beyond Basel», Trippy Labs, Miami, December 7–10, group exhibition
- R Haus, Miami, December 7–10, represented by the Brawhaus Gallery, group exhibition
- «Expanded Optics 2», Osaka, November 28–December 3, group exhibition
- «OOO exhibitionin», Oslo, November 26, group exhibition
- «Genesthai», Paris, October 14–28, represented by the Brawhaus Gallery, group exhibition
- «One Night Stand», Sofia, Bulgaria, November 8, solo exhibition
- «A-Real Engine», Digital Art Festival Taipei, November 4/5/11/12, group exhibition
- «Forme d'onde 2», Cinéma Moderne, Montréal, group exhibition
- FIC (Frente de Iniciativas Contemporáneas), Villena, Spain, October 18–22, group exhibition

- «Permissionless II», Austin, Texas, September 11–13, group exhibition
- «Cyberart Cinema», Lume Studios, New York, September 8, group exhibition
- Korea Blockchain Week 2023, group exhibition
- «Motion Evolving», August 11–November 11, Beijing, group exhibition
- Neo Shibuya TV, Tokyo, July, exhibition on 9 public displays in the city, solo exhibition
- foyer_42, video window, Basel, June–July, group exhibition
- Art center LO PATI, Amposta, Spain, May 21–July 21, group exhibition
- Mire project Geneva, Centre d'Art Contemporain Genève, May 1–November 1, group exhibition
- MMMAD, Digital Art Festival, Madrid, May 9–June 9, solo exhibition
- «Unreel», digital art in public space, Bergamo and Brescia, April–July, group exhibition
- Art center «La Collégale», Saint Pierre le Puellier, France, March 30–May 28, group exhibition
- Gallery Arte Abierto, Mexico City, February 23–26, group exhibition
- OCT-LOFT creative festival, «Flow–Graphics in motion», Beijing, November 5–January 5, group exhibition
- NFT Paris conference, February 24–25, represented by the Brawhaus Gallery, group exhibition

2022

- Design Museum Den Bosch, Holland «A Digital Nature», October, group exhibition
- Neo Shibuya TV, Tokyo, December, exhibition on 9 public displays in the city, solo exhibition
- House of Communication Munich, October 1–December 31, solo exhibition
- «intersection», digital exhibition on <https://thewrong.tv>, October 20–27, solo exhibition
- Demo Festival, October 6, group exhibition
- Galleria Kollektiva Kassel, September 10–25, group exhibition
- Kunsttage Basel, «Short Cuts, collection dotmov.bl», September 1–4, group exhibition
- Stalla Madulain, July 23, group exhibition
- Ethereum Community Conference 5, Paris, July 19–21, represented by the Brawhaus Gallery, group exhibition
- NFT NYC, EthGlobal, June 20–24, represented by the Brawhaus Gallery, group exhibition
- Tech Meets Art, Oslo Studios, NFT exhibition, June 14, organized by Accenture and Stalla Madulain, group exhibition
- NFT LA, March 8–31, represented by the Brawhaus Gallery, group exhibition
- «Megalopolis», Generative Gallery, Moscow, January 14–February 14, group exhibition

2021

- Bilbao Bideotikan, November 18–25, group exhibition
- Crypto Disco NYC, NFT week, November 2–4, represented by the Brawhaus Gallery, group exhibition
- Supernova, Denver, September, group exhibition
- Bi12, Biennale dell'immagine, Chiasso, «FAKE visual distortion», September 17–November 14, «Dimensione Variabile», virtual group exhibition
- Brawhaus x EP7, Paris, June, group exhibition
- CADAFA, Contemporary & Digital Art Fair, June 25–28, represented by the Brawhaus Gallery and HEK, House of Electronic Arts Basel, group exhibition
- Neo Shibuya TV, Tokyo, May, exhibition on 9 public displays in the city, solo exhibition
- Credit to the Edit, May, virtual NFT exhibition on superare.com, group exhibition organized by Visual Fodder
- HEK Basel, HEK Net Works, April, virtual group exhibition
- Int. Biennale of Graphic Design in Chaumont, France, April 28–October 18, group exhibition

2020

- Kinomural (screening in urban space), Wrocław, group exhibition
- The Wrong New Digital Art Biennale», Valencia, group exhibition

2019

- CADAFA, Contemporary & Digital Art Fair, Miami, represented by the Brawhaus Gallery, group exhibition
- HEK Basel, «Avatare, Doppelgänger und allegorische Landschaften», Regionale 20, group exhibition
- E-Werk Freiburg, «I and The Machine», Regionale 20, group exhibition
- Kinomural (screening in urban space), Wrocław, group exhibition

- Demo Festival, Amsterdam, group exhibition
- Plus gallery, Denver, group exhibition
- DOCK Basel, Artist Window, «Uncanny Vally», group exhibition

2018

- HEK Basel, «Sound Embodied», Regionale 19, group exhibition
- La Kunsthalle Mulhouse, «ODNI/UDO» Regionale 19, group exhibition,
- E-Werk Freiburg, «Don't talk about the weather forecast», Regionale 19, group exhibition
- HEK Basel, Oslo Night, group exhibition
- Kunsthau Wiesbaden, Out of Shape, group exhibition
- Kunsthau Baselland, «Angekauft!», group exhibition

2017

- Media façade COMO, Art Center Nabi, «Unseen City», Seoul, solo exhibition
- M54, «Nachtflimmern», Basel, group exhibition
- Kaskadenkondensator, «Videoförmig, Basel», group exhibition
- Grafik 17, Zurich, group exhibition
- Kunstraum Florenz, Basel, group exhibition

2014 and earlier

- Kunsthau Baselland, «Ernte 2014», group exhibition
- Städtische Galerie Alter Löwen, Pfullendorf, Germany, 2013, group exhibition
- Video Window, 2012, Zurich, discussion
- Haus für Kunst Uri, «Viel Lärm um Alles», 2011, group exhibition,
- Viper, international festival for film video and new media, Basel, 2002, group exhibition

Film Festivals/Screenings

«Intersect»

- Falling Tree Film Festival, 2024 (England)
- Animated Film Festival Animator 2024, «Artificial Empathy», Poznan, 2024 (Poland)
- Desenzano Film Festival, «A corto di Spazio», 2024 (Italy)
- 13th Tehran International Animation Festival, 2024 (Iran)
- Cinematheque Rosh Pina, 2022 (Israel)
- Cutout Fest, Querétaro, 2022 (Mexico)
- 19th International Animation Film Festival Tindirindis, 2022 (Lithuania)
- FIIN Festival Internacional de Imagem de Natureza, 2022 (Portugal)
- Anination, Jerusalem internationales Animationsfestival (Israel)
- InDPanda internationales Filmfestival Hong Kong, 2022 (China)
- Fredrikstad Animationsfestival, 2022 (Norway)
- Zentrale für Umweltausstellungen: Ausstellung: Die Zukunft hat 6 Beine, Basel, 2022 (Switzerland)
- Desenzano Filmfestival, 2022 (Italy)
- Animiert! Digitale Kunst in der Alten Feuerwache Köln, 2022 (Germany)
- Centre d'Art Contemporain Genève, Labo Screening, 2022 (Switzerland)
- Animatou, Animationsfilmfestival Genf, 2022 (Switzerland)
- Fantoche 20. internationales Festival für Animationsfilm, 2022 (Switzerland)
- Ars Electronica Festival, Programm: «Welcome to Planet B», September 2022 (Austria)
- Supernova, 7th Dimension, Denver, 2022 (USA)
- Melbourne internationales Film Festival, 2022 (Australia)
- Internationales Animationfilmfestival Annecy, 2022 (France)
- Vienna Shorts, 2022 (Austria)

«Bildraum»

- Les nuits des bassins, Arras, 2024 (France)
- Monstra International Animation Festival of Lisbon, 2024 (Portugal)
- Animator Festiwal Poznan, 2024 (Poland)
- World Festival of Animated Film in Varna, 2024 (Bulgaria)
- ZumZeig Art House Cinema, Barcelona, 2023 (Spain)
- Punto y Raya Festival, Lisboa, 2023 (Portugal)
- Cutout Fest, Querétaro, 2023 (Mexico)
- Sensei Filmfest, Hongkong, 2023 (China)
- Trickfilm Festival Düsseldorf, 2022 (Germany)
- Kunsthau Baselland, groundbreaking ceremony at the Dreispitzhalle, 2022 (Switzerland)

«Out of Sight»

- Thrill Me – The Power & Magic of Music, 2023 (Switzerland)
- Internationales Animationsfestival Fest Anča, 2022 (Slovakia)
- Lithuania Cinemas, International Short Film Day, 2021 (Lithuania)
- Fantoche 19. internationales Festival für Animationsfilm, Baden, 2021 (Switzerland):
Nationaler Wettbewerb, Internationaler Wettbewerb, Industry day
- Deep Focus Film Festival, New York, 2021 (USA)
- Allianz Open-Air Cinema Basel, 2021 (Switzerland)
- An Ordinary Day Film Festival at Studio 44, Stockholm, 2021 (Sweden)
- Festival Anima, 2021, Brüssel (Belgium)
- WTF Annecy, 2021 (France)
- Trickfilm Festival Düsseldorf, 2021 (Germany)
- Solothurner Filmtage, 2021 (Switzerland)
- London International Animation Festival, program «Best music videos of 2020» (England)

«Luftraum»

- 10th Cairo Video Festival, 2021 (Egypt)
- Deep Focus Film Festival, New York, 2021 (USA)
- Los Angeles, Central Library, 2020 (USA)
- Allianz Drive-In Cinema Basel, 2020 (Switzerland)
- Independent Film Festival Budapest, 2020 (Hungary)
- Clair-Obscur Filmfestival, Basel, 2019 (Switzerland)
- FILE - Electronic Language International Festival, São Paulo, 2019 (Brasil)
- HafenKunstKino, Düsseldorf, 2019 (Germany)
- TV broadcast: ARTE in the program Tracks, 22.03.2019

«salvage»

- An Ordinary Day Film Festival at Studio 44, Stockholm, 2019 (Sweden)
- Screening on «mon oeil», web series Museum Pompidou, Paris, 2018
- Supernova, Denver, 2018 (USA)
- TV broadcast: CANAL+

«Frautonium Lombok»

- Punto y Raya Festival, Wien, 2021 (Austria)
- Fantoche Industry Day, 2018 (Switzerland)
- Screening on «mon oeil», web series Museum Pompidou, Paris, 2018
- Supernova, Denver, 2017 (USA)
- VisionXsound, Neulengbach, 2017 (Austria)

«Escape Route»

- Tripoteca, 2018/2019 (Europa Tour)
- Aesthetica Short Film Festival, 2018 (England)
- CPH:DOX Copenhagen int. Documentary Film Festival, 2018 (Denmark)
- Dumbo Film Festival, NYC, 2018 (USA)
- ÉCU - The European Independent Film Festival, Paris, 2018 (France)

- Fantoche 2018, Filmbus, Baden (Switzerland)
- Paris 360 Filmfestival, 2018 (France)
- Sónar+D, 2018 (Spain)
- VIS Vienna Shorts, 2018 (Austria)
- Fantoche, GIF Programm, Baden, 2017 (Switzerland)
- Gässli Filmfestival, 2017 (Switzerland)
- IndieBo, Bogota, 2017 (Colombia)
- Screening on www.museumtv.fr, 2017

«ground»

- Fokus Experiment, Stadtkino Basel, 2019 (Switzerland)

«The Ugly Sweet»

- Clair-Obscur Filmfestival, 2019 (Switzerland)
- Mecal, int. Kurzfilmfestival, 2018 (Spain)
- Kunsthaus Langenthal, 2017 (Switzerland)
- Screening on www.museumtv.fr, 2017
- videocity.bs, 2017 (Switzerland)

«Zürich 2.0»

- Jihlava International Documentary Film Festival, 2018 (Czech Republic)
- 798 art distinct in Beijing, 2017 (China)
- Future of Storytelling Conference, New York, 2017 (USA)
- Kulturnacht Rheinfelden, 2017 (Switzerland)
- Media façade COMO, Art Center Nabi, Seoul, 2017 (South Korea)
- Sónar+D, Barcelona, 2017 (Spain)
- VisionXsound, Neulengbach, 2017 (Austria)
- Fantoche, Baden, 2016 (Switzerland)
- Gässlifilmfestival Basel, 2016 (Switzerland)
- Massachusetts Institute of Technology - MIT, re|vision, 2016 (USA)
- Supernova, Denver, 2016 (USA)
- Zurich Film Award: Cadrage, 2015 (Switzerland)

«The Time Tunnel»

- Science+Fiction Festival, 2019 (Switzerland)
- The White Night, Bratislava, 2017 (Slovakia)
- Haus der elektronischen Künste Basel, 2016 (Switzerland)
- Athens Animfest, 2015 (Greece)
- Ca' Foscari Film Festival, 2015 (Italy)
- MIST Isle of Wight Festival, 2015 (England)
- Animateka Festival, 2014 (Slovenia)
- Fantoche, Baden, 2014 (Switzerland)
- Kulturnacht Rheinfelden, 2014 (Switzerland)
- Kloosterkino, 2014 (Netherlands)
- Nijmeegse Kunstnacht, 2014 (Netherlands)
- Solothurner Filmtage, 2014 (Switzerland)
- VIS Vienna Shorts, 2014 (Austria)
- TV broadcast: SRF2

«The Time Tunnel Remix»

- Punto y Raya Festival, 2018 (Poland)

«I Should Have Known Better»

- MIST Isle of Wight Festival, 2015 (England)
- Kulturnacht Rheinfelden, 2014 (Switzerland)
- Animanima, 2012 (Serbia)
- Annecy, 2012 (France)

- CutOut Fest, 2012 (Mexico)
- Fest Anca, 2012 (Slovakia)
- Festival Culture Giovani, 2012 (Italy)
- Zoom, 2012 (Switzerland)
- TV broadcast: SRF1, SRF2, 3sat

«Lost in Translation»

- Whiteframe, The Nightlight Screenings, Basel, 2018 (Switzerland)

«The City»

- Digital Real Estate Summit, Brugg-Windisch, 2022 (Switzerland)
- Urban Stories, Kunstraum Walcheturm, Zürich, 2020 (Switzerland)
- Anifilm, 2018 (Czech Republic)
- Expo Astana, 2017 (Kazakhstan)
- Musikmesse Frankfurt, 2016 (Germany)
- Expo Milano, 2015 (Italy)
- MIST Isle of Wight Festival, 2015 (England)
- Kulturnacht Rheinfelden, 2014 (Switzerland)
- Festival de cinema independent de Barcelona, 2013 (Spain)
- Istanbul Animation Festival, 2013 (Turkey)
- Anima, 2012 (Belgium)
- Ars Electronica, 2012 (Austria)
- Festival Culture Giovani, 2012 (Italy)
- Rencontres Audiovisuelles, 2012 (France)
- Anifest, 2011 (Czech Republic)
- Animafest, 2011 (Croatia)
- Animanima, 2011 (Serbia)
- Animatou, 2011 (Switzerland)
- Animest, 2011 (Romania)
- Annecy, 2011 (France)
- Big Cartoon Festival in Moscow, 2011 (Russia)
- Brest European Short Film Festival, 2011 (France)
- Geneva International Film Festival, Cinéma Tous Ecrans, 2011 (Switzerland)
- Interfilm, Berlin, 2011 (Germany)
- ITFS, 2011 (Germany)
- L'Hybride in Béthune, 2011 (France)
- Multivision Festival, 2011 (Russia)
- Onedotzero, 2011 (Switzerland)
- Piazzetta, 2011 (Switzerland)
- VIS Vienna Shorts, 2011 (Austria)
- Animated Dreams, 2010 (Estonia)
- Bornshorts, 2010 (Denmark)
- Fantoche, 2010 (Switzerland)
- Fest Anca, 2010 (Slovakia)
- Onedotzero 2010 (England)
- Solothurner Filmtage, 2010 (Switzerland)
- Spore Incident, 2010 (Mexico)
- TV broadcast: SRF1, SRF2, 3sat, ARTE, VIVA, MTV

Awards/Funding

«Exhibition³»

- Funding by the «Fachausschuss für Film- & Medienkunst BS/BL», Ernst Göhner Stiftung and GGG Basel, 2025

«Bildraum»

- Honorable Mention, Punto y Raya Festival, Lisboa, 2023

«Intersect»

- Nomination: Basel Media Art Prize 2024
- Winner Animation Off-Limits Award, Annecy International Animation Film Festival, 2022
- Honorable Mention, Supernova Digital Animation Festival, 2022
- Honorable Mention, LA Underground Film Forum, 2022
- Funding by the «Fachausschuss für Film- & Medienkunst BS/BL», 2017

«Out of Sight»

- Best Music Video, Rome Prisma Film Awards, 2022
- Honorable Mention, Category Animated Music Video, International Sound Video Awards, Prag, 2022
- Winner special Edi, 2021
- Winner of the Swiss Animation Industry Award, Fantoche 19. International Festival of Animated Film, 2021
- Silver Medal, Global Music Awards, 2021,
- Best Style, Music Video Awards, Los Angeles, 2021
- Nomination: «Meilleur film d'animation», Solothurner Filmtage, 2021
- Nomination: «Best Swiss Video Clip», Solothurner Filmtage, 2021

«ground»

- «Basler Medienkunstpreis», 2019

«Luftraum»

- Best Experimental Film, Rome Prisma Film Awards, 2023
- Best Inspirational Short, 4theatre., 2022
- Honorable Mention, Deep Focus Film Festival, New York, 2021

«The City»

- Winner, Visual Music Award, 2015
- Nomination Swiss Design Awards, 2015
- Honorary Mention Ars Electronica, 2012

«The Time Tunnel»

- Visual Music Award, 2015
- Nomination Swiss Design Awards, 2015

Collection

Le Random – A Digital Generative Art Institution, 2025, Work: «Bildraum»

Le Random – A Digital Generative Art Institution, 2025, Work: «salvage»

dotMOV.bl – New Media Collection Baselland, 2021, Work: «Escape Route»

dotMOV.bl – New Media Collection Baselland, 2017, Work: «Zürich 2.0»

dotMOV.bl – New Media Collection Baselland, 2014, Work: «The City»

DVD´s

- Annecy 2022 / award-winning films, work «Intersect»
- swiss shorts_23 / Swissfilms, work «I Should Have Known Better»
- IdN Video v19n4, Collage, work «I Should Have Known Better»
- swiss shorts 21 / Swissfilms, work «The City»
- Animation Avantgarde 01, work «The City»

Publications|Press

- eBook: unleashed | Revisiting early explorations of interactive media in visual communication design, 2024, editor: Institute Digital Communication Environments (IDCE), Basel Academy of Art and Design FHNW. Annette Schindler, Michael Renner, publisher: electrfd.net ISBN: 978-3-9525716-5-1 > [Link](#)
- Prompt Magazine, September 2024
- Book: New Society, 2023, publisher: New Society ISBN: 978-2-9590122-0-4, images of the works «grid» and «birth»
- BranD magazine, issue 68, 2023, various works are presented
- eye magazine, issue 104, June 2023, cover and report on the work > [Link](#)
- Arte, program Tracks, September 2022, portrait > [Link](#)
- Same same but different, SAGW-Bulletin, issue 2, 2022, image essay > [Link](#)
- Radiotelevisione svizzera, RSI, program Tempi Moderni, arte digitale, March 2022
- animacionparaadultos.es, July 2022, report on the work «Intersect» > [Link](#)
- Schweizer Fernsehen, SRF1, program 10 vor 10, October 2021, potrait > [Link](#)
- Book: The Age of Data: Embracing Algorithms in Art & Design, 2021 publisher: Christoph Grünberger, publishing house: Niggli Verlag, ISBN: 978-3-7212-1015-6 article about the music visualization «Out of Sight»
- Book: Oh Yeah - Yello 40, 2021, publisher: Dieter Meier, Boris Blank, publishing house: Edition Patrick Frey, ISBN: 978-3-907236-35-2 images of various works
- Anthology: Transdisziplinäre Begegnungen zwischen postdigitaler Kunst und Kultureller Bildung, 2021, publisher: Judith Ackermann, Benjamin Egger publishing house: VS Verlag für Sozialwissenschaften, ISBN: 978-3-658-32078-2 images of the work «Zürich 2.0»
- instagram.com, April 2021, report on the work «Shape Study 24» > [Link](#)
- stashmedia.tv, August 2020, report on the work «Out of sight» > [Link](#)
- showstudio.com, August 2020, interview > [Link](#)
- page-online.de, August 2020, «Die verblüffenden animierten Collagen von Dirk Koy» > [Link](#)
- visualatelier8.com, July 2020, interview > [Link](#)
- cowabungart.com, March 2020, «Les distortions vidéos de Dirk Koy»
- onegmagazine.com, February 2020, interview > [Link](#)
- weburbanist.com, August 2019, various works are presented > [Link](#)
- thisiscolossal.com, August 2019, various works are presented > [Link](#)
- thisiscolossal.com, June 2019, report on the work «Luftraum» > [Link](#)
- elemental.com, April 20, 2019, interview > [Link](#)
- Design Exchange Magazin, May 2019, cover and interview > [Link](#)
- thepluspaper, March 2019, interview about the work «Luftraum»
- Design Report Magazin, issue 05, 2018, cover and report on the work «Escape Route»
- Page Magazin, June 2018, report on the work «salvage» > [Link](#)
- thenewcurrent, May 2018, interview about the work «Escape Route»
- Joins, 2018, article about the solo exhibition «Unseen City»
- Sojoong, 2018, article about the solo exhibition «Unseen City»

- Exhibition catalog «Out of Shape», kunsthaut wiesbaden, 2018, work: «ground»
- Weandthecolor, April 2017, report on the work «Zürich 2.0» > [Link](#)
- Vimeo, March 2017, report on the work «Zürich 2.0»
- Designboom, March 2017, report on the work «Zürich 2.0» > [Link](#)
- Tageswoche, October 13, 2016, portrait > [Link](#)
- Mazda Magazine International, April 2015, report on the work «The Time Tunnel»
- Tageswoche, August 7, 2014, report on the work «The Time Tunnel» > [Link](#)
- the creators project, August 5, 2014, Bericht über «The Time Tunnel»
- Tagesanzeiger, October 15, 2013, short film of the week «The City»
- Page, issue 06, 2012, making of «I Should Have Known Better»
- Page, issue 06, 2011, report on the work «The City»
- Exhibition catalog «Viel Lärm um Alles», Haus für Kunst Uri, 2011, work: «The City»
- Stash 80, May 2011, work: «The City» > [Link](#)
- Neshan Magazine, spring 2010, work «The City»

Lectures

- Basel Academy of Art and Design FHNW, Institute IDCE, 2011 - today
- Adobe, organized by It's Nice That, 2025
- Alliance Graphique Internationale (AGI), Conference Basel, 2024
- Rotary Club Wettstein, Basel, 2024
- Kunsthaut Aarau, Evolution oder Revolution? Digitale Technologien in Kunst und Museen, 2024
- Stadtkino Basel, «Ein Abend mit Dirk Koy | Wunderbare Transformationen», 2024
- International Lyceum Club Basel, 2023
- Balimage, Media Art Meeting N°2, 2023
- HSLU, Lucerne University of Applied Sciences and Arts, Digital Ideation, 2023
- School of Creative Media, City University of Hong Kong, 2023
- SFG Schule für Gestaltung, Forum, 2019/2020/2022/2023
- ECAL, Lausanne, 2022
- Flow-Graphics in motion, Beijing, 2022
- ZHAW, Zurich University of Applied Sciences, 2022
- Baloise Netpoint Workshop «Vom Pigment zum Pixel», 2022
- International Lyceum Club Zürich, 2022
- HSLU, Lucerne University of Applied Sciences and Arts, Salon IDA, 2020
- Science+Fiction Festival Basel, 2020
- RISD, Rhode Island School of Design, 2019

Jury

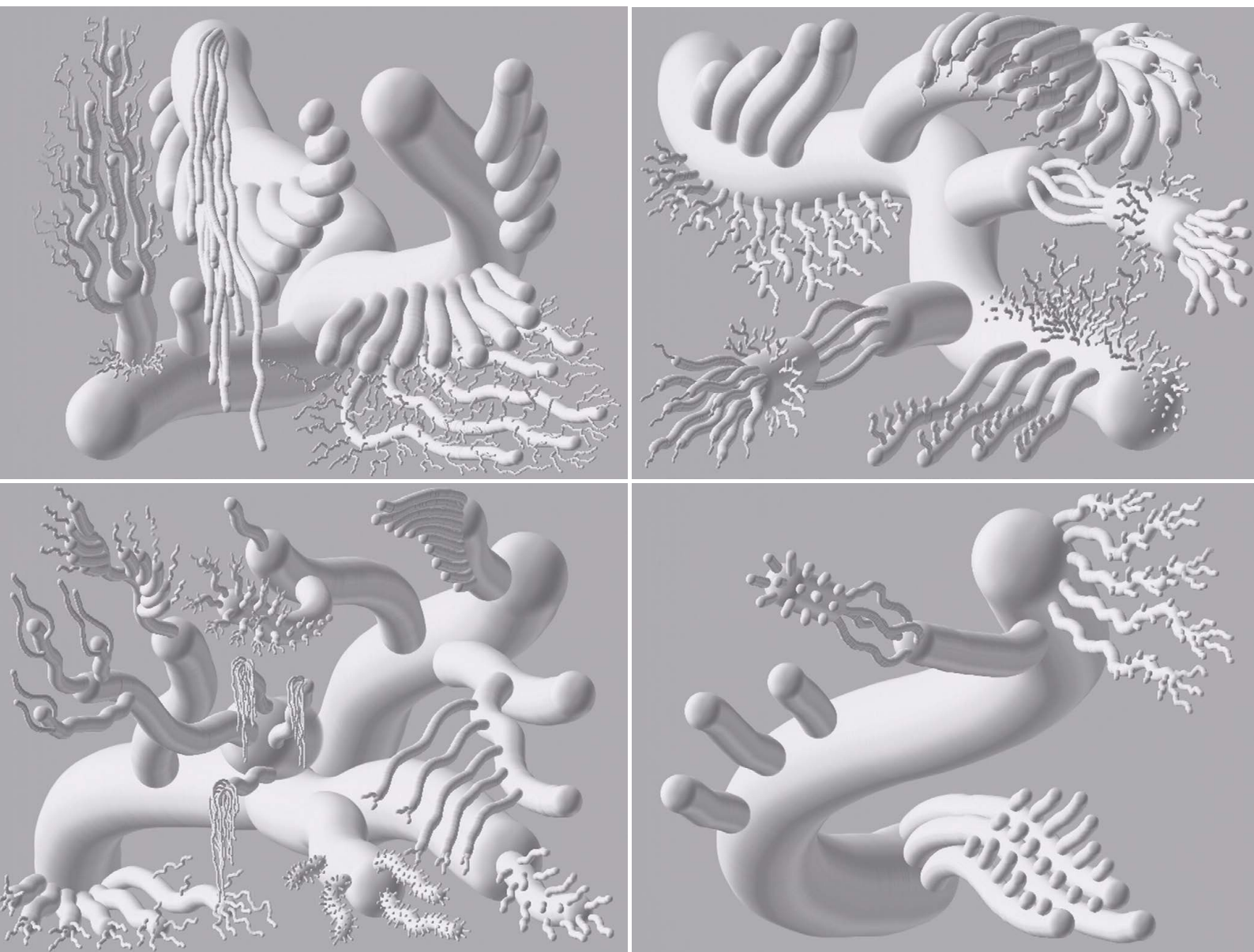
- SMTH in collaboration with the Digital Art Festival, Madrid (MMMAD), international competition for digital artists under the theme «From micro to macro and back», 2023
- ECAL, BA Media & Interaction Design, Lausanne, 2023
- HSLU, BA Graphic Design, 2019

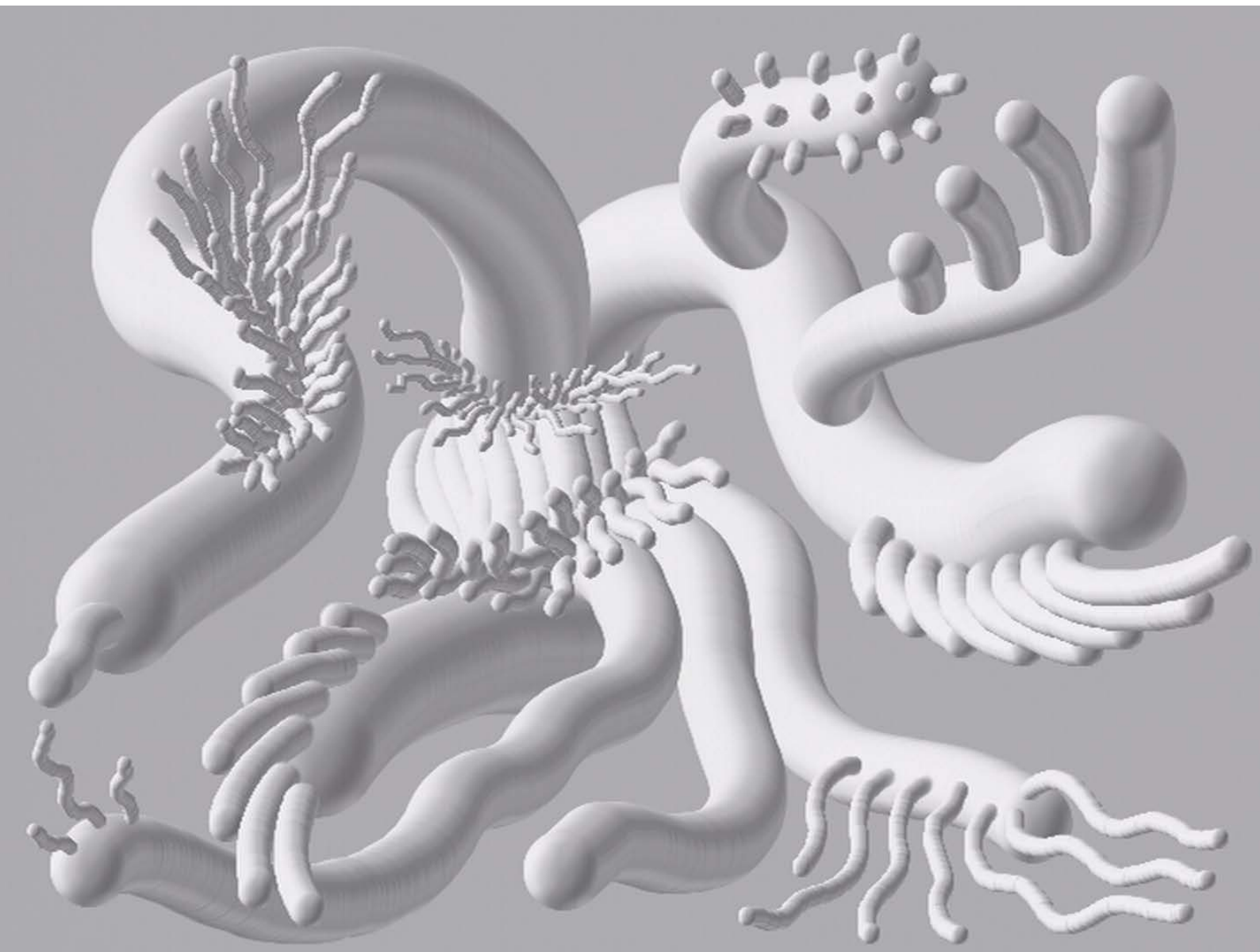
Works

A selection

Herba Alba

Series of digital drawings created with the Quantum Paintbox from 1981, 2025





I was invited by ArtMeta to work with the Quantel Paintbox from 1981. The Quantel Paintbox predated Adobe Photoshop by nearly a decade, paving the way for modern digital art tools.

The «Herba Alba» series was realized with the Quantel Paintbox. The digital drawings show white, organically shaped structures against a gray background. The method of representation combines graphic elements with a sculptural appearance and combines aspects of natural growth with digital shapes. This creates a contrast between familiar and unknown forms.

The work was exhibited at the Digital Art Mile Basel at Space 25 in June 2025.

Exhibition³

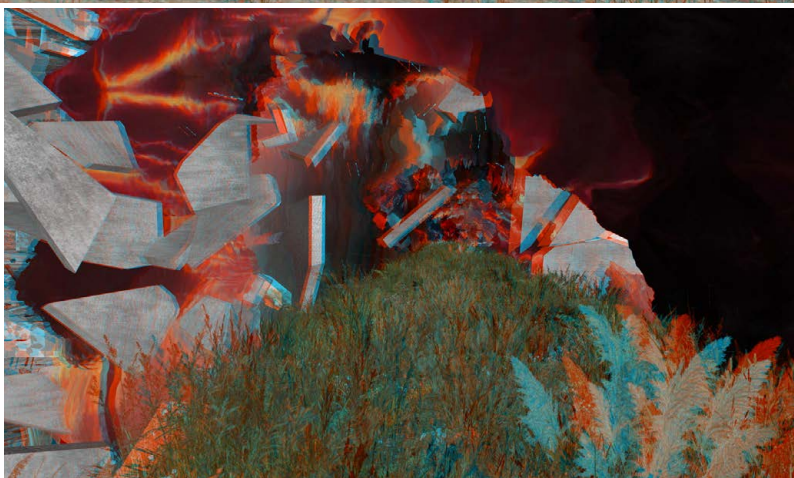
13'35"

Anaglyph 3D animation, stereo sound, Sabine Hertig /Dirk Koy, 2025

Concept and Sound: Sabine Hertig /Dirk Koy

3D animation, 3D modelling, Compositing: Dirk Koy

Supported by Fachausschuss für Film- & Medienkunst BS/BL,
Ernst Göhner Stiftung and GGG Basel



» Video link on request

Exhibition³: An artistic dialogue in virtual space and a search for new ways of presenting art in the digital age.

Visual Layer

Exhibition³ is an anaglyph 3D animation, experienced with anaglyph 3D glasses. Visitors enter a three-dimensional virtual exhibition, making the space tangibly perceptible. We (Sabine Hertig and Dirk Koy) engage in a dialogue, moving along the virtual x-, y-, and z-axes. At the core lies the interplay between naturalness and artificiality – the interweaving of real and virtual worlds.

From the very beginning, Exhibition³ is based on artworks, and the architecture is developed around them – custom-tailored and continuously evolving to meet their needs. The spectrum ranges from concrete, possible exhibition scenarios to abstract, utopian architectural spaces that can only exist digitally.

By recontextualizing our own artistic works within a purpose-built virtual exhibition space, and shaping the form and atmosphere of the spaces surrounding the artworks, we not only take on a curatorial role but also seek a format where architecture and art merge into a total work of art. At the same time, the film reveals the process of reflecting on and staging the artworks, involving viewers in the dialogue between the artists.

Sound Layer

Just like in the visual space, various analog and digitally generated sounds collide and overlap in the sound world, forming a new hybrid whole. The acoustic composition is a collage of real and digital sounds. Physical environmental noises are combined with analog instruments like the violin (played by Sabine) and digitally created sounds (developed by Dirk). Here too, an artistic dialogue emerges between analog and digital sound sources. Dirk (digital) and Sabine (analog) deliberately work from their respective strengths but also record analog sounds together and collaboratively develop the composition further in the digital space.

«A boundless playground opens between analog realities and digital worlds, between tangible urban environments and their virtual counterparts. Within this vortex, Sabine Hertig and Dirk Koy invite us on a journey through time and space, where moments of clarity blend with fissures of abstraction. A mise en abyme in which images and experiences continuously reflect, break, and transform.

Though the two artists work with very different tools – one with physical materials, the other with digital processes – they meet in their shared exploration of the interfaces between these worlds. Both are fascinated by the creative possibilities that lie within the in-between spaces: they shift between the roles of observers and creators, exploring the delicate balance between fragment and whole, boundary and flow.»

– Caroline Hirt, Co-Director, Museum of Digital Art (MuDA) –

Fixed

Loops with different duration

Video, animation, 2019-2025

A digital manipulation of the origin point of the motion system of a scene.



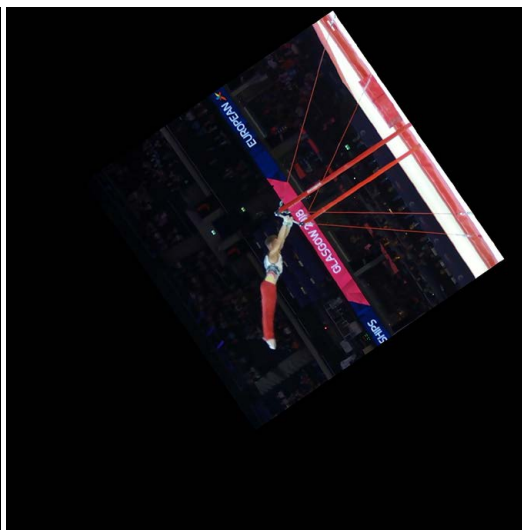
» Video



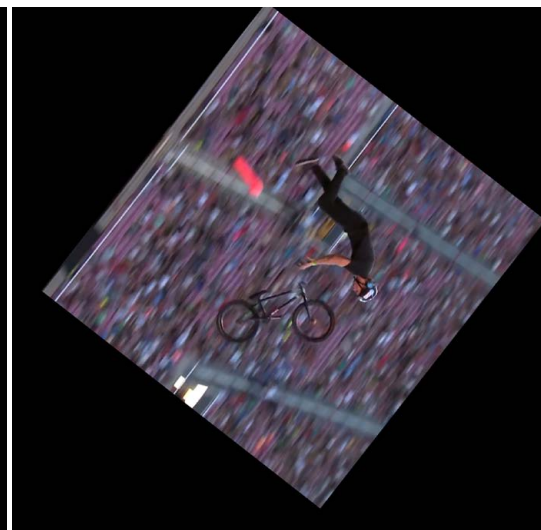
» Video



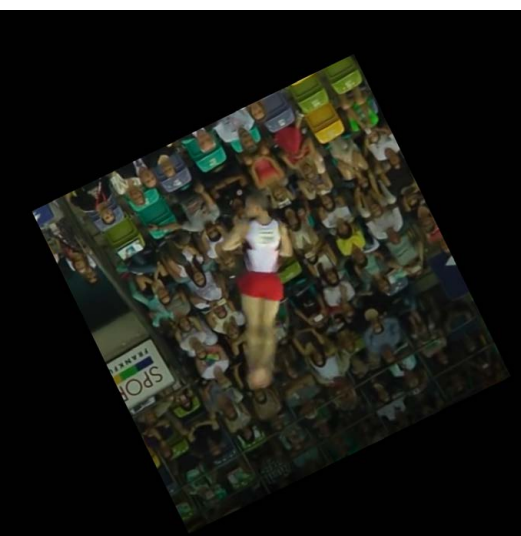
» Video



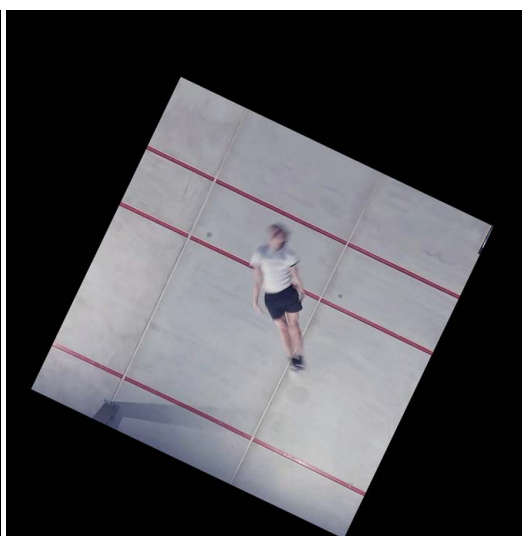
» Video



» Video



» Video



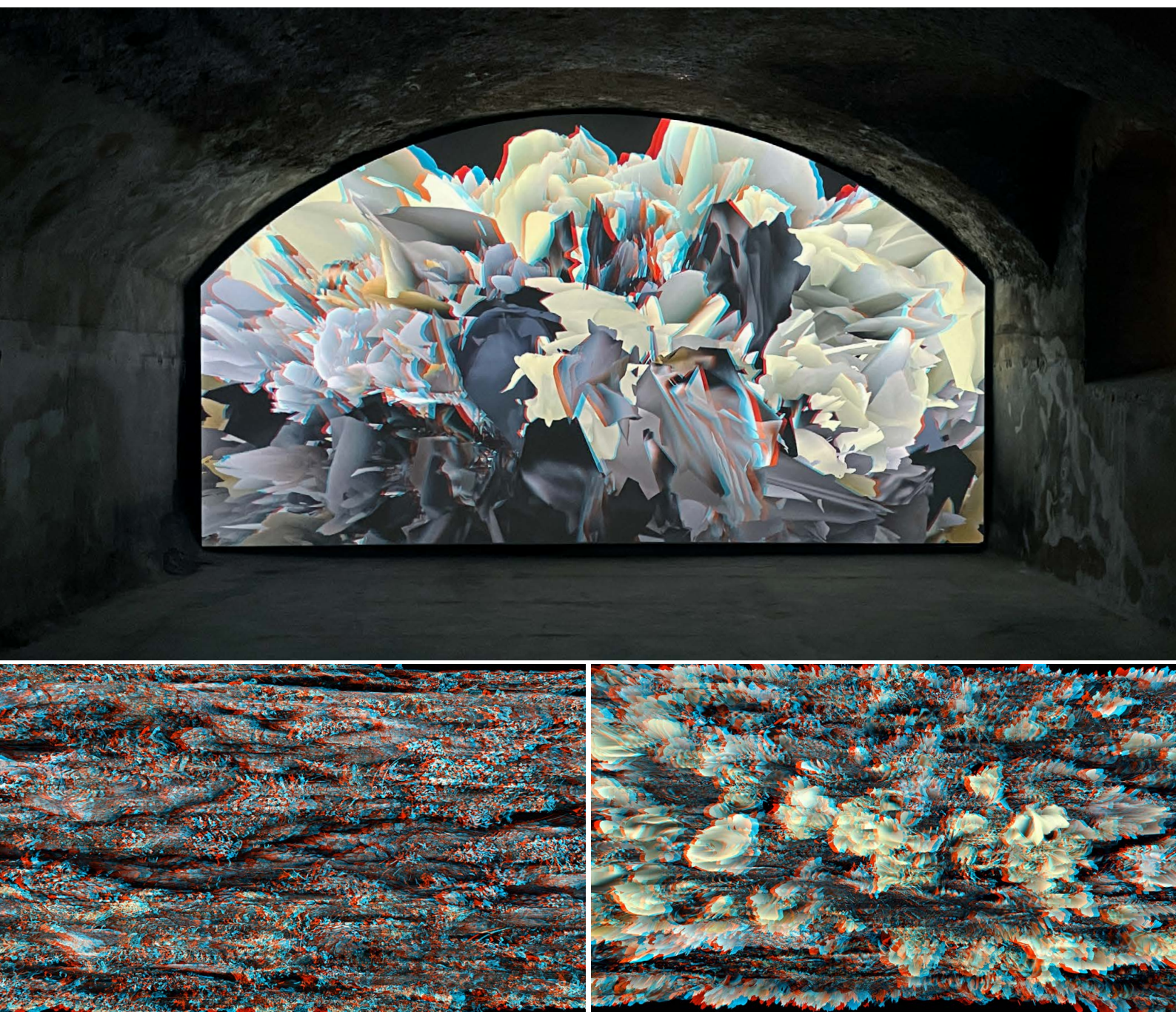
» Video

Bös-ch

3'45"

3D anaglyph animation, stereo sound, 2024

Bös-ch is a fusion of real and virtual environment. The artwork shows a Swiss stone pine from the Engadine, which was digitized with the help of photogrammetry and whose surface was further altered by digital interventions.



Stalla Madulain, December 28, 2024 – March 03, 2025, group exhibition

» [Video link on request](#)

salvage

6'49"

2D/3D animation, stereo sound, 2018

Fragments of memory, in the form of images from past journeys, assembled spatially, become more concrete for a brief moment, but always remain diffuse and eventually dissolve again. Condensation and dispersion alternate continuously.



» Video



Sphere, Las Vegas, 2024

» [Video](#)



Top: E-Werk Freiburg, Regionale 2019
Bottom: House of Electronic Arts Basel, Regionale 2019



Galleria Kollektiva, Kassel, 2022

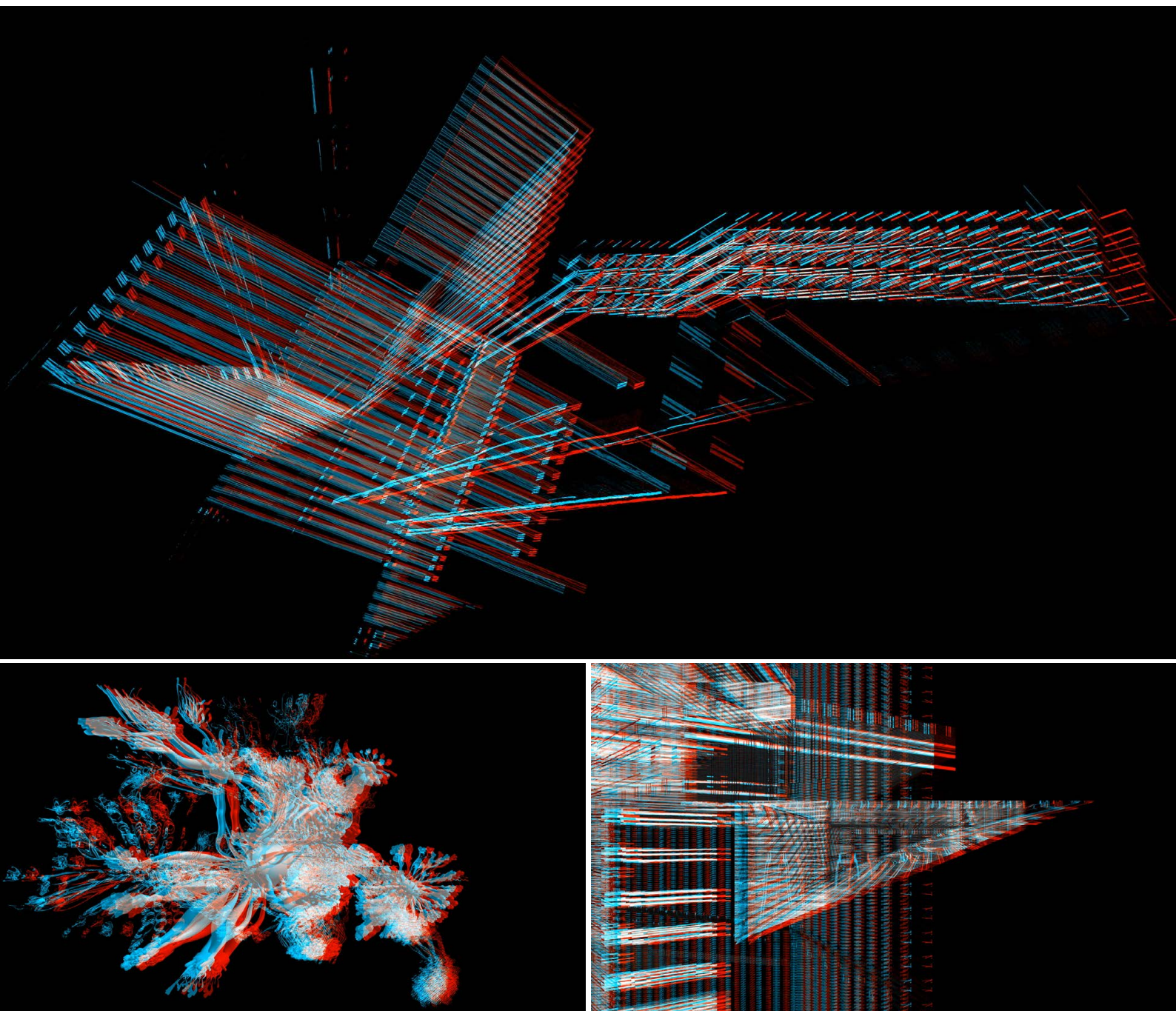
Ortus

5'50"

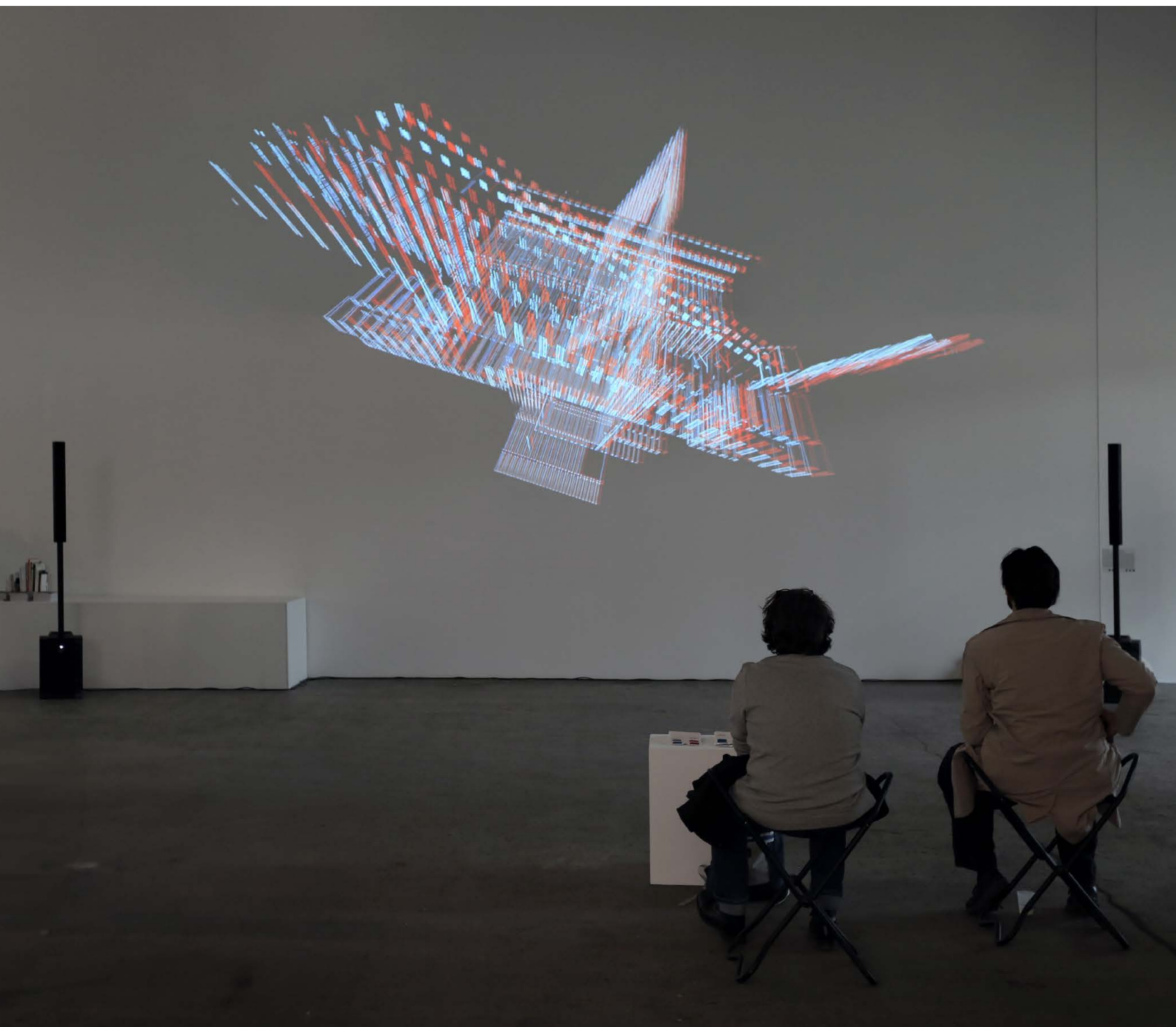
Hand-drawing, 3D anaglyph animation, stereo sound, 2024

The work "Ortus" was created on the occasion of the opening of the new Kunsthau Baselland on April 11, 2024. The sound to the animation was created by Ben Kaczor.

A hand-drawn animated line unfolds and condenses from the surface into space.



» [Video link on request](#)



Kunsthhaus Baselland, June 2024

Hybrids

Different duration

Augmented Reality drawing, video, stereo sound, 2024/2025

Objects in the real environment are enhanced by means of digital 3D drawing.
Real and digital materiality merge



- » [Video link, Hybrid 02](#)
- » [Video link, Hybrid 03](#)
- » [Video link, Hybrid 04](#)

Island

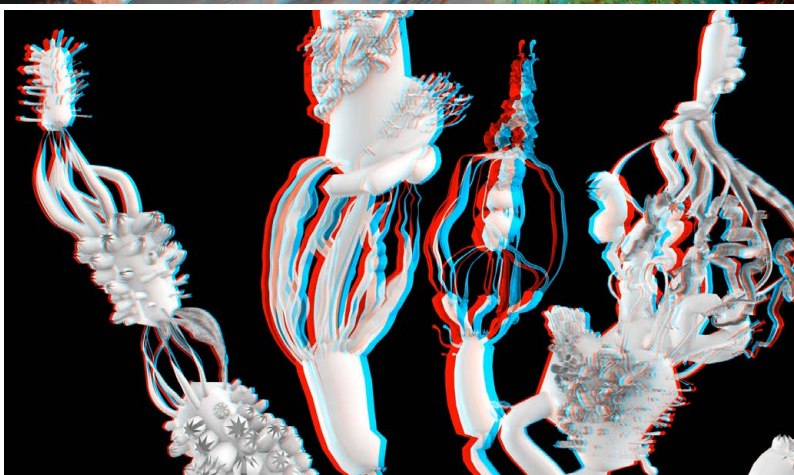
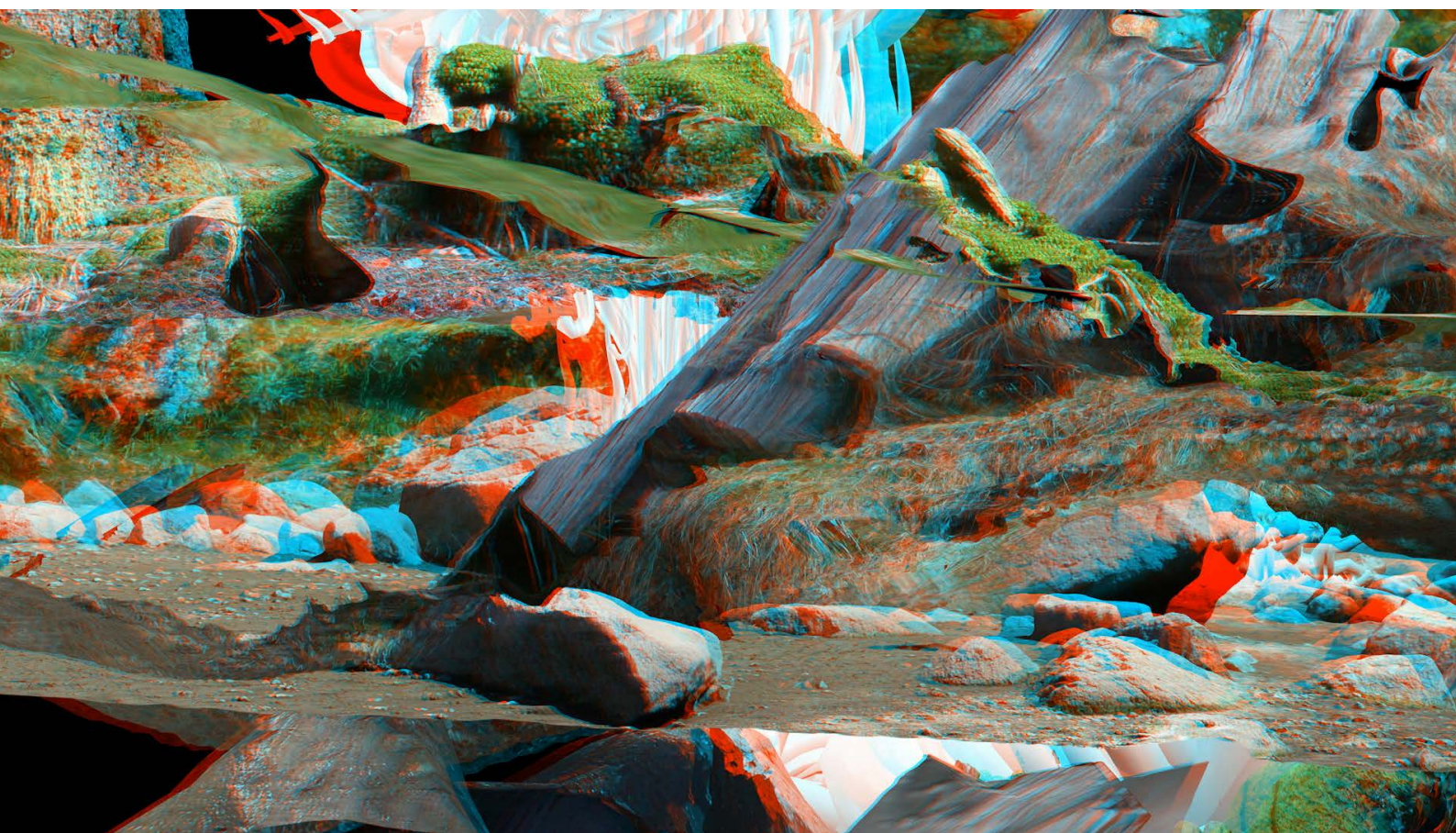
2'57"

3D anaglyph animation, stereo sound, 2023

The work must be viewed with red-cyan anaglyph glasses.

In the work «Island», video recordings, photographs, digital paintings and sound recordings of natural environments are manipulated in digital space, repositioned and woven into a large composition.

The sound was created by Ben Kaczor.



» Video link on request



«Utopien», X_ARTS Festival, October 2023

«Intersection»

Solo exhibition at Gallery Roca, Madrid, May 11 to June 9, 2023

Dirk Koy presented under the title «Intersection» a selection of works that investigate the intersection of urban space and nature and the real and digital worlds. The exhibition was organized by the MMMAD Festival and supported by the Swiss Foundation for Culture Pro Helvetia and the Swiss Embassy.



» Video



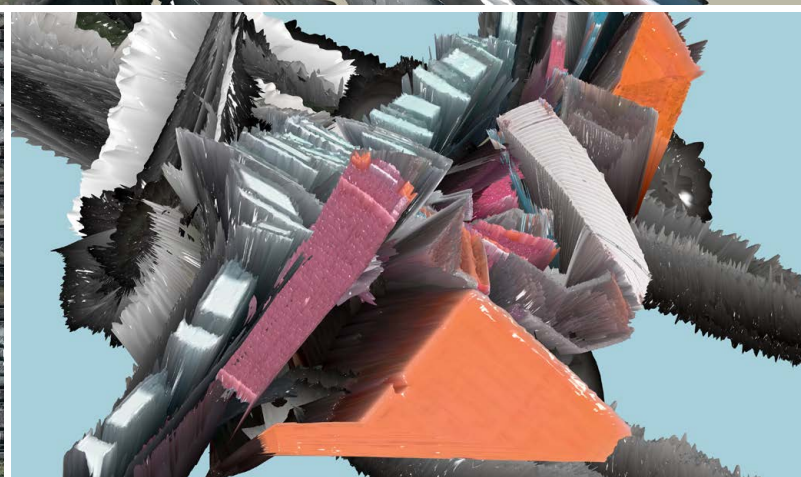
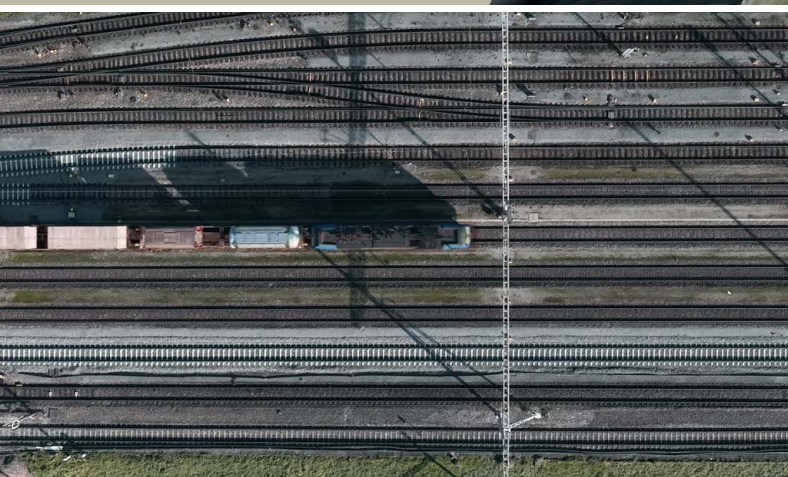
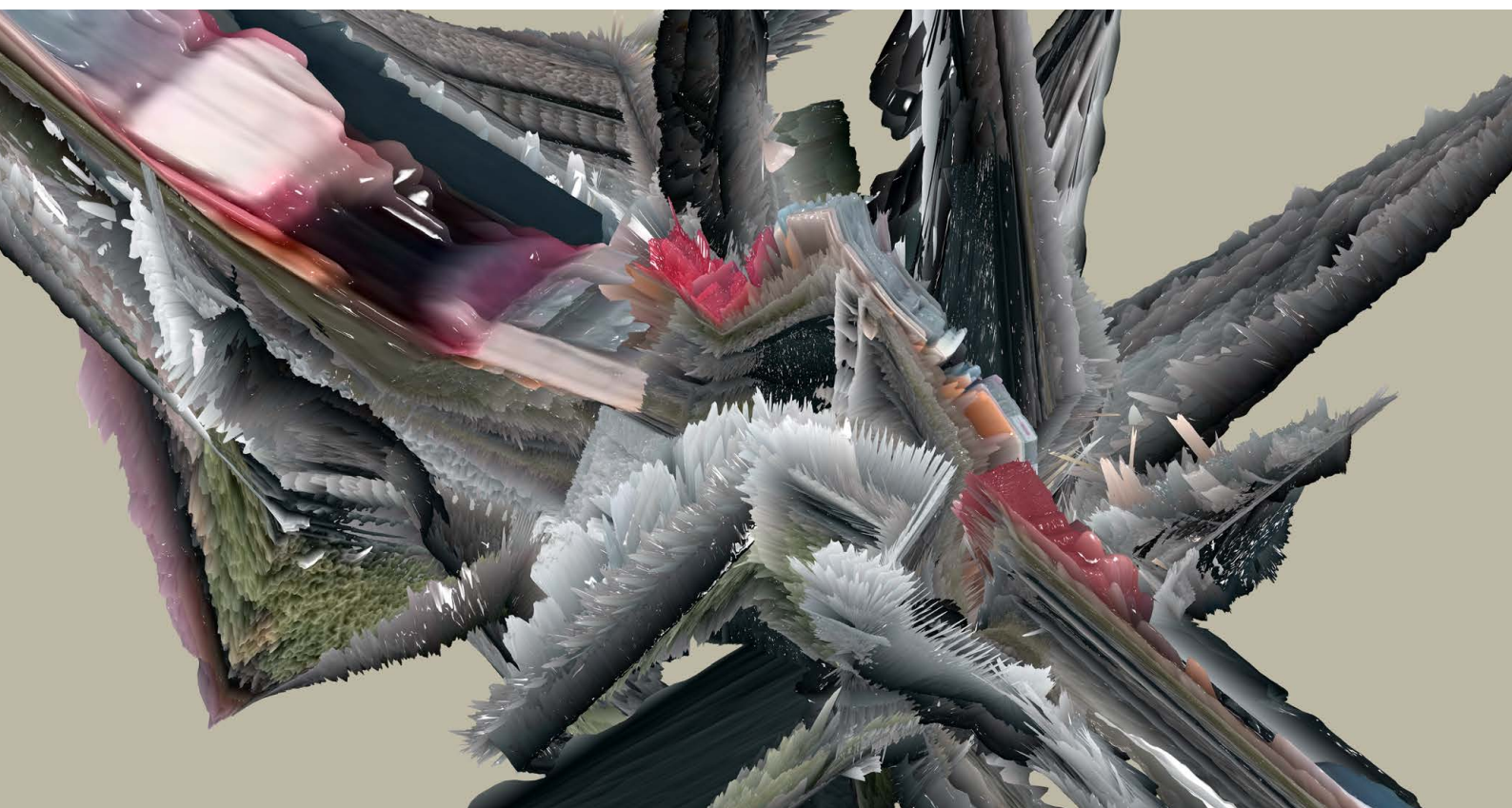
«Intersection» started outside, on the big screen overlooking the street José Abascal, where the work «salvage» was shown. This work explores the search for the pictorial component in digital animation, with visual references to urbanism and music. The exhibition continued inside, with a selection of 25 video works related to the urban, including the series «Fixed» and «Shape studies». A new version of the work «ground» was also presented, a piece generated from the 3D scanning of a trunk, whose bark is transformed into geometric shapes: a natural randomness meets a digital randomness. It is a 3D video piece that uses the anaglyph technique. Finally, the work «Intersect» was projected on the curved screen of the wellness room, whose title derives from the English verb «to intersect», which means to cut, to divide, but at the same time also means to converge and intersect. The film is a visual investigation of the interface between the real and the virtual world in 5 chapters.

Goods 01–07

Each file between 0'48" and 1'29"

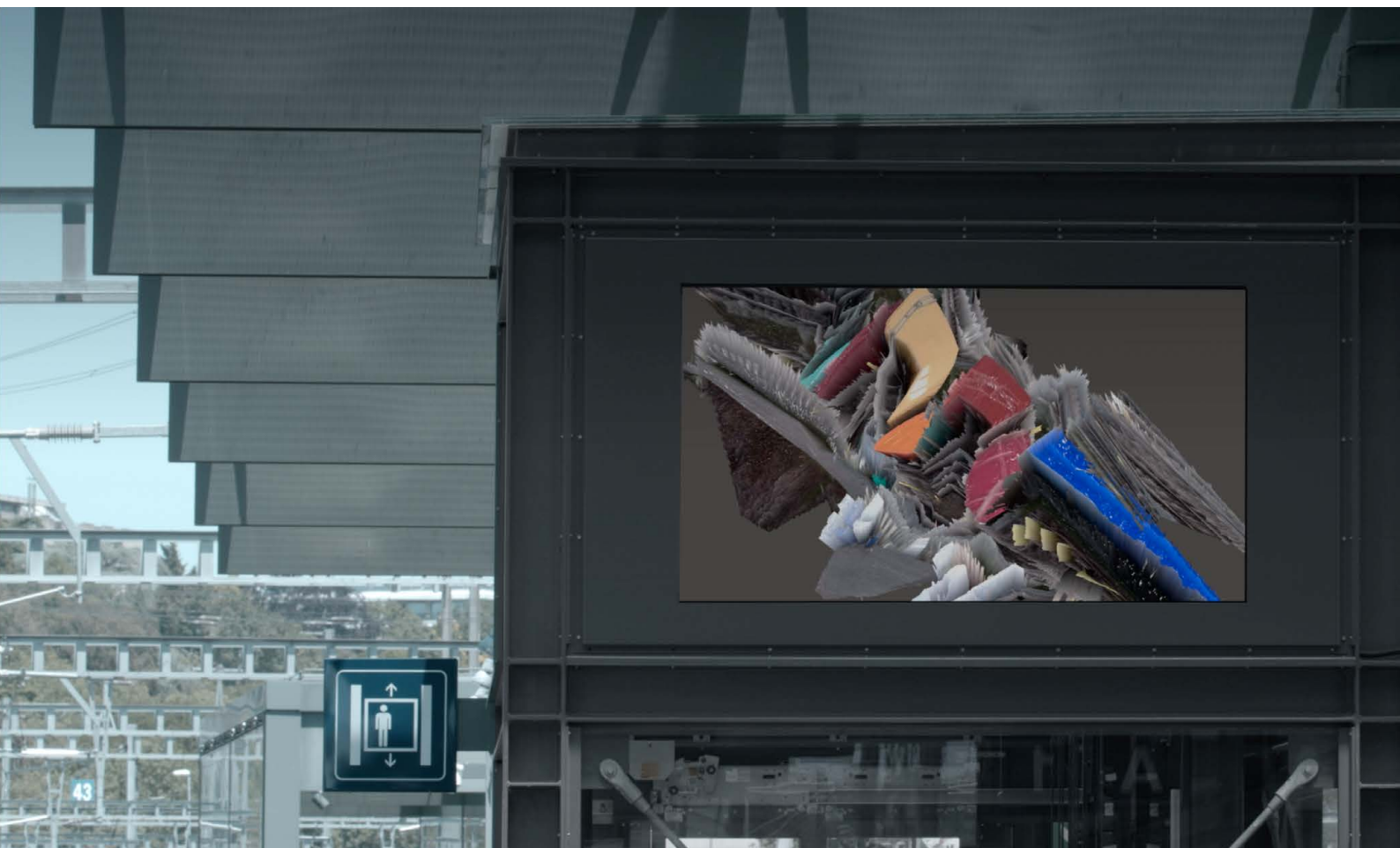
Drone videos and 3D animations for 7 displays

Seven videos, created for the displays in Léman Express stations, show the linear movement of freight trains from a bird's-eye view, transferred into digital space. The work is part of the Mire project which was initiated by the «Fonds cantonal d'art contemporain», in collaboration with the Urban Planning Department and the «Centre d'Art Contemporain Genève».



» Video





Dirk Koy's *Goods 01-07* consists of seven videos showing the linear movement of freight trains from an aerial viewpoint. As the train arrives, the camera is still and then the content is distorted before eventually being restored at the end of the train's passage, the eye finally finding peace again. The duality of these images and the fusion between the real and the digital are characteristic of the processes employed by the artist. These videos were first filmed with a drone and then modified by means of 3D animation work. Through the metamorphosis of a real image into all sorts of virtual distortions and vice versa, *Goods 01-07* proposes a new perception of these convoys, at first sight so banal, which transport the goods we consume on a daily basis and which criss-cross Europe, implying a globalised economy that is hard to grasp. Through Koy's work, the train and its environment are transformed and become mobile, giving us a glimpse of elements that are difficult to identify, with fluid and serpentine movements. This digitisation of the movement of the trains refers to the digital gesture of activating these routes, controlled by a computer. The artist thus makes us reflect on the unsuspected impact of digital processes in real space, through his own digital experimentation, and extends the reflection to the notion of transport and displacement whose logistics underpin contemporary life.

Text: Inès Piguet

Production: Fonds cantonal d'art contemporain, Geneva

» <https://fcac.ch/commande-publique/projet-mire/>

Flux

1'58"

Drone video, 3D animation, stereo sound, 2023

Swimmers in the Rhine merge into an abstract digital image.



» Video



Screening at RGBMTL, Montreal, 2024

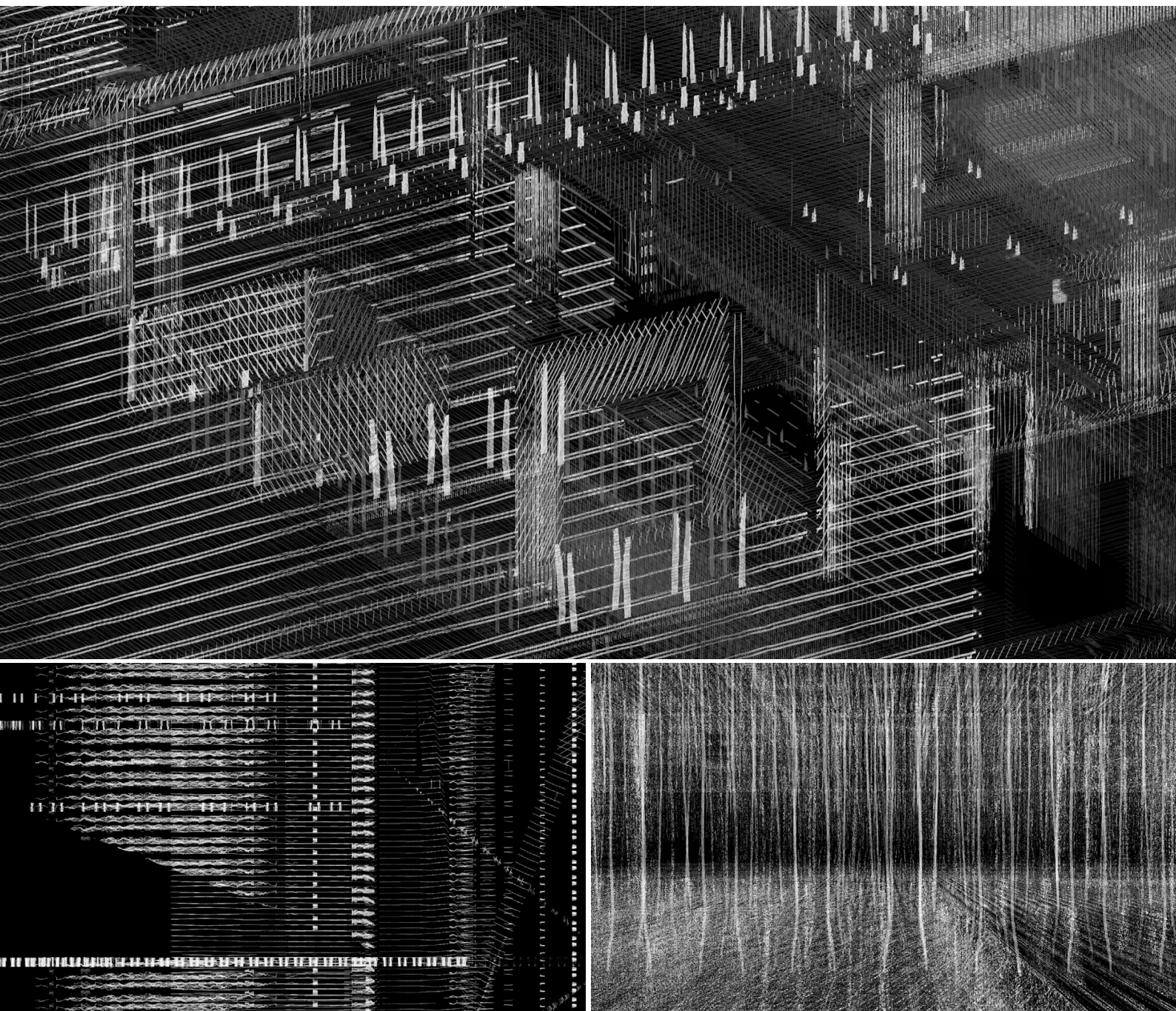
Bildraum

5'45"

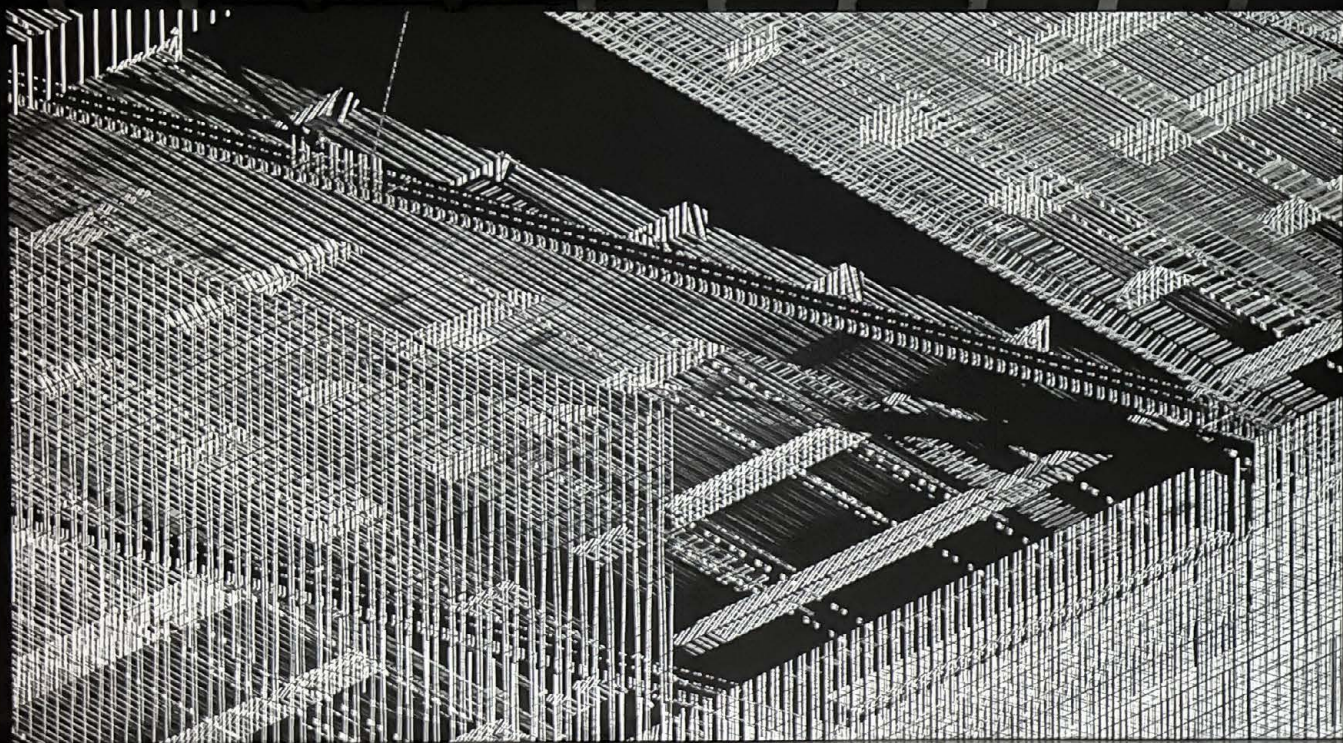
Hand-drawing, 3D animation, stereo sound, 2022

On the occasion of the groundbreaking ceremony of the new Kunsthau Baselland on March 30, 2022
Dirk Koy realized the work «Bildraum», accompanied by sound by Ben Kaczor.

A hand-drawn animated line unfolds and condenses from the surface into space.



» Video



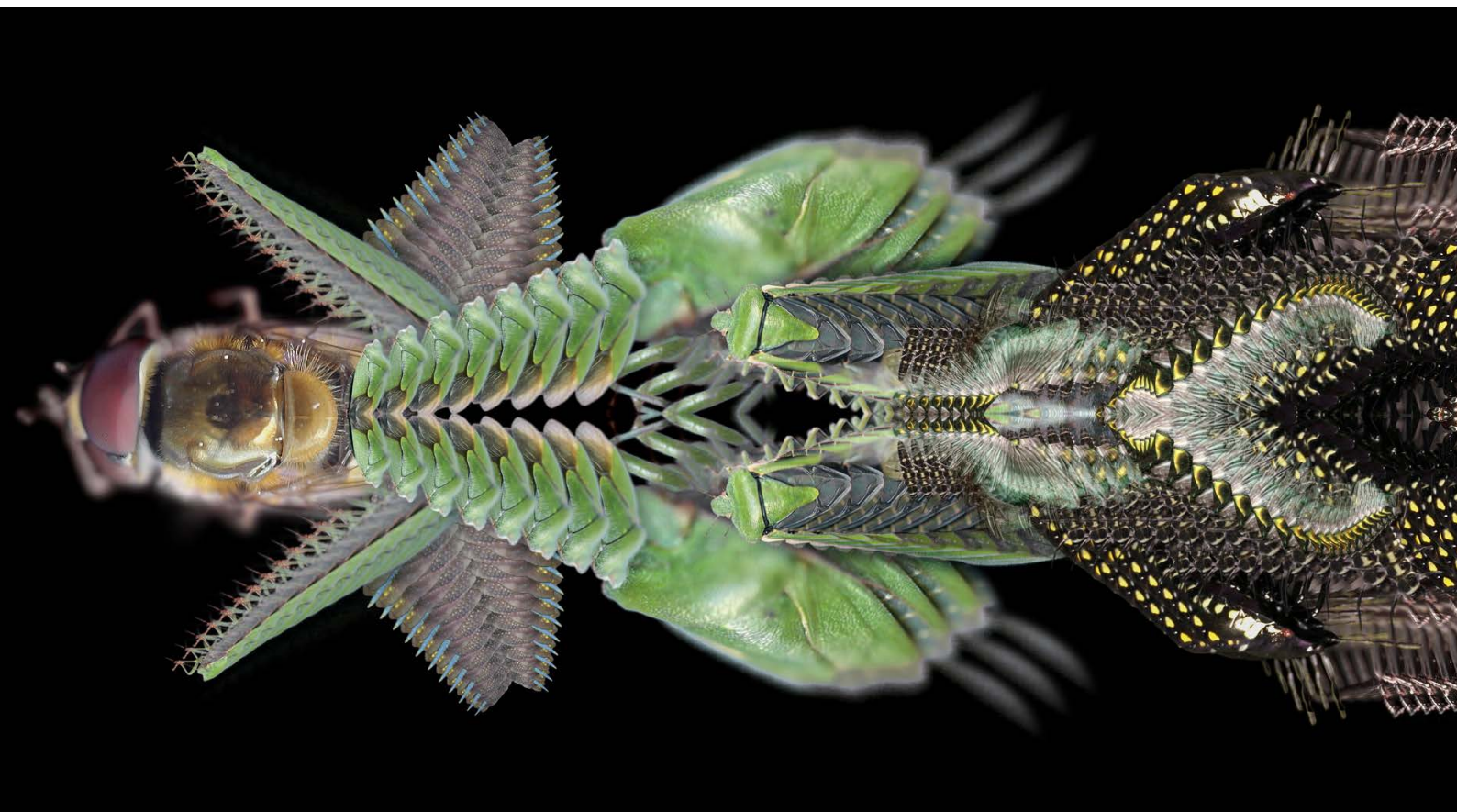
Screening at the Dreispitzhalle Basel, March 30, 2022

Intersect

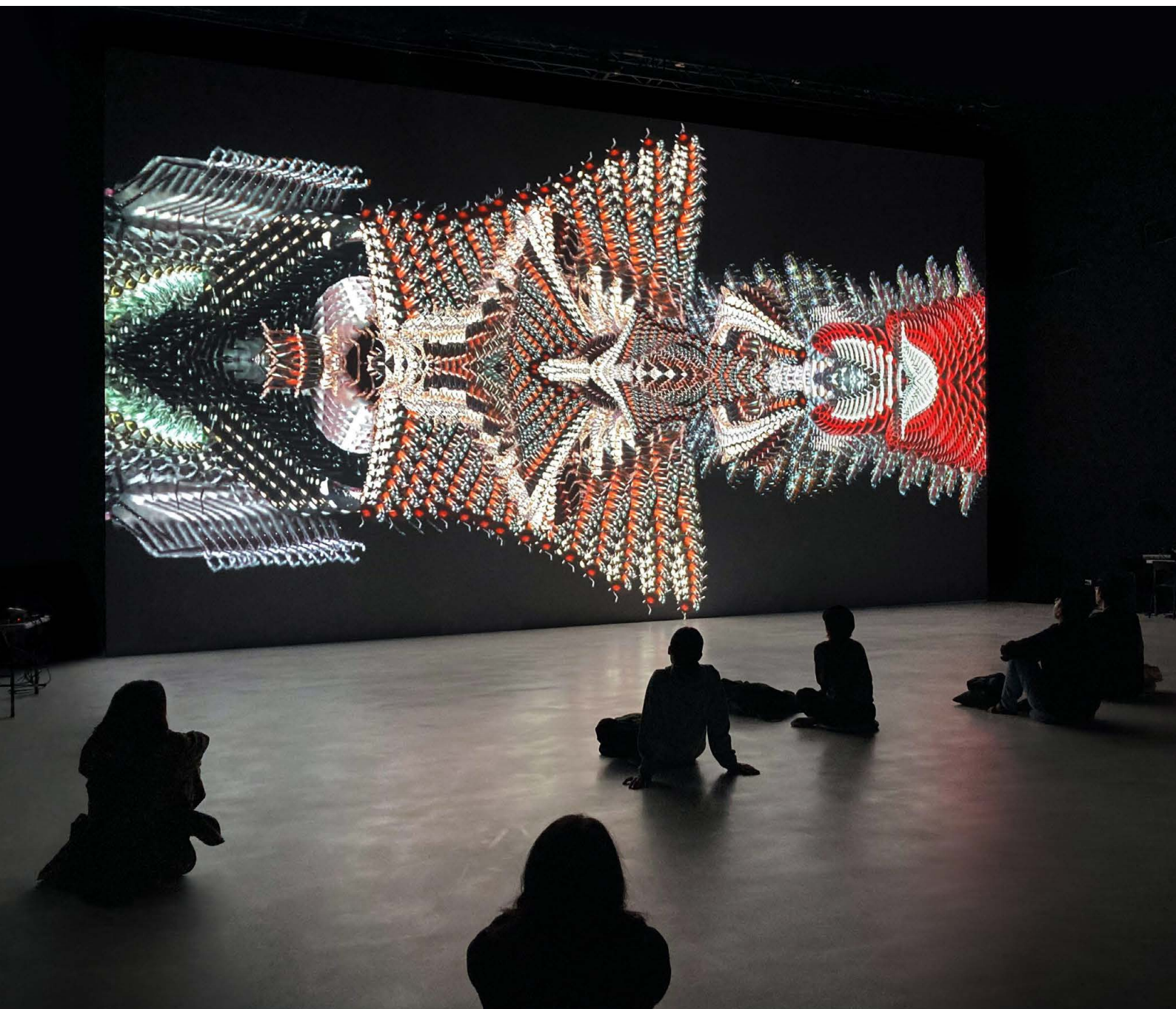
18'23"

Video, drone video, 2D/3D animation, stereo sound, 2022

The title is derived from the English verb „to intersect“ which means to divide, but also to converge and to cross. The film «Intersect» is a visual investigation of the intersection between the real and virtual world in 5 chapters. Digital interventions are made starting from the recordings of natural surfaces.



» Video link on request



Digital Art Festival Taipei, November 2023



House of Communication Munich
October 1 - Dezember 31, 2022

Dirk Koy takes us to the great outdoors: forests, trees, rocks. But the sound signals perturbation— and suddenly the previously rigid boulders begin to move. The rock seems alive! What at first are organic manipulations become more and more digital until they finally turn into pixel ornaments. Koy disassembles and reconstructs, isolating forms and color spectrums. A fascinating performance, a vortex between analog and digital worlds.

- Wiktoria Pelzer, Vienna Shorts, 2022 -

Shape Studies

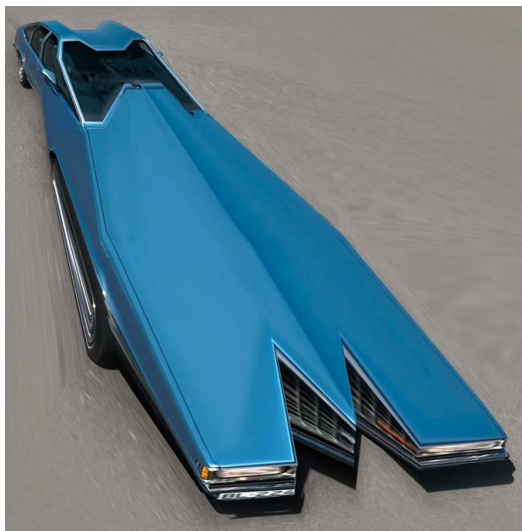
Loops with different duration

Drone video, video, photography, 3D animation, 2019–2023

In the Shape Study 01–41 series, photographs and videos of objects and living beings are digitally manipulated. This series explores how we perceive everyday places and objects and how they can be represented in different ways. A dialogue between real objects and their digital interpretation.



» Video



» Video



» Video



» Video



» Video



» Video



» Video



» Video



» Video

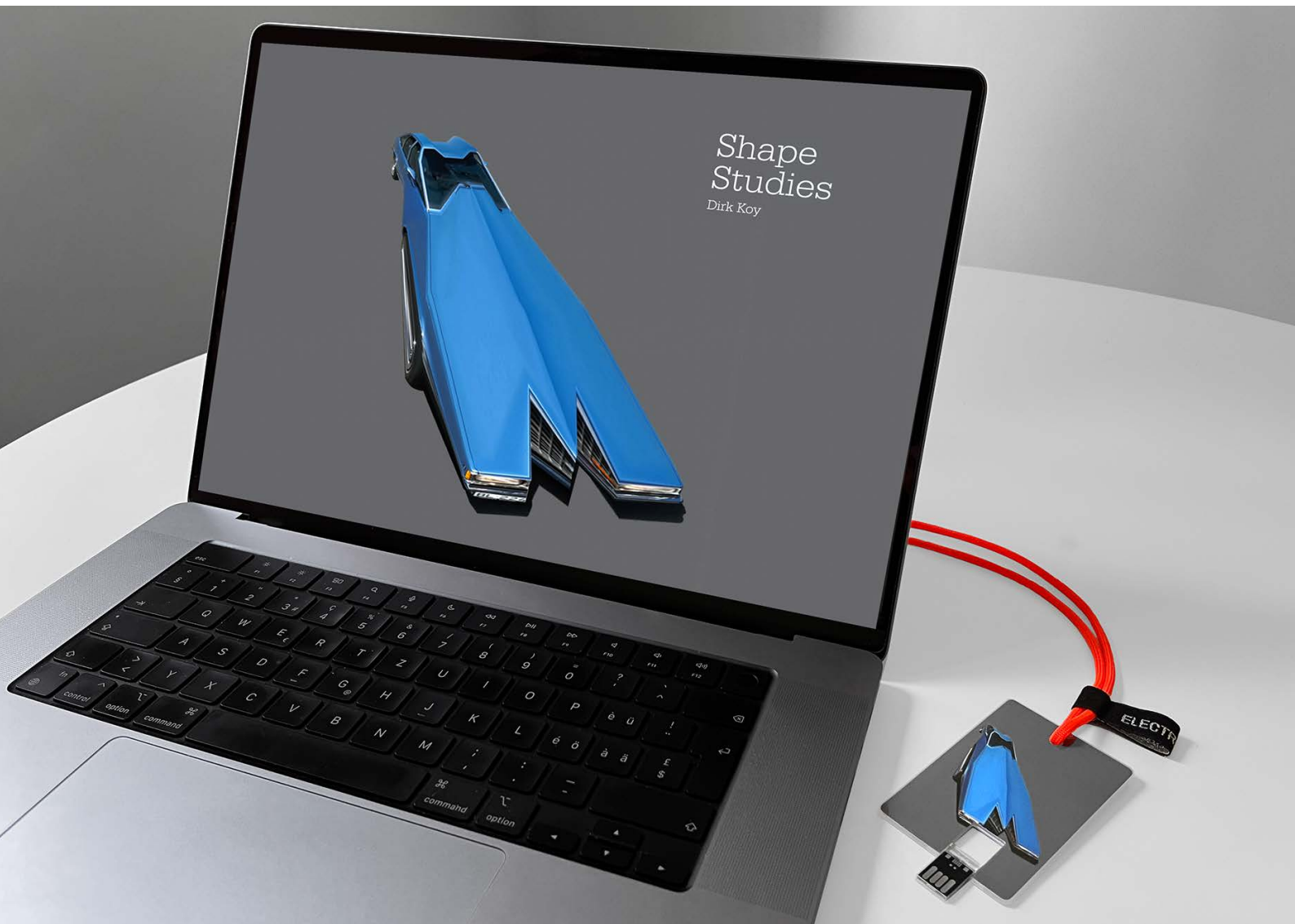


» Video



» Video





» Video

The Shape Study Series has also been released as an ebook by the publishing house electrfd.net which was founded by Esther Hunziker. electrfd.net is a new independent publishing house for digital artists' books based in Basel, Switzerland. The publishing program focuses exclusively on non-printable books, on ebooks/epubs that explore the audiovisual possibilities of electronic publications.

The electrified book by Dirk Koy shows a collection of his animation series Shape Studies. The reader can interact with the photographic portrayals of everyday objects, – with each interaction, the static images come to life, reshaping into new unexpected formations. Dirk Koy playfully examines the digital manipulations of everyday objects by switching between the dynamic relationship of real-world objects and their digital manifestations.

» <https://electrfd.net/shop>



ZAZ10TS, Time Square, New York, 2024



Supernova Festival, Denver, 2021



Neo Shibuya TV, Tokyo, May 2021



eye magazine, issue 104, June 2023

» [Link](#)

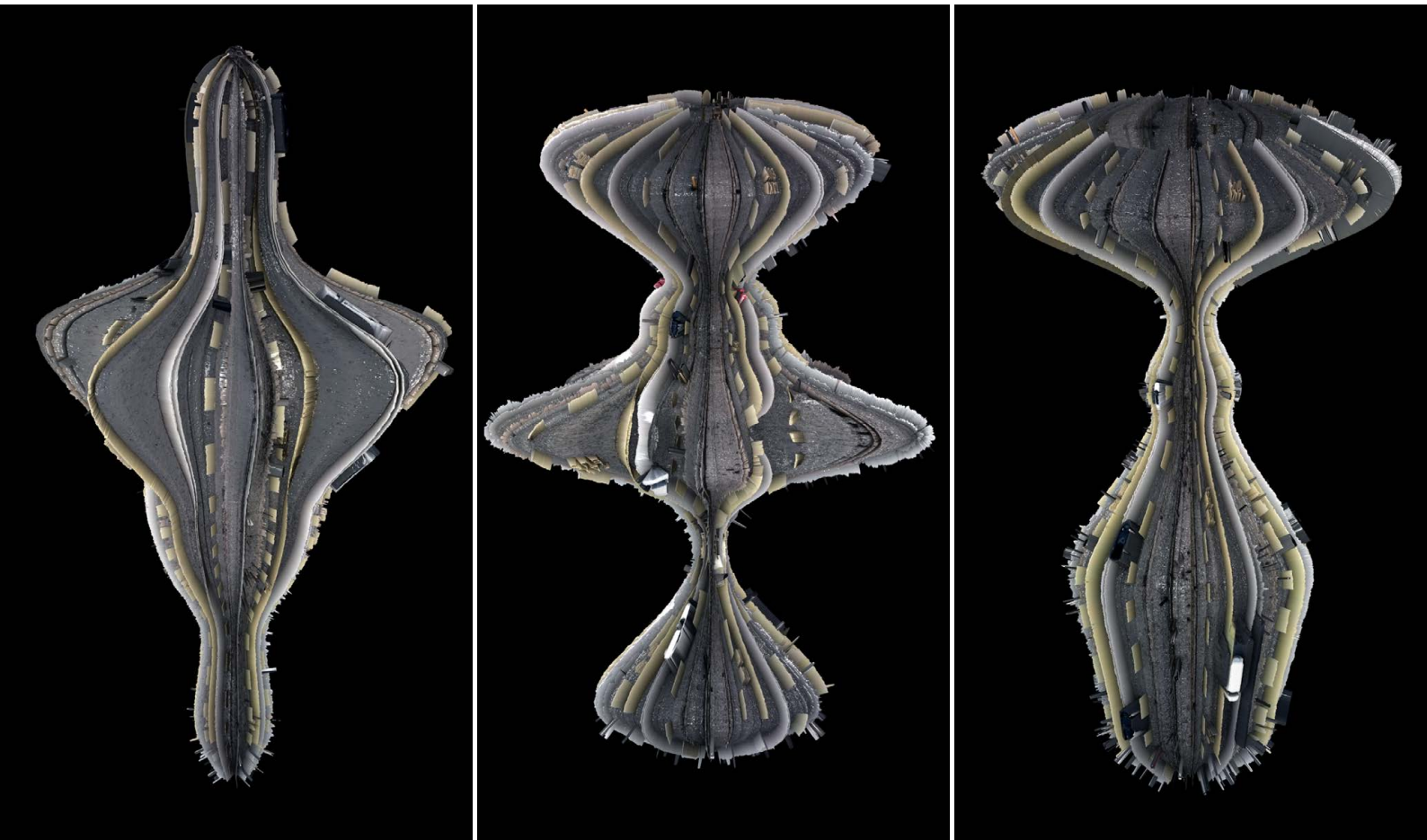


Stalla Madulain, July 23, 2022

Volumen

Loop, 1'23"

Drone video, 3D animation, stereo sound, 2023

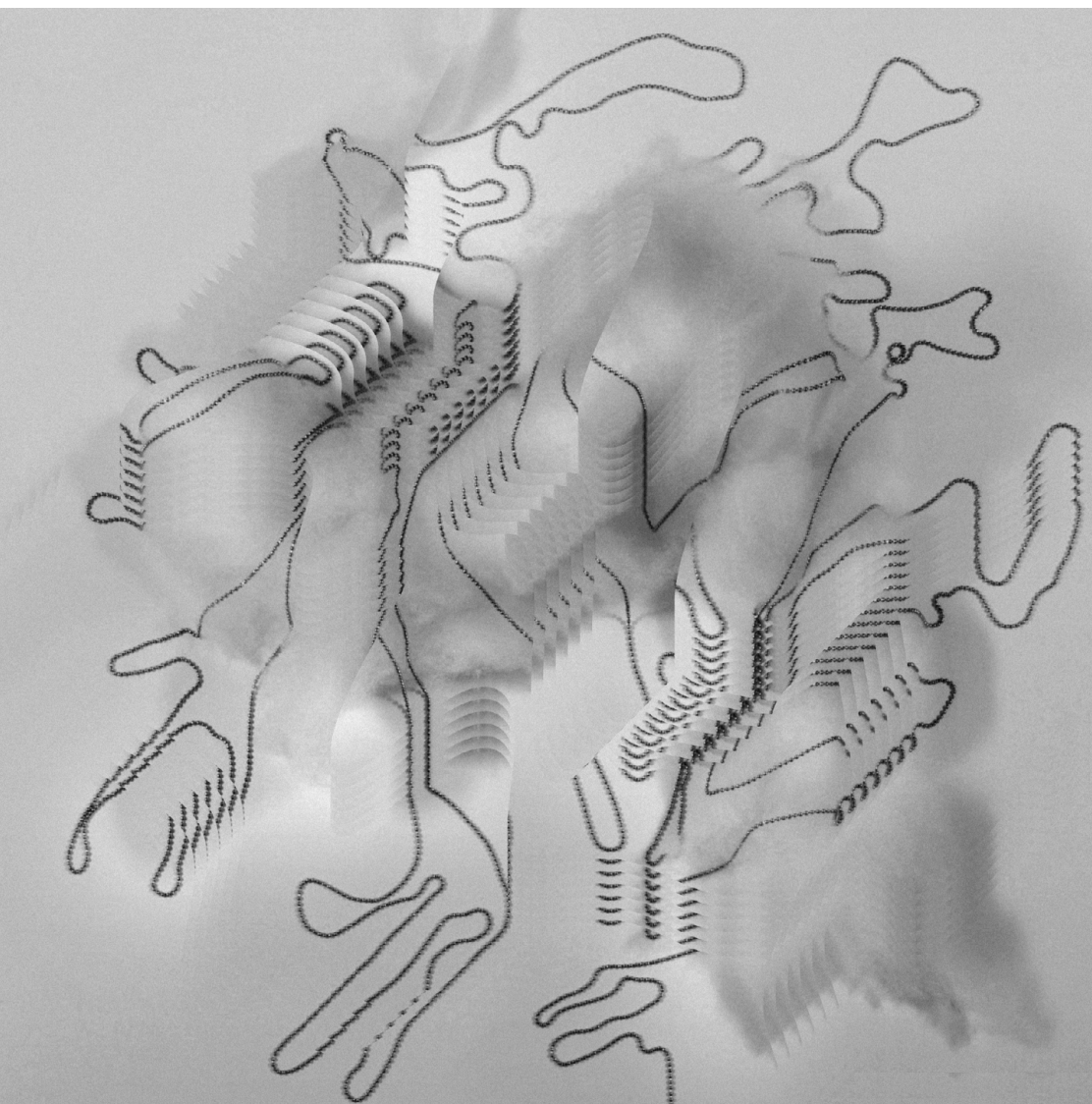


[» Video](#)

Line and Clouds

Loop, 1'23"

Video, 3D animation, stereo sound, 2023

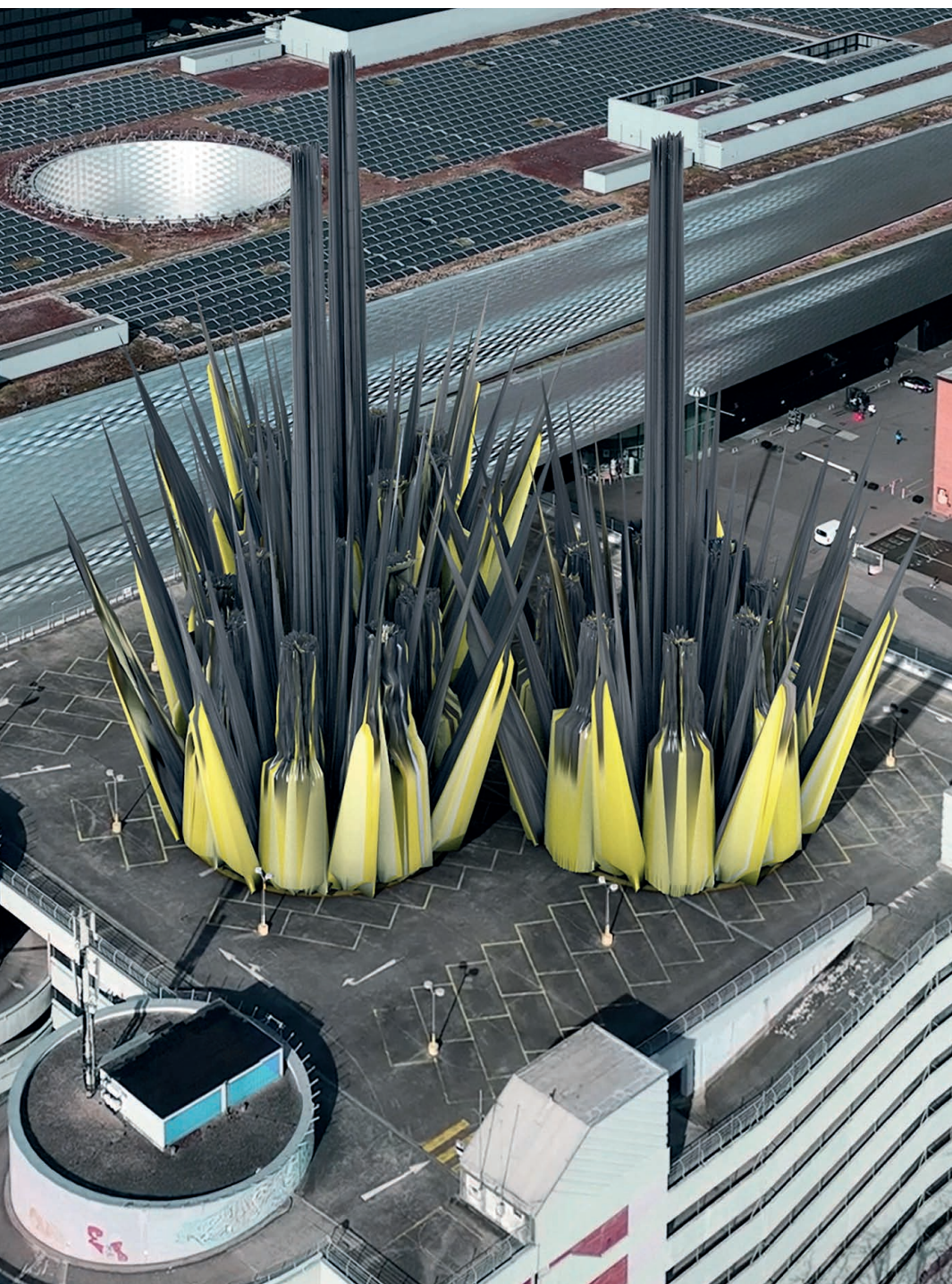


» Video

Nutrient Soil

Loop, 1'04"

Drone video, 3D animation, stereo sound, 2023



» Video

Utopia

Series of loops with different duration

Drone video, 3D animation, stereo sound, 2022

Real everyday urban situations merge into abstract digital worlds.



» Video



» Video



» Video



Demo Festival, October 6, 2022
Photography: @shot.by.meesterwerk

Raum

Loop, 0'24"

Graphite drawing, photography, 360° 3D animation, stereo sound, 2021

«Raum» is a moving, 360°, digital and analog drawing that was created as part of the project series «HEK Net Works.» It merges pencil drawing, photography, digital texture and movement into a large composition. The individual media layers begin to correspond with each other and allow the viewer to dive into an uncontrolled, porous world.



» Video

Dirk Koy creates surprising audio-visual works in which the viewer's perception is often challenged. His work Raum is a moving, 360°, digital and analogue drawing, created during the lockdown. During this time in which movement options were severely limited, nearby natural space, digital space, and one's imagination offered the opportunity to leave home to experience other places.

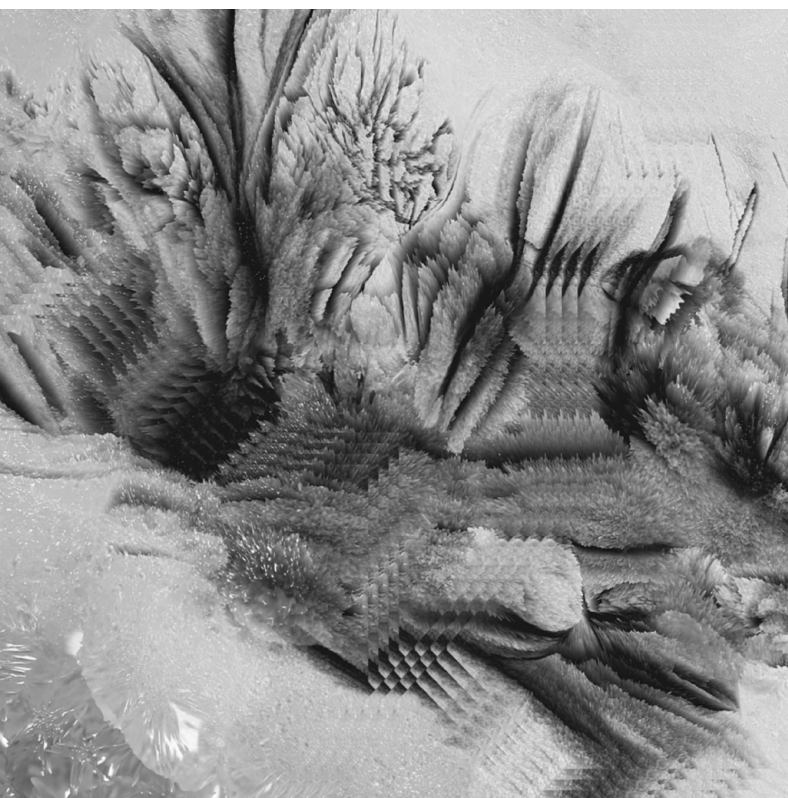
In this work, a space is created that leads users to the intersection between reality and virtuality. Sound and movement create an immersive experience in an environment that feels moving and organic, but in its form can only exist in digital space.

- Boris Magrini, HEK, House of Electronic Arts, Basel, 2021

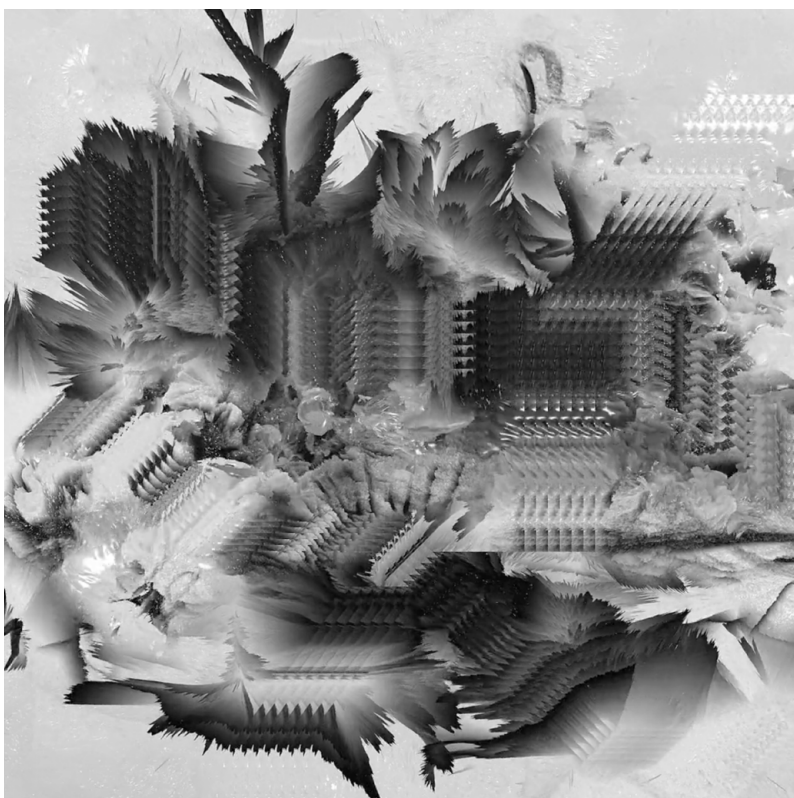
Maggia 01/02

Loops with different duration

Graphite drawing, 3D animation, 2020



[» Video](#)



[» Video](#)

Beings

Loop, 0'55"

Video, 3D animation, 2020

The visual appearance of people in real space is placed in a digital context by means of a 3D estrusion. A fusion of real people and their digital avatars.



» Video

Touch

Loop, 0'44"

Video, 3D animation, 2020



[» Video](#)

Leaves

Loop, 0'40"

Video, 3D animation, 2020

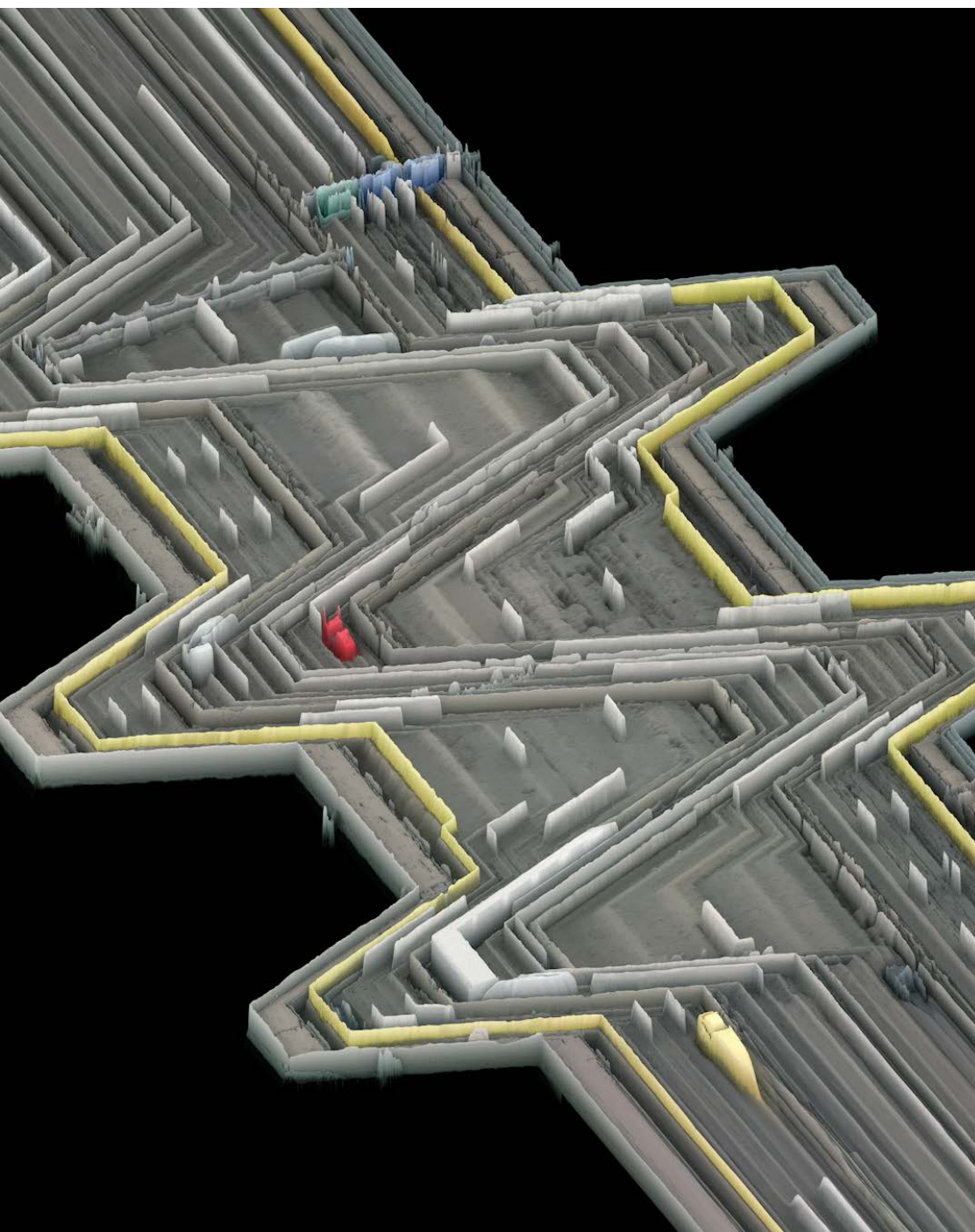


[» Video](#)

Transportation

Loop, 1'58"

Drone video, 3D animation, stereo sound, 2021



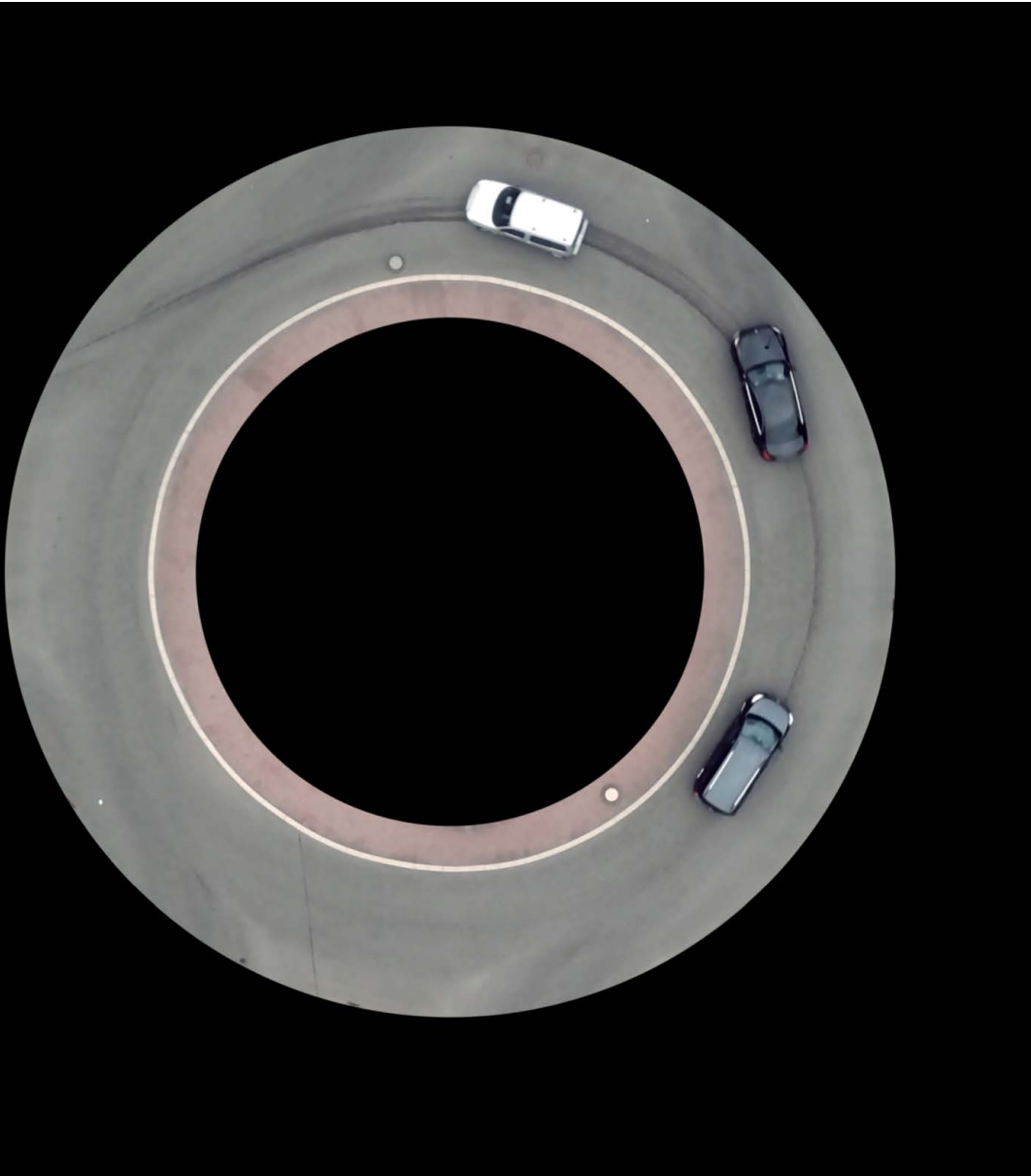
[» Video](#)

Attraction

Loop, 0'29"

Drohnenvideo, Animation, 2021

A traffic circle was filmed from above using a drone at a 90° angle and rotated at the same speed as the vehicles move in the traffic circle. An apparent attraction of the vehicles by the gyro is created. The work is created in the context of the Biennale dell'immagine 2021 in Chiasso.



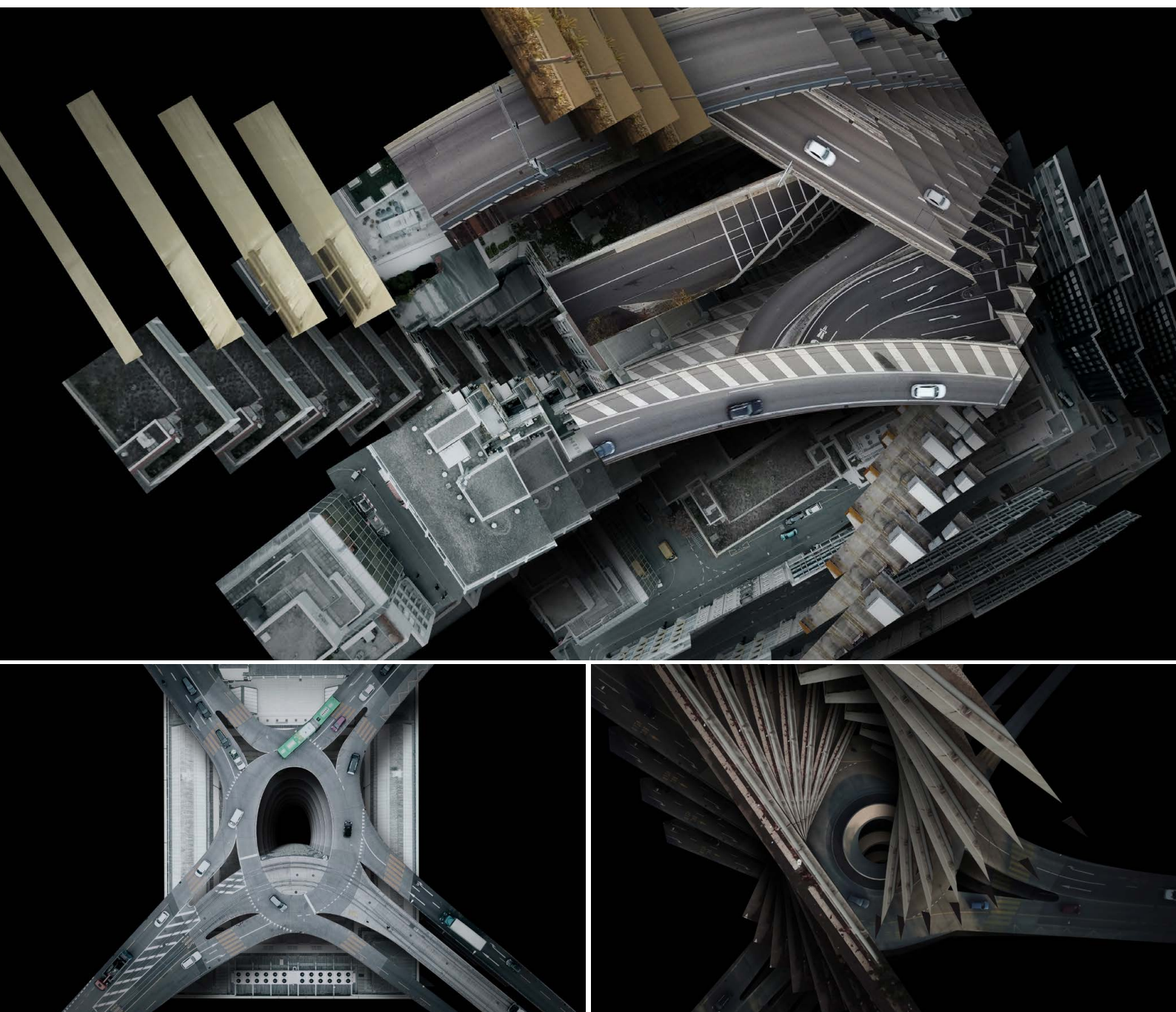
[» Video](#)

Luftraum

2'55"

Drone video, stereo sound, 2019

A temporally and spatially constantly changing composition of condensing urban fragments.



» Video



» Video

Screening on the EP7 Facade in Paris, 2021
organized by the Brawhaus Gallery



» Video

Generative Gallery in collaboration with Intention agency presents «Megalopolis», the largest digital art exhibition on a public screen in Moscow. January 2022

More than 20 Russian and foreign digital artists reflect on the way cities, culture and the perception of life are transforming. The artists' works represent images of the new urban reality of mega-cities, their inhabitants, and landscapes.

Spin

Loop, 0'04"

Drone photography, 3D animation, 2020

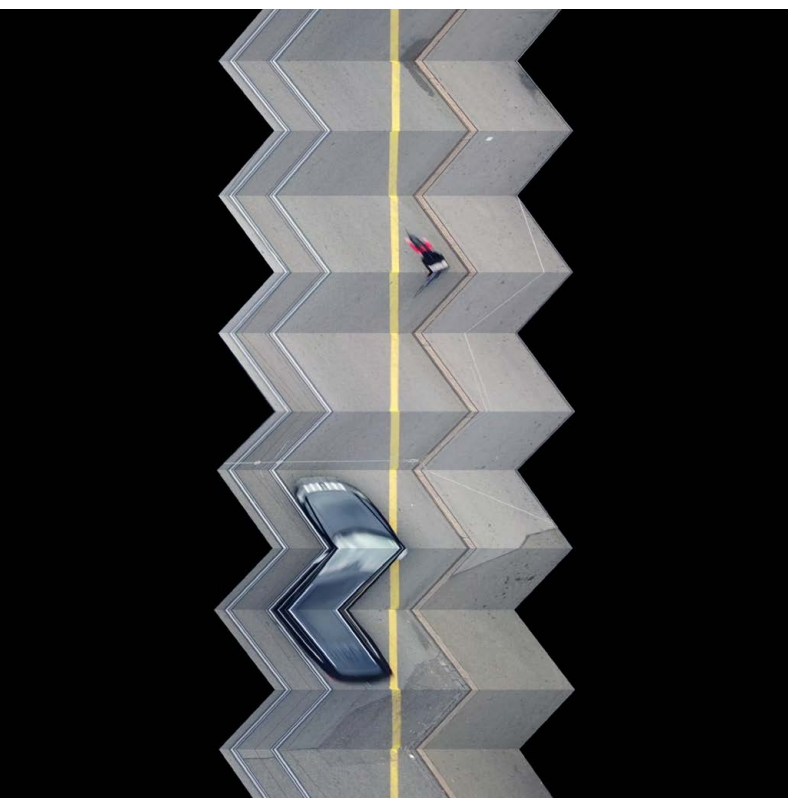


[» Video](#)

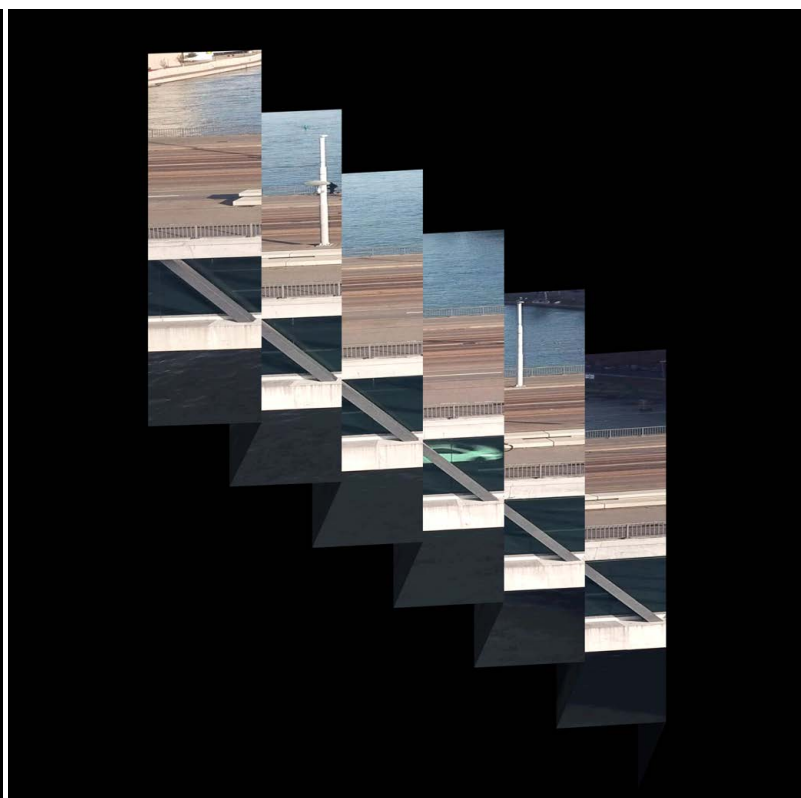
Line 01/02

Loops with different duration

Drone video, 3D animation, 2019



[» Video](#)



[» Video](#)

Construction/Deconstruction

Loop, 0'08"

Video, animation, 2019



[» Video](#)



OCT-LOFT creative festival, «Flow-Graphics in motion», Beijing, November 5, 2022 – Januar 5, 2023

ground

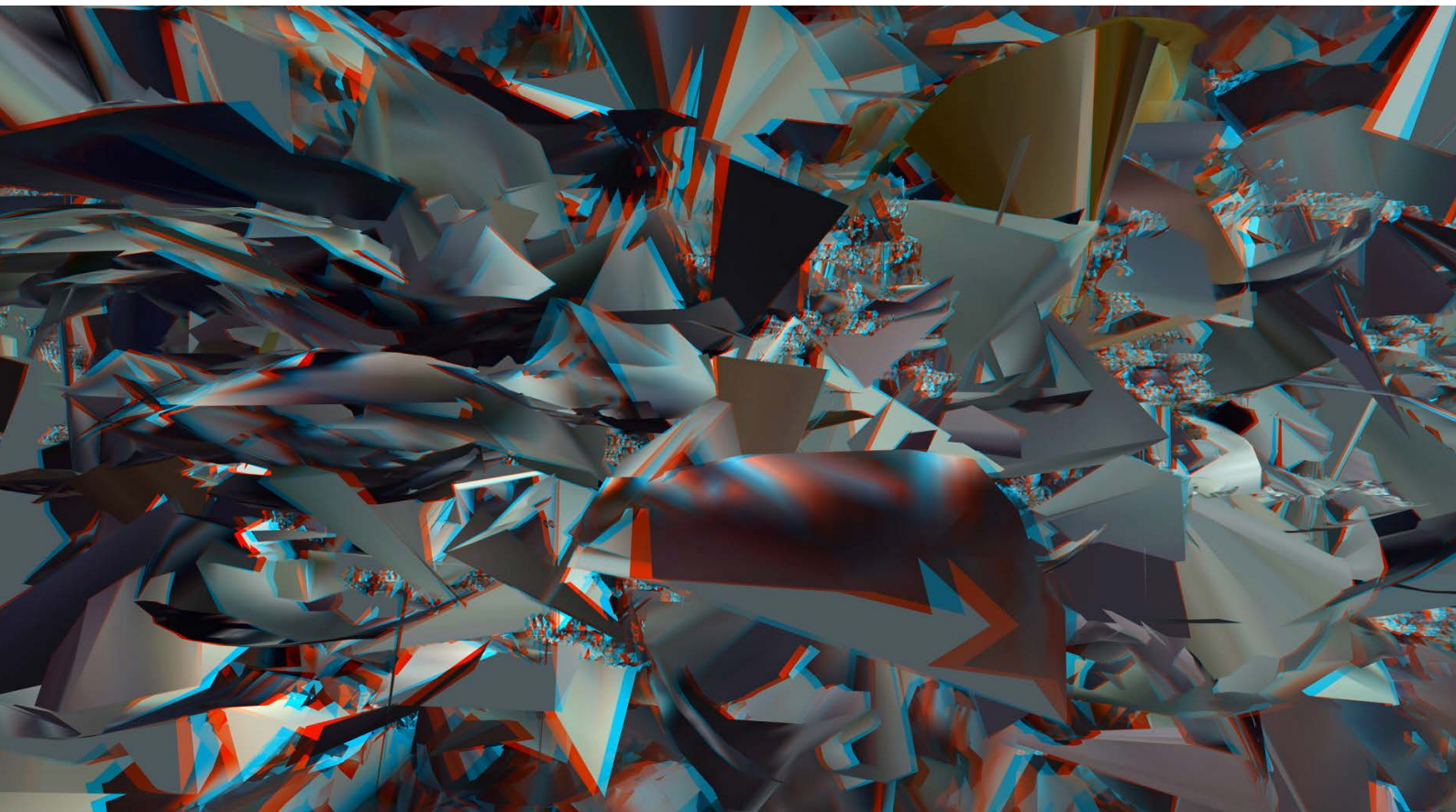
Loop, 2'43"

3D anaglyph animation, stereo sound, 2018

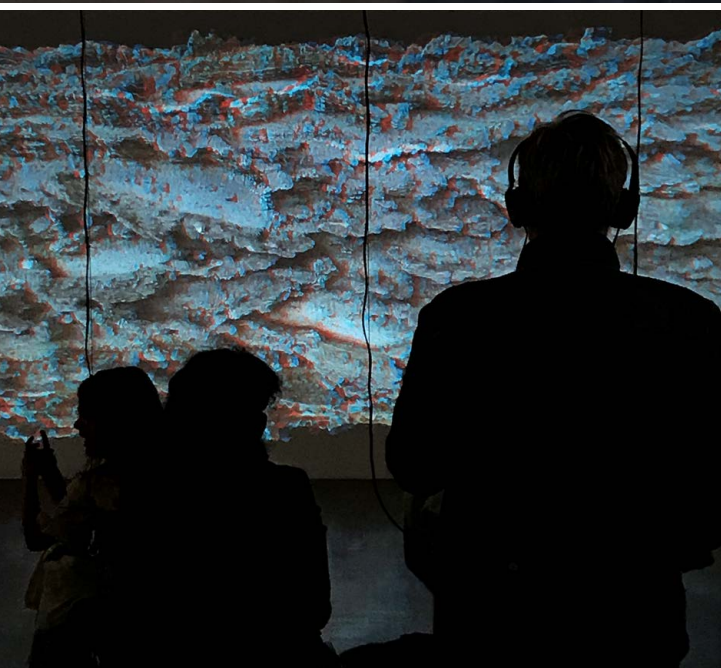
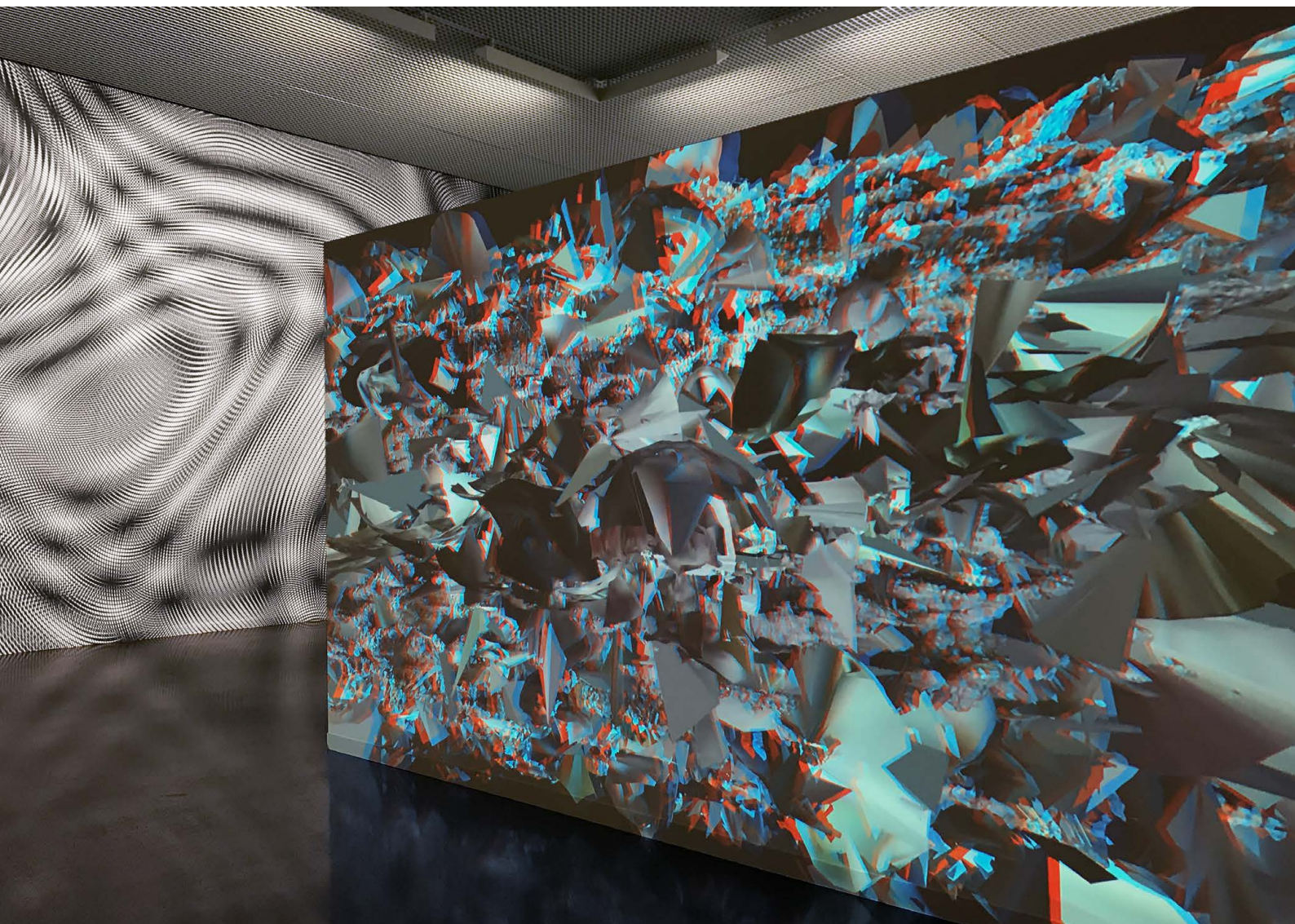
The work must be viewed with red-cyan anaglyph glasses.

Using the photogrammetry technique, a tree bark was «3D scanned» and then modified.

A digital pattern was created that corresponds to the natural pattern of the tree bark.



» [Video link on request](#)



Top and bottom left: Kunsthaus Wiesbaden, «Out of Shape», 2018
 Bottom right: Haus der elektronischen Künste Basel, Regionale 20

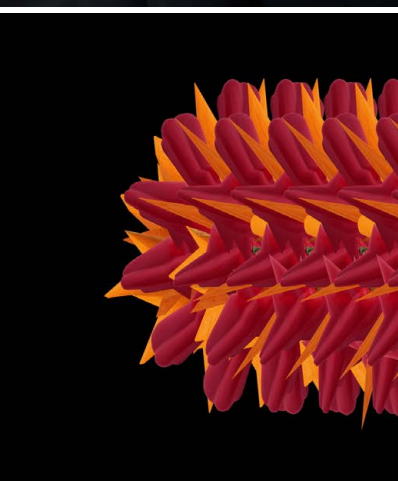
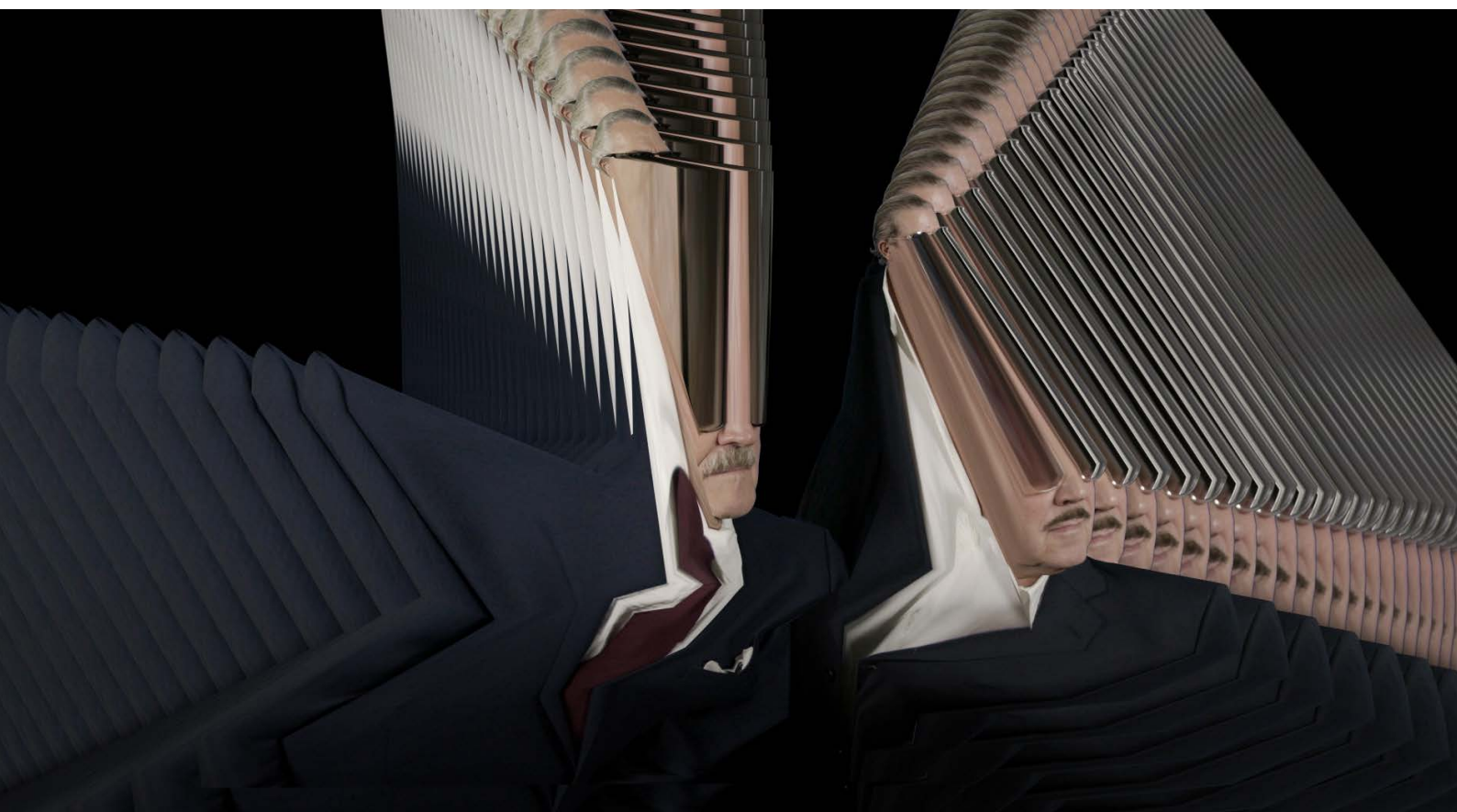
Out of Sight

2'55"

2D/3D animation, stereo sound

Music: Yello, 2020

A distorted music visualization of the track «Out of sight»
from the album «Point».



» Video



«Digital Witness», Los Angeles County Museum of Art (LACMA),
November 24, 2024 - July 13, 2025, group exhibition

Zürich 2.0

3'07"

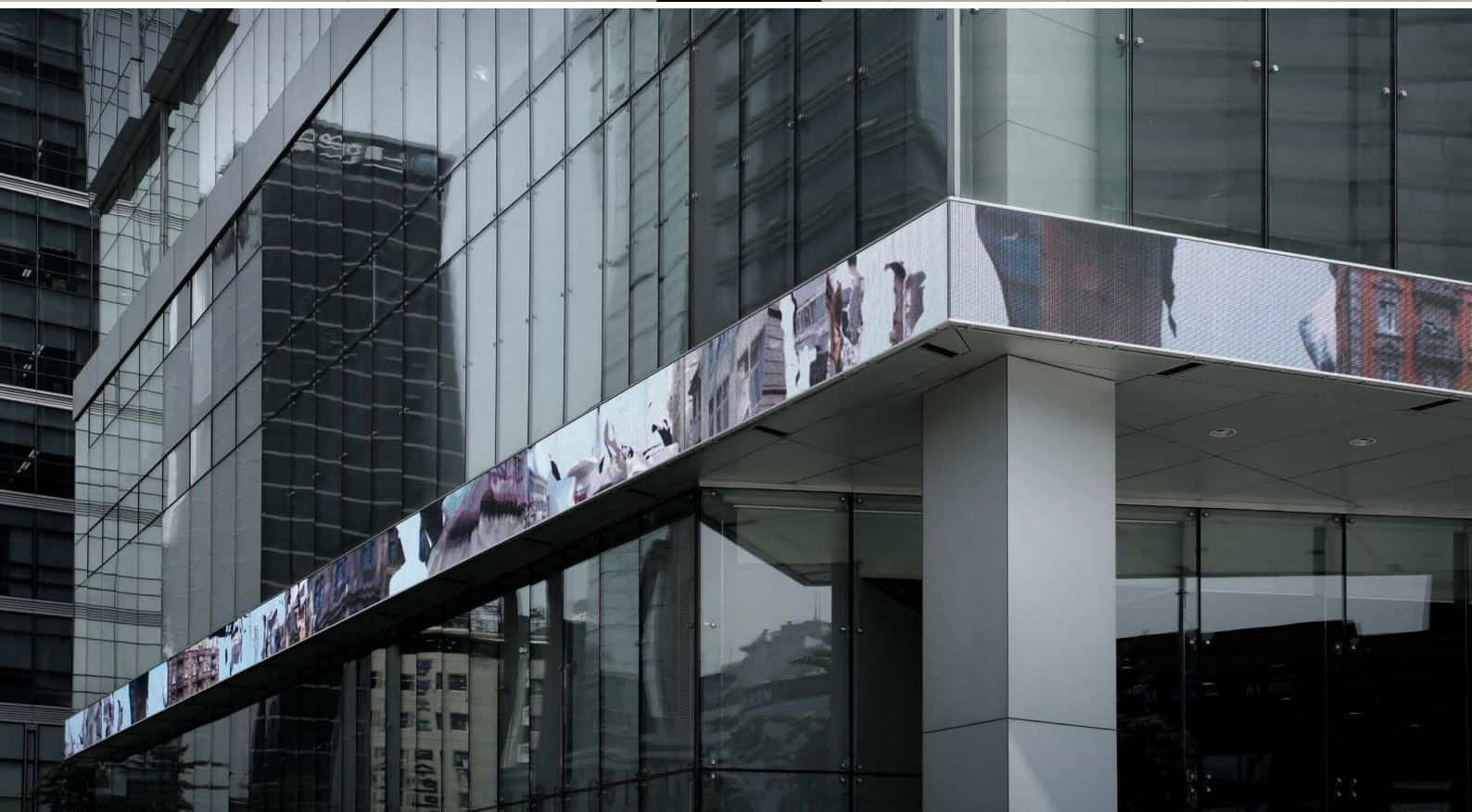
360° 3D animation, stereo sound, 2015 / this work can be viewed with VR glasses

Music: Niki Reiser

An immersive journey through the digitally manipulated city of Zurich. By means of photogrammetry technology, city districts were «3D scanned» and located in three-dimensional virtual space. A interplay of reality and its digitally manipulated reproduction.



» Video



Media facade COMO, Art Center Nabi, «Unseen City», Seoul, 2017



Kunsthaus Baselland, «Angekauft!», 2018

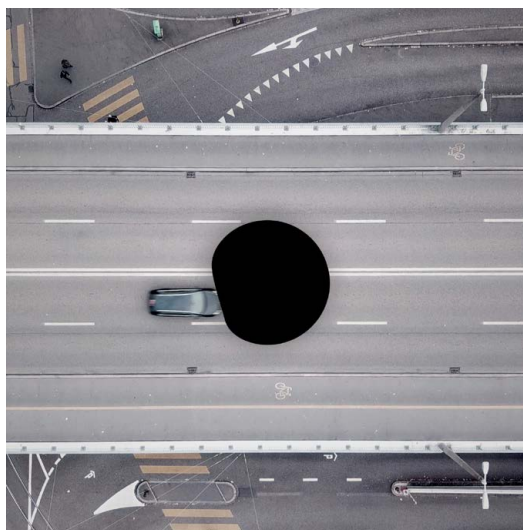
Highway 1–3

Loops with different duration

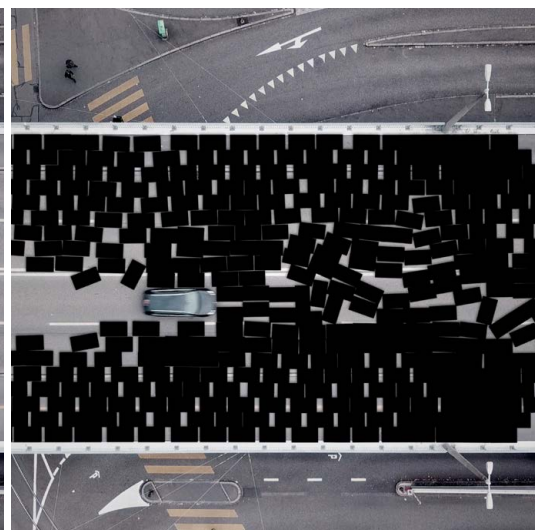
Drone video, animation, 2019



» Video



» Video



» Video



Kinomural, Wrocław, 2020

The Ugly Sweet

3'13"

2D animation, stereo sound, 2016

Real and digital materiality merge. An interaction of representational and abstraction, attraction and repulsion.



» Video



La Kunsthalle Mulhouse, Regionale 19

Escape Route

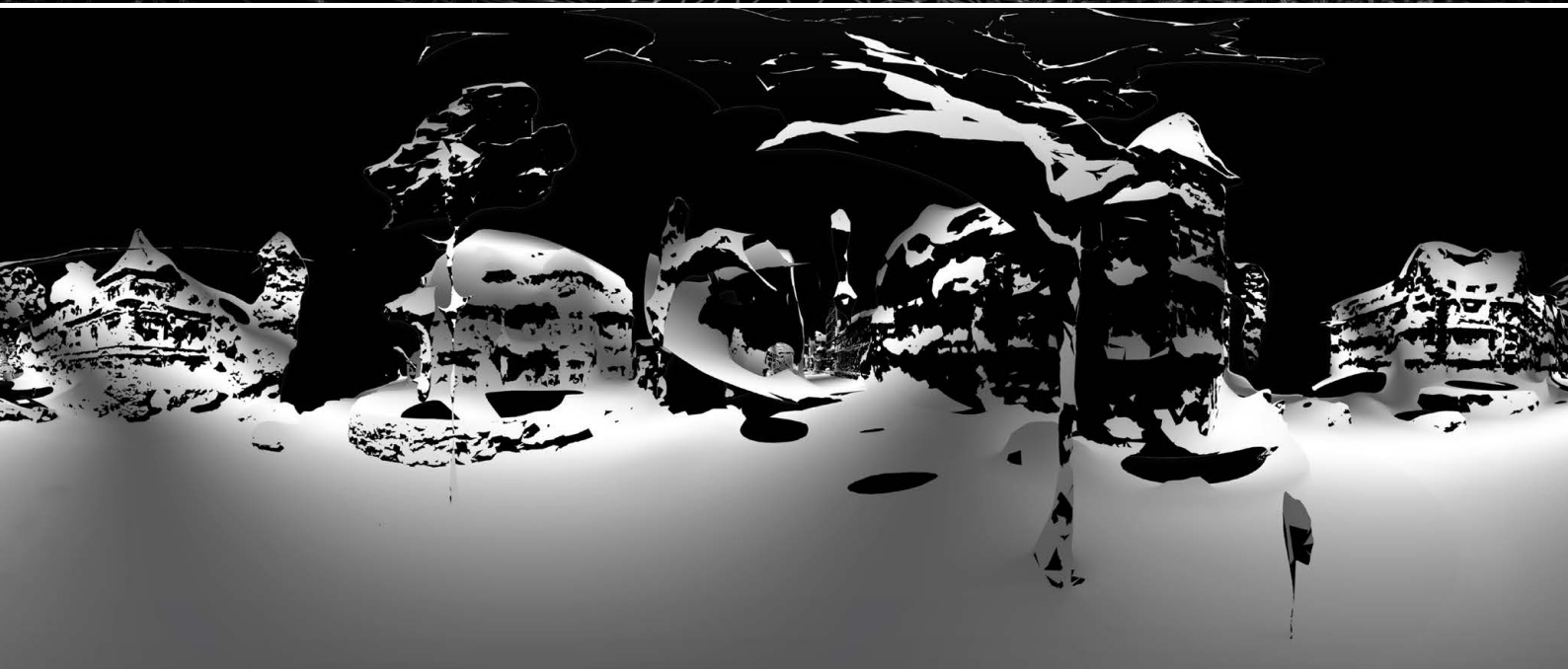
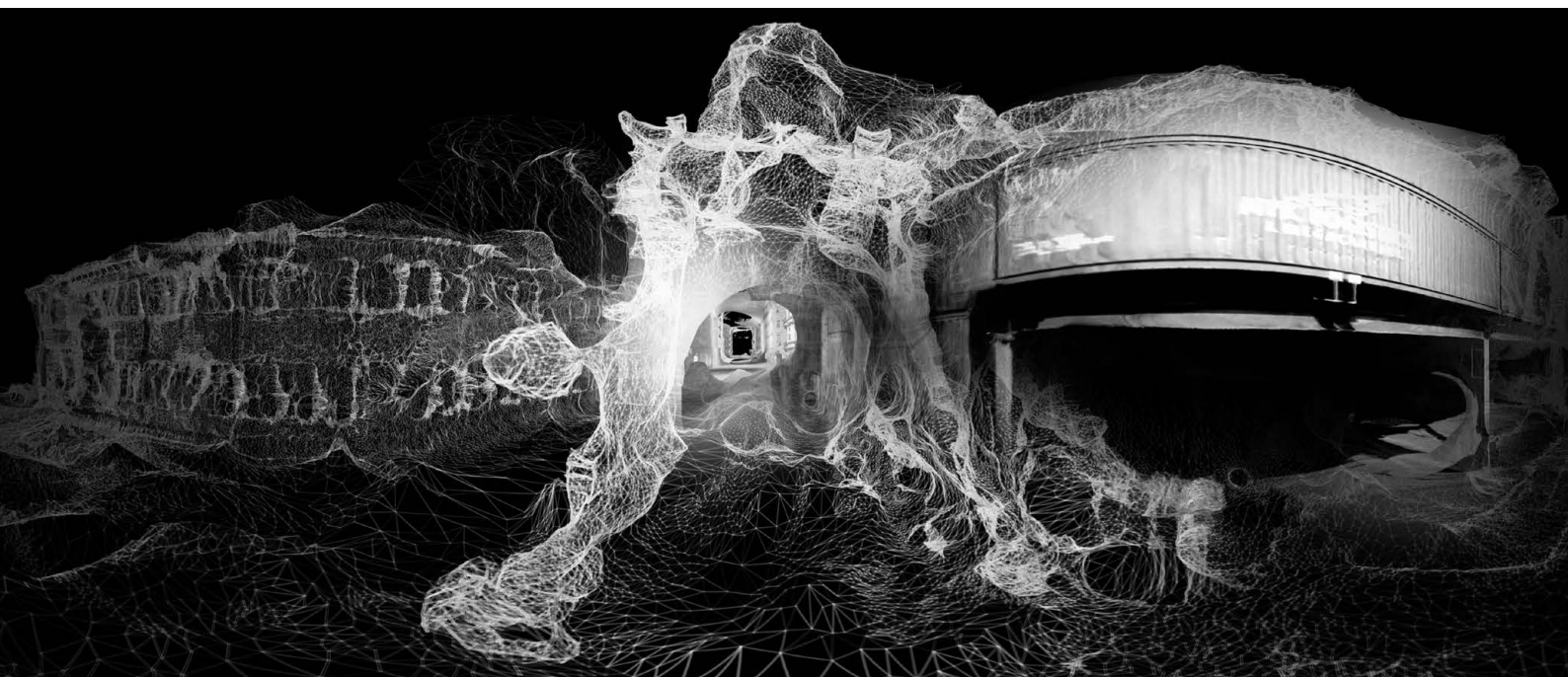
2'50"

360° 3D animation, stereo sound, 2017

This work can be viewed with VR glasses.

Music: Boris Blank (Yello)

The digitally recomposed city of Basel responds to the sound in its structure.



» Video

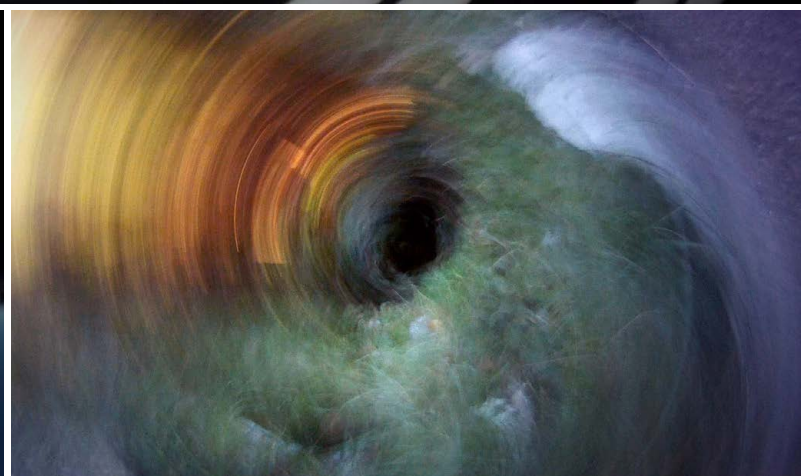
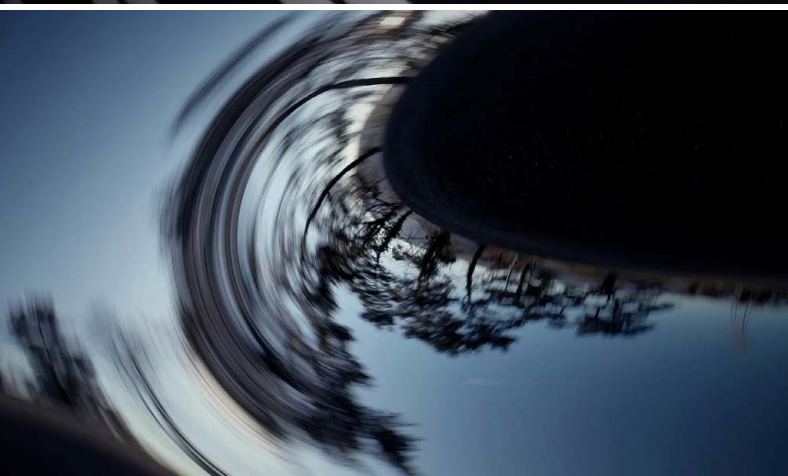
The Time Tunnel

3'03"

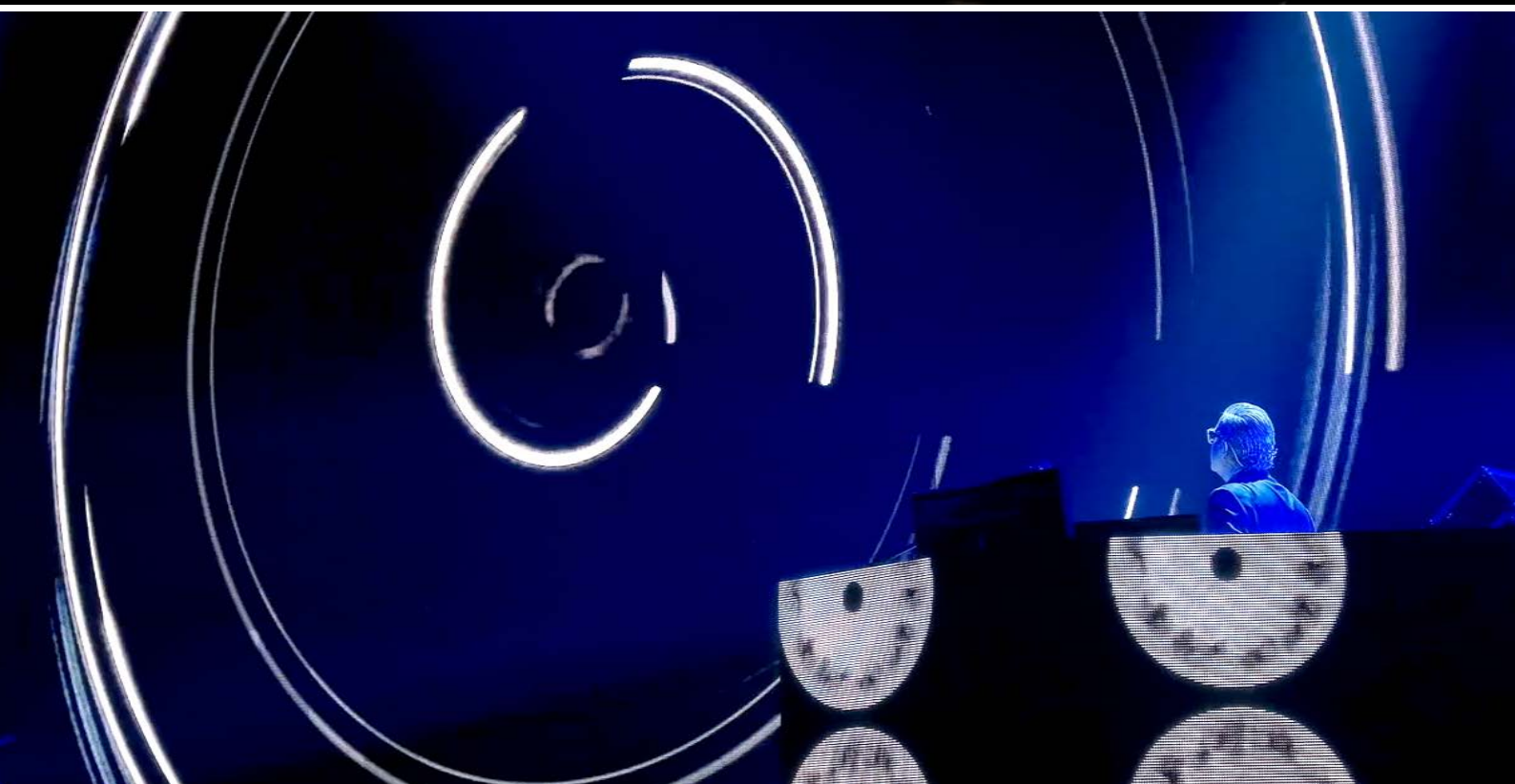
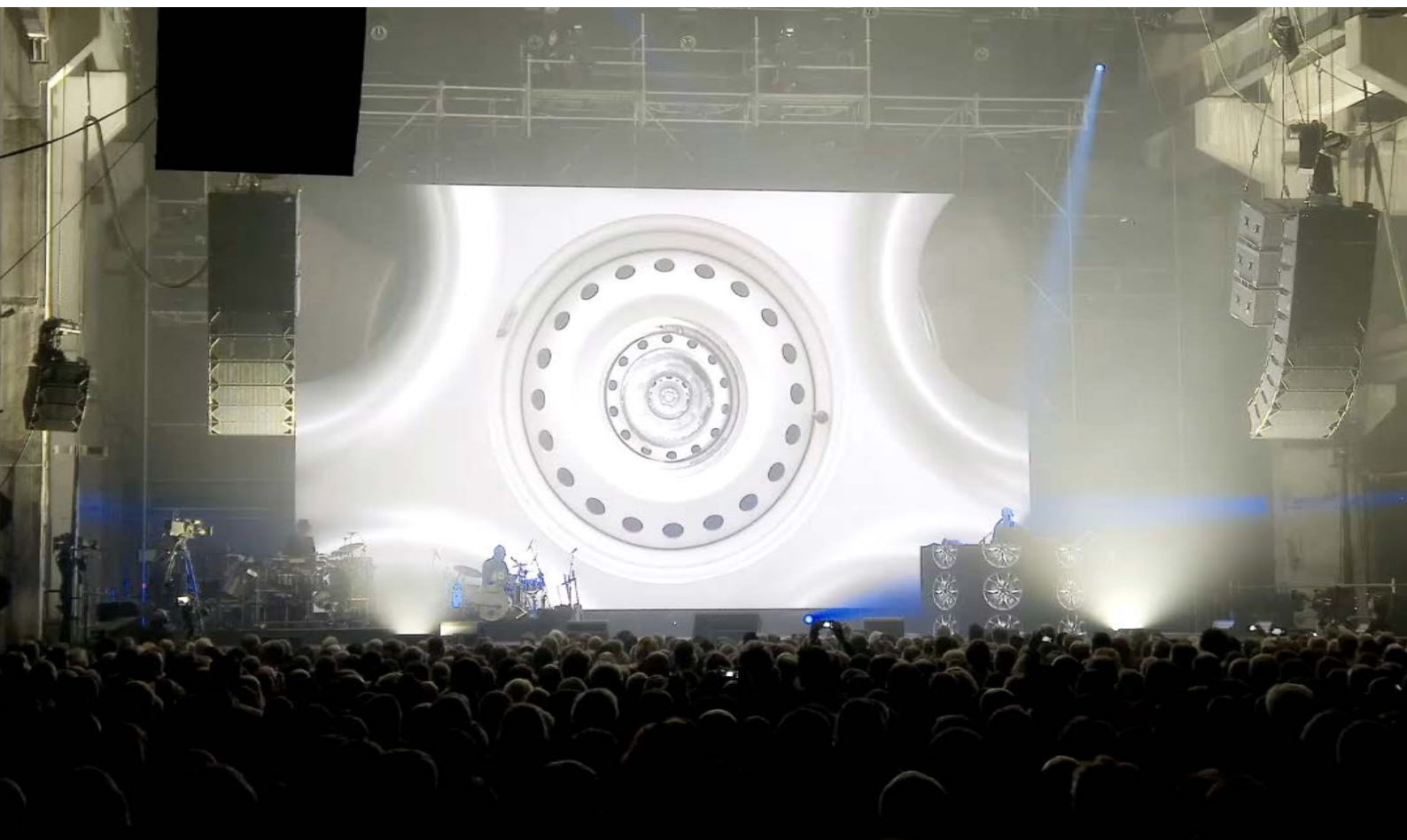
Video, stereo sound, 2014

Music: Boris Blank (Yello)

A road movie that merge into an abstract painting. A camera was mounted on a car wheel.
Apart from cuts, dissolves and color corrections, there is no digital post-production.



[» Video](#)



Yello concert, Berlin, 2016

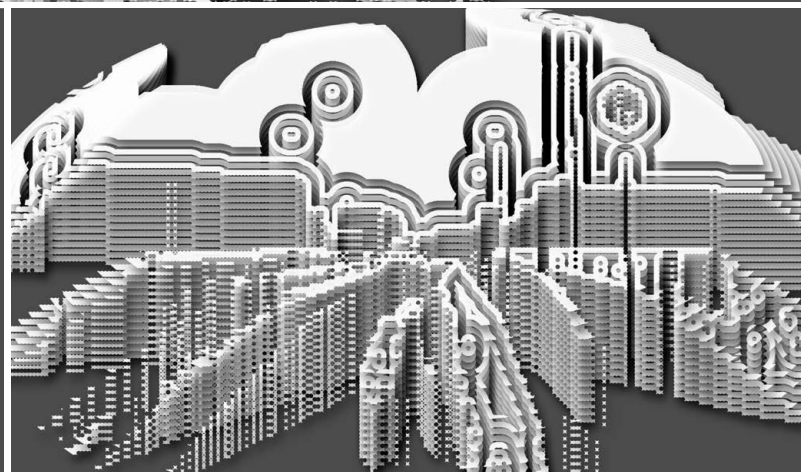
» [Video](#)

Frautonium Lombok

2'31"

2D animation, 2017

Music: Yello



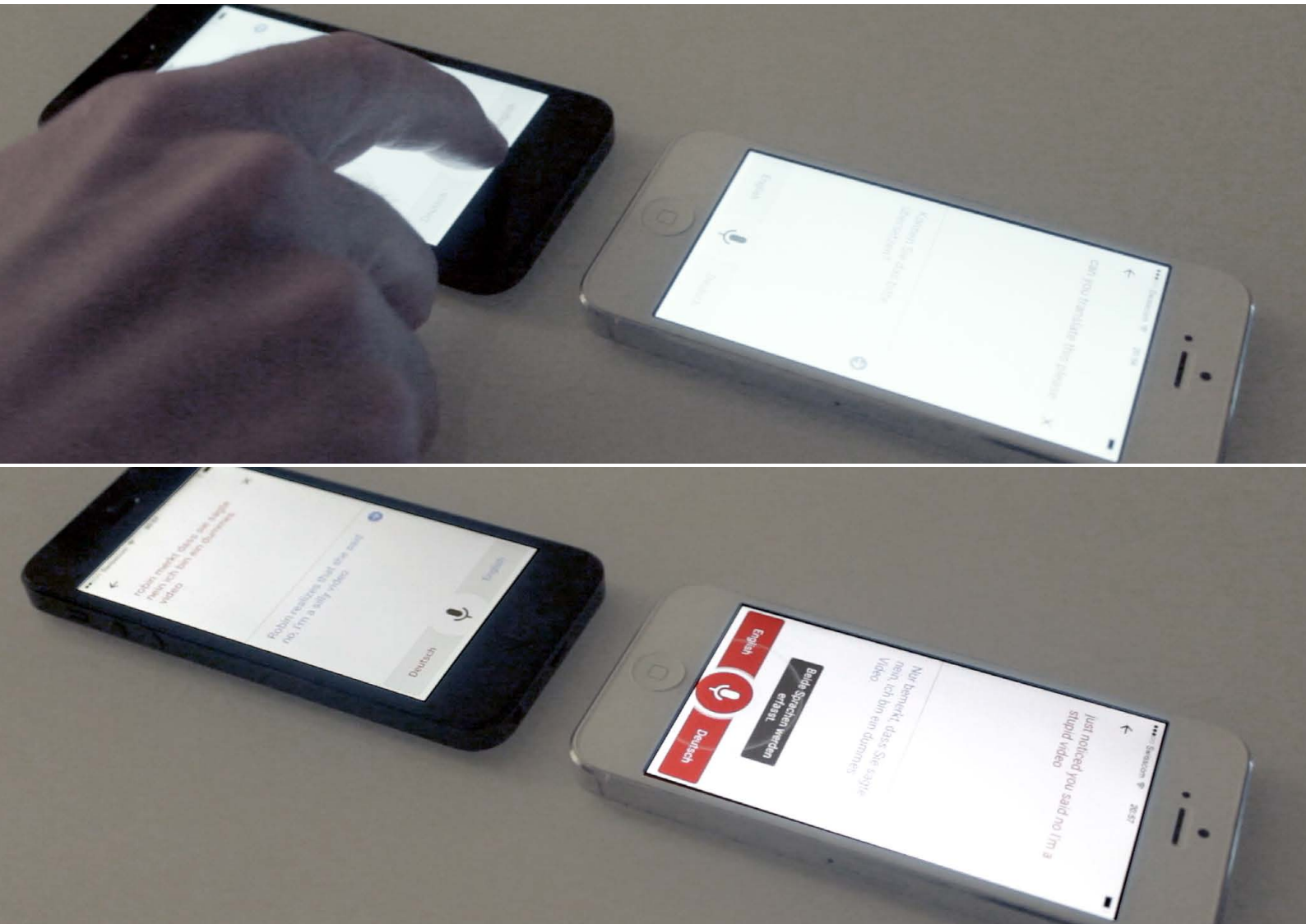
» [Video](#)

Lost in Translation

2'11"

Video, stereo sound, 2015

With the spoken sentence: «Es würde mich sehr freuen, wenn Sie das übersetzen könnten» two mobile phones start to translate each other (D/E). Because the translation program is not yet fully developed and not all words are interpreted correctly, a bizarre «translation ping-pong» starts. The video is recorded in one piece and has not been manipulated.



» [Video link on request](#)

The City

4'10"

2D/3D animation, stereo sound, 2010

Music: Five Years Older

A fusion of human and city. An image calculation error of the computer software was explored and used for the animation.



[» Video](#)