

SIVERT
BAKKENG

GRAPHIC

MOTION

ILLUSTRATION

DOMESTIC

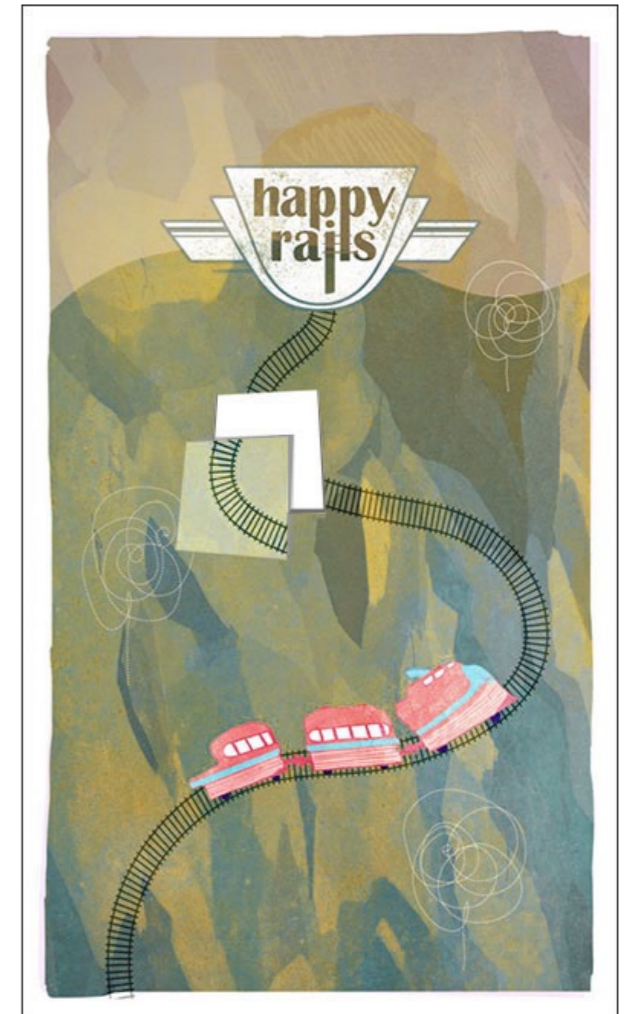
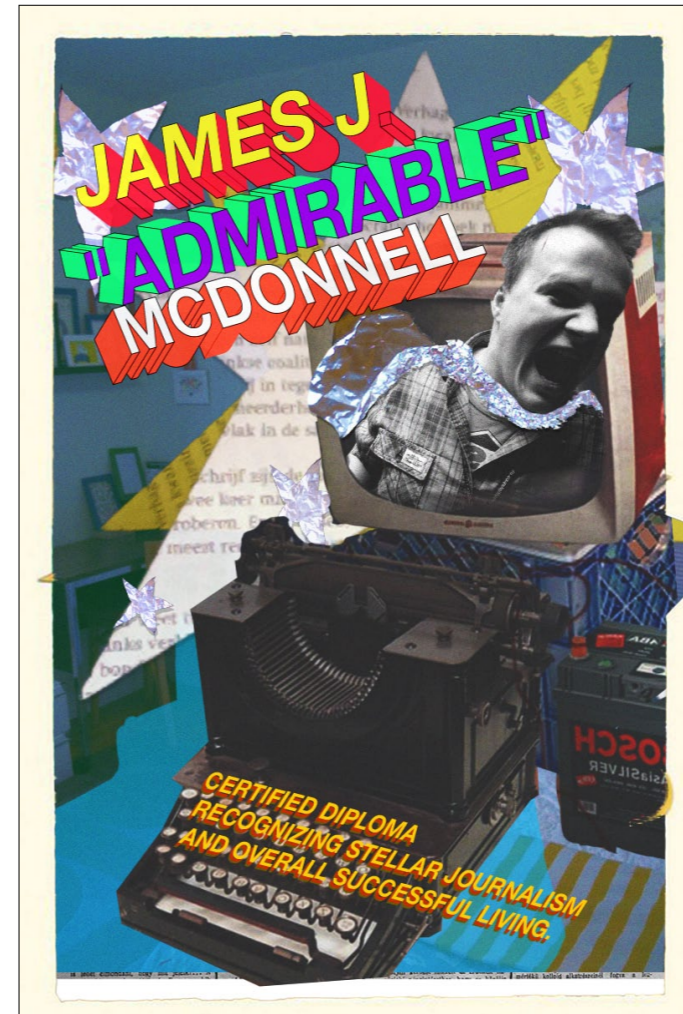
DESIGN

Portfolio April 2011



OIL R US

How an American corporation would inadvertently turn the economical tide of a struggling nation.





Wednesday, July 27th
United Kingdom vs Germany
ESL Country Championship, Grand Final
21:15 cest | 15:15 edt | 05:15 est

Thursday, July 28th
CKRAS (CSS), Epsilon, (Brink, COD4), Xotic (L4D2)
ETF2L & VanillaTF2's Free2Play invitational #1
20:00 cest | 14:00 edt | 04:00 est

SNSD vs Angry German Kids
CommFT Highlander EU Grand Final
21:00 cest | 15:00 edt | 05:00 est

SG1 vs K1ck
ESL season 7, Grand Final
21:15 cest | 15:15 edt | 05:15 est

Get all the details at
VANILLATF2.ORG

LET'S GET TOGETHER
2 days of glorious team fortress 2 action

North American Icons

Rather than do our own sketches for the icons we decided to ask the designer "Who or what is your North American icon?" as a diverse range of people who we both like and respect - from a well-known author to our favourite Japanese writer (2007) and so on. We hope you will enjoy their choices and if you haven't heard of one of our choice of their professions, and we hope you'll be inspired to do a little research of your own!

ANDY SPADE

Ever since I discovered Interview Magazine in the late seventies I've been fascinated with the name Glenn O'Brien. At the time I didn't exactly know what an editor or a magazine did, but I was fascinated by Andy Warhol and Interview magazine's design, writing, photography and illustration. As a 17-year-old kid living in Australia I'd discovered a whole new world.

Six years later I found myself in NYC living in Soho and writing advertising copy. I continued to devour Interview each month and began to explore New York's art world and the people who inhabited it. As a copywriter I was always on the lookout for great advertising in magazines and on television. I was inspired especially by the ads done for Barney's New York and Calvin Klein. After some digging I found that Glenn was responsible for both the campaigns. It made sense. They didn't feel like ads, they felt like art or editorial found in Interview.

A few years later I found myself judging an ad competition alongside Glenn. We shared ideas and soon I invited him to collaborate with me on an art project I had seen. He made and thought better than anyone I'd ever worked with. His ideas were not flawed and were always relevant to the world around him. He thought visually, never forgetting the power of the image.

We became fast friends and went on to work together on his literary magazine at the time and he introduced me to the late night TV show, TV Party, and the film on his friend Basquiat.

I just celebrated his birthday with him the other night with a group of friends and look forward to him visiting a show at my Gallery/Stereofix Partners and Spade together titled, "Salon de Refuznik". It all makes sense now.

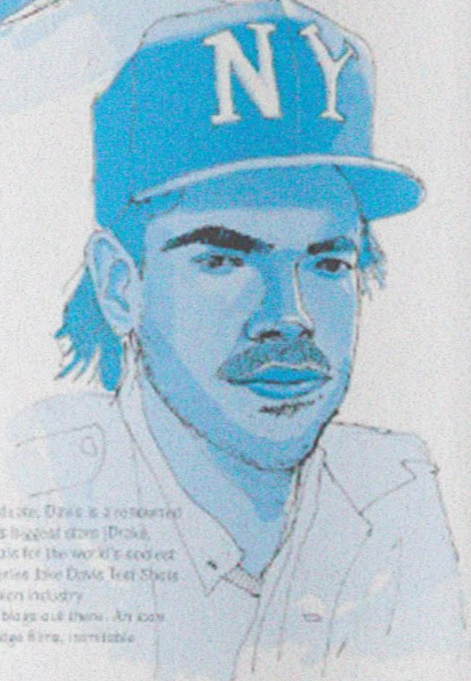
Glenn is the only person I know who moves seamlessly through art, advertising, film, TV, fashion and commerce without ever losing his integrity or artistic instinct. He crossed the boundaries for me. For that I'll be forever grateful!



KOYA ABE

Abe is the owner of Nash Lewis Record in Tokyo. A specialist American street record store, Koya has music and DJs coming from all over the world to find rarities which only he access and stock.

Abe-san shares Robert Crumb, as being his North American icon. Crumb (b. 1943) is considered the father of the underground comic movement, and known for his satirical and psychoanalytic drawings reflecting his unique illustrative style. Abe-san tells us that "The man is most famous for his comic books and illustrations - often criticizing American mainstream culture, but he is also a music fanatic. He is a big 78 rpm vinyl collector and he was the initiator and leader of a band named Cheap Suit Socialists."



JAKE DAVIS

Born and raised in New York City and a NYU graduate, Davis is a renowned filmmaker, known for his music videos for Jody's biggest store (Drunk, This Song, We Know) as well as his commercial for the world's coolest brand (Nike, Supreme, Mercedes). His original series like Davis Test Shows has revolutionized the use of art films in the fashion industry. He also created one of the most influential style blogs out there. An icon and tastemaker, Davis inspires with his edgy films, remarkable personal style, and ubiquitous influence.

"I would have to choose Andy Warhol" Dave tells us. "I've always been inspired by those that are tortured by the things that make them great. He was a cultural rebel that almost resented how good he was at doing it. I think that defiant attitude was expressed not only in his aggressively dominant business game, but also in a refreshing breath of youthful style and energy. He brought colorful and working class punk rock to a culture previously dominated by white collar and cable-knit."



MAKI SUMITANI HIRONORI

A worker at New School, a jazz and hip-hop record cafe in the residential neighbourhood of Waseda, Tokyo, Maki-san runs plant shop where with a big bond that give him or twice a month in Tokyo. He started buying plants because he thought it was an unusual way to get attention from girls but he started to manage the restaurant, he fell in love with it. It soon became more than just a "plant-magazine".

"Once you play the saxophone, you automatically get to know America." For Hironori, thinking about America is thinking about music. His idea "black music" in general and jazz in particular are New York inspired - and "Bob Marley/Jamaica inspired" he states emphatically - by passionate people such as interpreter Ray Charles (studied at New School New York) and the legendary Basquiat. However, his main inspiration is Ray Charles. "He embodies America for me" says Maki-san, though it is hard for him to explain why. "It's an intuitive feeling. Although I don't understand his music language-wise, I feel the music. It touches me."

RYAN WILLIAMS

We first knew the Inventory brand - the magazine, shop and collaborative projects which stem from it - from a poster he created for the brand. Ryan has gained a unique perspective on the industry by combining an outsider's view with an insider's knowledge. The launch of Inventory followed the tragic death of his brother - the end of the magazine he started in 2004. Ryan has also worked with the likes of Monocle, Shazzy and Apartment. Inventory magazine marked his first issue print in 2009, while his dedication to the online publication and enthusiasm for retail continually drive the brand forward.

Ryan has selected Charles Eames as his icon. "Besides an impressive body of work, Charles' work was a product of great design driven by creative thinking, a unique aesthetic and functional use. His office became one of the creative hubs of the 40s, 50s and 60s, a place where innovative projects and products were conceived and developed that still influence and shape people's work today. He's one of the few designers to find the balance between design, quality, price while taking a real creative risk forward. That spirit of creative design is one of a kind and I personally love many of his products, from the Eames plastic chair, to the innovative use of new homes in the log houses he made for WWII soldiers. His aesthetic and design philosophy were always forward by Herman Miller and the other designers Charles worked with, the combination of strong people and the end product is really special. Right down to his own house in Califormia, Charles lived his work whether it was the firm, with basic furniture, and that's something I can relate to."

ALAN DE BATTON

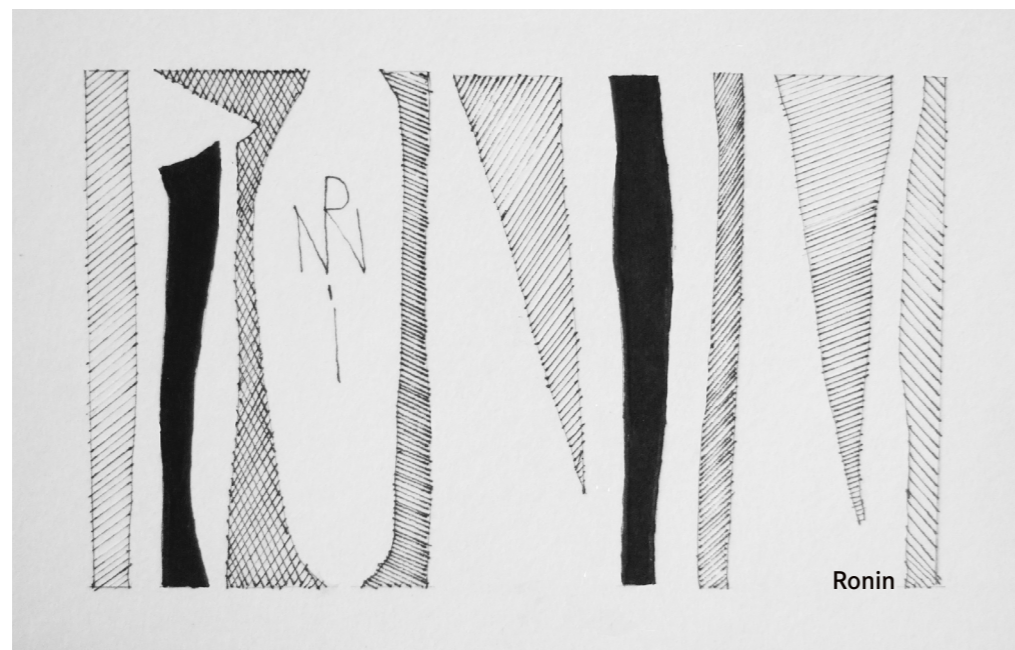
Born in Zurich, Switzerland in 1960 and now living in London, Alan de Batton is a writer of essayistic books that have been described as a "philosophy of everyday life". His books have been translated in 30 countries. Alan also started and helped to run a school in London called The School of Life, dedicated to a new vision of education, as well as the Living Architecture project which aims to make modern architecture more accessible and acceptable in everyday life.

Alan's North American icon is Drew Eggers. An American writer, editor, entrepreneur and activist, Eggers' is best known for his pioneering literary project "526 Via" in NYC. He also wrote the screenplay for Spike Jonze's film interpretation of the Maurice Sendak's "Where The Wild Things Are". "I love the combination of the theoretical and the practical, the way he manages to touch people not only by what he writes, but also by the enthusiasm that he puts in. He is genuinely quirky, restless, thoughtful and innovative" says de Batton.

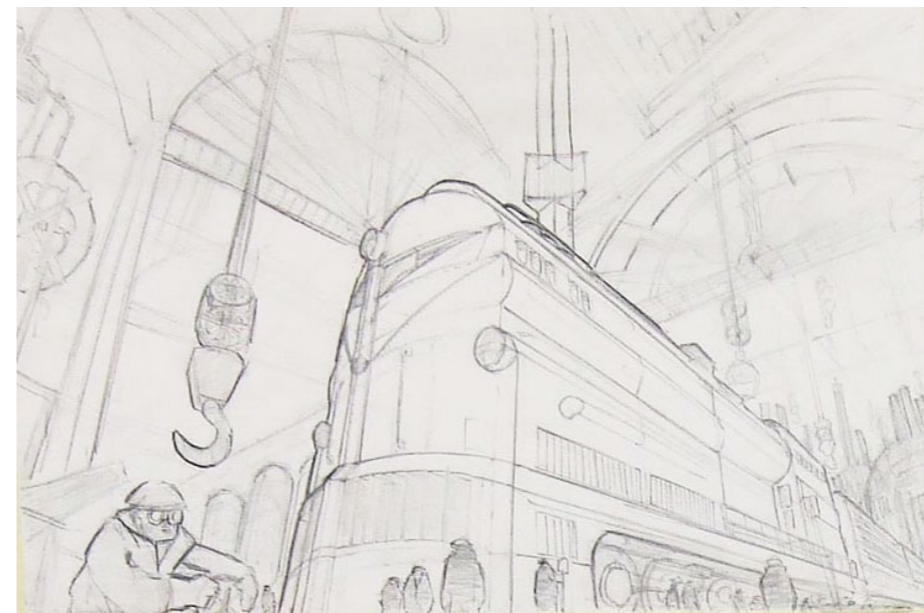
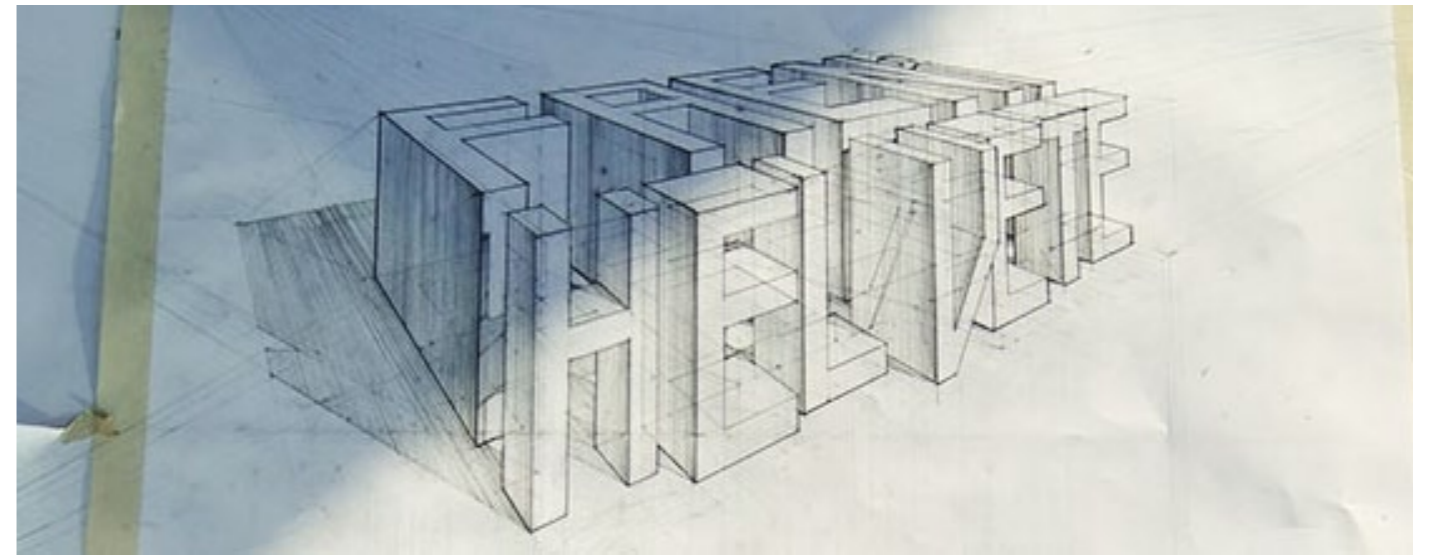


Logos

(Pixel Plant: Logo with Michelle Reints, poster with Timothy Stam.)





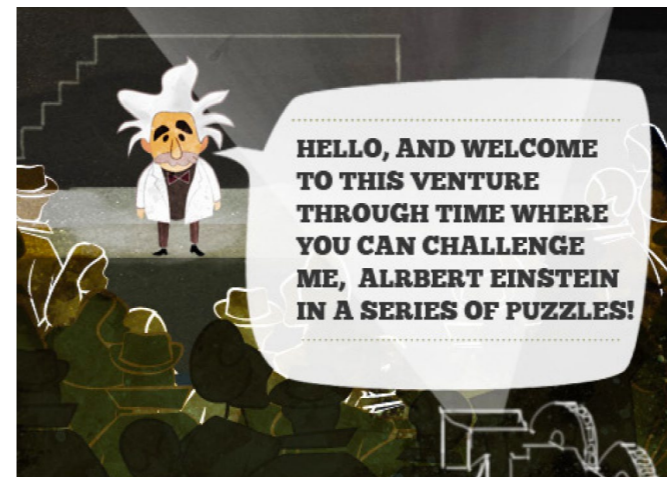
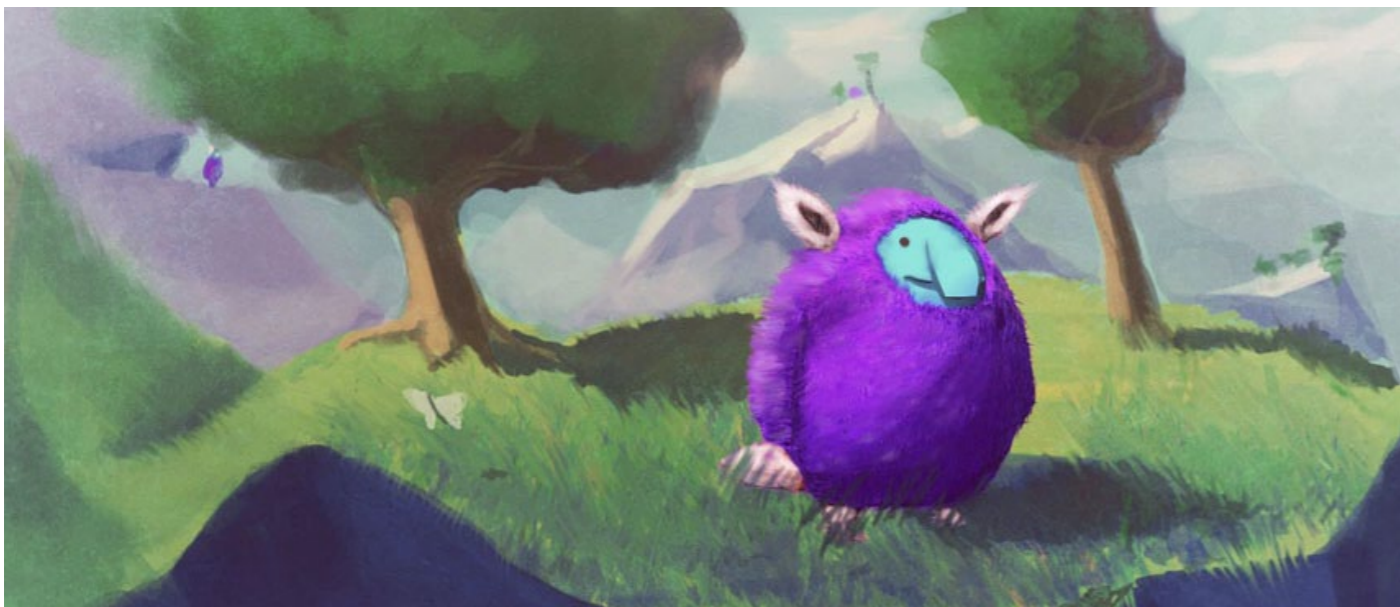




CONCEPT 04:
PINK BEAR
08/12/10

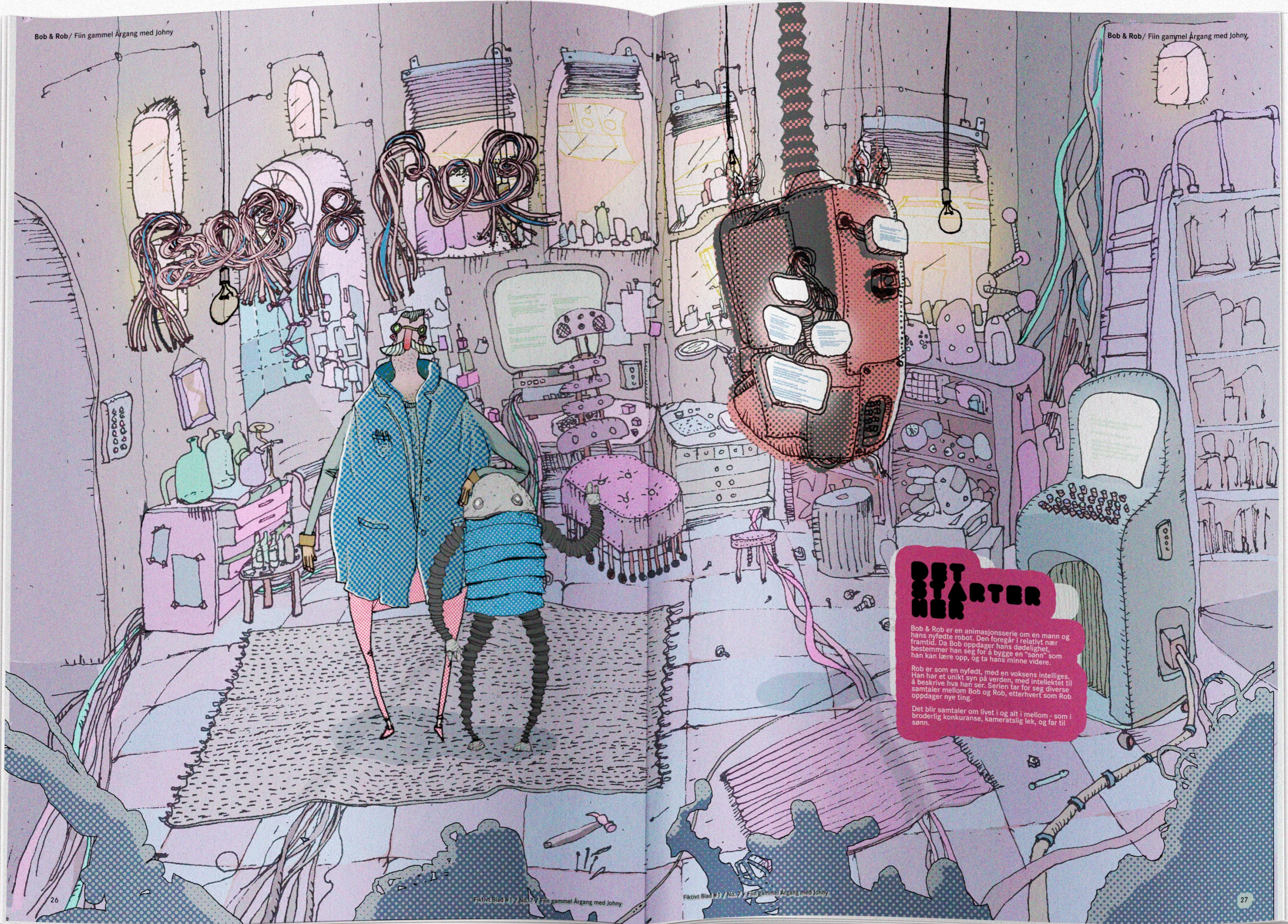


Environments and Characters for game/animation



Bob & Rob / Fin gammel Årgang med Johnny

Bob & Rob / Fin gammel Årgang med Johnny



DET STARTER HER

Bob & Rob er en animasjonsserie om en mann og hans nyfødte robot. Den foregår i relativt nær framtid. Da Bob oppdager hans dødelighet, bestemmer han seg for å bygge en "sønn" som han kan lære opp, og ta hans minne videre.

Rob er som en nyfødt, med en voksens intelligens. Han har et unikt syn på verden, med intellektet til å beskrive hva han ser. Serien tar for seg diverse samtaler mellom Bob og Rob, etterhvert som Rob oppdager nye ting.

Det blir samtaler om livet i og alt i mellom - som i broderlig konkurranse, kameratslig lek, og far til sønn.

CURRICULUM VITAE
Sivert Bakkeng
Visual Artist

born: August 4th, 1983
e-mail: sivber@online.no
phone: +31 63 13 18 208

EDUCATION

2010: Exchange at Hogeschool voor de Kunsten Utrecht (HKU), Illustration
2009: Finished Bachelor Interaction Design, the Kolding School of Design (Denmark)
2005-2006: Multimedia design, NoMA
2003-2005: Graphic design, Idefagskolen
2002-2003: Team leader, Norwegian King's Guard
2000-2002: International Bacculaureate

WORK EXPERIENCE

2011: Illustrations and layout with Journal de Nîmes
2011- : Freelance visual communication; motion, graphic, illustration, concept
2010: Art Direction for the pre production of a Nintendo Wii game for disabled children
2010: Art Direction for the pre production of a Nintendo DS and Wii Puzzle game
2009: Dadiu.dk game production part of Bachelor
2004- : Graphic designer, Freelance
2004-2005: Graphic design assistant teacher, Idefagskolen
2002-2007: Customer service, the Norwegian Wine Monopoly

LANGUAGES KNOWN

Norwegian/Swedish/Danish, fluent oral, writing Norwegian
English, fluent oral and writing
Dutch, bare basics

RELVANT SOFTWARE

2d: Photoshop, Illustrator, InDesign (most of Adobe)
3d: Maya, zBrush, UVLayout
Film: After Effects, Premiere, Vegas, Pixelfarm Track (3d tracking)
Programming (basics): web, basic Java, Processing, Unity
OS: Windows and Mac OS