

# Markku Laskujärvi

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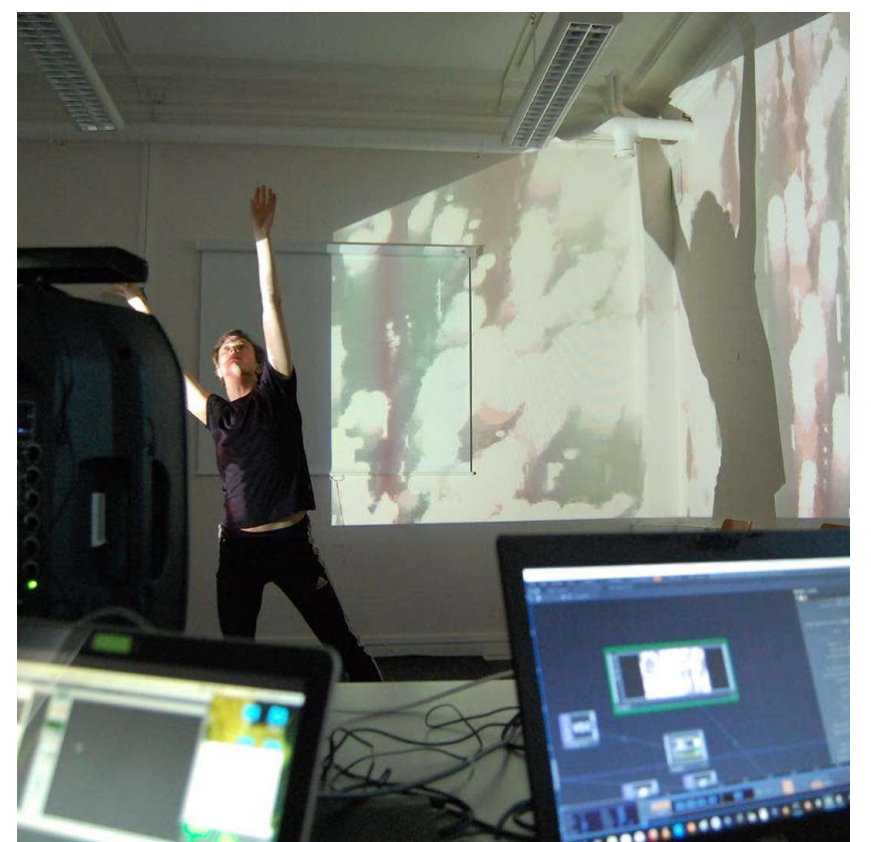
special thx to @voth000 for layout help



**3D CGI**



**Vjing**



**Interactive  
Art**

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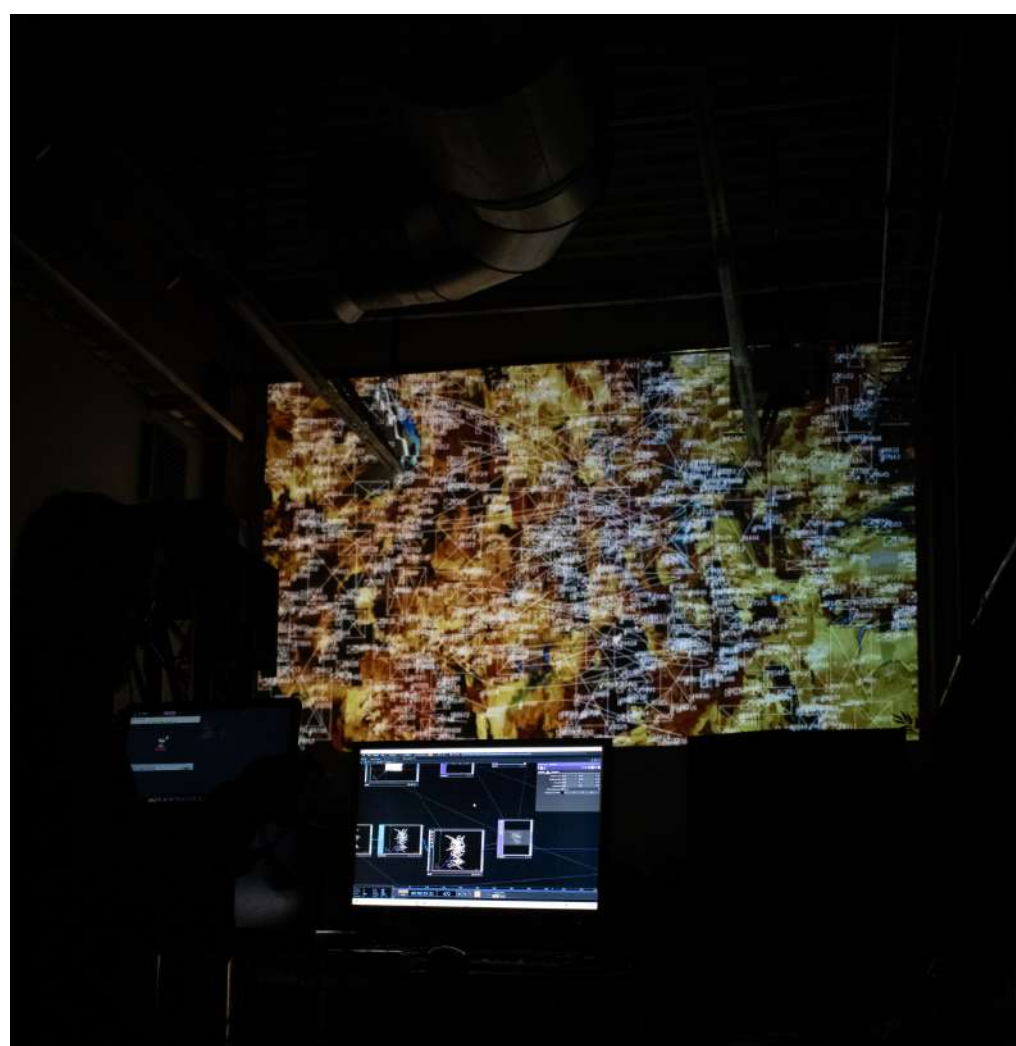
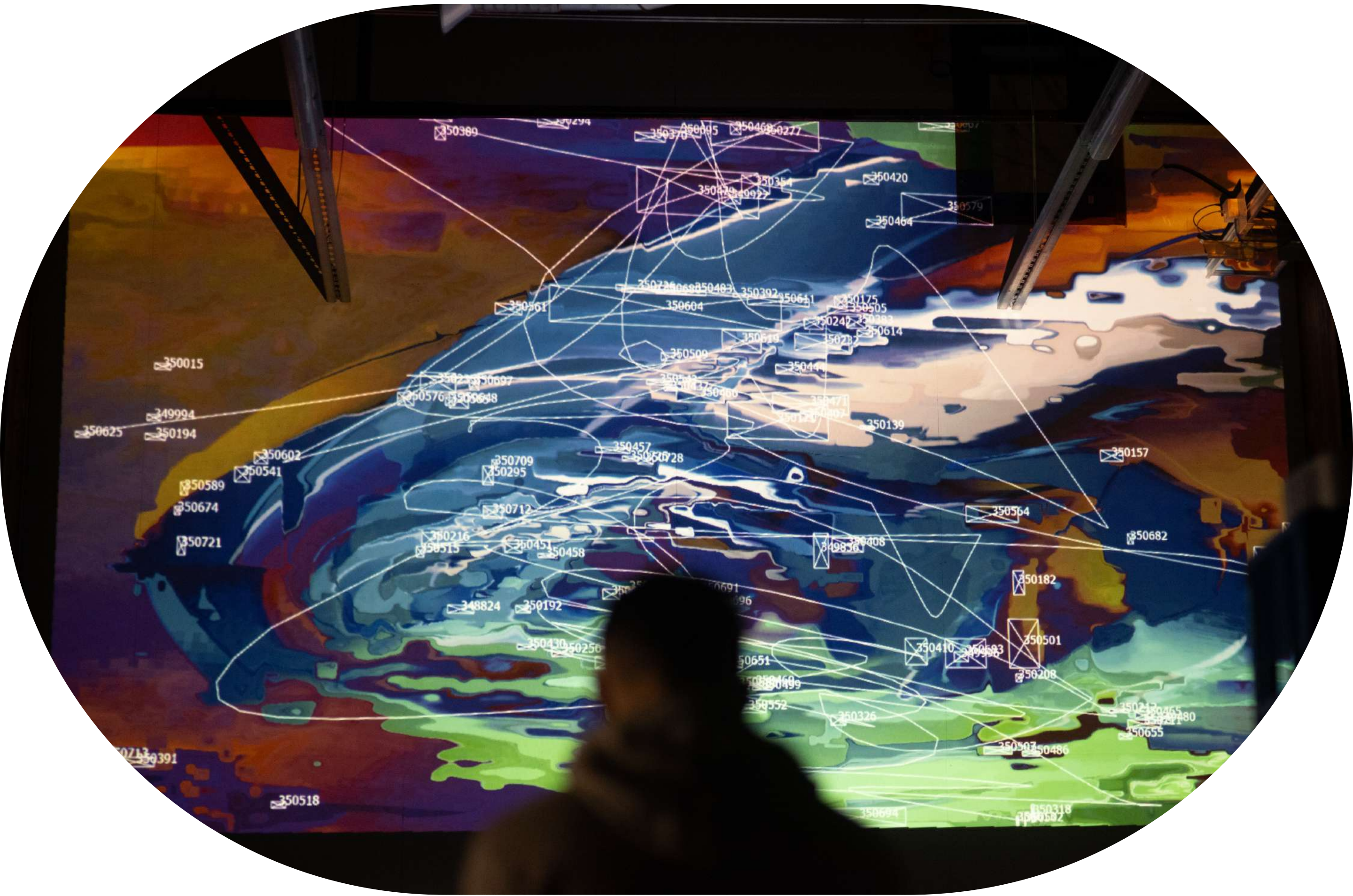
**This portfolio showcases works I have created in the past 8 years in the fields of 3D graphics, animation, interactive art, live event visuals production, Vjing and experimental generative moving image.**

# \*Vjing\*

'SWÄG NYE 2023' (2023)

Event production for Muovitehdas

including animation, programming, rigging, technical design



I have worked with the multidisciplinary art collective SWÄG ry since 2017. Building many dance music events and other types of occasions have been filled with experimenting on how to fit music and live animated visuals together. I have gained solid technical understanding and love for improvisation from these experiences. This example is from New Year's eve 2023, where I tested audioreactive live generative animations and built the visual application from scratch on-site. I used TouchDesigner to program the visuals. Photos and videos were shot by Ella Kivelä.

Links to video:

[Recording 1](#)

[Recording 2](#)

[Recording 3](#)

[Recording 4](#)

[Recording 5](#)



# \*VJing\*

'CGVJ Juippi' (2015-)

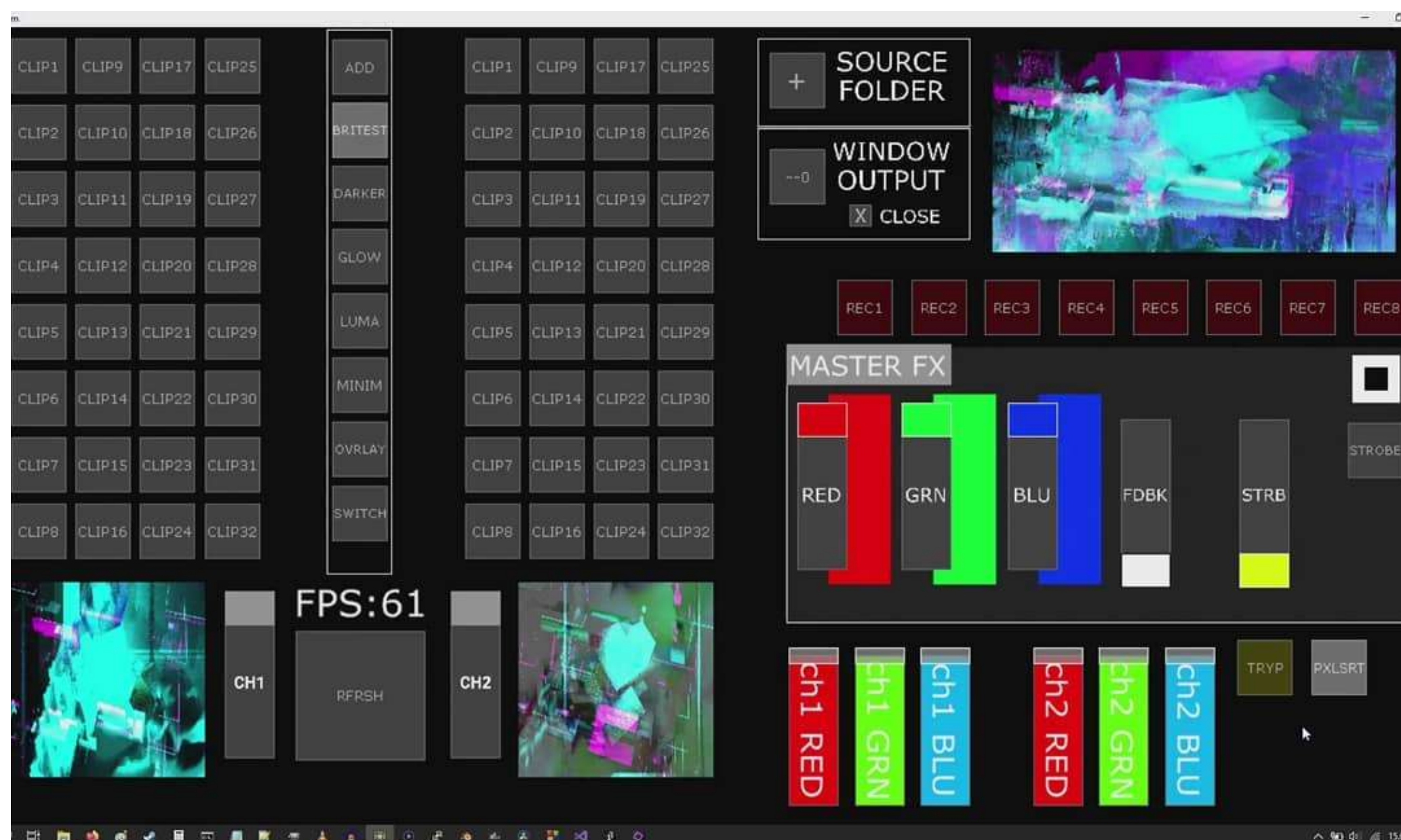
Event production and consulting for Kuivaamo and other venues  
Including animation, programming, rigging, technical design



Ever since 2015 I have done VJ gigs under my alter ego CGVJ Juippi, which is an ongoing project dedicated to unassuming visuals and making events more than the sum of their parts. In my VJ work I combine webcam feeds, video produced by myself and sometimes found footage. The output also varies from projections to analog television sets. For the most part I use either Blender or TouchDesigner, in which I build my own apps for VJing.

- Links to video:
- [Recording 1](#)
  - [Recording 2](#)
  - [Recording 3](#)
  - [Recording 4](#)
  - [Recording 5](#)

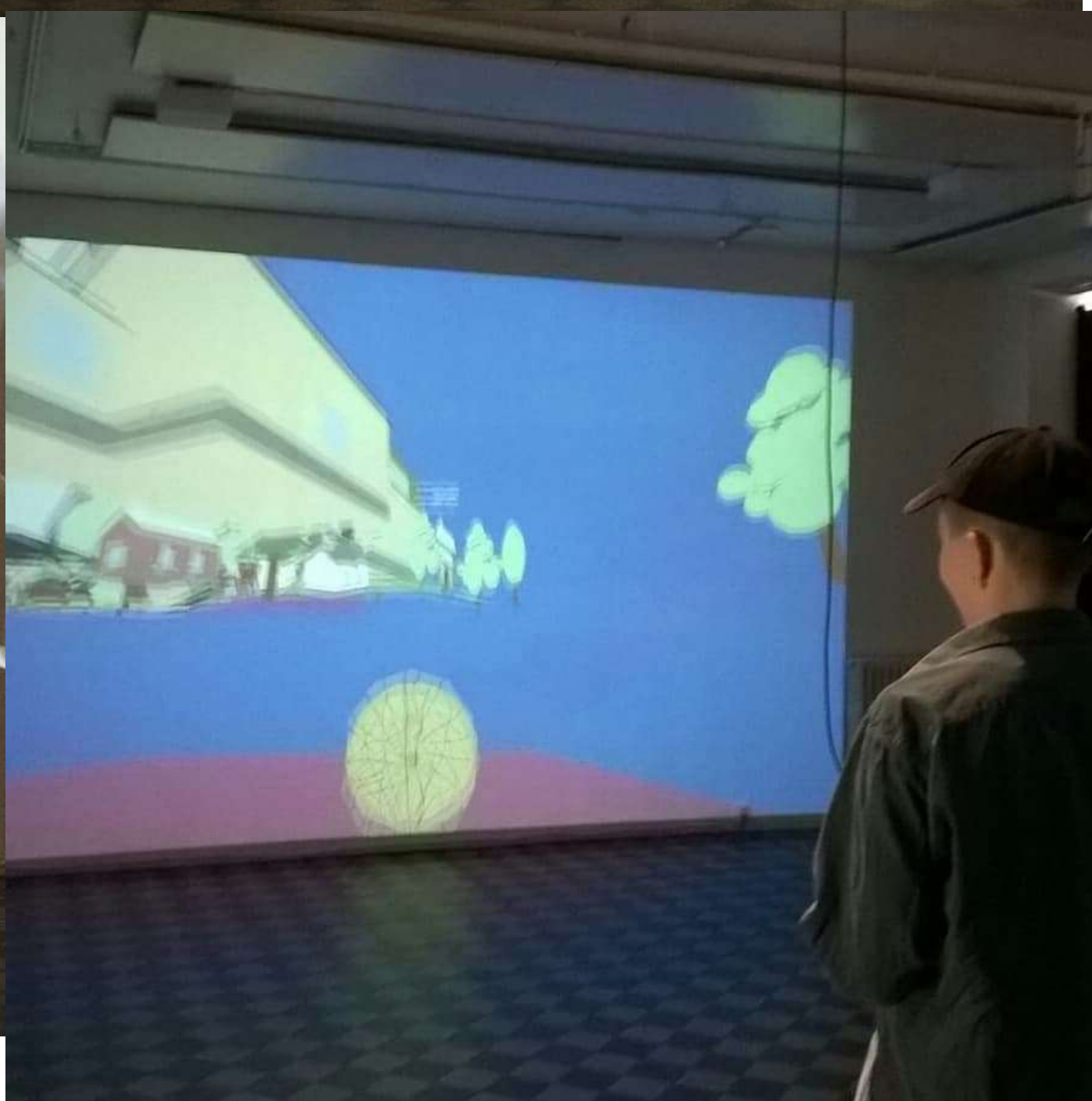
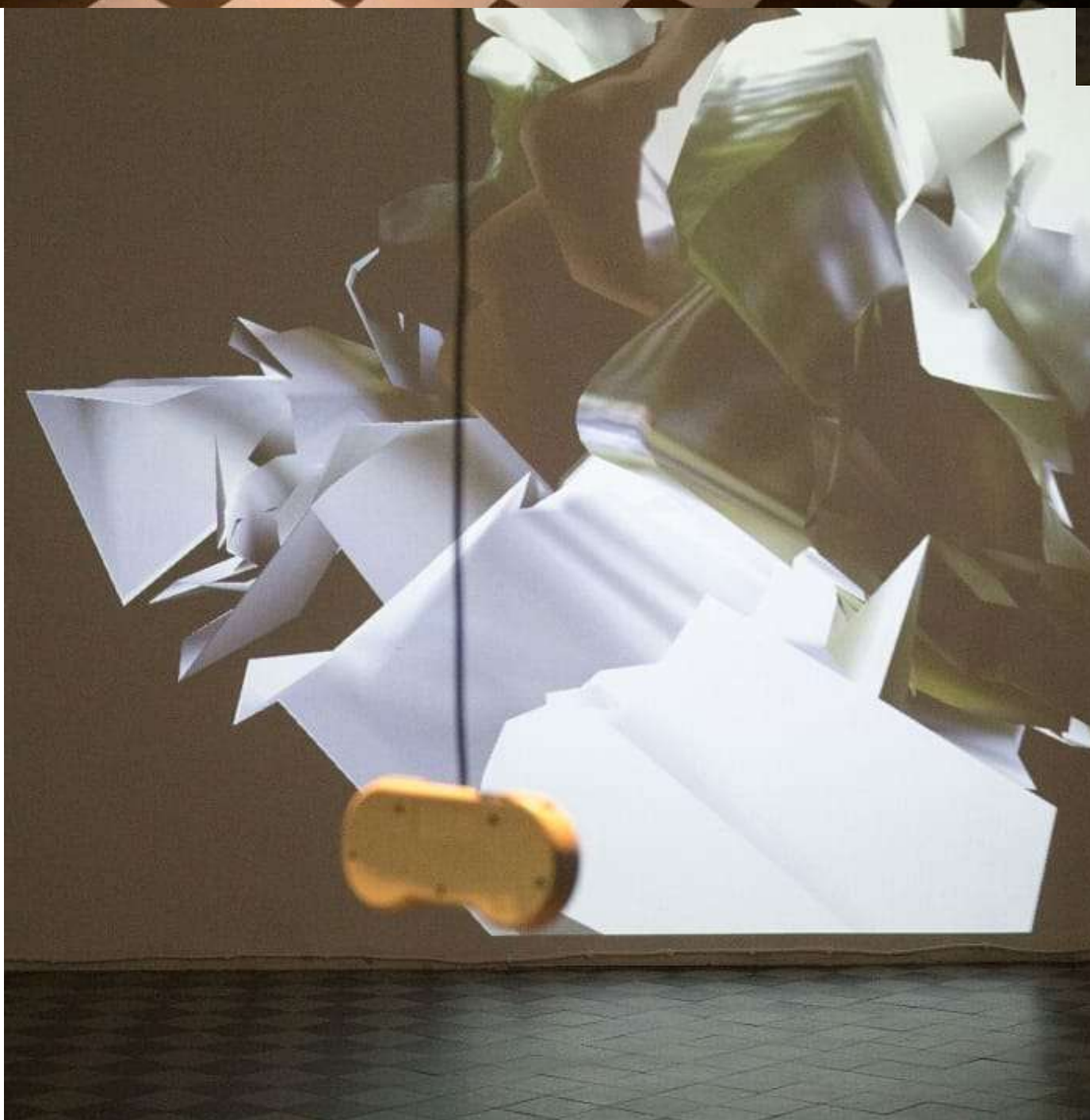
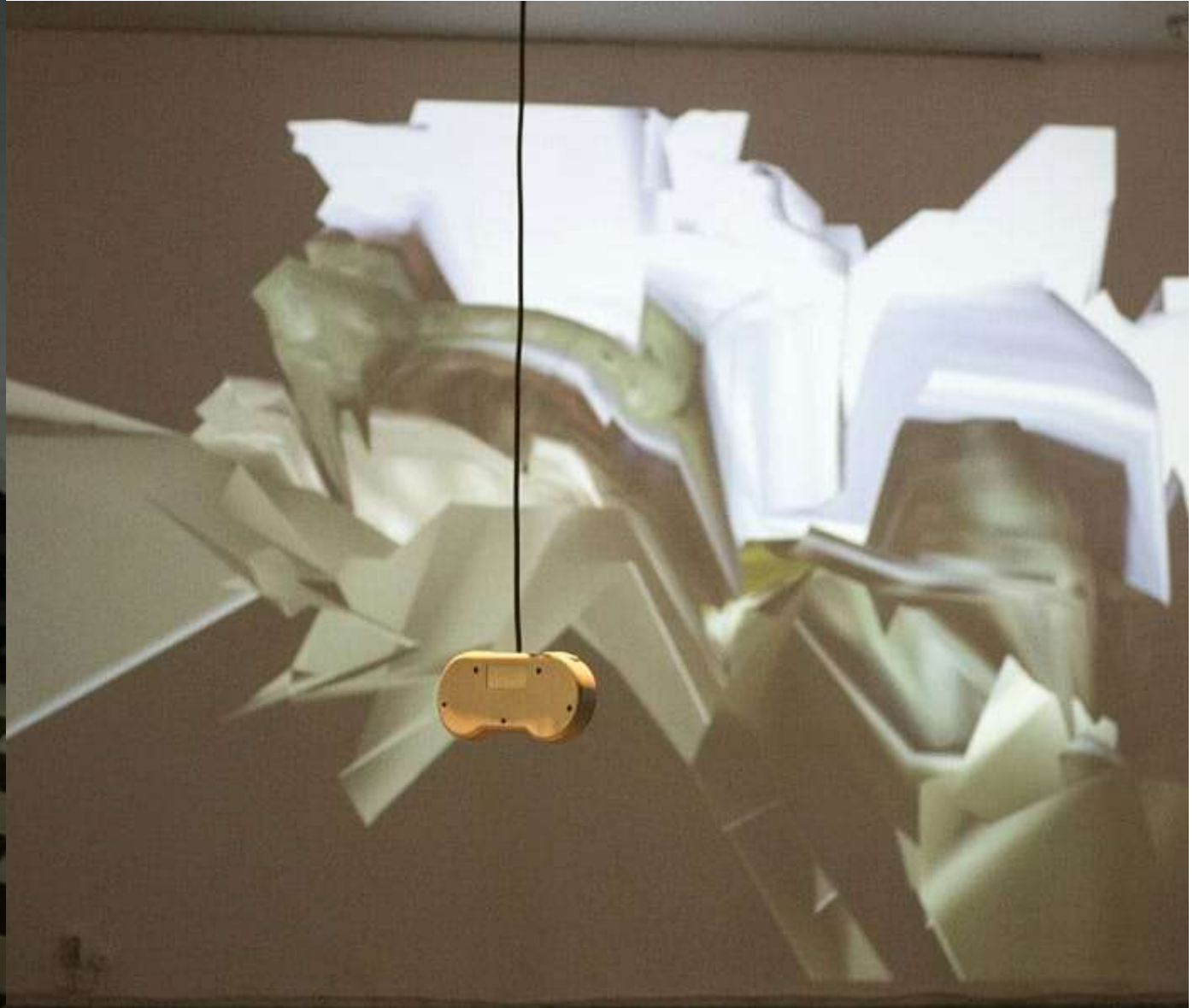
Screenshot of my VJ app I built using TouchDesigner. The application development has been ongoing since 2019 with new features.



# \*Interactive art installation\*

'Next Onion / Next Stop' (2018)

Short form exhibition for B-Galleria SuperB! event  
including design, animation, programming, technical design



I was invited to B-Galleria's SuperB! event to display an interactive art piece for their summer 2018 short exhibition festival. I came up with a video game -like experience for the audience to interact with using a game controller. The themes of the piece were built around the sense of visual memory and how it persists over time, especially considering spatial memory experience. The technology used here was Blender game engine with some custom Python scripting.

# \*3D game development\*

'Myyränhengitysklubi: underwater edition' (2019)

Live visuals game production for Arthouse Cafe Kehräsaari

incl. design, modeling, animation, materials, and programming

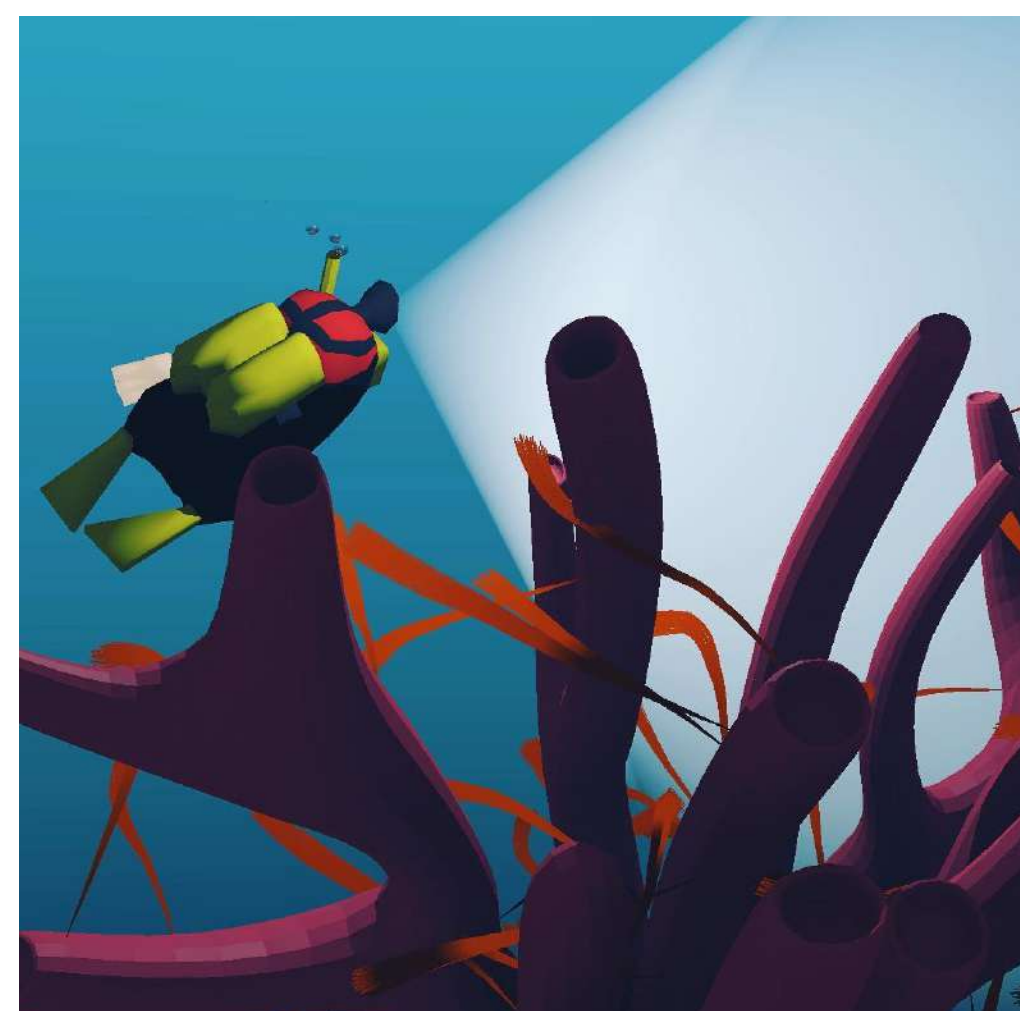
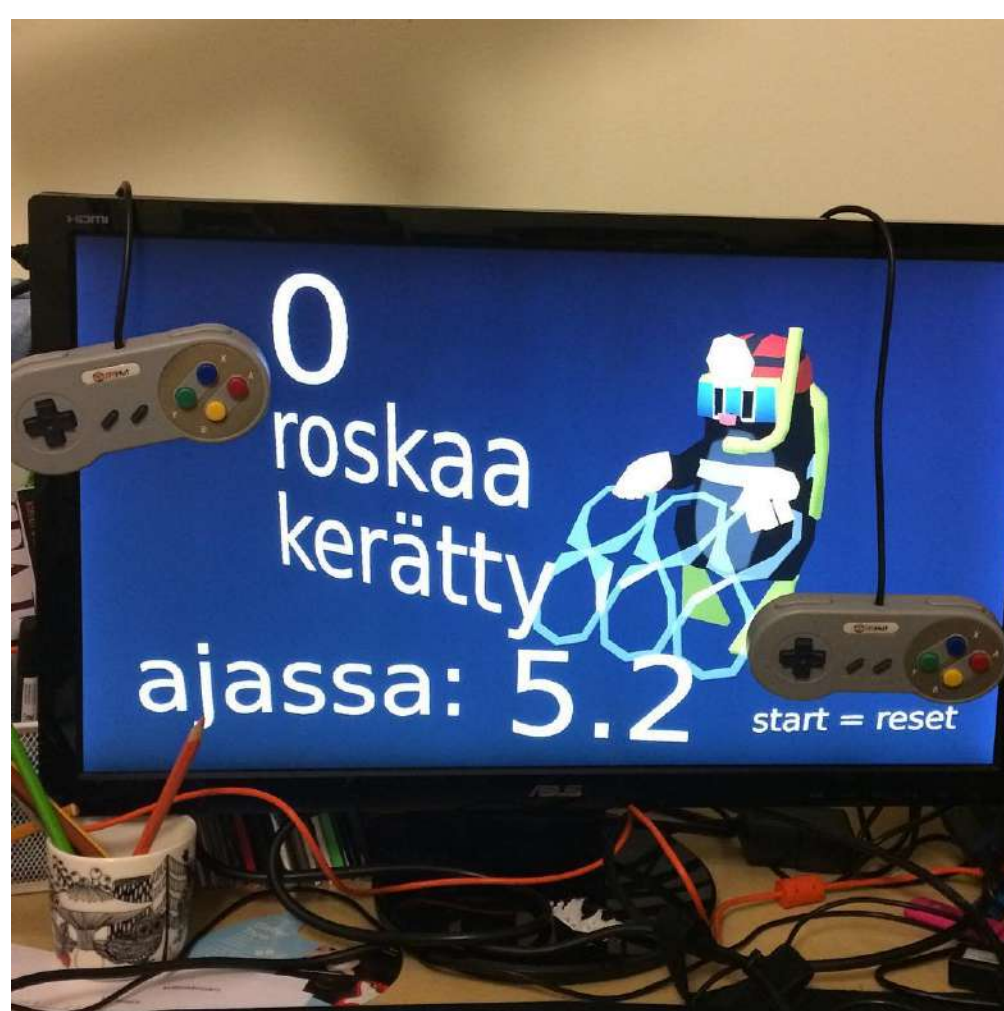


Ever since 2015 I have worked as the resident VJ for Myyränhengitysklubi. For this night in 2019 I made a game about underwater life and how the titular character of the club interacts with underwater nature, saving sea creatures from man-made problems.

I used Blender game engine for the design and creation of this game. Often I extend my games with Python programming to make them more interesting and usable. The themes of the club nights also affect my design choices for both the interaction and content of these games. The user input for this game is done with a USB game controller.

Links to video:

- [Recording 1](#)
- [Recording 2](#)
- [Recording 3](#)
- [Recording 4](#)
- [Recording 5](#)



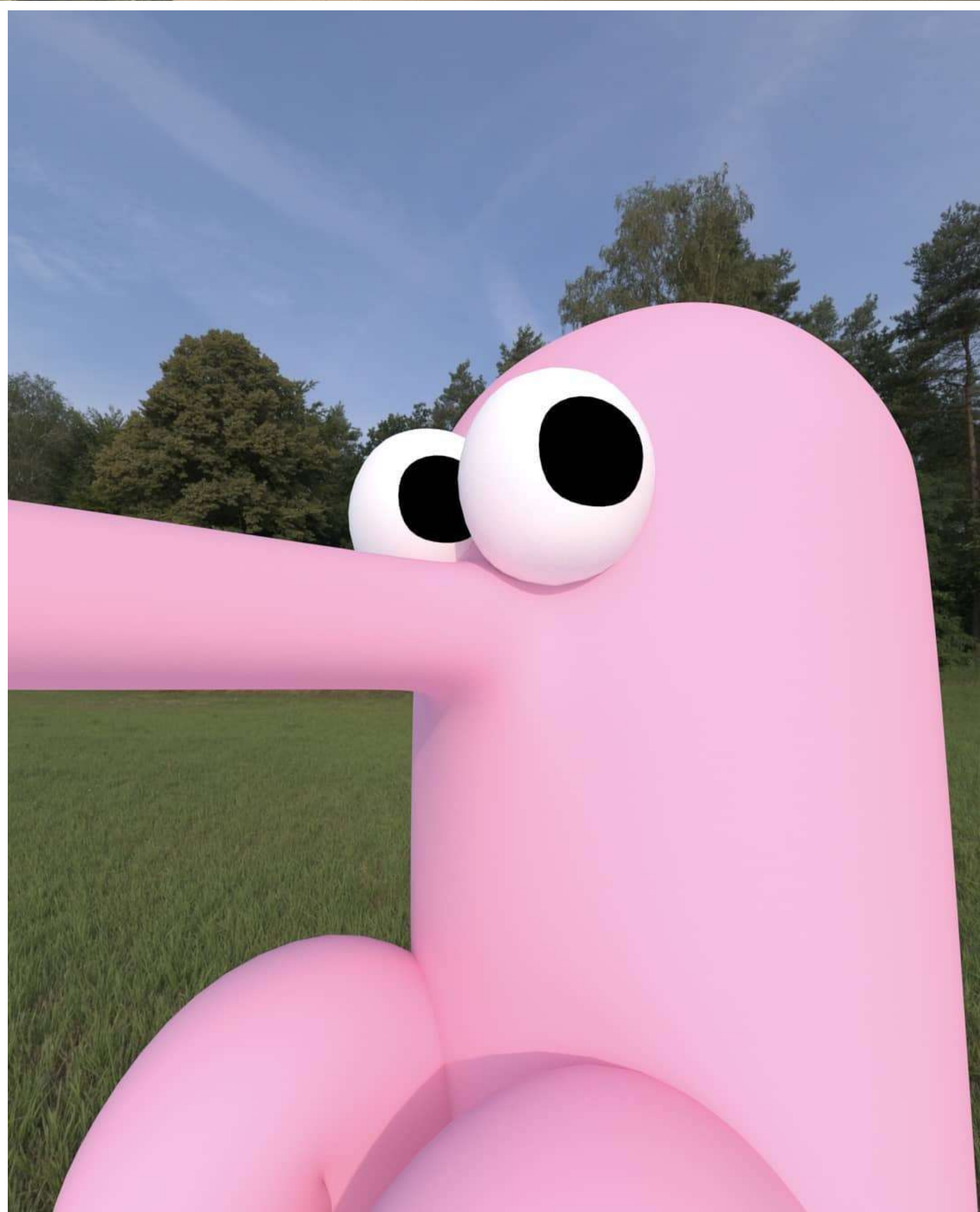
# \*3D modeling & design\*

'Creatures of the wild' (2021/2022)

Personal project

including materials, lighting, rendering

3D modeling my own character designs has always been very interesting and enjoyable for me, either through means of low-poly box modeling or by sculpting. In this project I studied creating humanoid characters with a relationship to nature, each having their own presence and behavior in the forest. I added realistic lighting scenarios through using HDRi images and PBR materials in Blender to attain a feel of surrealness and dream-like atmosphere in the imagery.



# \*3D modeling & design\*

'Typography studies' (2021-2023)

Course display material for students at Tampere university of applied sciences including materials, lighting, rendering



In between 2021 and 2023 I taught 3D typography at Tampere University of applied sciences. I created these renders of letters in Blender and made materials for them in Substance Painter. I added additional props from Polyhaven and used HDR images for lighting most of the scenes.

Many characters and letters also got animated, looping infinitely with using Blender's geometry nodes feature.

Links to animated typo:

[the letter M](#)

[the letter A](#)

[at frutiger aero](#)



# \*Interactive performance\*

'Virta' (2019)

Application for culture city 2026 art project for city of Tampere including design, animation, programming, technical design



Seuraa

**Arttu Soilumo esitti kulttuuripääkaupunkihankkeen avajaisissa demoversion tanssiteoksesta Virta. Teoksessa Soilumo ohjaa tanssillaan ääntä ja videota.** OSSIHOLA

Article: "Haku kulttuuripääkaupungiksi lähti riehakkaasti käyntiin Tampereella – "Toiveissa on, että otettaisiin enemmän riskejä" - Aamulehti

'Virta' was a collaborative performative art piece combining interactive live visuals and electronic music, created with musician Eemeli Sutelainen and choreographer Arttu Soilumo. The music and visuals both stemmed from the dance, which was captured using a Microsoft Kinect system and fed into TouchDesigner and projected onto the dancer. I was responsible for the full visual experience for this project.

Links to video:  
[Recording 1](#)  
[Recording 2](#)  
Link to article:  
[Aamulehti](#)