

Portfolio

Pan Vanitcharoenthum

Artist Statement

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Born and raised in the polluted city of Bangkok, I grew up with a desire to search for nature and a more sustainable lifestyle. This curiosity has led me to come to study in the Netherlands, a country that is globally known for sustainable design, technology, and food production. However, I discovered that the concept of sustainability in the Western world was achieved through exploitation of resources in developing countries. This realization about modern technology and green colonization has inspired me to search for a healthier relationship with nature and food sources through activities such as artistically traveling, learning regenerative farming and hunting for my own food.

Regenerative Hunting

June 2024 (Ongoing Research)

Regenerative Hunting
June 2024, Research, food, installation 1.5m x 2.2m x 1m





Regenerative Hunting is a transdisciplinary practice and artistic lifestyle that thinks about how to sustain myself while caring about the ecology. It is a research that questions the dominant food industries in the Netherlands, and tries to find a more sustainable way of obtaining food through hunting invasive species and foraging for food. Since I started this project in 2023, I have been focusing on hunting the invasive species of American crayfish and Pacific oysters.

[View video documentation of an artist talk](#)

Regenerative Hunting Workshops

August - September 2024

After introducing the concept of Regenerative Hunting in my graduation show, I continued researching this alternative lifestyle by hosting hunting workshops. The workshops took place in the **Casco Art Institute** in Utrecht, **RE_NATURE festival** in Ruigoord, Amsterdam and the **Future Health Expo** at the Botanic Gardens in Utrecht. The activities consist of crafting hunting tools from recycled materials, fishing for invasive crayfish, and cooking together.

Those experiences have taught me that hunting in the modern days could be very difficult due to pollutants in water and regulations that restrict people from interacting with nature.



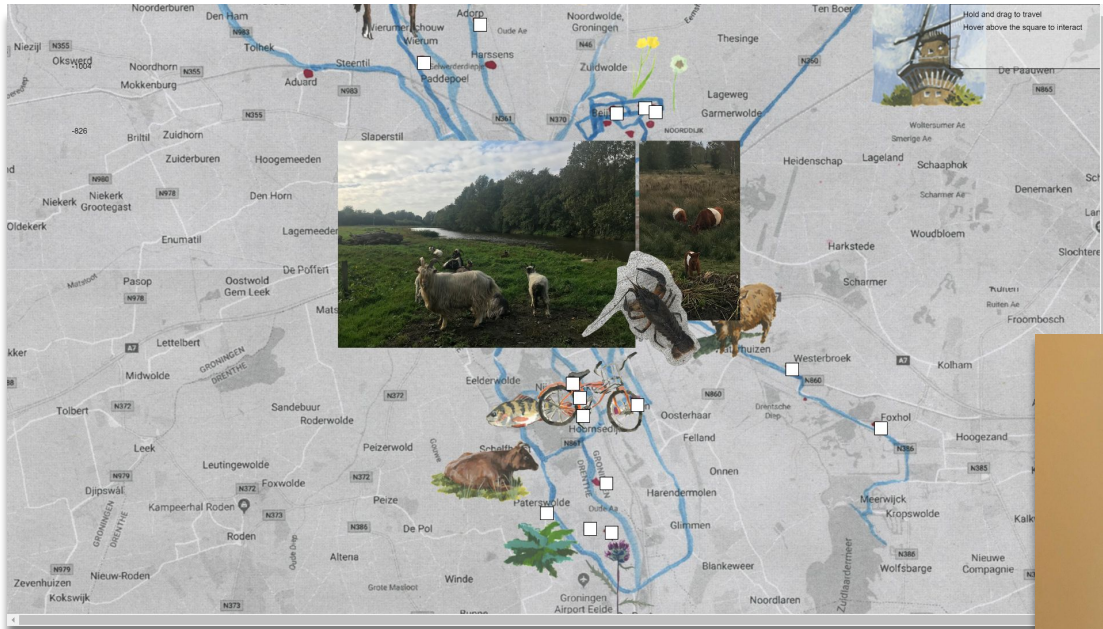


Countryside First time



Countryside First Time
December 2019,
Interactive Map Website

[View video
documentation](#)



Before I tried to reconnect with nature and search for sustainability with Regenerative Hunting research, my point of view toward ecology was different. I thought that modern and digital technologies can solve all of our ecological problems.

Coming from the unorganized and polluted city of Bangkok, I admire the technologies and landscape planning of the Netherlands that gave the impression that human and nature are living in harmony. I spent a lot of time biking and exploring the countryside of Groningen and made an interactive map of Groningen as an artwork.

[View video documentation](#)



Second Nature

The Netherlands is a place known for the technological advancement in food production and indoor farming. Well, I tried to make my own indoor nature as part of my graduation project from minerva in 2021.

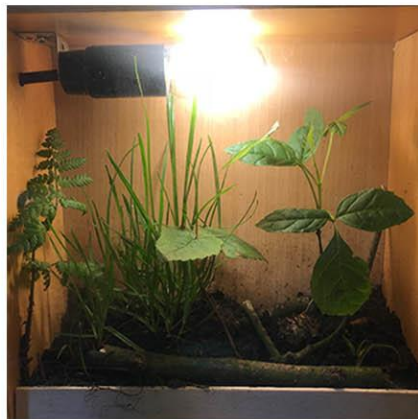
Second Nature questions humanity's relationship to nature. I intentionally forced the opposite entities; nature and humans or First Nature and Second Nature to collide and interact with each other. Nature or First Nature is represented through the plants and objects like wood or stones that I have collected from strolling in the forest and countryside. On the other hand, the indoor setting and viewers represent the human world and Second Nature. The digital media will emphasize the blur and interaction of both entities. The use of augmented reality and virtual space question the role of technology as an extension of nature instead of being two separate entities. This interconnection represents my definition of nature .

Second Nature

July 2021, Interactive electronic installation, 2.5m x 2.5m x 4m



Second Nature



Second Nature
July 2021,
Interactive electronic installation,
2.5m x 2.5m x 4m



Groninger Museum Workshop: Digital Landscape

The Digital Landscape is a workshop where kids or adults can collaborate and design a landscape in the digital world. At the workshop, participants can draw anything, cut them out, scan them into a computer and add those cut out drawings into the digital world through a 3D modeling program called Spline. [View video documentation](#)

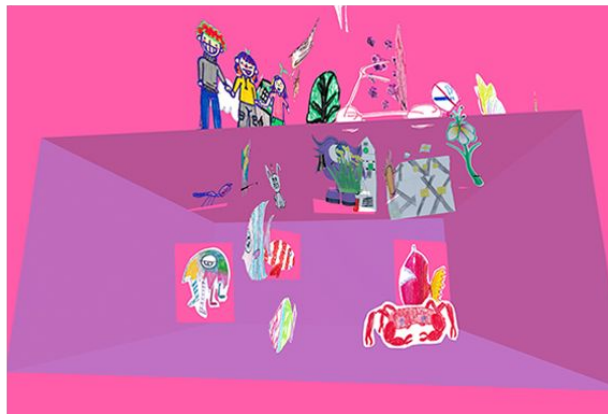
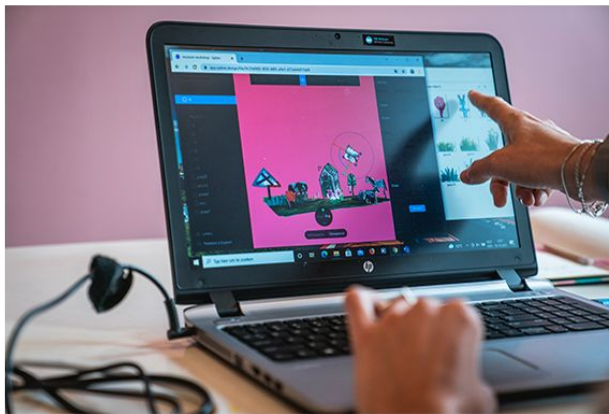
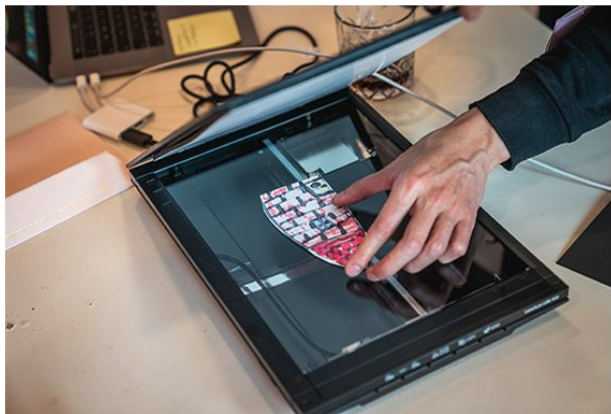
This Digital Landscape workshop is part of the Kinderbiënnale exhibition at the Groninger museum.

Digital technology enhance nature:

Relating to my art approach in which he investigates the definition of nature, the Digital Landscape reveals how digital technology is a new kind of nature for humanity. For many years, writing and drawing has been a main method of keeping records in people's daily life. Today, those methods are still relevant but they are also enhanced by digital technology. More than just artworks on papers, drawings made by participants are translated into data and uploaded into the internet, allowing people to view and interact with the artwork at any place and any time.

Digital Landscape

September 2021, Interactive website



Digital Landscape
September 2021, Interactive website

[View video documentation](#)

Augmented Discovery



Augmented Discovery at Groninger Museum workshop
September 2021, Interactive installation

[View video documentation](#)



Augmented Discovery at Greenlight Exhibition
February 2021, Interactive installation

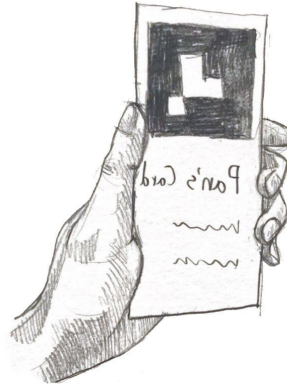
[View video documentation](#)

Through the computer screens exhibiting, viewers can experience the stories and things that I encountered during my journey outdoors. Visitors can activate the stories by showing Pan's encoded card to the computer screen. The programs would project 3D models onto a card, giving some physical experiences to the viewers, and the excitement of what would appear.

The 3D models are not only fun to play with, but also tell stories about uncertainty discovery in traveling.

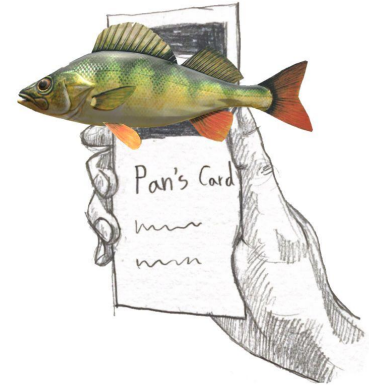
The Augmented Discovery program was made with Aframe and AR.js javascript libraries.

Physical



Digital Screen

Perch: One of the most common fish in Ducth river

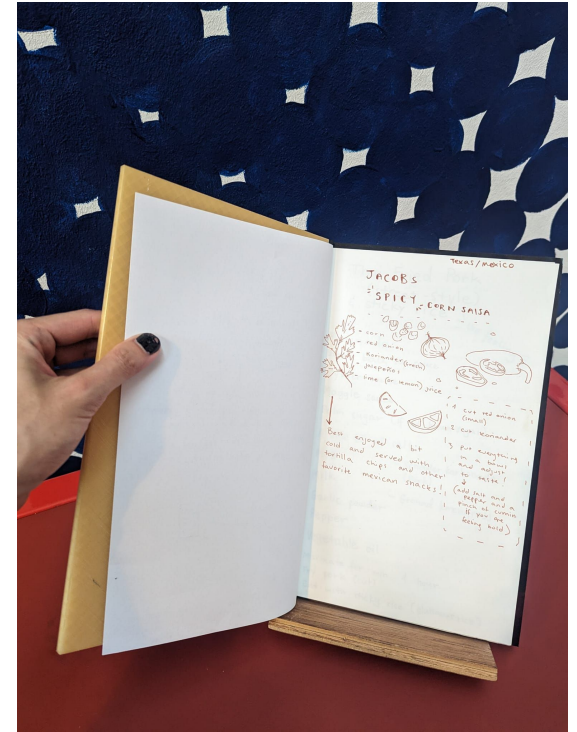




Potluck and Cookbook

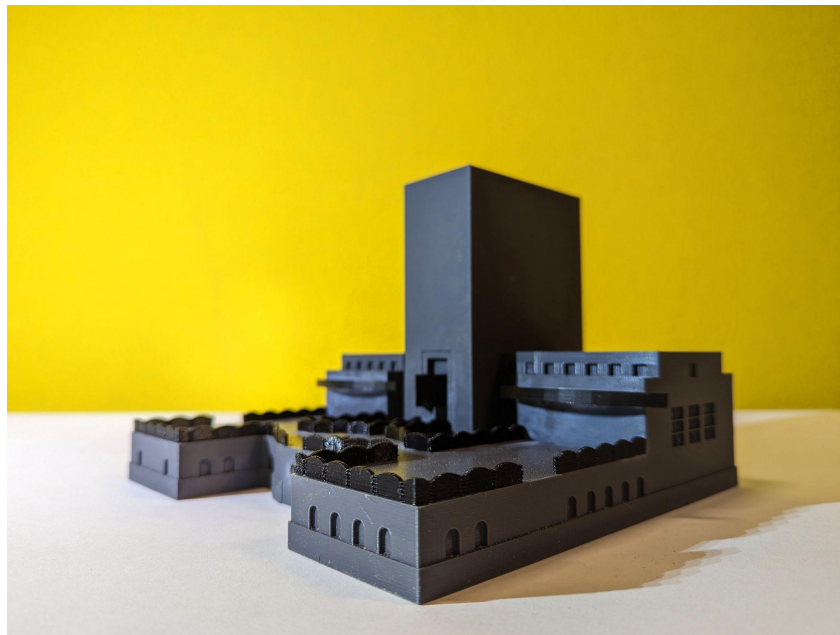
June 2022

3D printed book, communal project



Potluck and cookbook is a project commissioned by Academie Minerva to strengthen the relationship and understanding of students from different nationalities. A cookbook is a growing archive that stores recipes of cuisines made by Minerva students. This project inspired my artistic interest to shift from digital medium to something more physical.

Art for blind and visually impaired



A Replica of Groninger museum
October 2023, 3D printed plastic



A Replica of Kan met Deksel
October 2022, 3D printed plastic



A full Replica of Groninger museum
October 2023, 3D printed plastic



A Replica of Kan met Deksel being experienced
October 2022, 3D printed plastic

3D vase puzzle for artistic education



3D vase puzzle, 2023





I designed and created a 3D vase puzzle for people to learn about ceramic restoration in the museum. The puzzles were created in a 3D modeling program and it was exhibited in the Missie Meesterwerk exhibition at Rijksmuseum, Amsterdam.

