

Noa Batle

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Portfolio: <https://nbatle.myportfolio.com>

EDUCATION/PROGRAMS

Design Media Arts Major Bachelor of Arts Degree, UCLA School of Arts and Architecture // graduating Class of 2018

Visual Arts Major SF Ruth Asawa School of the Arts // high school Class of 2014

MEDIUMS/SKILLS

Video Editing Proficiency in Adobe After Effects and Premiere.

Graphics/Print Media Proficiency in Adobe Illustrator and Indesign.

3D Modeling knowledgeable of Autodesk Maya

Sculpting experienced with ceramics, mold-making, hand-carving, wood working/fabrication

WORK EXPERIENCE

UCLA DMA Fabrication Lab Assisted graduate and undergraduate students in the Fabrication lab's studio space.
Laser Cutting Operator Operated and maintained laser cutter, 3d printer, vinyl cutter, and heavy machinery.
9/2016 to present Maintained and managed the lab/studio space

The Workshop Residence Assisted the artist-in-residence with production, packaging and graphic design.
Artist Assistant and Sales Rep Duties included studio and storefront maintenance, as well as representing the
11/2013 to 11/2014 organization at public events such as seasonal pop-ups and craft show.

Batle Studio Produced hand carved product models, line-sheet product illustrations, and
Artist Assistant and Sales Rep represented the family company at trade shows and public events.
2010 to 2014 As a live/home work space, managing space is always high priority.

Kickstarter Campaign Lunched and successfully funded the *Domestic Soldiers Kickstarter Project*.
project founder Personally handled the advertising campaign, product design, and production.
2014 I raised over \$13,000, in one month with features by CosmopolitanUK and Vocative.com

EXHIBITIONS

What's Next: SFArtsED Gallery, Minnesota Street Project, SF: 5/2018
DIS- UCLA DMA Undergraduate exhibition, LA: 1/2018
Teardrops that Wound Luke Wing Museum, Seattle: 2017-2018
Reclaimed SFArtsED Gallery, Minnesota Street Project, SF: 10/2016
Mis-Armed and Ready Solo show, Rare Device Gallery, SF: 8/2015
Voices...activated SF MOMA Artist Gallery, SF: 5/2014
Scholastic Arts National Gold Key tour: 2014-2016
YoungArts MOMA PS1 show, Brooklyn: 4/2014
SFArtsED Catharine Clark Gallery, SF: 4/2014

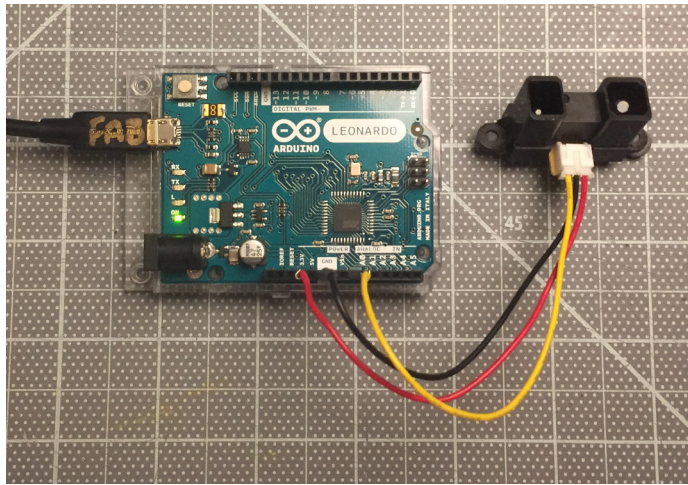
AWARDS/HONORS

Artwork on Front Cover Feature Boom Magazine, Fall issue 2014
National Gold Key Scholastic Art & Writing Awards: 2014
California Regional Gold Key Scholastic Art & Writing Awards: 2014
Merit Award National YoungArts Competition: 11/2013

Senior Project: Reflect



Video loop testing with HD Webcam and Monitor



Inferred distance sensor utilizing Arduino and Processing to control the video delay and audio.

Reflect is a video installation experience.

The intent of the experience is awareness of the self and the conscious self as separate entities.

Participants enter a small booth, where their image is get caught in a video feedback loop displayed on a monitor. As they approach a two-way mirror opposite the monitor, the delay on the video feed shortens and a droning noise becomes more apparent. When the participant is directly in front of the mirror, the video feed will be obscured by their reflection. At this point the monitor will only display a close up on the individual, if they are able to see it at all.

The video feedback literally presents viewers with past representations of themselves. As one observes that feedback, they occupy the “conscious self,” the aspect of an individual that drives the body and is constantly aware of one’s own actions. You become your consciousness as it looks out the window (or monitor in this case).

This “conscious” perspective presented on the monitor is embodied in the camera that produces the feedback loop and gazes directly at the participant, from behind the two-way mirror. If one diverts their attention away from the monitor/window, and toward the source of that awareness, one confronts their “conscious-self” as they face their own reflection.

Through this awareness of one’s own awareness, it is believed one can experience a more present state of now. This is expressed through the reduced delay on the video feed, as participant approaches the mirror.



Video loop testing with DSLR and Monitor



Video loop testing with DSLR and Projector

Previous work: Domestic Soldiers



San Francisco, CA Sculpture

\$13,330

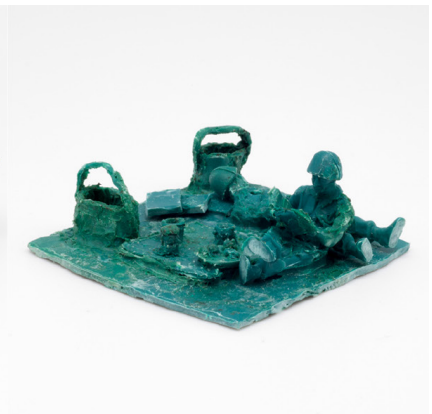
pledged of \$12,000 goal

231

backers

The *Domestic Soldiers* series expands the narrative of these childhood toys, by re-imagining these figures' life after their service and elaborate on their story. They are physically disarmed of their weapons, reshaped in new roles and thus acknowledge that these individual figures are people, not just soldiers.

This ongoing project started with "one-off" artworks comprised of my own altered plastic toy soldiers. This eventually lead to the Domestic Soldiers Kickstarter project in 2014, with a limited edition release of injection pressed plastic figures.



Domestic Soldiers Kickstarter Project:
<https://www.kickstarter.com/projects/1944260047/domestic-soldiers>

More Artwork at:
<https://nbatle.myportfolio.com/domestic-soldiers-1>

Previous work: Product Design Work

Unruly Paper

A playful redesign of conventional binder paper.

contributed designs to this project
by Agelio Batle



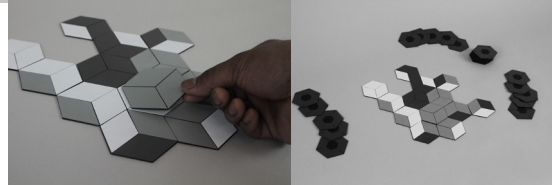
Custom Card Deck

A six card stencil pack for creating a custom-made deck of cards.



Flexture Lamp

An exploration in flexture patterns, a method of laser cutting that increased the flexibility of a material



Mosaic

A table-top board game, that produces a tiled 3D geometric mosaic through competitive three player game-play.