

Karin Kimel

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Animation, graphic design and art direction

Karin Kimel is a self-taught artist operating in the spaces of animation, computer art, painting, and installation. Her work combines the programming of computerized and generative systems that she builds herself, feeding them with various content and designing their mode of operation. Concurrently, she is active in the medium of painting, and strives to interweave the analog medium with digital systems. She has participated in exhibitions and projects in museums and galleries in Israel and abroad. She took part in various residency programs, including Factory Berlin x Sonar+D. Alongside her artistic activity, Kimel is active in the music field as collaborator and a creator.

Selected Partners: ASUS, Crocs, Deezer, Holon Institute of Technology, Porsche, Tel-Aviv Museum, Ananey Paramount, HighSnobiety Magazine, Factory-Berlin, C24 magazine, Dekmantel, Dixon, High-Digital records, HÖR, Indie Gallery, Jennifer Cardini, Jerusalem Design week, Mama Told Ya, Nature Magazine, Northern Star, PAG, PollerWiesen festival, Sonar+D, Suzan Dallah Center, The Art Union, Weizmann Institute of Science.

Selected Projects

Lecturer, Visual Communication Dept. | HIT Academy

Lecturer, 'TouchDesigner & Image-making,' mentoring students in bridging the gap between creative coding and high-end visual storytelling through procedural design, real-time visuals, and innovative image generation.". (Holon, 2026)

[Quantified Poetry](#)

Immersive video installation commissioned by ASUS, featuring digital interventions in Google Maps environments. Developed with TouchDesigner and presented as a three-screen projection installation forming an immersive spatial environment.

Press links: [1](#), [2](#), [3](#) (Tel Aviv , 2025)

[Deezer](#)

A custom animation system was developed for "Deezer Sessions" to sync visuals to audio, blending artist-specific art direction with Deezer's brand identity and enhancing the unique performances of acclaimed and emerging artists. (Paris, 2023-2024)

[Tel Aviv Museum](#)

Creation and curation of a set of animations for the entire new Tel Aviv Museum building for a unique collaboration with Space-Jam rave. (Tel Aviv, 2024)

[Porsche "Scopes" Festival](#)

Art-direction & production of animation layouts and live visuals for Porsche SCOPES- multidisciplinary festival for engaged young minds, gathering pioneers from the fields of design, art, music, tech and social. (Tel Aviv, 2023)

SYNC

"Sync" is a data based installation, done in collaboration with director Yaara Schattner, creative coder Yoav Zamir, and brain scientist Noam Goldway. The installation was exhibited at the Weizmann Institute of Science.

Visualization generated by data output of a brainwave detecting headband, the alpha waves synchronization between two people which is interpreted as empathy determines the visuals in real time. (Visualisation and Projection mapping). Press links: [1](#), [2](#) (Jerusalem, Rehovot, 2019-2022)

[Crocs](#)

Coded an audio visualizer & shoe design. (Berlin, September 2022)

[Still Life](#) / Exhibition

Group exhibition curated by Cat Morrison, shown in "Mars" Gallery. (Tel Aviv , 2022)

Indie Gallery - "How To Make Friends Online" / Exhibition

Presented 2 video artworks in collaboration with Liel Bomberg. (Tel Aviv, 2021)

[Nature Magazine](#)

Scientific visualization made in collaboration with Dr. Johannes Richers, in which a visualization was created to describe a multi-dimensional health-and-disease space. (Berlin, September 2020)

[Graduated Artist Residency program by Factory Berlin x Sonar+D](#) (Berlin, 2019)

[Facing Realities](#) / Exhibition

Group exhibition by "the Art Union" - artistic exploration of allotment gardening in Germany based on a prototypical allotment in Berlin-Charlottenburg. (Berlin, 2019)