

LUDIVINE LECHAT

VISUAL ARTIST

Brussels, Belgium / Europe

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office

Ludivine Lechat, Visual Artist, graduated in the Transmedia Postgraduate program in Art + Media + Design (Brussels), has now years of experience in her field and started a Phd in the Arts (Antwerp). Currently working as a visual Artist and Researcher in the Arts. Specializing in Digital Illustrations inspired by nature. Her work is applied in various domains such as the graphic design industry (corporate identity and illustration), interior design, computer games and healthcare.

Contact Info.

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Research

Digital Artwork / Modular Design

A lot of my work deals with nature: plants, insects, creatures, behavior, evolution. To me there is nothing more fascinating. I adore the small details that seemingly fall outside of the general system. Research and analysis are an integral part of my artistic frame. I tend to examine each assignment thoroughly. Then I slice it up into comprehensible pieces and create artwork for each of these pieces. The result is a library of building blocks: not one single panoramic composition, but a graphic set of components. Things I can recombine again and again into new compositions. It's not just about creating one piece of art. My work is about evolution, reusability, recombination.

Beauty / Nature

I do believe in the impact of visual beauty in our surroundings. I create designs & illustrations to enhance products, services & spaces that we daily deal with. To improve the conditions in which we live and to provide tangible art experiences. My main goal is Creative stimulation; to inspire others and give them a moment of wonder. We all are touched by the beauty of nature and it is therefore my greatest inspiration source.

PhD candidate in the Arts

Digital Nature for Healthcare (2016-2020). The aim of my PhD research is to study the effects of new media art (digital illustration inspired by nature) and interactive play on the major stressors of young patients.

www.emrg.be/projects/interactive-fairytales.html

Paper

Medical Art Therapy of the Future: Building an Interactive
Virtual Underwater World in a Children's Hospital :

https://link.springer.com/chapter/10.1007%2F978-3-319-77583-8_5

Exhibitions, Publications ...

Exhibitions

2018 - Supernova MAS - Antwerpen (BE)
2018 - Lodgersprogramma Muhka - Antwerpen (BE)
2017 - StoryTable - Dag van de wetenschap - Antwerpen (BE)
2017 - Design September, Brussels (BE)
2016 - Botanical Garden Meise, Brussels (BE)
2016 - Heimtextil Xeikon Booth, Frankfurt (DE)
2015 - Northmodern, Copenhagen (DK),
2015 - B Classic - Music Festival, Tongeren (BE)
2014 - Design Exhibition 2014, Jemeppe Castle (BE)
2014 - Interior designers & Artisans d'Art 2014, Bourlingster (LUX)
2013 - Fresh! New Textile Talents, Design September, Brussels (BE)
2013 - Valence, World Maker Faire, New York 2013 (US)
2012 - Valence at Design Biennale, Kortrijk (BE)
2012 - Open Doors, Design September, Brussels (BE)
<http://www.designseptember.be/>
2012 - Valence, TEDx Brainport, Eindhoven (NL)
<http://www.tedxbrainport.nl/>
2011 - Nanophysical, Tender Buttons, Gent (BE)
2011 - Valance, Creativity World Forum, Hasselt (BE)
2010 - Nanophysical, Palace of Academies for Science & the Arts, Brussels (BE)
2010 - Creativity World Forum, Oklahoma (USA)
www.stateofcreativity.com/press-release-9-9-10/
2010 - Cityinabottle, E-Culturefair 2010, Dortmund (DE)
www.eculturefair2010.eu/
2010 - Wallflower, International Design Biennial of Liege, Liege (BE)
www.designliege.be/
2010 - Self-replication, Art Museum, Lathi (FIN)
2010 - Nanophysical, Imec, Leuven (BE) 2009 - Superfolia & Creature, World Wide Wonders, Gent (BE)
2008 - Superfolia, Dag van het Artistiek Onderzoek, Gent (BE)
2008 - Fascinating Little things!, Matuvu, Brussels (BE)
www.matuvubxl.wordpress.com/tag/new/
2007 - Evolution, AB +Torino (IT)
2007 - Evolution, G.C.D. & Latifolia, Soylent White, Brussels (BE)
2007 - Superfolia, Sint Lucas Antwerp (BE)
2006 - Evolution & G.C.D., Beursschouwburg, Brussels (BE)
2006 - Evolution, DorkBot, Gent (BE)

Publications

2018 - publication EvoMusart, Medical Art therapy for the Future, By Lechat L., De Smedt T., Mesncheart L., Dhar M., Norga K., Toelen J.

2018 - featured in Deutscher Drucker / german magazine for the printing industry

2017 - MNM VLOG, Dag van de wetenschap

2017 - Belfius smart Care Award: De Tijd, Actualcare, MVA Vlaanderen, Metrotime,

2016 - Story Table: Flanders Today, Metrotime

2013 - featured in Publish, Magazine

2011 - publication of Generative art inspired by nature, in NodeBox, By De Smedt T., Lechat L., Daelemans W.

2010 - Creativity World Forum, Catalog

2010 - Travelling Letters, Catalog

2010 - Design Nature, Catalog

2009 - City in a bottle in champdAction issue 2009-10

www.champdaction.be

2007 - Evolution in Add!ct magazine #27 (Gaming issue)

2007 - GCD and Superfolia in Add!ct magazine #28 (Nano issue)

<http://addictlab.com/index.php/Publications>

2007 - Superfolia in ADD-magazine #6

2006 - ADD-magazine #2 on Graphic Cellular Domestication

www.addmagazine.be/index.php/Add2movie?en

Lecture & Others

2018 - Diptalks, Luca Brussel (BE)
EvoMusart Conference 2018, Parma (IT)
2017 - Lecturer, Games for Health Europe, Eindhoven (NL)
2017 - Lecturer, Dag van het onderzoek, University Antwerp (BE)
2017 - Studentcoach, Sint Lucas School of Art, Antwerp (BE)
2015 - Workshop, Toekomst Atelier de l' Avenir
2013 - Exhibition organiser - Fresh! Design September 2013 (BE)
2012 - Lecturer, This happend, De Brakke Grond, Amsterdam (NL)
<http://www.thishappened.org/city/amsterdam>
2012 - Project evaluator at Transmedia, Sint Lukas Brussels (BE)
2011 - Lecturer, EvoMusart, Conference on evolutionary Computing, Turin (IT)
2010 - Lecturer - LAB -0, Researchday, Sint Lucas Antwerp (BE)
2007 - Member of the jury, Graphic Design, Sint Lukas Brussels (BE)
2006 - Visiting Artist at Transmedia, Sint Lukas Brussels (BE)

Award

2017: nomination, Story Table, Smart Care Award, Belfius (1st).

Experience

Belgian Artist & Illustrator

Ludivine Lechat

Field: Digital Art / Design & Illustration

Projects: Corporate Identity & Illustration / Wall-designs / Multimedia

Research: Collaboration with the Experimental Media Group, Antwerp

Based in Brussels, Belgium
Dec 2009 - Present

Employee - Graphic Designer

Leuven, Belgium
Dec 2006 - Nov 2009

Kunstmaan, Communication agency

Projects: Corporate Identity & Illustration

Freelance - Graphic Designer

Belgium
Jan 2004 - Dec 2004

Isel, Magazine

Project: Graphic designs for a magazine portraying artists

Internship - Illustrator

Vilvoorde, Belgium
Aug 2002 - Sep 2002

The Parkinglot, Design studio

Project: Artwork for an interactive game "Jump For a Job"

Education

Postgraduate - Program in Media + Art + Design
(with honors)

Brussels, Belgium
Nov 2003 - Jun 2005

Transmedia, Sint Lukas Brussel

Master - Program in audiovisual + plastic arts /
Graphic Design

Brussels, Belgium
Oct 1999 - Jun 2003

Sint Lukas Brussel

Favorite Quote

Mindset

The relation of work and play, is the source of style and beauty
- by Malcolm McCullough

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