



Floor Map

Floor Wesseling - Graphic Designer

<http://floorwesseling.nl/>

Row A Level 0 Block 2 Room A

- ❖ Graphic designer
- ❖ Screen printer
- ❖ Photography, Multimedia, Video art as a collective
- ❖ visual communication for conferences and debates

Niels Geurs - Sound and Animation Producer

<http://www.primordial.nl/>

Row A Level 0 Block 2 Room B

- ❖ DJ career
- ❖ Recording studio and workspace in NDSM
- ❖ Producer and writer for sound and animations for films
- ❖ Video producer - create animations
- ❖ Venture into web design, graphic design and music

Paul and Allard Detiger - Documentary Makers

<http://www.detiger.nl/>

Row A Level 0 Block 2 Room C

- ❖ De Heer (Heer en Meester Film) - documentary makers
- ❖ Detiger (De Tijger Producties) - documentary makers
- ❖ Assemble films
- ❖ Teach about films
- ❖ Participated in the Dutch Film Festival in Utrecht.
- ❖ Meeting space with people from other disciplines in NDSM

Take2design - Photographer and Furniture Designer

Row A Level 0 Block 2 Room D

- ❖ Gusta van Eijk
- ❖ Paul Dams - photographer, blacksmith and carpenter
- ❖ Make furniture in combination with photography
- ❖ Design and manufacture
- ❖ Photograph prints which are printed on wood and fabric

Carelain Peak - Studio Rentals

<http://www.carelain.nl/>

Row A Level 0 Block 3 Room A

- ❖ Studio rentals
- ❖ Create atmosphere of quality arts space areas
- ❖ Experimentation room (90m<sup>2</sup> in NDSM shed)
- ❖ Band rehearsal space
- ❖ Sound experimentation

George Volger - Woodworking and carpentry

Row A Level 0 Block 3 Room B

Wildart Foundation - Organization &amp; Production

<http://www.stichtingzwerfkunst.nl/>

Row A Level 0 Block 4 Room A

- ❖ Organize creative and cultural events on the NDSM shipyard
- ❖ Offer a platform for artists, musicians and performers
- ❖ Unite NDSM parties to create cultural entrepreneurs

Pim Blokker - Visual Artist

<http://www.pimblokker.nl/Blank.html>

Row A Level 0 Block 4 Room B

- ❖ Paintings, drawings and focuses on sculpting
- ❖ Stimulating and motivating to work in NDSM shed

Harrie Ontwerpt - Graphic Designer

Row A Level 1 Block 2 Room A

- ❖ Marjolijn Stappers and Miranda Ensink
- ❖ Branding, posters, books and folders and websites
- ❖ Make prints in their 146 m<sup>2</sup> NDSM shed
- ❖ Interact with other beginners and designers

PDP / Rutger Odinot - Graphic Designer

<http://www.upperclasz.com/>

Row A Level 1 Block 2 Room B

- ❖ Odinot - Graphic designer and publisher
- ❖ Obsessed with graffiti and car addict
- ❖ Studio for his magazine in NDSM shed

Gloss - Stylist Consultant, Graphic Designer, Sets Designer

Row A Level 1 Block 2 Room C

- ❖ Hanneke van Etten - photographic styling, stylist consultant
- ❖ Merel Voorsluis - actress and set designer

Studio Admiraal - Industrial Designer

<http://www.robertainmiraal.nl/>

Row A Level 1 Block 2 Room D

- ❖ Design consumer products
- ❖ Work with modern production techniques

Conny Deerenberg - Interior Designer

<http://www.cdeerenberg.nl/>

Row A Level 1 Block 2 Room E

Draisma Industriële Design - Theatre Designer

Row A Level 1 Block 3 Room A

- ❖ Eibert Draisma - works for theater groups and companies.
- ❖ Place where many different disciplines to work together in NDSM shed

Ine Mulder - Visual Designers

Row A Level 1 Block 4 Room A

- ❖ Ine and Lucas - applied arts, interior design, styling and art work
- ❖ Make consumer products
- ❖ Get inspiration from other disciplines

Mattijs Arts - Graphic Artist

<http://www.stoepkrijt.org/>

Row A Level 1 Block 4 Room A

- ❖ Mix media artist

NERF Ruimtelijk Vormgeven - Interior and Furniture Designer

<http://www.nerfruimtelijkvormgeven.nl/>

Row B Level 0 Block 1 Room A

- ❖ Furniture design, interiors design and decoration

Insomnia - Interior and Furniture Designer

<http://www.nerfruimtelijkvormgeven.nl/>

Row B Level 0 Block 3 Room A

- ❖ Anja Bult - Interior designer
- ❖ Provide supervision and implementation of project
- ❖ Work with Jan van der Hoof and Edward Postma (large wood and metal workshop in NDSM shed)
- ❖ Showcase space for large design projects
- ❖ Share design facilities and construction documentation

George Speelman - Sculptor

<http://www.jorisspeelman.dds.nl/>

Row B Level 0 Block 4 Room A

- ❖ Furniture maker, product designer and product construction as a collective.
- ❖ Sculptures for art events
- ❖ More galleries and showcase rooms

Wouter Konings - Industrial Designer

<http://www.koningsdesign.nl/nl/studio/introductie>

Row B Level 1 Block 3 Room A

- ❖ Specializes in product development
- ❖ Design and assembly in NDSM shed

Bram Oosterhuis Studio - Architecture and Furniture Designer

<http://bramoosterhuis.nl/>

Row B Level 1 Block 4 Room A

- ❖ Architectural design and furniture design

Maartje Korstanje - Artist

<http://www.maartjekorstanje.nl/>

Row B Level 1 Block 4 Room A

- ❖ Create installations
- ❖ Exhibition space

Ro Hagers - Visual Artist

<http://www.rohagers.nl/>

Row B Level 1 Block 4 Room A

- ❖ Create installations
- ❖ Exhibition space

Reinier Korstanje Design - Industrial Designer

<http://www.reinierkorstanje.nl/>

Row B Level 1 Block 4 Room A

Tim Stet - Photographer  
<http://www.timstet.nl/>

Row C Level 0/1 Block 1 Room A

- ❖ Photographer

Eva Dijkhuis - Industrial Designer  
<http://www.evadijkhuis.nl/>

Row C Level 0/1 Block 1 Room A

Positief Offensief - Social Artist  
<http://positieffoffensief.blogspot.com/>

Row C Level 0/1 Block 1 Room A

Job Cornelissen - Dancer  
<http://www.dansjobs.com/>

Row C Level 0 Block 2 Room A

- ❖ Choreographer, modern dancer, actor and musician, trainer
- ❖ Rehearsal
- ❖ Performance Space
- ❖ Workshops

Dikke Dingen - Video Producer  
<http://www.dikkedingen.nl/>

Row C Level 0 Block 2 Room B

- ❖ Jerry Mars & Erik Verhulst

Vrij Media Collectief - Photography / Documentary Collective

Row C Level 0 Block 2 Room B

- ❖ Jerry Demars, Suzanne Hogendoorn and Mark Kulsdom make documentaries and photo shoots

Frank Lay Le - Performer / Costume Designer  
<http://www.alienvoyagers.nl/>

Row C Level 0 Block 2 Room C

- ❖ Play imaginative performances on (street) festivals
- ❖ Designs and makes costumes, masks, puppets and scenery
- ❖ Work in collective to direct, playwright, design sets
- ❖ Workshops and courses

Studio Lef - Furniture and Product Designer  
<http://studiolef.com/>

Row C Level 0 Block 3 Room A

- ❖ Vincent Loeff and Romke Hund - Interior Designers
- ❖ Interior design consultations
- ❖ Furniture design
- ❖ Product development

Studio Pascal Smelik - Product & Concept Designer  
<http://pascalmelik.com/>

Row C Level 0 Block 3 Room A

- ❖ Industrial design
- ❖ Furniture design

Location Light - Lighting Designer  
<http://www.locationlight.nl/>

Row C Level 0 Block 4 Room A

- ❖ Erik van Raalte, Desiree van Gelderen - Lighting designers
- ❖ Visual representations such as dance, mime, musical theater and music
- ❖ Experimentation with light (Little daylight in NDSM shed)
- ❖ Gives workshops
- ❖ Important place to develop ideas

Straatman Architecture & Visuals - Architecture  
<http://www.straatman.eu/>

Row C Level 0 Block 4 Room A

Rombout Oomen - Painter

Row C Level 1 Block 2 Room A

- ❖ Murals
- ❖ Decorations
- ❖ Organization of workshops

Tags Shutters - Lifestyle Magazine Producer  
<http://www.tagsters.nl/>

Row C Level 1 Block 2 Room B

- ❖ Teenage magazine producers

Miktor & Molf - Media Communications  
<http://www.miktorenmolf.nl/>  
 Row C Level 1 Block 2 Room B

- ❖ Film directors
- ❖ creative consultants - makers and creators of fresh ideas, public relations - clear communication

Chris Bode - Photographer  
 Row C Level 1 Block 2 Room C

Arthur van Beek - Graphic Designer  
<http://www.pittig.nu/>  
 Row C Level 1 Block 2 Room C

- ❖ Web design
- ❖ Graphic art

Y Gene Photographers - Photographers / web designer  
 Row C Level 1 Block 2 Room B

- ❖ Photography
- ❖ Web designer
- ❖ Graphic designer

- ❖ Computer and meeting place in NDSM shed

Tim Ivar - Graphic Designer  
<http://www.timivar.nl/>  
 Row C Level 1 Block 3 Room A

- ❖ Printing, branding, advertising and promotional campaigns
- ❖ Work with neighbours in NDSM shed

Maasja Ooms and Maria Mok - Filmmakers  
 Row C Level 1 Block 4 Room A

- ❖ Documentaries about people
- ❖ Darkroom, assembly and installation space
- ❖ Fun to mingle especially in the theatrical field

Kollektiv - Arts & Communication  
<http://www.ateliervildschut.nl/Welkom.html>  
<http://www.edelsmederij.com/>  
<http://www.hantzen.exto.nl/>  
 Row D Level 0 Block 2 Room A  
 Row E Level 0 Block 2 Room A

- ❖ Paintings, murals
- ❖ Wood workshop
- ❖ Marble imitation and restoration
- ❖ Goldsmith
- ❖ Music studio
- ❖ Gallery Spaces

Jee2 - Stylist and Sets Designer  
 Row D Level 0 Block 3 Room A

- ❖ Jeroen Schilperoort and Jolanda Lanslots
- ❖ Jeroen - builder and designer.
- ❖ Jolanda - designer for opera, theatre and film
- ❖ Designs and makes decorations for several small and large groups

Atelier Okan Akin - Textile art, Stained glass and Frescoes  
 Row D Level 0 Block 4 Room A

- ❖ Textile printing
- ❖ Textile printing courses to give young people
- ❖ Exhibition space

Elvira Vroomen - Fashion / Accessories Designer

<http://www.elviravroomen.nl/>

Row D Level 0 Block 4 Room B

Theaterplafom PickUp - Theature Architecture and Studios

Row D Level 0 Block 2 Room B

Row E Level 0 Block 4 Room A

- ❖ Rehearsal spaces
- ❖ Spaces for research and experimentation

Rianne van Duin - Visual Communication Designer

<http://www.rianevanduin.nl/>

Row D Level 1 Block 2 Room A

- ❖ Children book designer
- ❖ Interaction and mixing of different media, materials, techniques, styles and dimensions

Marc Faasse - Photographer

Row D Level 1 Block 2 Room A

Artage multimedia - Web and Graphic Designer

<http://www.artage.nu/>

Row D Level 1 Block 2 Room B

- ❖ Graphic development (3d graphics)
- ❖ Animation producer

Eva de Klerk - NDSM Planner

<http://www.evadeklerk.com/>

Row D Level 1 Block 2 Room C

- ❖ Initiator and concept developer of the regeneration program for the NDSM Shipbuilding Warehouse
- ❖ Consultant and inspiration for creative industry and urban development projects
- ❖ <http://www.openinnovationcapital.blogspot.com/>
- ❖ <http://www.ndsmunderseas.blogspot.com/>

Layana Mokoginta - Media Communications

<http://www.purpura.nl/>

Row D Level 1 Block 2 Room C

- ❖ Event planner
- ❖ Creative consultant

Boos - Designer

<http://www.boosbv.nl/>

Row D Level 1 Block 3 Room A

- ❖ Erna Bomers - designer
- ❖ Roland van den Eijnden photographer
- ❖ Photography studio
- ❖ Work meeting space
- ❖ Initiate collaborations as a collective form

SPONGE architects - Architecture

<http://www.sponge.nl/>

Row D Level 1 Block 4 Room A

- ❖ Architect Björn van Rheenen
- ❖ Agency for development, urban planning, architecture and interiors

Maarten Visser - Music Studio

<http://fluitstudio.nl/>

Row D Level 1 Block 4 Room B

Winnie Mensink - Music  
<http://www.winniesdrumkit.nl/>

Row E Level 0 Block 3 Room A

- ❖ Practice studio
- ❖ Drum school

Eefinworm - Artists and Designer  
<http://www.kunstkriebel.nl/>

Row E Level 0 Block 3 Room B

- ❖ Theatre design, scenography, music and performance, artistic furniture and interiors
- ❖ Installations
- ❖ Murals
- ❖ Wants more theatrical collaboration

Praktijk Voor Industrieel Ontwerp - Industrial Designer  
<http://www.praktijk.io/>

Row E Level 1 Block 2 Room A

- ❖ Creative design & development
- ❖ Industrial design studio

Sarah Payton and Chris Teerink - Film maker

Row E Level 1 Block 2 Room B

- ❖ Documentary Filmmakers

TENT  
<http://www.tent.eu/>

Row E Level 1 Block 3 Room A

- ❖ Circus production
- ❖ Circus theatre production company

Vladimir Hristov - Painter  
<http://www.hristov.nl/>

Row E Level 1 Block 3 Room B

- ❖ Contemporary painting
- ❖ Exhibition
- ❖ More collaborative projects

Bart Oomen - Theatre Design / Media Communications

Row E Level 1 Block 3 Room C

Zardo - Interior Designer

Row E Level 1 Block 4 Room A

- ❖ Tile painting
- ❖ Original Portuguese painted tiles (azuleos)
- ❖ Experiment different techniques and large painting

Valerie Leersum - Visual Artist  
<http://www.valerievanleersum.nl/>

Row E Level 1 Block 4 Room B

- ❖ Visual art and theatre installation
- ❖ Installation in public space or theatrical environment
- ❖ Collaboration with artists, musicians and designers

Amber Dezeeuw - Fashion Designer

Row E Level 1 Block 4 Room C

- ❖ Underwear, nightwear, swimwear
- ❖ Leotards, costumes, trestles, presentation material, decor stylist for photo shoots, commercials and fashion stylist for photo shoots, commercials and fashion
- ❖ Various disciplines at the yard are inspiring, you feel that there is continuous progress and movement