

Sophia Collender

I'm a New York-based artist and researcher working across installation, electronics, biomaterials, and web. I make objects, instruments, and archives — usually built from scratch, usually open for other people to use.

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The Experimental Paint Archive

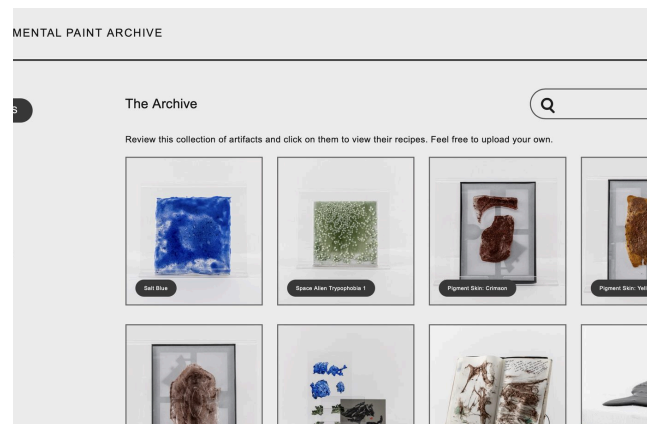
2026 · Material research, web



The Experimental Paint Archive is a publicly accessible open-source collection of biodegradable, non-toxic, and reusable fine arts materials.



Paint is entwined with a history of material experimentation, and of people who have often taken considerable financial, physical, and environmental risks in order to attain specific visual effect documents techniques through which the hazards associated with creating fine art materials from scratch can be minimized, and iterates upon the conventional pigment + binder + formula.



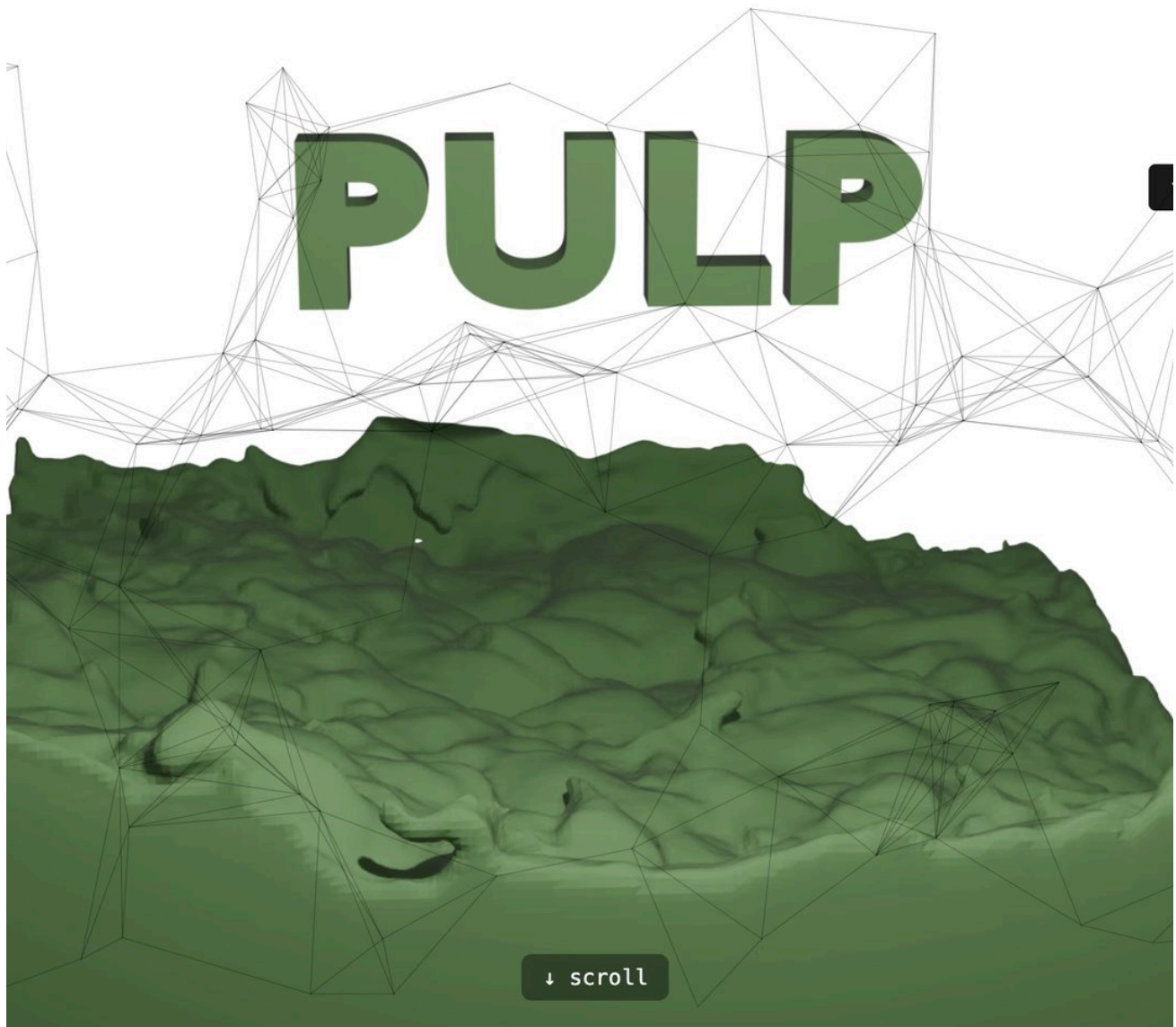
An online archive documenting how unconventional fine art materials are made from scratch — reused materials, biomaterials, earth pigments. An ongoing archive built to document and share recipes for these materials.

The project documents techniques for minimizing the financial, physical, and environmental hazards that have historically come with making fine art materials, iterating on the conventional pigment + binder + liquid vehicle formula.

experimentalpaintarchive.com

Pulp Press

Ongoing · Editorial design, front-end development

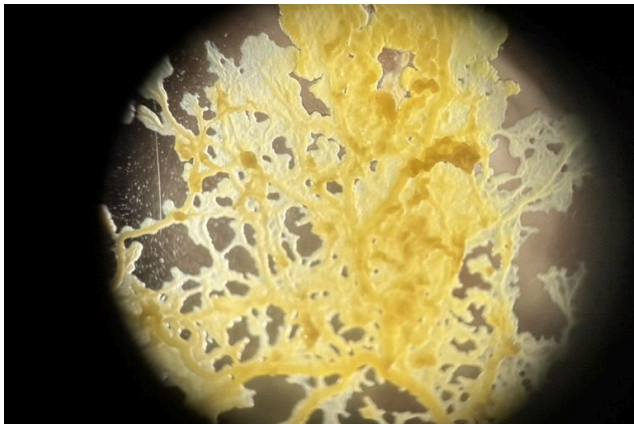
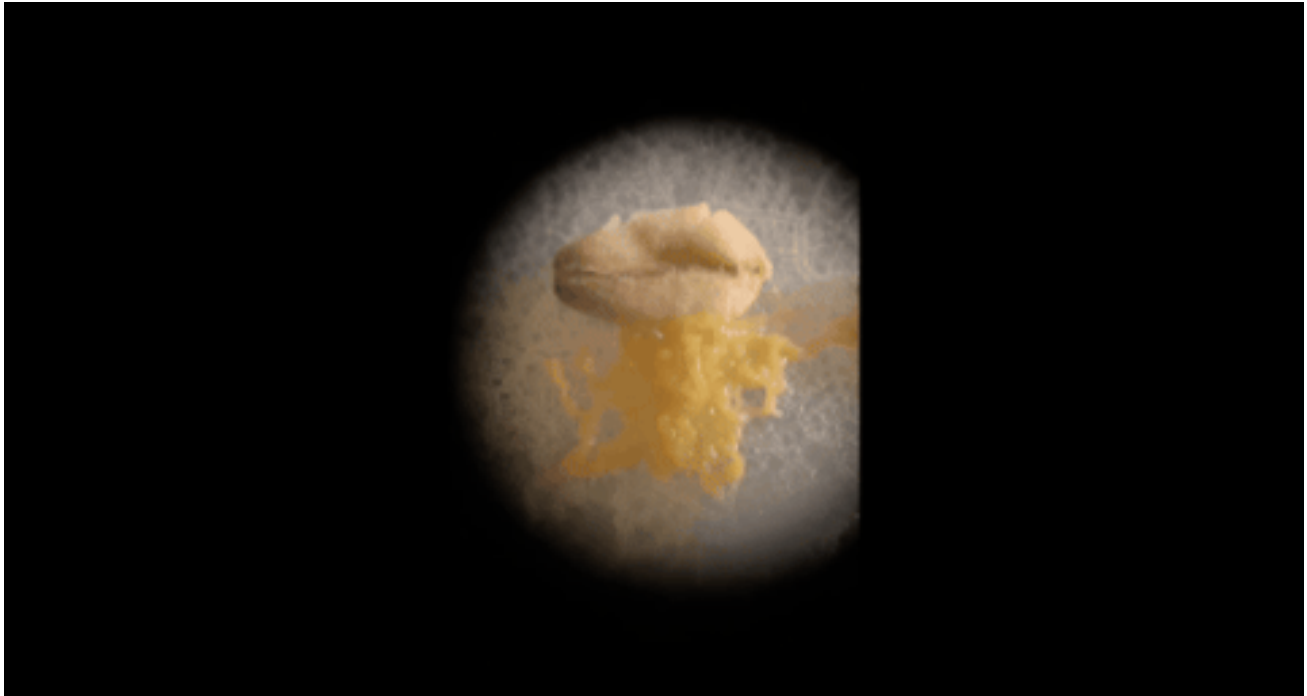


An online literary magazine built with a custom web experience for every piece it publishes. Each published piece gets its own bespoke web treatment — layout, type, and interaction designed to match the tone of the writing itself, rather than dropped into a single template.

pulppress.net

Slime Archive

2025 · Microscopy, video documentation

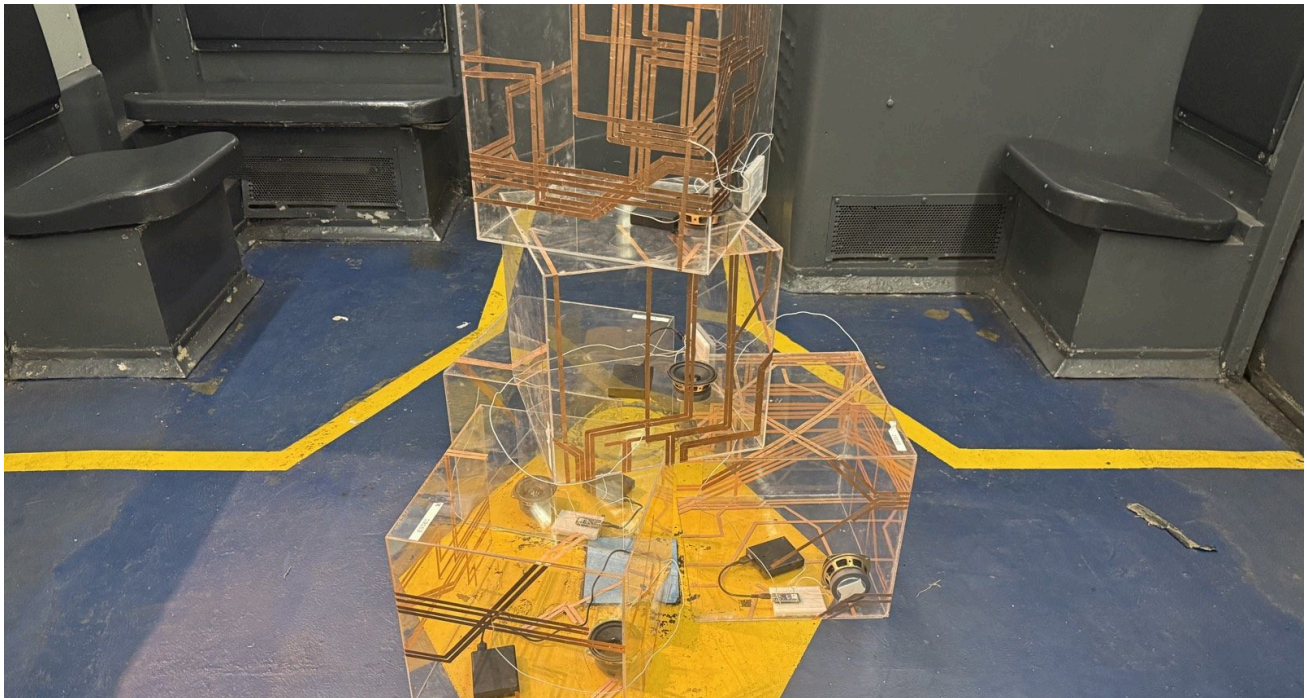


Documenting the growth of *Physarum polycephalum* over time through a microscopic camera and sped-up footage, revealing patterns invisible at normal speed. The archive is the visual foundation behind the essay "Being Without Brains" (Adjacent, Issue 12) and "The Slime Mold Web Archive" (Ranger Magazine).

rangermagazine.net/collender_issue11

New York Transit Museum: Sonification Division

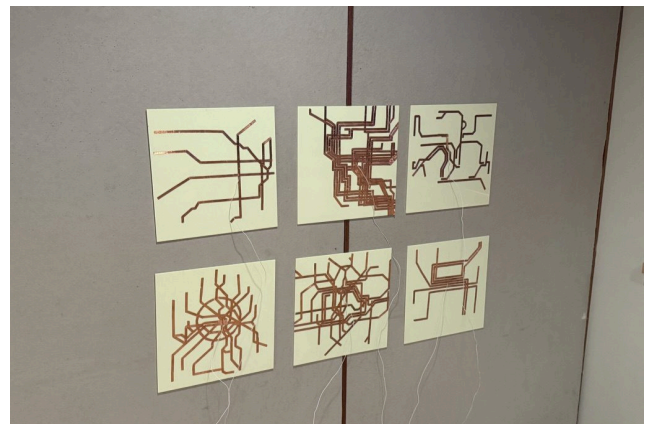
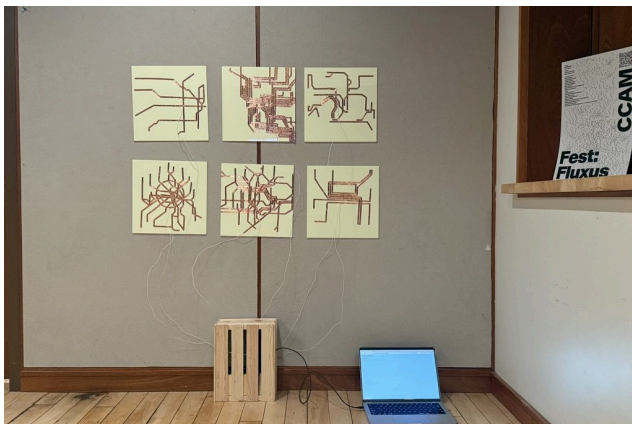
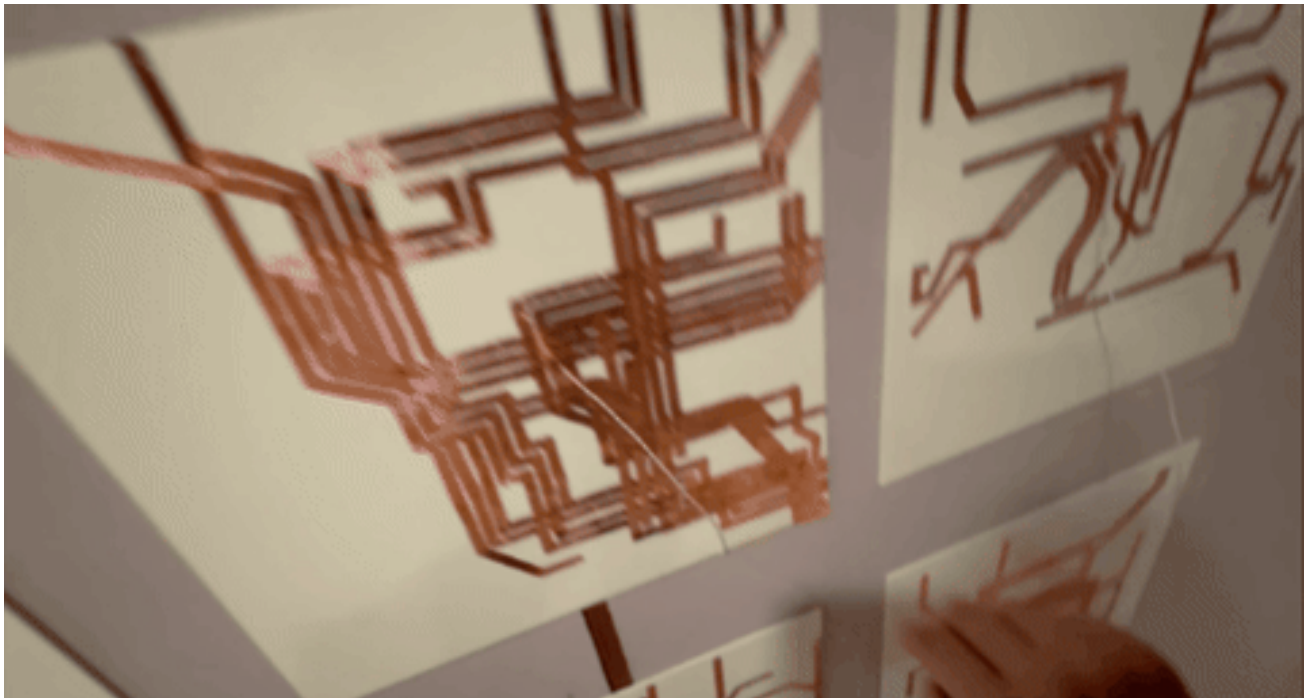
2026 · Sound design, electronics, installation



An interactive installation using conductive boards to sonify live transit data. Part of "The Tridimensional Institute for Transportation Research, Analysis, and Discourse: Cartography Division," a group exhibition at the New York Transit Museum, Brooklyn, NY.

Yale CCAM: Cartography Division

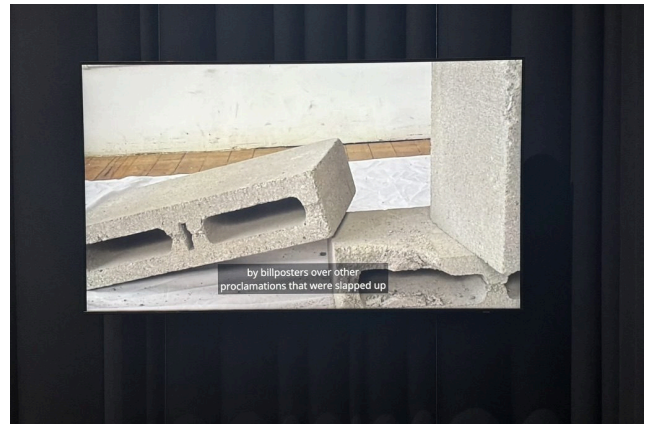
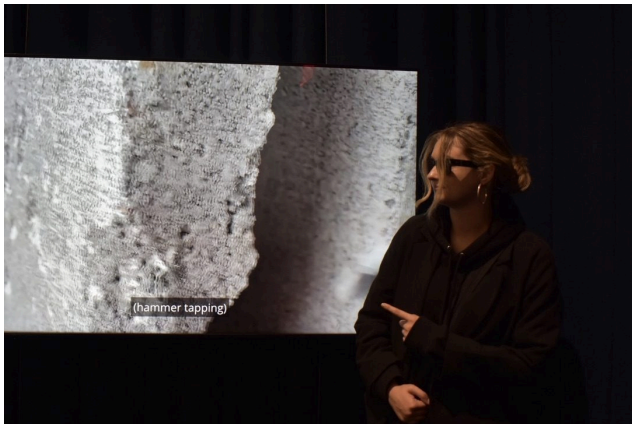
2026 · Electronics, installation, data mapping



A cartography-focused installation mapping transportation systems. Part of "The Global Institute for Transportation Research, Analysis, and Discourse: Cartography Division," a group exhibition at the Yale Center for Collaborative Arts and Media, New Haven, CT.

Bobst: Rhetoric at Arms

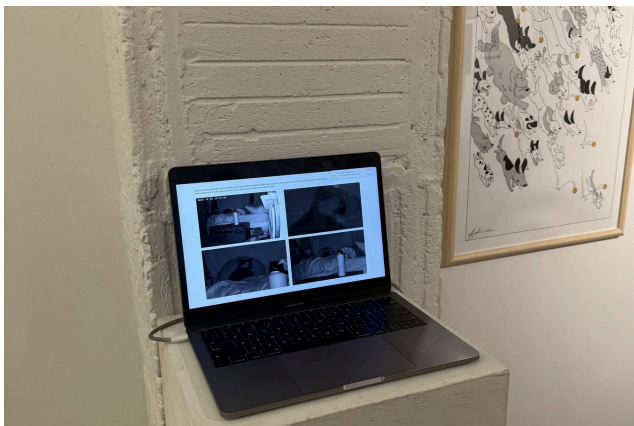
2025 · Sculpture, installation



An installation involving smashed cement elements. Part of "The Public's Domain: Transforming Iconic Works of Fiction and Sound," a group exhibition at the Mamdouha S. Bobst Gallery, New York, NY.

FLOHAUS Gallery: Look at Her

2025 · Single-channel video



A single-channel video documenting the digital ephemera of watching something you love — photos, texts, low-grade surveillance of a rescued cat — and the blurry line between wanting to look at something and just wanting to watch it. Shown as part of “A Home Together,” a group exhibition at FLOHAUS Gallery, New York.

artsy.net/artwork/sophia-collender-look-at-her