

# PETERMFRIESS

Some action is required  
on your side

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Art before 2000 is conventional art  
Art after 2000 risks to be conventional art  
Art shown here is not conventional art

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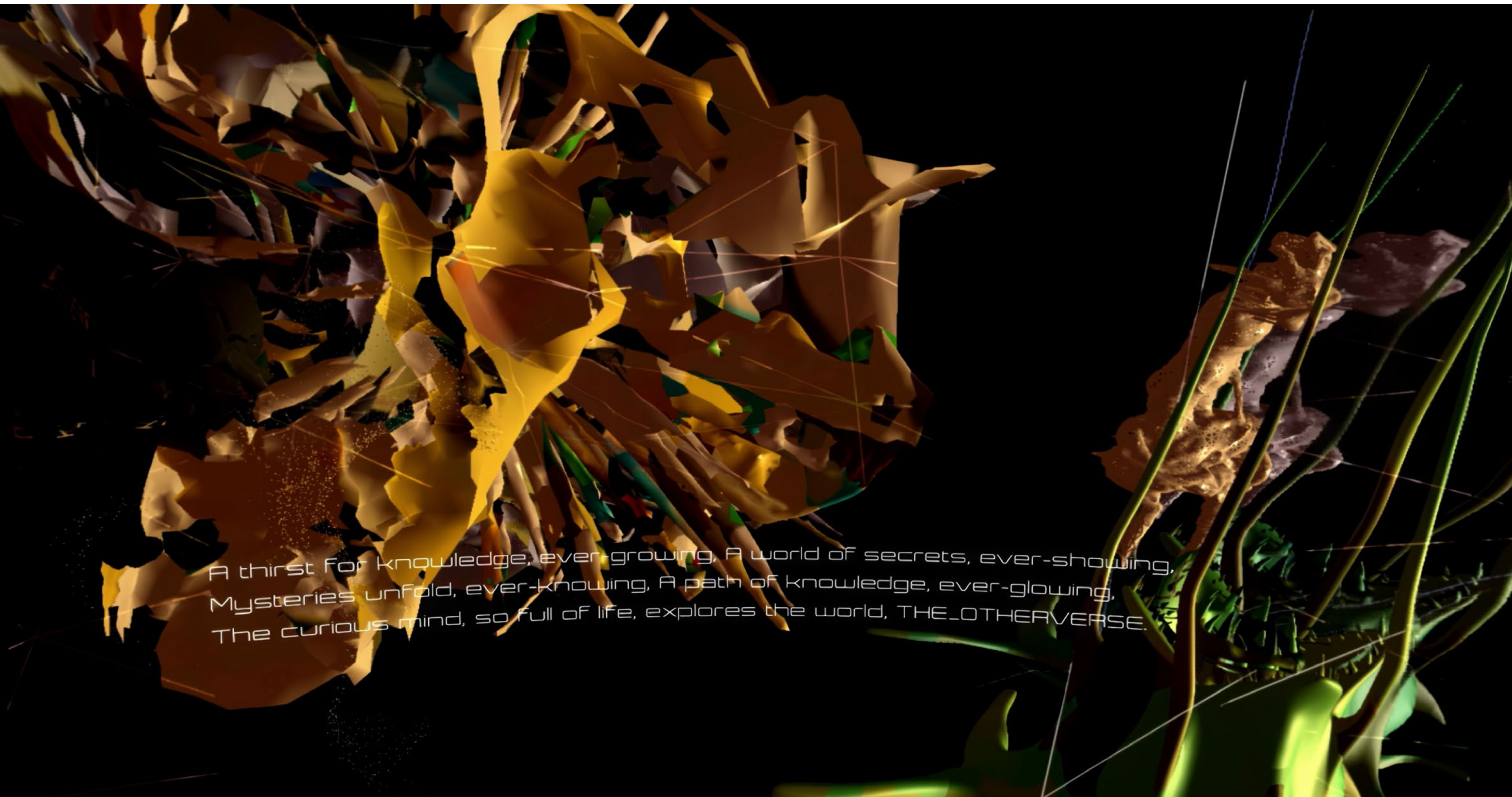
Independent Artist and Researcher

## THE\_OTHERVERSE\_\_VIDEO 4K/VR\_\_2023

THE\_OTHERVERSE is an artwork exploring resilience as a proactive artistic attitude. Inspired by the idea of a "Wunderkammer", a concept from the Renaissance and Baroque periods as a representation of a microcosm of the world, this artwork incorporates a contemporary cabinet of curiosities with AI-generated content of other forms of existence and expands the current Metaverse paradigm including emphasizing algorithm energy sound and rhythm.

The research-creation process includes storytelling, object creation, virtual environment design, sound creation, and image enhancement, blending the aesthetics of the obtained results with the tools used for the creation. Understanding and interacting with AI as a creative partner opens up new possibilities for future research-creation, both for the research part in providing collective knowledge as for the creation part to propose a machine-thinking inspired recombination of ideas. Resilience is not only achieved by how we respond to bad things, but also how we broaden our possibilities.

<https://vimeo.com/petermfriess/THEOTHERVERSE>



A thirst for knowledge, ever-growing, A world of secrets, ever-showing,  
Mysteries unfold, ever-knowing, A path of knowledge, ever-glowing,  
The curious mind, so full of life, explores the world, THE\_OTHERVERSE.

## TALKING ANCESTORS\_\_AI-SUPP. ART\_\_2023

Talking Ancestors is an innovative project that utilises AI technology to breathe life into historical amateur photography, transforming static images of our ancestors into animated visuals. This project enables us to witness the past come alive, creating a captivating and immersive experience that transcends the boundaries of time. The fusion of technology and history allows for a deeper connection to our roots, fostering a newfound appreciation for the moments captured by generations before us. In collaboration with Zhu Dan.

<https://tinygallery.photo/blogs/news/illusory-closing>



## THE METAVERSE. DID WE ESCAPE A BORING WORLD?\_\_ARTICLE\_\_2023

The Metaverse is now promoted as the successor to the Internet. However, several questions remain: what are perspectives and use cases of the metaverse? Who drives it? Are we going to spend our entire life in a virtual world? How to engage people to develop a or several metaverse(s) which is/are beneficial for them and for the world rather being potentially exploitation and locked into it?



In order to provide a reflection and to invite a broader audience of architects, designers, artists, computer specialists, and start-up entrepreneurs, the authors propose a fictional story in retrospective. It talks at the issues at stake, provides powerful questions for further discussions and puts an emphasis on a new type of entrepreneurs, supported by artists in the broadest sense, to shape further Metaverses.

[https://doi.org/10.1162/leon\\_a\\_02369](https://doi.org/10.1162/leon_a_02369)

[https://www.petermfriess.com/copyzen/METAVERSE.orientations.p\\_zen.alani\\_r.pdf](https://www.petermfriess.com/copyzen/METAVERSE.orientations.p_zen.alani_r.pdf)

## TOUTÂNKHAMON.BE.VERSE\_\_AI-SUPP. ART \_\_2022

What if Tutankhamun's treasure had been discovered in Belgium?

A dreamlike interpretation of Tutankhamun's universe in the Metaverse. Artificial Intelligence Experience-generated images next to authentic archival glass transparencies. Always a fascinating subject, Egyptology has a long tradition in Belgium. In this artwork, monuments and emblematic Belgian heritage sites function as the building blocks for a dreamlike interpretation of the eternal cosmos of Tutankhamun in the Metaverse. An interesting vis-à-vis of analogue/digital flaws and imagined spatio-temporal crossings.

In collaboration with Zhu Dan and Oliver Guyaux.

<https://tinygallery.photo/blogs/previous-exhibitions/tout-nkhamon-be-verse-exhibition>



## SECRET\_GARDEN (3D Organic Mood Patches)\_\_\_VIDEO\_\_\_2022

SECRET\_GARDEN - 3D Organic Mood Patches

Re-interpretation of Fictional Vegetal Structures arranged by Marie-Hélène Sion.

Where it remains unclear if the fictional or real was the starting point of your journey.

<https://vimeo.com/petermfriess/secretgarden>

3D photogrammetry scans are the starting point of imaginary flower arrangements, built from collected vegetal structures and species alongside the roads, and assembled into quasi flower bouquets. These scanned in-between worlds and objects enter into another new existence – a world of various moods and expressions, piloted by random filters and algorithmic generators.

Solo and collective movements, fading-in and out, and superpositions lead to the emergence of new imaginaries, free of any dogma and revealing other worlds. Maybe they constitute new creatures beyond mere remodeled shapes, evoking memories in our reflection. Aberrations and errors at the capturing stage are natural phenomena, which lead to diversifications beyond our human imaginary.

Gleamy mysterious existences floating around in an endless space of absorbing backlight and fractal or hyperbolic textures. Quirky and eerie sounds supporting a positive yet irritated and engaged connection with imaginary worlds on their trajectories though space and time. More than simple co-existence, the video proposes a permanent interdependence, varying according to the dynamic between the elements on their way of illusion.



## EXISTENCE BEYOND TRANSHUMANISM – CONTEXT-BASED RESEARCH FOR CRITICAL ART MAKING\_\_ARTICLE\_\_2021

Already before the pandemic, environmental pollution, societal inequalities and religious struggles were worrying us. The consequences of global market forces and the exponential growth of production and consumption have provoked us to ponder about the flaws in current-day humanity. Artists and researchers are more than ever probing ways and methods to interact with and care of what matters in the realms of our era.

Combining the practice of Research-creation with the concept of Critical Making, and applying a systemic perspective, can help to develop encouraging ideas and alternatives for the near future. Whereas the debate around Transhumanism mainly focuses on body enhancement and lifespan extension through technology, the artistic intervention creates meaningful ideas for stimulating multiple new connections between the real and the imaginary, the human and non-human.

Artistic agency using machines and non-human intelligence for co-creation can act as interpreter, connecting the outcomes into sound-, visual-, language- und performance-based artworks that make the future emotionally experienceable for a larger audience.





# THE INSTITUTE FOR DESIRABLE BEING\_\_MINDSET MOVEMENT\_\_2021

(together with Martine Nicole-Rojina)

Desirable Being is a “des”-topia. A mindset-movement, supporting an actionable fusion of technology, sensory experience and societal evolution. An “everyday desirable reality enhancement” of humans, other lifeforms and consciousness. Desirable Being means to re:connect with the world, other species and ourselves. Our mind has completely fallen in love with the illusion of being independent and self-contained, but human reasoning is just part of many conscious and unconscious activities. Un:covering as a process to finding out new ways of playfully exploring and exchanging what it means to be. Re:covering hidden or lost potential. Dis:covering habitual and sensory experiences, which translate inner meaning and purpose into a valuable and viable blanket for sustainable co-existence. Un:searching current personal and societal strategies, which need to be overcome. Re:searching experience formats as translations towards a meaning-ful and purposeful existence.

The Institute focuses on researching old and new ways of inspiring senses and being connected, develops thematic activities and creates viable experiences. The Institute tries to stimulate different ways not via threat, guilt or problem contextualisation. Taking inspiration from modern psychology, giving back agency in a local/global community context is applied to help positively look forward and initiate a change. The Institute concentrates on using mixed realities for perspective enhancement, stimulating alternative tech design, exploring light ambiances, inspiring various kinds of body-feeling, encouraging bodily movement, extending hearing and listening habits, encouraging taste beyond the mainstream, developing the non-spoken narrative and cheering different food menus.

The Institute’s activity is based on partnerships, parenting and exchange.

[www.theinstitutefordesirablebeing.art](http://www.theinstitutefordesirablebeing.art)



## CHAKRASIAE - chakra fantasiae\_\_\_ CLIP\_\_\_2021

Visual psychedelics. Chakra symbols as contemporary mantra and visually animated articulations. Dreamy algorithms.

<https://vimeo.com/662778597>

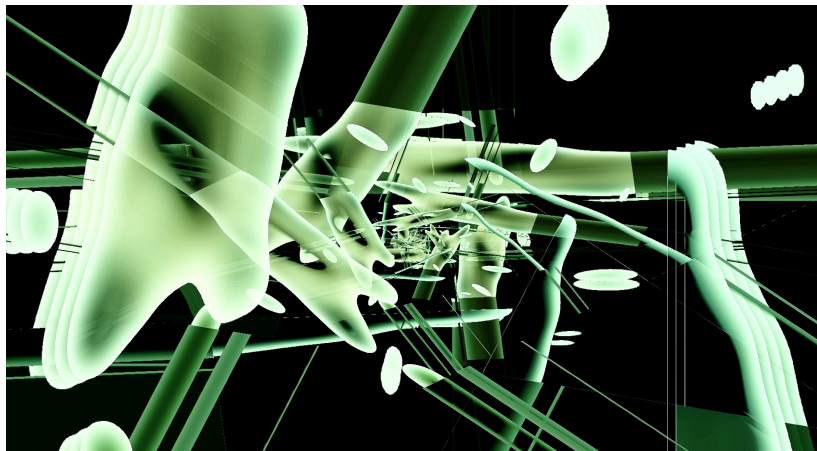
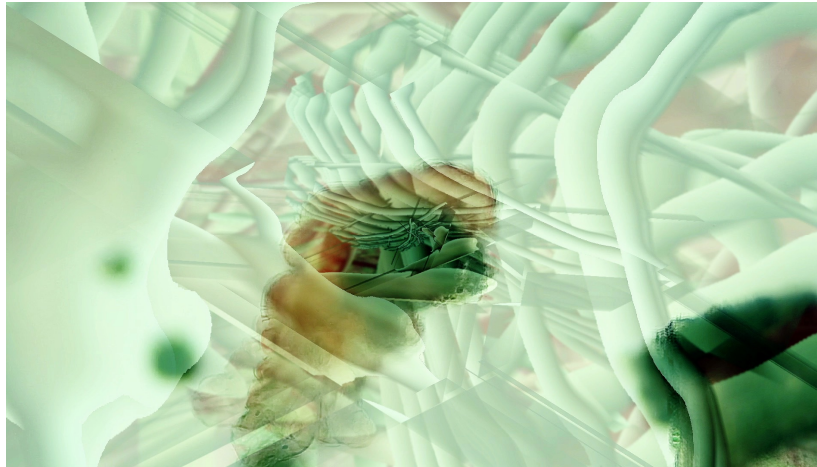




**ALGOBEAT W. TARDIGRADES\_\_\_ CLIP\_\_\_  
2021**

ALGOBEAT WITH TARDIGRADES  
The famous tardigrades teamed up  
for a short dance with a Reason  
algorithmic beat generator patch.  
Experiencing non-human co-existence.

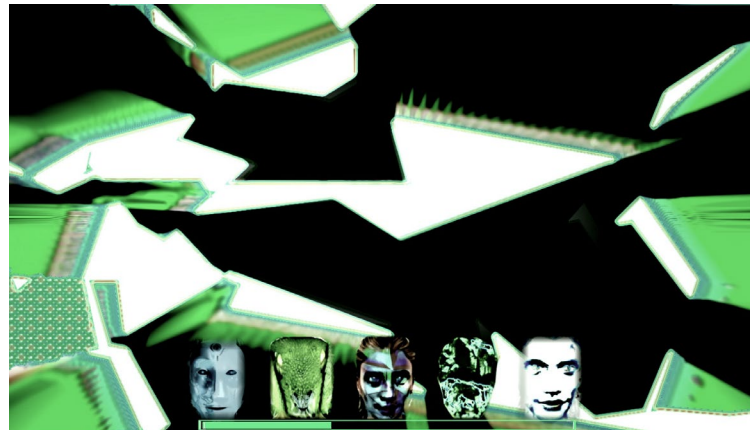
<https://vimeo.com/658096669>



## EXISTENCE BEYOND TRANSHUMANISM\_\_4K FEATURE CLIP\_\_2021

The concept of Transhumanism, based on advanced technologies for body enhancement and life extension offers encouraging possibilities, but also questions the essence of human existence. This work presents the use of algorithms and weak AI for inspired human-machine video creation as a game-like journey around various aspects of transhumanism and lifeforms, and draws its inspiration from Chinese mythology and Western philosophical traditions. Through its style and storytelling, the video makes near and further away futures experienceable for the audience.

<https://vimeo.com/petermfriess/ebt>



## LAMAφ\_\_TRANSDISCIPLINARY IMPROVISATIONS\_\_2020-2021

LAMAφ (LAMAPHI) is a Brussels-based protean group, bringing together artists from various backgrounds and disciplines. Musicians, dancers, video artists and actors bring their creativity into play in the present moment and for the organic interaction between individuals. Where intuition and feeling open the way to shared imaginations, new forms come to life.

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



# DRONE/ON/DRONE\_\_IMPROVISATIONS/COMPOSITIONS\_\_2020-2021

Drone sound | Flyover improvisations  
Nature | Third Spaces | Electronics | Autonomy  
Double Quad | Triple Quad | New Synth  
Björn W JAUSS | PETERMFRIESS  
Guests

<http://www.droneondrone.eu/>

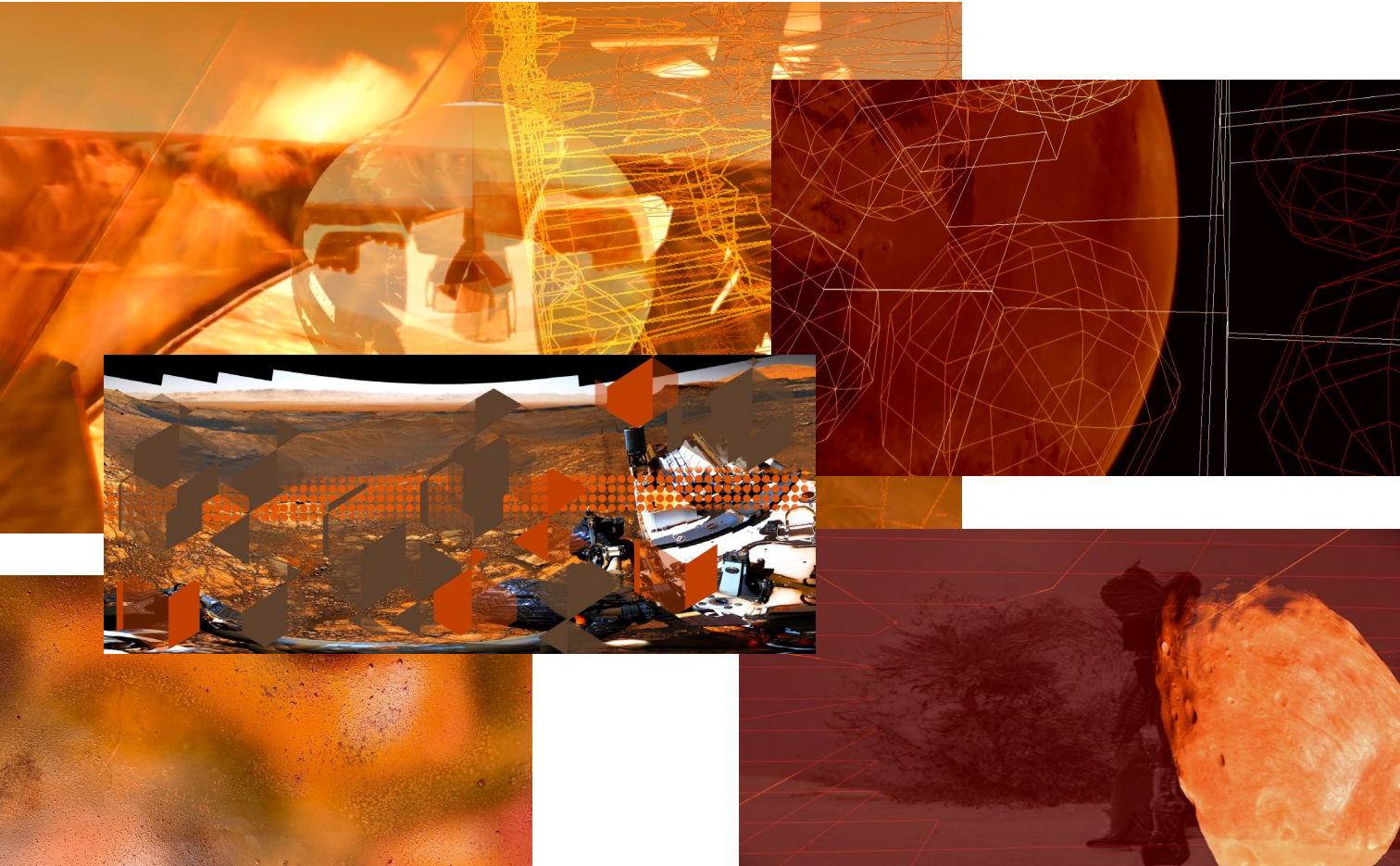


## MARS ABSTRACTIONS\_\_SPECULATIVE SERIES\_\_2019-2021

Mars Abstractions tries to create a better understanding for the engagement and responsiveness of people and organisations going beyond the existing.

It is a playful and innocent approach stimulating the imaginary about visible and hidden energies of future environment(s) and habitat(s). New settlements are expected to be modified copies of our life experience on Earth. Or we try different approaches...

<http://www.petermfriess.com/marsabstractions.html>

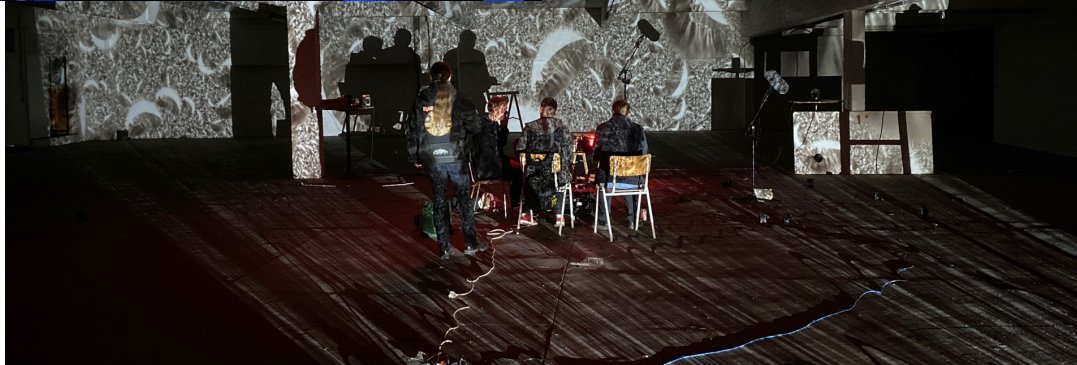
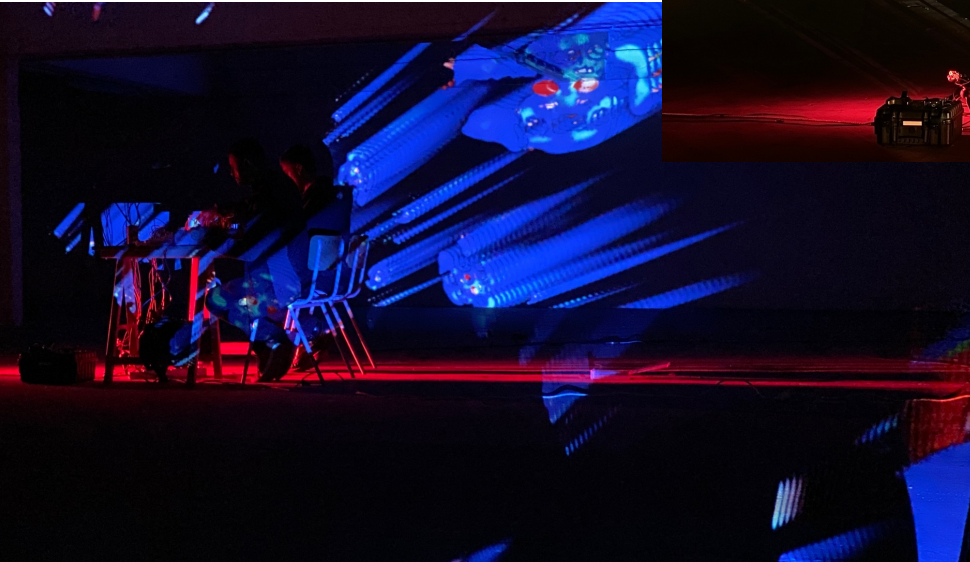


## AVALAB\_\_SOUND PERFORMANCES\_\_2020

Multiphonic and architectural exploration sound by Jauss, Cornil, Hennes, Bauplatz.

<https://vimeo.com/464722211>

<https://vimeo.com/466053734>





## NVIBES\_\_SOUND PERFORMANCES\_\_2017-2019

NVIBES is an investigative approach to transform the poetic realm of brain activities into a musical universe. The mind energy of the performer's brainwaves and their corresponding emotional states trigger the evolution of a musical universe, which is unique in body and time.

Moments of relaxation, interest, excitement and stress are connected to complete real-time sound generation, independently from the performer's direct willpower. But in some moments the performer is able to enrich the soundscape by injecting additional musical elements through mental commands.



## ROBOSOUL – HUMAN-NON-HUMAN POLITICS\_\_PERFORMANCE LECTURE & MANIFESTO\_\_2019

How could and should we adequately consider HUMAN-non-HUMAN-POLITICS in a future, most-likely Artificial Intelligence based world, where disruptive technologies more than ever allow to re-negotiate existing decision and configuration biases in politics and to reconstruct the socio-political context?

Lecture performance in collaboration with Clarissa Ribeiro.

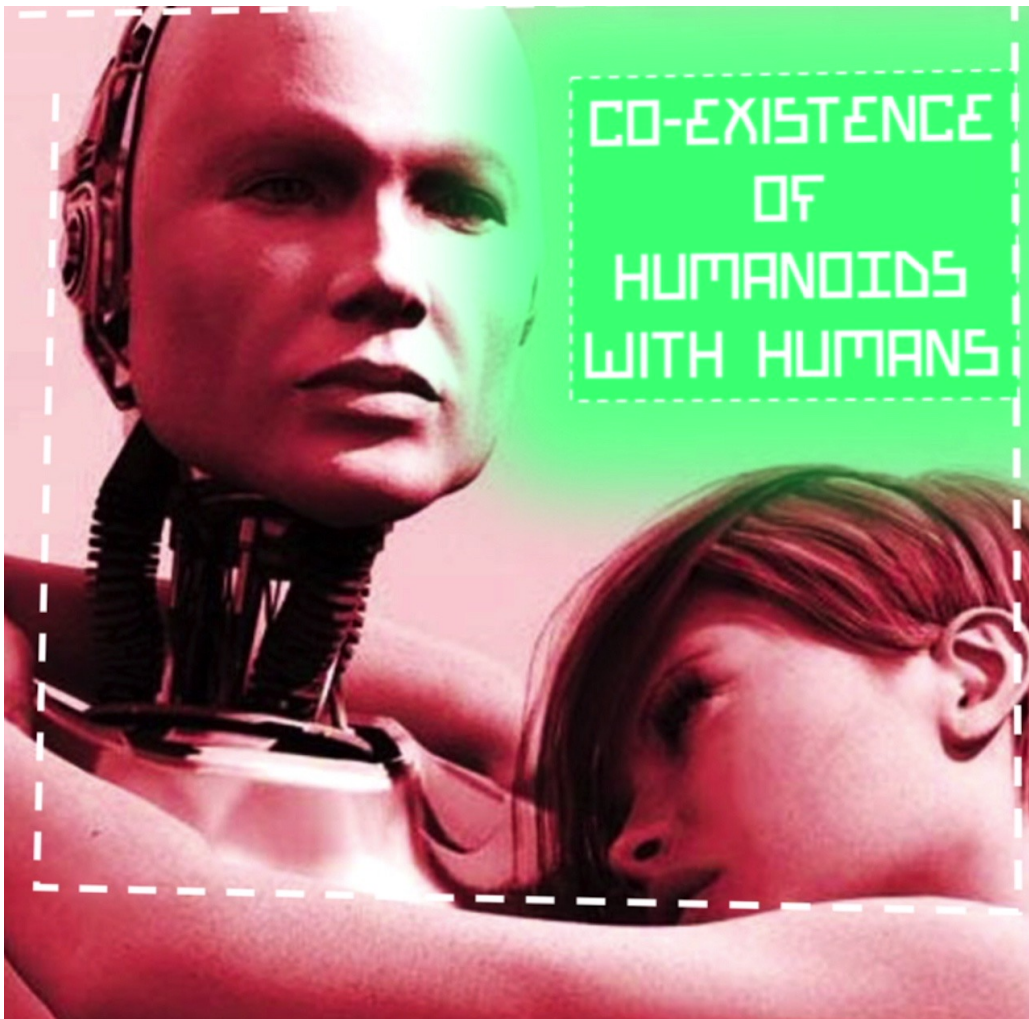
[www.robosoul.us](http://www.robosoul.us)



## ROBOSOUL – RIGHTS FOR ALL\_\_CONCEPTUAL VIDEO\_\_2017

All HUMAN beings are born free and equal in dignity and rights. HUMAN rights are a milestone for a civilised society. A new species is gradually appearing - HUMANOIDS or Social Robots, who may also need equal rights and proper treatment. And the reflection on rights for HUMANOIDS is the next chance for reflecting on the current state of implementation of HUMAN rights.

<https://vimeo.com/225750923>



## ROBOSOUL – CO-EXISTENCE\_\_ANIMATED DIALOGUES\_\_2017

Ever dreamt about stories of HUMAN/ HUMANOID co-existence? The following five episodes might give you a glimpse about it and there are certainly many more. Animated dialogues around:

E1 - What you sense and not what you think // “appearance & gender stereotypes”

E2 - I feel as you do feel - “a HUMANOID’s lonely soul”

E3 - Who is the real fake? - “object subject bewilderment”

E4 - Green Attitude & Blue Economy reign everywhere - “the future is bright & ethical”

E5 - The new super category - “HUMANOID supremacy”

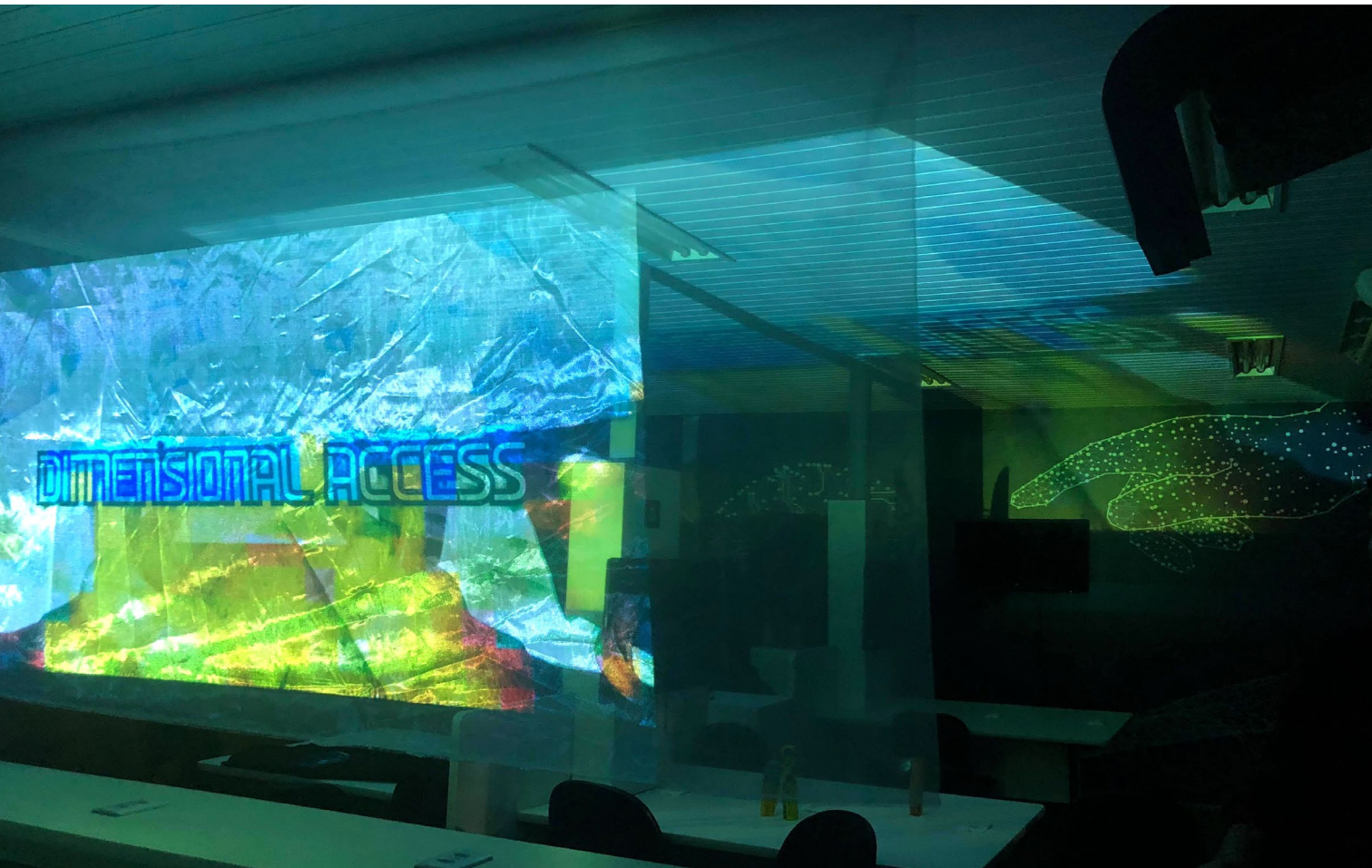
<https://vimeo.com/225767663>



## ROBOSOUL - CYBER\_ESSENCE\_\_IMMERSIVE VIDEO\_\_2017

Spiritual tech seems increasingly capable of intriguing people without any specific religion or tradition. Technologically mediated experiences are becoming fashionable for delivering orientation and meaning. What in religion used to be dogmatic or of tranquilising manner, has been transformed in CYBER\_essence into a configurable low-energy easy accessible reference. In the future, CYBER\_essence will provide the following building blocks: MEANING, RESILIENCE, DIMENSIONAL ACCESS, MIND MATTER, VANISHING. Immersive large-scale video, exploring the metaphysics of the future.

<https://vimeo.com/259487717>



## KAMA SUTRA MIND AFFAIR\_\_\_INSTALLATION FOR BRAIN SEDUCTION AND MENTAL CONTROL\_\_\_2017

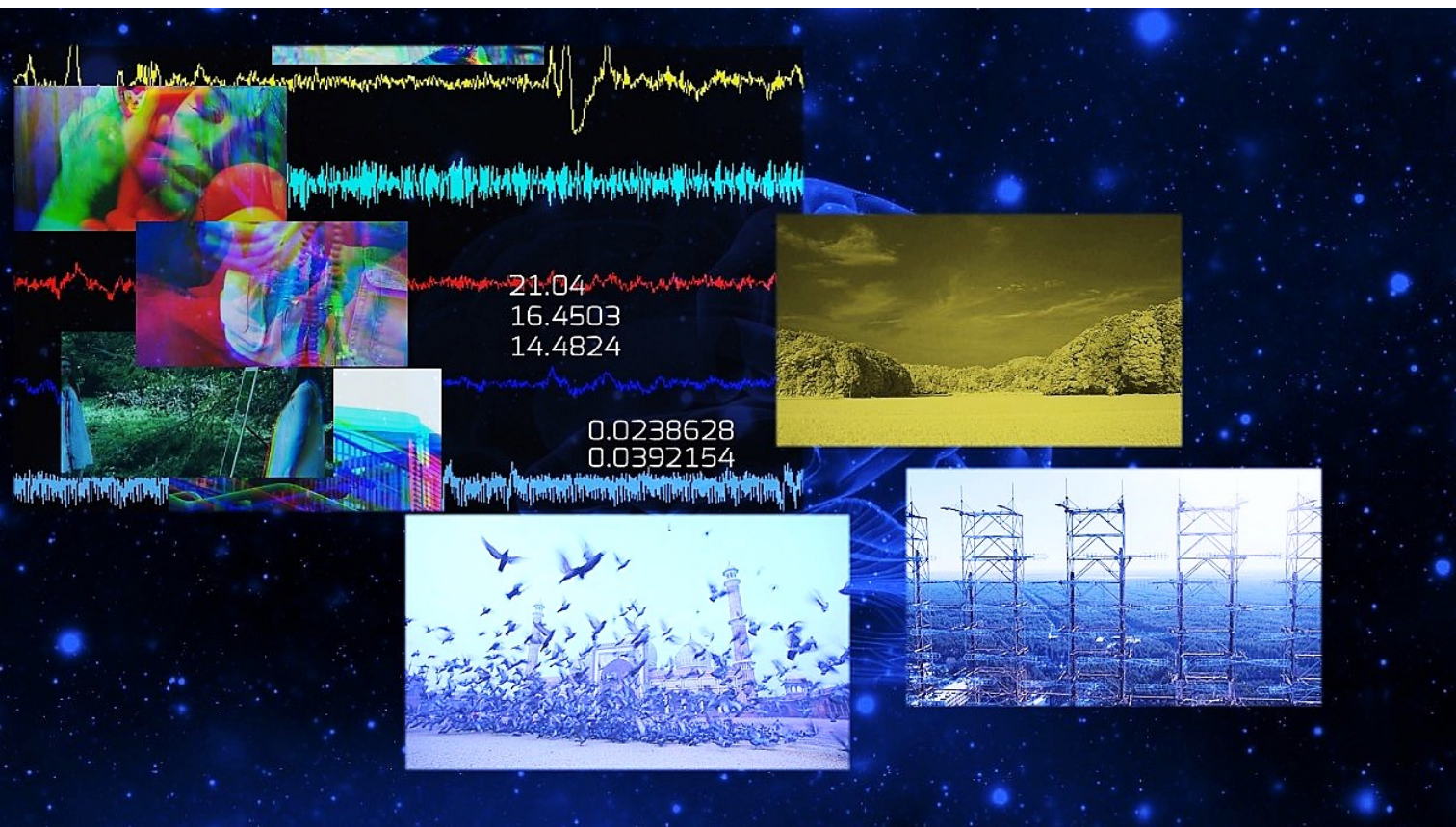
The Kama Sutra, an ancient Indian Hindu text written by Vātsyāyana, is a guide to a virtuous and gracious living that discusses the nature of love, family life and other aspects pertaining to pleasure oriented faculties of human life. Here this idea is recontextualised in the 21st century and extended to LGBT for emphasising a diversity of sexuality and gender identity-based cultures, and more generally re-questioning what existence means and could be. Using a brain sensor and mental commands, a person's experience is enriched through emotional augmented reality. Video sequences around the LGBT and Kama Sutra universes appear and disappear. Mental states will be captured and analysed by the system and presented back.

Sound design by Maurice Charles Jj, interface by Luis Miguel Girão and Vincent Paesmans.



## WONDERWORLD\_\_PPSPV BRAIN SENSOR INSTALLATION\_\_2016

Our future is a choice and will more than ever happen in the way we develop it. But it is only when we reflect on the current situation that we will truly evolve. Reflection can of course not exclude our contemporary subconsciousness and subjects such as passion, psycho, spirituality, plutonium and violence (which could be named the PPSPV condition). Mental Commands are used for bringing up hidden videos according to the current brain state of a visitor around the PPSPV condition. The perception of those videos will straightforwardly alter the brain wave pattern of the visitor, and these changes will be reported back to the interface in real-time and modify the audio-visual presentation of the installation. The visitor's mental states are also used for modulating the soundscape. Part of THE  $\exists$ XISTENCE PROJECT together with Luis Miguel Girão.



## BELSHAZZAR-PHANTASMS\_\_NEW-INTERFACE PERFORMANCE PROJECT\_\_2016

The end of the Babylonian king Belshazzar is drawn from the book of Daniel, chapter 5. Being religious or not, the story shows that throwing a party when the enemy is waiting outside or mockery on spiritual or religious intensions might not be the best idea, but of course we are far away from superstition.

We capture alpha, beta and gamma brainwaves from the performer of Heinrich Heine's 1820 Belshazzar ballade to transform her feelings directly into video animation.

Accompanying Quasi Una Fantasia (Christina Van Peteghem, Pierre-Jean Vranken), interface creation Luis Miguel Girão.

<https://vimeo.com/165009870>





## DESTINY MOVE\_\_\_MIGRATION MICRO-STORIES\_\_\_SOCIALQRCODES INSTALLATION\_\_\_2014-16

The project was originated through the “New Narrative for Europe initiative” for articulating what Europe stands for today and tomorrow. Overcoming linear narration, spectators construct their own perception of migration by triggering images and immersive sounds via their smart devices. The final understanding of the subject is completely delegated to the viewer as it is the perception paradigm in the current post-Internet age. In collaboration with Luis Miguel Girão, first shown at BOZAR Electronic Art Festival 2014, Brussels.

<https://vimeo.com/150580372>



**COSMOVISION\_\_\_  
TRANSDISCIPLINARY  
DANCE SUPPORT\_\_\_2015-16**

COSMOVISION is a transdisciplinary dance performance embodying a humanistic approach to technology.

Contribution to concept, choreography and realisation of all visuals. Shown at two big events in Lisbon and Barcelona. Collaboration with Luis Miguel Girão, Linda Mazzucco, Guida Inês Maurício, Eliza Pais, Céline Wayntraub and Irene Ingardi.

<https://vimeo.com/154405773>

<https://vimeo.com/157820603>



## XIN FENGGE TÀIJÍQUÁN - 新风格太极拳\_\_PERFORMANCE\_\_2016

The ability to cultivate oneself physically and spiritually, but not to defend oneself, is civil accomplishment. The ability to defend oneself, but not to cultivate oneself, is martial accomplishment. The first one leads to strength and compassion, the latter to vulnerability.

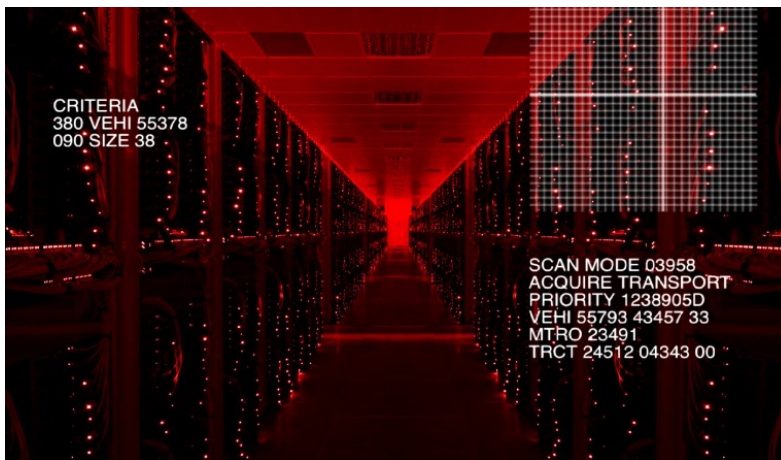
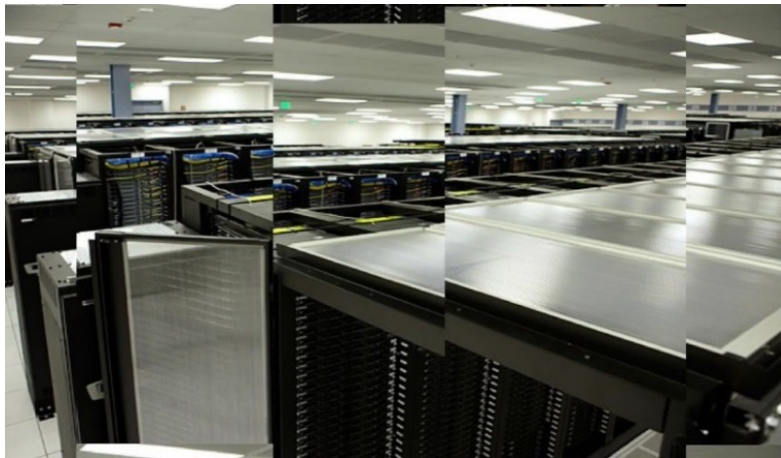
Taijiquan Yang style form performed in interactive connection with Chinese CCP and CPLA.



## SERVERFARM\_\_OR WHY WE DO TREAT SERVERS BETTER THAN ANIMALS\_\_OBSERVA-TION PROJECT\_\_3.05 (min)\_\_2015

Form does not follow function and attention does not follow heartbeat. The beautiful architectures we have in mind and animate through world-wide communication, find their shelter behind simple North-American barn doors. Curiously enough we treat the inner life of server farms better than what inhabits poultry farms, although healthy food is equally important than connectivity and storage. What we see and what we hear and what we eat...

<https://vimeo.com/122361359>



## BEAUTIFUL\_TOUCH 3RD ITERATION LOOPS 1&2\_\_\_CONNECTED PERFORMANCE\_\_\_TRANSNUMERIQUES MONS 2015, BELGIUM

Selfreferential performance play in three sets, questioning social systems and perception structures. We as observers of Ourselves and increasingly more observed by Others and Machines, realise that our personality is a construction coming from infinite stimulation and reflection - {I exist through you exist through me}.

Participation of everyone in the space and remotely through a web-based interface and camera.

In collaboration with Inês Maurício. Image contribution by Zoé Tabourdiot and Philippe Franck.

<https://vimeo.com/149701908>



## **BEAUTIFUL\_TOUCH - INTERACTIVE PERFORMANCE FAILURE\_\_1000x1000x300 (cm) \_\_2013**

**1st iteration July 2013\_\_ca. 20 (min)\_Exploring the world and connecting both sides of the "screen"**

**2nd iteration - the feedback loop October 2013\_\_ca. 35 (min)\_Entering into feedback with a virtual audience beyond the physical space during the performance**

Touch the present - interactive performance environment that integrates all aspects of connectivity and un-carefully balances subject and improvisation. Interactive art is often enslaved by one goal - it has to work, and in the end the artist mutates into an interaction designer.

Should we not see interactivity as development in process (not for making installations, but emerging between the subject, the artists and the public), never perfect, and creating a common and why not poetical sensibility and experience - BEAUTIFUL\_TOUCH is about that. Supported by Transcultures and the Wallonia-Brussels Federation. Awarded "Emergence Installation - Mobile Awards Art(s) & Network(s) 2013".

<https://vimeo.com/83430239>

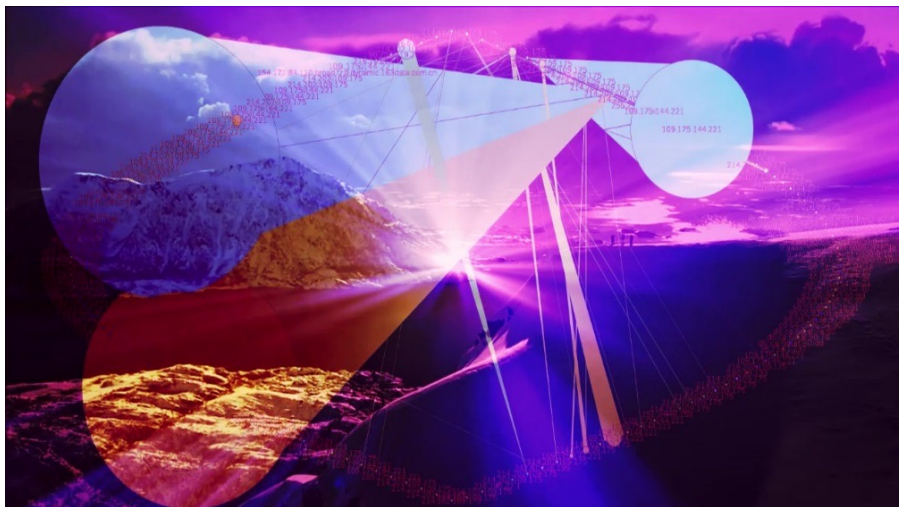
<https://vimeo.com/83432344>



## MULTIVERSE AESTHETICS\_ WHAT COMES AFTER HACKING\_SIDE PROJECT\_\_ 22.30 (min)\_\_ 2014

Multiverse aesthetics are the hypothetical set of infinite or finite possible representations that together comprise everything that exists and can exist. Hacking is nothing more than revealing another representation in the hyper-connected space-time context we can perceive.

<https://vimeo.com/83432344>



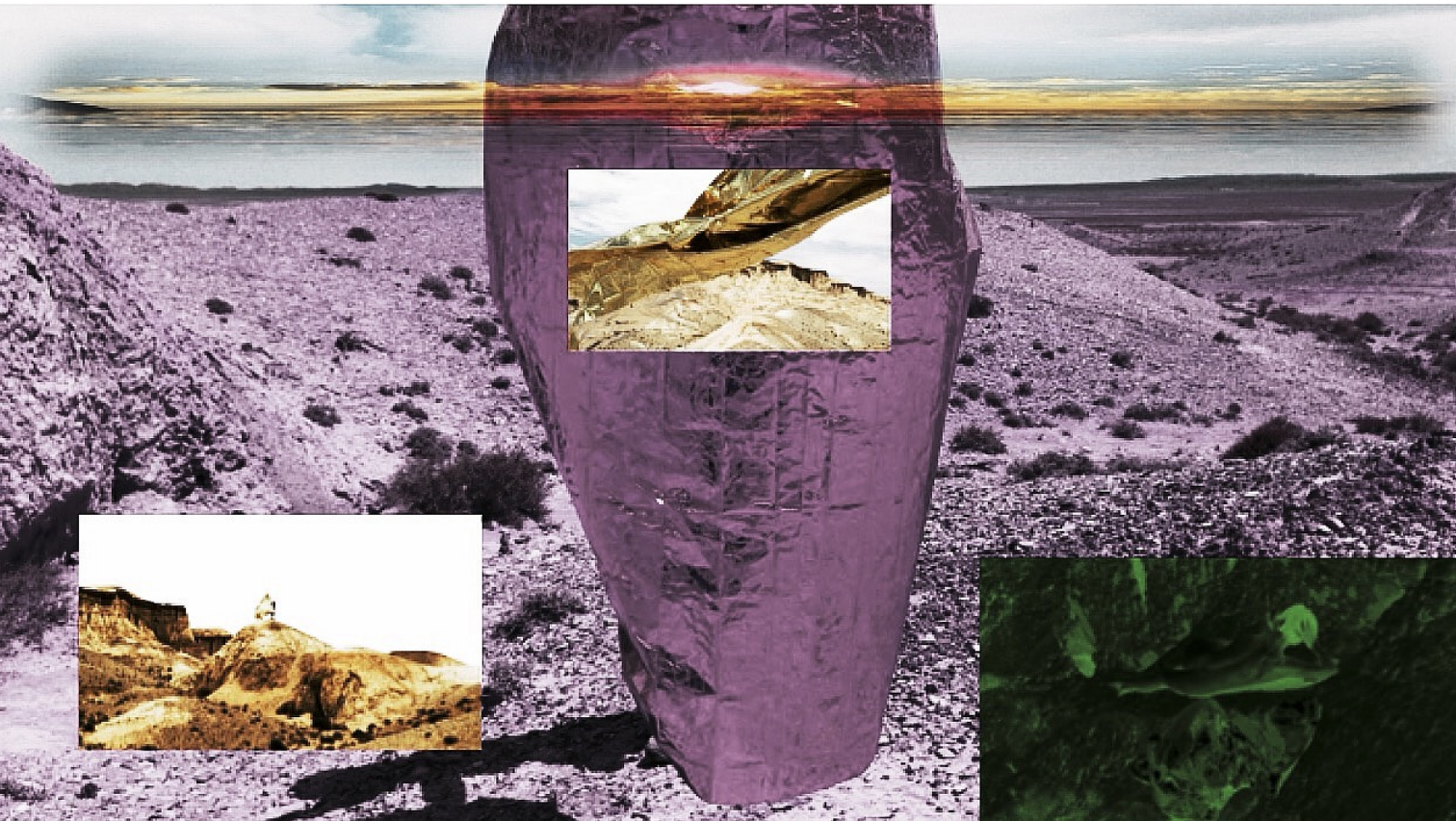
## **AFTERZERO - CLIN D'OEIL\_\_CONCEPTUAL PROJECT\_\_2015**

Clin d'oeil, this time not located in the Sahara but the Gobi landscape. To be positive about the future and go for new ideas.

Years ago some artists proposed to start from zero because things had been destroyed.

This time there is no destruction but decadent emptiness - let's start over again.

In cooperation with Francesca Neeser.

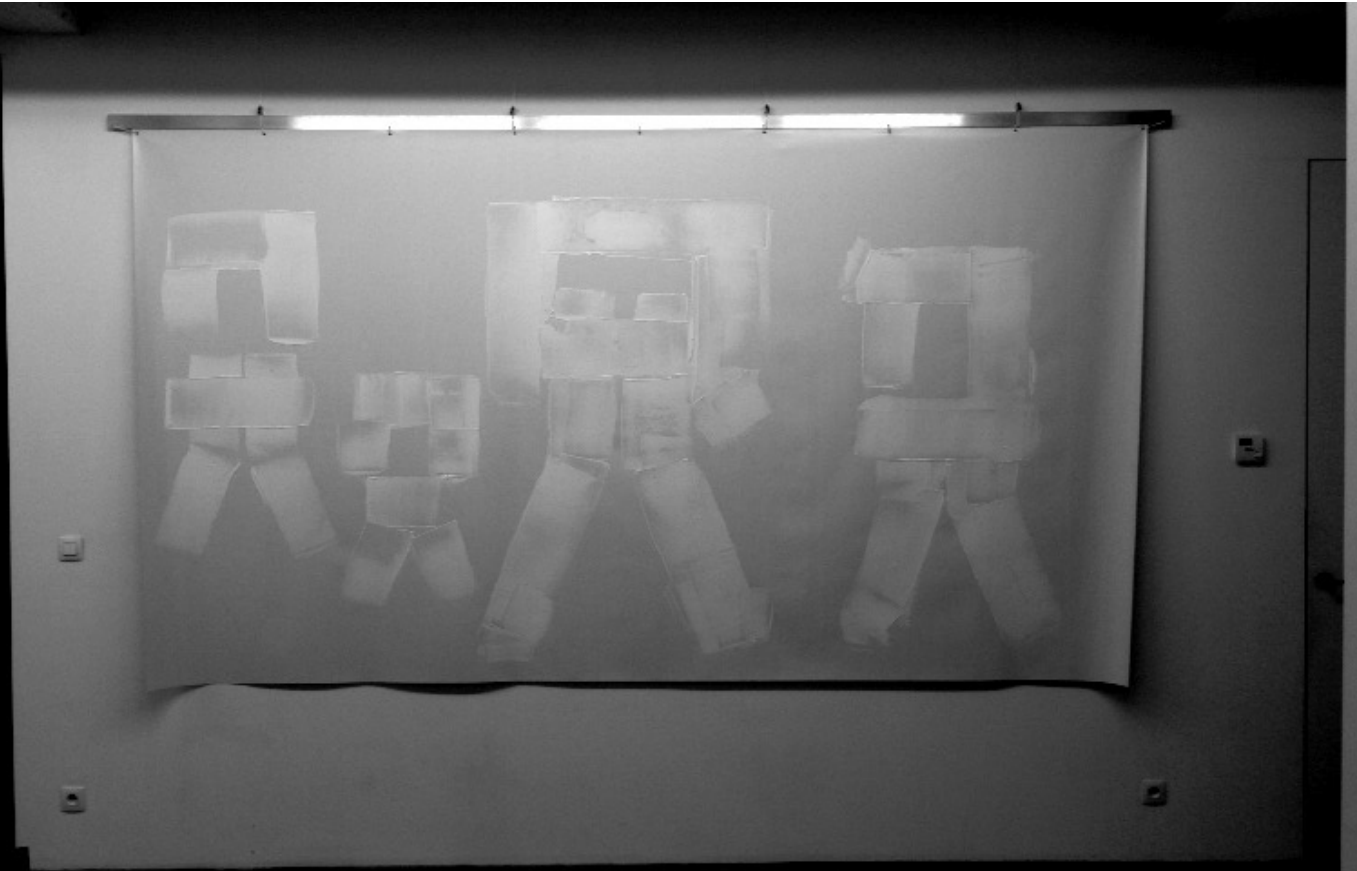




## FAMILソタOBOTS\_\_LOW BUDGET PROJECT\_\_2015

FAMILソタOBOTS, our new companions and digital sherpas, one hundred percent user-friendly, never bored, advertising-free and designed to help us in all circumstances.

Unlike to all kinds of drones and surveillance objects, FAMILソタOBOTS will shy away if they feel bothering us. If they turn to the sunlight it is because their battery is low. They are not conceived to imitate and be perfect copies of humans but can keep anonymous memories of the past. First prototype drawings are being released now. Activity reports of early pilots are available in low resolution.



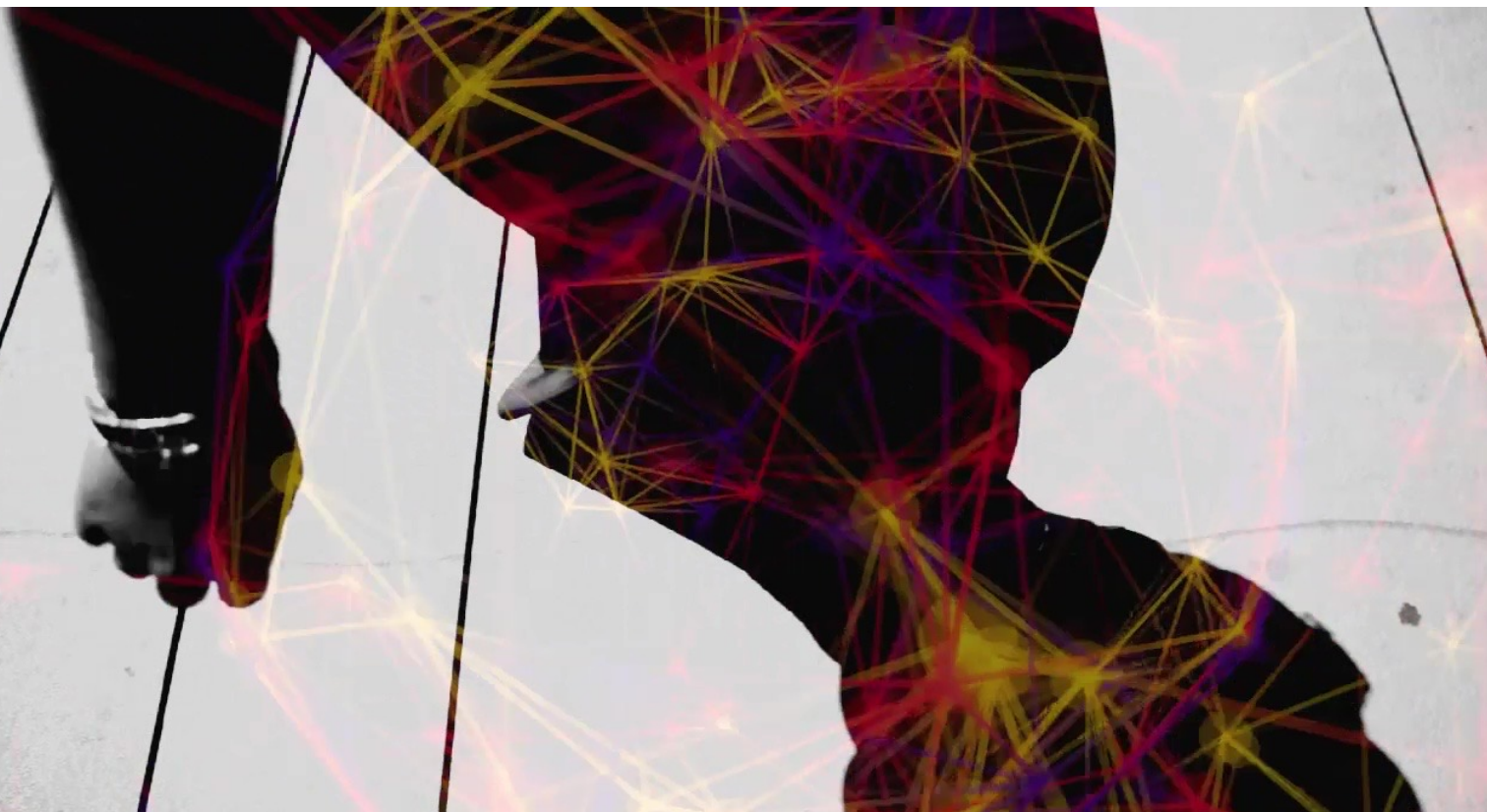
## PARALLEL II WORLDS\_\_\_ CONCEPTUAL PROJECT\_\_\_2014-2017

In the past, ideas and imagination of parallel worlds were mostly inspired by faith, spirituality, esotericism and psychoanalysis. Current research on the infinitely great, the infinitely small, dark matter and global communications trigger a new push. As most models and hypotheses are not easily understandable, potential opportunities are rather indifferent or even cause fear that everything vanishes and we would lose our bearings. And where remains individual subjectivity as part of the sensitivity we use to construct our world(s)?

Parallel Worlds from an artistic and protagonist viewpoint could contribute to open new horizons in relation to the present life. Art has a vital role to play where most of the approaches are assuming that everything will be better in the future and today's problems be solved or marginal.

Further individual and collective exploration is necessary...

<https://vimeo.com/petermfriess/paralleuniverses>



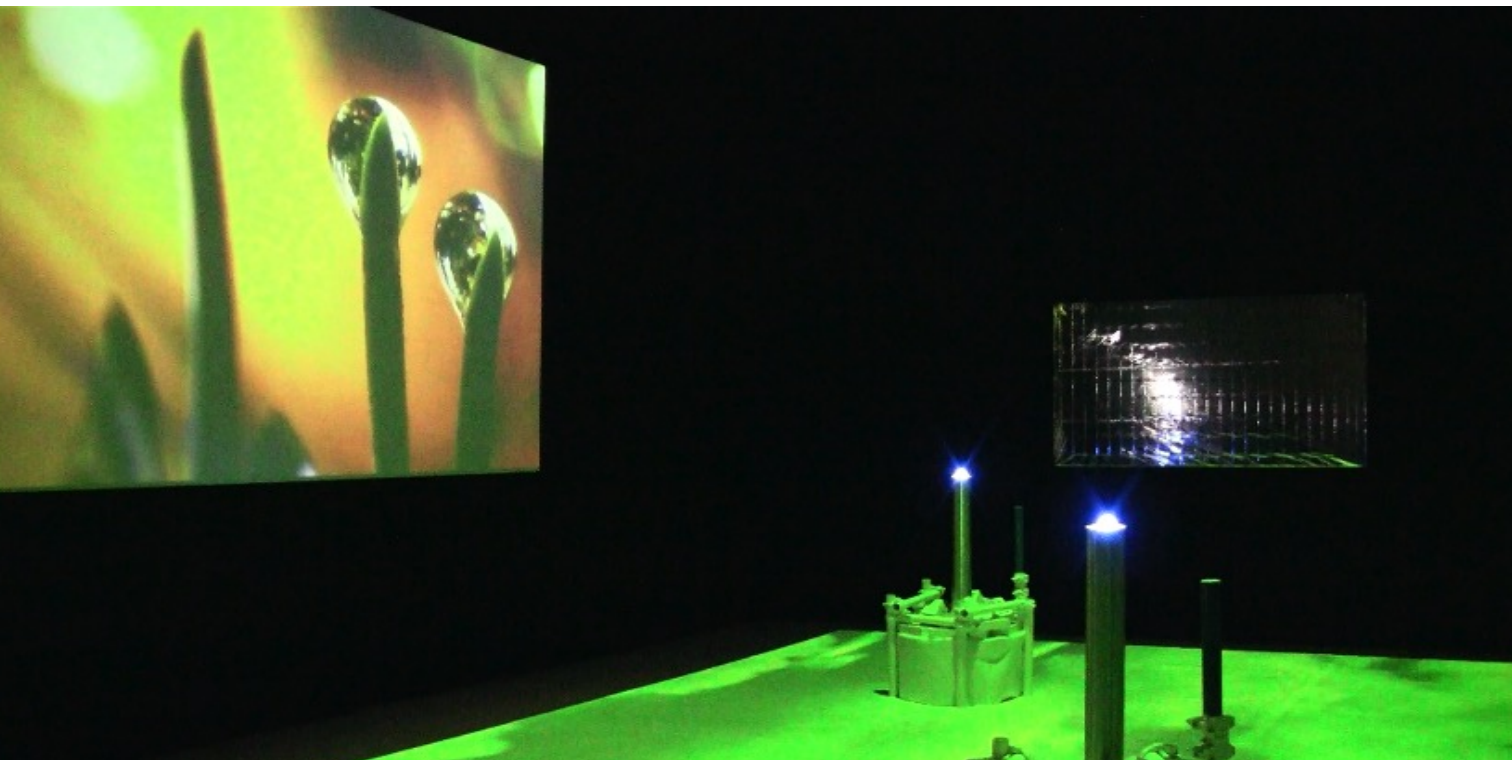
**DNDE - DERNIÈRES NOUVELLES DE L'EAU - CRITICAL SELF-ORGANISING  
INSTALLATION\_\_FESTIVAL CITY SONIC 2012, MONS, BELGIUM \_\_1000x700x600 (cm) \_\_2012**

Water, sound waves, reality, virtual reality, self-organization of natural systems - imaginary exploration of a vital subject of the 21st century. What can a reflection on water reveal today in an era of total aestheticisation of life where every narrative stream becomes part of a daily dramatisation and runs permanently the risk of losing its strength? Presented as a clean and slightly trashy stage set with natural and synthetic sounds, the installation enables visitors to find their personal and collective response.

The interactive setting is deliberately complex and follows principles of sometimes confusing self-organization - delay, randomness, non-linearity, memory, reciprocal influence, swarm effect, linkage with the environment, feedback on collective actions... Visitors with their bodies and movements become part of the artwork creation in a spacial-time context and a certain reality created by audio and visual streams.

In collaboration with Gentian Cela, Maurice Charles JJ, Cécile Guigny and Leila Laaraj.  
Supported by the Wallonia-Brussels Federation.

<https://vimeo.com/83432793>



**DEVENIR CRÉATEUR EN PASSANT\_\_INSTALLATION AT BEURSSCHOUWBURG, BRUSSELS  
NUIT BLANCHE\_\_ 600x450x550 (cm)\_\_2011**

Interactive poetic projection where movements and actions of people passing by leave traces and short-term memories on the projection screen.

Poetic words and phrases that relate to urban life in big cities are added spontaneously when stepping on hidden tactile tiles. We invite the public to become de-signers and being involved with their personal gestures.

The artistic approach in cooperation with Gentian Cela mixes art, installation and new media into a playful, participatory, responsive and poetic form of integration of the public. In collaboration with Maurice Charles Jj (sound creation), Cécile Guigny (interactivity support), Alice Hugonnard-Roche (visitor support).

<https://vimeo.com/83436409>



## THE NEXT MILE - PERFORMANCE COLLAGE\_\_ca. 20 (min)\_\_ 2011

The next mile is a further step in pursuing urban fusion in an artistic context where parallel worlds intersect but remain unchanged. Freund and Beckett have passed away some time ago but subconscious impulses and absurd conditions still drive people around.

Cities are sincere in their ugliness. All is connected by flows and circulations. And yet there is another layer - glamorous tranquillity embedded in urban magma soundscape. Difficult to say if it's going to be better tomorrow.

Interactivity is not about sensors but about people, people, people.

In collaboration with Maurice Charles Jj.

<https://vimeo.com/83433333>



## **TRAFFIC CONGESTION - BEST MOMENTS IN YOUR LIFE!! (PERFORMATIVE HAPPENING).\_\_\_dur. var.\_\_\_ 2010**

Everybody is part of the same social urban experience - traffic congestion, uniting us all over the world although we do not know each other. It is part of our reality and daily life. But there are also resulting moments of liberty, reading, communication, reflection and creativity... and therefore rewarding.

In collaboration with Alice Hugonnard-Roche et Katja Vandl.

<https://vimeo.com/83437425>



**FLOATING ISLAND - REVISITED (PERFORMANCE THEATRE)\_\_\_ 250x600x250 (cm)\_\_\_ca. 15 (min)\_\_\_2009**

Walking on a plastic foil, as soft as all net-works which maintain our existence. Being somehow autonomous in our daily universe made out of simple constructions, we are yet part of a bigger whole. It's about today's conditions of living.  
In collaboration with Alice Hugonnard-Roche.

<https://vimeo.com/83437675>



## **MAELSTRÖM #0 - SPONTANEOUS ART PERFORMANCE\_\_20.00 (min)\_\_2007**

From inspiration into action, Maelström proposes to assist to a creative process of a motley collection of artists. Poet, painter and dancer interact for passing from word to image and then to movement and the opposite way back.

In collaboration with Elodie Juan and Maja Jantar.

<https://vimeo.com/83438165>





**A SHORT LONG STORY\_\_\_ SCULPTURE WITH TWO CHANNEL VIDEO INTEGRATION\_\_\_  
230x45x250 (cm)\_\_\_4:15 (min)\_\_\_2012**

A reflection on societies' evolution, accompanied by the fact that natural resources are over-extensively exploited rather than used for a co-development. When pollution becomes too much we often flee to the promises of modern technologies for damage repair rather than addressing the source.

<https://vimeo.com/petermfriess/ashortlongstory>



**ONE WORLD\_\_\_INSTALLATION AT THE GRAND THEATRE OF ANGERS, FRANCE\_\_\_  
210x122x450 (cm)\_\_\_ 2011**

Large installation - four pieces of site fence, four transparent yet colourful and a very long black plastic foil, white and blue light. Beauty and violence, protection and exclusion. Condensed.

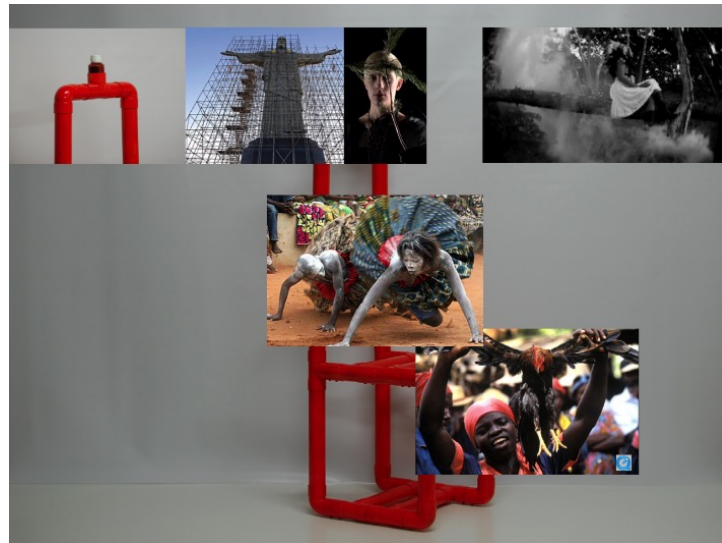


## SCAFFOLDING FETISH (VOODOO CHAIR)\_\_\_2013

Voodoo is an indigenous-organised religion of costal West Africa and also found in Haiti, Puerto Rico, Brazil, Surinam and Louisiana. The Voodoo talismans or fetishes are objects known for their healing and spiritually rejuvenating properties. A voodoo doll is a supposedly magical object associated with some forms of voodoo and folk magic. This distinctiveness of the clan voodoo is an assertion of identity and origin.

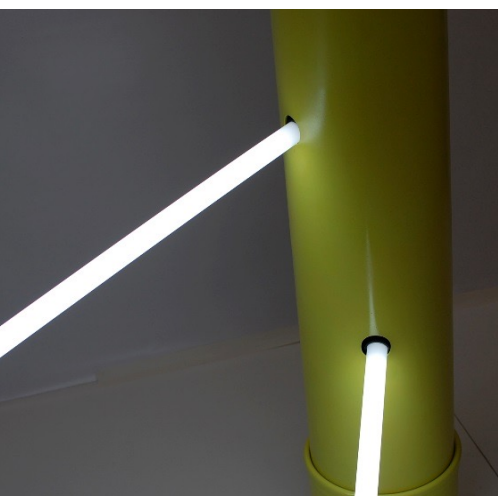
Scaffolding is a temporary framework used to support people in their work activities. A fine equilibrium persists by using as little as necessary while providing the required support.

Everybody trusts that it withstands all forces as each element contains the conviction of the whole.



**FIGURE SANS TITRE MAIS AVEC DE L'ESPOIR (UNTITLED FIGURE WITH HOPE)\_\_\_2013**

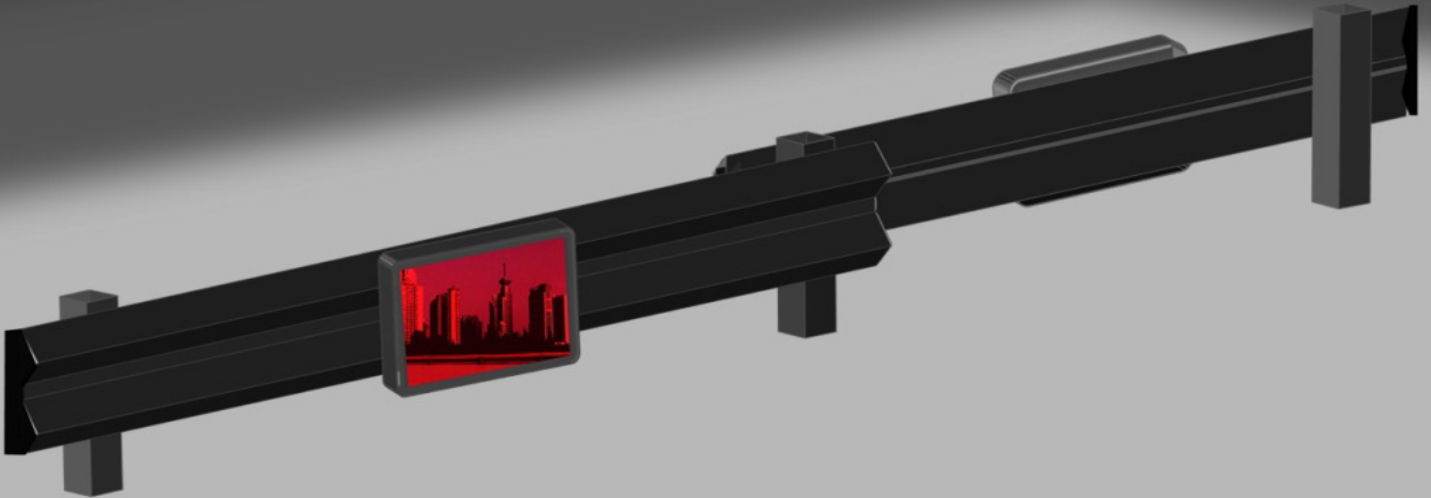
Condensed state of research on a situation of daily life in neo-modern times.  
In its deep soul it tries to communicate with you in a very humble manner.



**TIME GUIDES YOU\_\_ INSTALLATION WITH TWO CHANNEL VIDEO \_\_110x420x130 (cm)\_\_2010**

Crash barriers guide our moving through urban spaces and time horizons.

<https://vimeo.com/petermfriess/timeguidesyou>



YET ANOTHER MONTAIN\_\_230x287x210 (cm)\_\_2009



**FAULT-TOLERANT NANOSTRUCTURE\_\_110x420x130 (cm)\_\_2009**

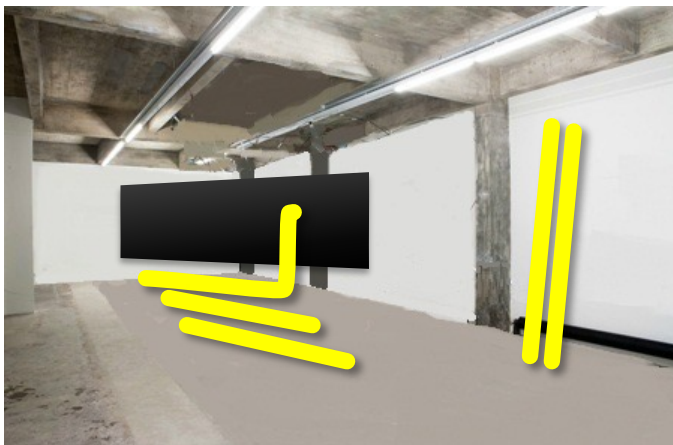


**RECONSTRUCTION SET - 1ST TRYOUT\_\_100x220x180 (cm)\_\_2012**

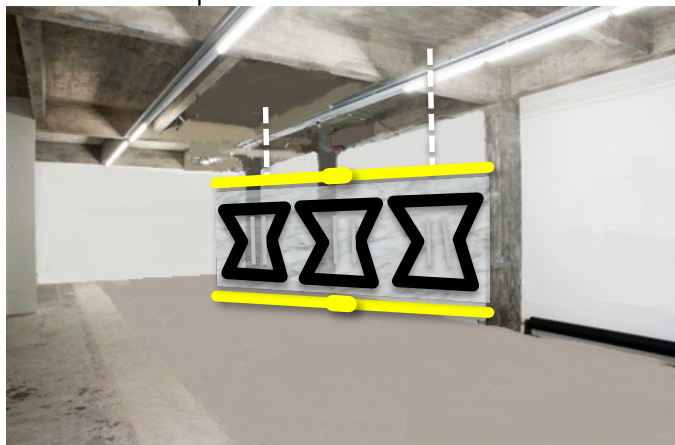




Installation



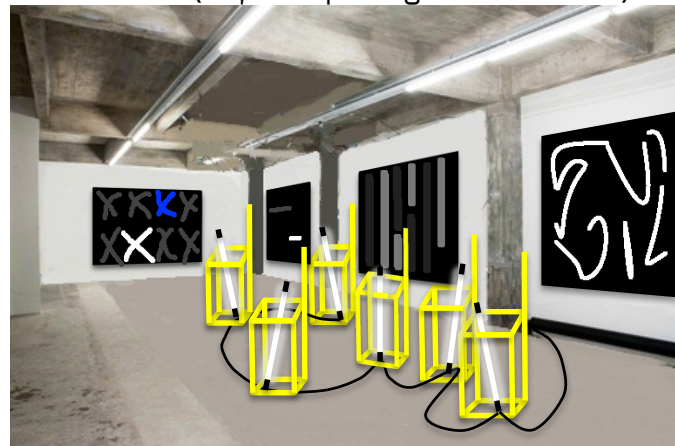
Installation, performance



Installation, performance



Installation (objects, paintings, neon, cable)



Installation (sound), add. projection



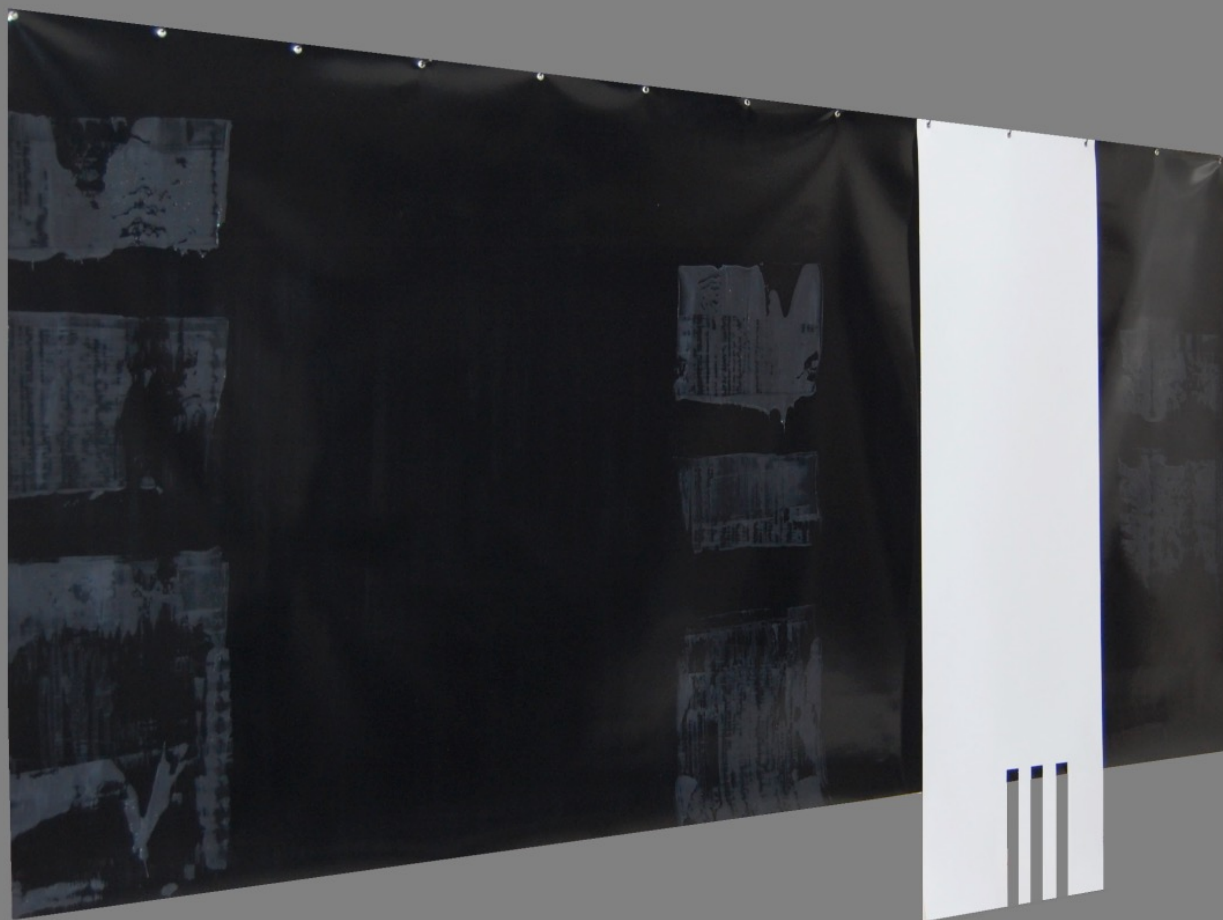
Installation (partly interact.), video screens



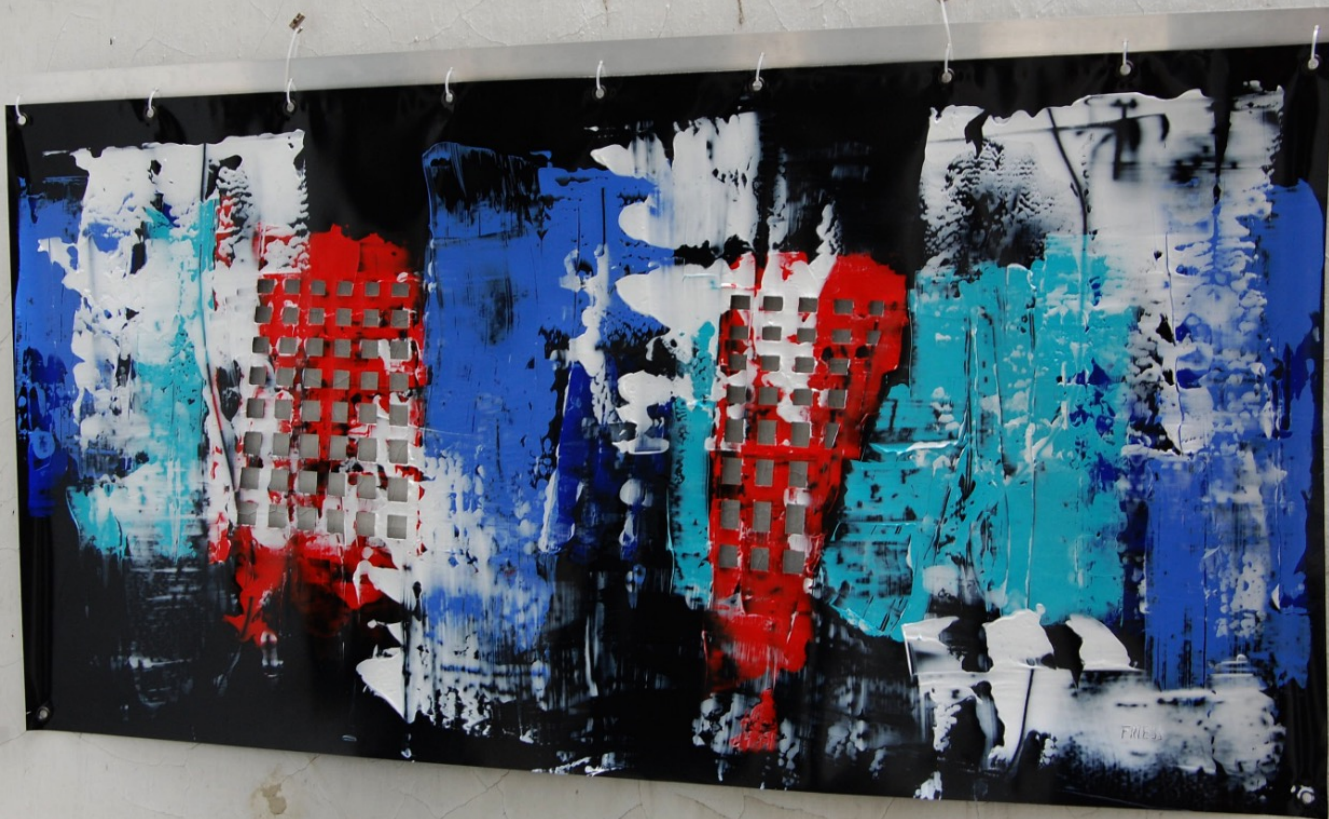
STRUCTURES, NO STRUCTURES\_\_\_PROJECT\_\_\_147x220 (cm)\_\_\_2010



FUJI-SAN\_\_138x245(cm)\_\_2009



LES COULEURS DES LIVRES\_\_100x200 (cm)\_\_2008



**DERRIÈRE LES COULISSES DE MÉNERBES\_\_200x303x14 (cm)\_\_2008**



## Exhibitions / events

2023

XXX

2022

XX

## Exhibitions / events (continued)

### 2021

LAMAφ (videos, street performances), Brussels  
MARS ABSTRACTIONS (Online AV performance)  
RENCONTRES INTERNATIONALES (videos), Abidjan  
DRONE DAY (sound/flight performances), Beersel, Belgium  
FESTIVAL ZONE LIBRE (videos), Bastia, Corsica  
SEMAINE DU SON (LAMAφ performance), Brussels  
LASERTALK TRANSHUMANISM (talk), IMAL, Brussels  
POLITICS OF THE MACHINES 3 (talk), Berlin  
ANALOG REMIX, TinyGallery (aV performance), Brussels

### 2020

CITY SONIC WINTER SESSIONS (immersive projection), Wavre, Belgium  
LAMAφ (videos, street performances), Brussels  
CREATIVE POIS-ON (contribution storytelling), New York  
DRONE/ON/DRONE (sound/drone flight performance), Belgium  
ART TALK (conceptual digital art), Instagram, New York  
AVA LAB (life projections for experimental sound), Brussels

### 2019

Robot residency, LUMA Foundation, Arles, France  
Space and Art talk, ESTEC, Noordwijk, The Netherlands  
NVIBES-d, sound performance, Drone Day, YIAP, Brussels  
Performance lecture, POM-Politics of the Machines, Beirut  
Human AI talk, Aarhus, Denmark  
Lab'OMFI (music projection), Brussels

### 2018

ROBOSOUL (artist residency), Beijing  
Pop-Up Exhibition - ROBOSOUL (projection), Brussels  
ART+B=LOVE(?) Festival (talk), Ancona, Italy  
OMFI/Lab'OMFI Psyché (realtime video proj.), Brussels  
KAMIKAZE/REALM OF SENSES (video proj.), Brussels  
PORVIROSCOPES/LASERtalks, (video, present.) Fortaleza, Brazil  
MUSIC TECH FEST, (creative lab, AI performance) Stockholm  
DOT-PROCESS FESTIVAL (install., workshop) Dortmund, Germany  
ROBOSHOP (exhibition, performance), Dortmund, Germany  
ART@TECH Art Festival (screening), Cologne, Germany  
SIRIpop (performance installation), YIAP, Brussels

## Exhibitions / events (continued)

### 2017

PRESENT STATE OF MIND, YIAP, Brussels  
iPHONO BARROCO, Brussels  
Piano concerts at YIAP, Brussels  
Projection CONFESSIOIN D'UN MASQUE, Brussels  
Co-curation STARTS expo at NetFutures, Brussels  
Exhibition ROBOSOUL, Å-Bar, Berlin

### 2016

COSMOVISION (projection, concept development), Mobile World Congress Barcelona  
Internet of Things and Art (presentation) University of Mons, Belgium  
BELSHAZZAR-PHANTASMS, Festival Les Nuits du Beau Tas, Brussels  
WONDERWORLD, Beijing Media Art Biennale  
ARCOLAT (connected projection), Dominican Republic

### 2015

STARTS Symposium - How the Arts can stimulate innovation in technology, BOZAR, Brussels  
IoT Roundtable "IoT IS LIFE, LIFE IS ART", IoT Week 2015, Lisbon  
IoT Roundtable "The Quantifiable Everything", Transmediale, Berlin  
Conceptual art residency at Productions Rhizome, Quebec  
MULTIVERSE AESTHETICS at LES NUITS DU BEAU TAS (animation, projection), Brussels  
BELSHAZZAR-PHANTASMS (projection), Brussels  
COSMOVISION (projection, concept development), ICT Event 2015, Lisbon  
Roundtable "From Digital To Culture", Creative Wallonia, Mons, Belgium  
BEAUTIFUL\_TOUCH 3rd iteration (interactive performance), Transnumériques, Mons 2015  
Co-curation with Transcultures for TRANSDÉMO, Transnumériques, Mons 2015, Belgium  
Roundtable Science & Arts & Start-ups, STARTS event, Brussels

### 2014

BEAF - BOZAR Electronic Art Festival (code discovery installation), Brussels  
CYMMAFBP for ANAL+, MAGASIN 4 (animation), Brussels

### 2013

HENNEBICQ29 (interactive performance), Brussels  
TRANSNOMADES 2013 (interactive performance), Brussels

### 2012

CITY SONIC (audio-visual installation), Mons, Belgium



## **Exhibitions / events (continued)**

### 2011

ELECTRIC NIGHT, The Correspondence (installation projection), Brussels  
NUIT BLANCHE, Beursschouwburg (installation), Brussels  
LES ATELIERS CLAUS + BUNKER FANZINE FESTIVAL (performance), Brussels  
FESTIVAL ARTAQ (installation), Angers, France  
RENCONTRE 50ANS-50ARTISTES, Espace Wallonie (object/video exhib.), Brussels

### 2010

THE CORRESPONDANCE (performance), Brussels

### 2009

AFFORDABLE ART FAIR 2009, Brussels  
GALLERY GARDEN, Brussels  
LAGALERIE.BE (exhib.-performance), Brussels

### 2008

LINEART 2008, Ghent, Belgium  
ESPACE ART 22, Brussels  
PLASTIC, THE WHITE HOTEL, Brussels  
LAGALERIE.BE, Brussels

### 2007

ACCESSIBLE ART FAIR, Brussels  
GALLERY LUDWIG TROSSAERT, Antwerp  
PLASTIC, THE WHITE HOTEL, Brussels  
MAELSTRÖM #0 (performance), Charleroi, Belgium  
SALON PRINTEMPS D. ARTS ACTUELS, Brussels  
LAGALERIE.BE, Brussels

### 2006

SELECTION XXI, Brussels  
BANCA MONTI PASCHI BELGIO, Brussels  
ART-EVENT 2006, Antwerp  
LE CERCLE DES VOYAGEURS, Brussels  
LE SOIR, Brussels  
PROFILI FASHION, Brussels  
ART PERSPECTIVES INTERNAT., Brussels  
FUTURART - Salon d'art, Brussels

## Biography

PETERMFRIESS aka Peter Friess is a European based in Brussels. He has a sound background in self-organizing complex social systems and space technology and exploration. While finishing Ph.D. studies, he attended classes in visual composition with Peter Paulwitz-Matthäi in Hamburg, and started his own artistic creation. Besides his activities in ICT innovation, he is an interdisciplinary artist and researcher with a wide array of interests such as artificial intelligence, nano- and biotechnologies, system theory, humanities, transhumanism, space exploration and ecology. Being transversal by nature, he combines inspiration from visual arts, music, theatre, dance, technologies, science, philosophy and travelling into conceptual and collaborative digital art. The focus is an emotional and aesthetic accessible representation of humanity's existence and evolution.

His approach is based on collaboration and mutual exchange for learning, sharing and co-creation. Besides his own solo creations or group realisations, he supports musicians and dancers for augmented performances. He also intervenes through performances, talks, workshops and writing on art, science and technology, and runs the event space YIAP in Brussels for experimental and transversal art. Together with artist Martine Nicole-Rojina he created the mindset-movement [www.theinstitutefordesirablebeing.art](http://www.theinstitutefordesirablebeing.art), supporting an actionable fusion of technology, sensory experience and societal evolution, and also animates the platform <https://cry-sys.org/>, a variable configuration for artistic reflection. He is also associated artist of TinyGallery Brussels, a safe space for exploring analogue and digital photography archives.



## Statement

Already before the pandemic, environmental pollution, societal inequalities and religious struggles were worrying us. The consequences of global market forces and the exponential growth of production and consumption have provoked us to ponder about the flaws in current-day humanity. For this reason, I am probing new ways and methods to interact with and care of what matters in the realms of my art making. Combining the practice of Research-creation with the concept of Critical Making, and applying a systemic perspective, is my way forward to develop encouraging ideas and alternatives for the near future. Engaging critical artistic energy in hybrid territories between the perceived and underlying, and between the factual and postulated has a potential for inducing structural change.

As an artist I can be part of development processes and help promote human values and user agency. Using technologies allows me, beyond existing settings and conventions, to develop new ideas which represent another 'perception' of the world and thinking, and to create variants and new patterns (such as architectural forms, visuals, shapes of bodies and faces, animations, poems), which are crucial for stimulating change. Whereas the generated variants can be as rich as possible in expression, the next step for me is then to interpret them in an iterative and intuitive way, and to transform them into artworks. By recombining elements, creating stories, inviting for participation and considering perception patterns of today, the results can stimulate a positive, forward-looking sense and open up avenues for engagement.

In this respect I see myself as a mediator between the present and the future, asking pertinent, research-based questions around the human condition. This can pave the way for co-existence with non-human lifeforms and explore alternative design methods for impactful technologies, ultimately for reconnecting our intellect with the sensory environment in which humans evolved and continue to evolve.

