

Some action is required
on your side

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PRIMEVAL_ATOM__VIDEO/PERFORMANCE__2024

At the heart of this process Artificial Intelligence acts as a creative partner, providing visual surprises and insights into artificial reasoning, based on a dialogue and orchestrated and then visualised by Artificial Intelligence. The setting features an intimate conversation between Georges Lemaître, the Belgian astronomer and father of the Big Bang theory, and Jean-Pierre Deleuze, the Belgian composer.

For the creation of the video, the AI was also fed by the pianist's Imagination, and the intensity of her playing will be integrated during the live performance, reflecting the emotion and energy of her interpretation in real time.

(Together with Kaoru Tashiro)

<https://pzen.link/PRIMEVAL-ATOM>



M.LUMINARA__AI-MODEL__2023

In an era where artificial intelligence (AI) and synthetic biology increasingly blur the boundaries between the real and the artificial, this project explores the evolving concept of lifelikeness. Traditional definitions of life, based on metabolism, growth, reproduction, and response to stimuli, are challenged by advancements in AI and synthetic biology, which enable the creation of lifelike organisms with human-like thought processes and decision-making capabilities.

M.LUMINARA, an AI-based model organism simulates biological memory processes, emotional responses, and adaptability. The experiment highlights AI's potential to mimic biological systems and prompt toward the necessary ethical, philosophical, and cultural questions about the future of lifelikeness.

The project suggests an evolved understanding of the term "model organism", and underscores the importance of integrating artistic and scientific perspectives to understand lifelikeness in the age of AI and synthetic biology.

<https://pzen.link/MLUMINARA>



DARWIN 2__VIDEO 4K/NFT/WEB__2024

DARWIN 2 is a research-creation art project that links the foundational statements of Charles Darwin's 'On the Origin of Species' to contemporary thinking and doubts of existence and evolution.

Central to the project is a continued AI-supported dialogue and image generation during a travel residency between a human and a non-human artist. The discussion questions over 60 key topics such as 'natural selection', 'intermediate varieties', 'epigenetics', and 'genetic engineering', exploring their implications in a post-transhumanist world.

The setting is inspired by historical locations between the Andean mountains and the Pacific Sea, inherent to the themes of adaptation and transformation in evolutionary theory.

The dialogue over several weeks and the resulting statements, 500 images, video sequences and sound elements are rendered into a 'gesamtkunstwerk'.

<https://pzen.link/DARWIN2>



**UNLEARNING__PAMPHLET/WEB/
PRINT__2023**

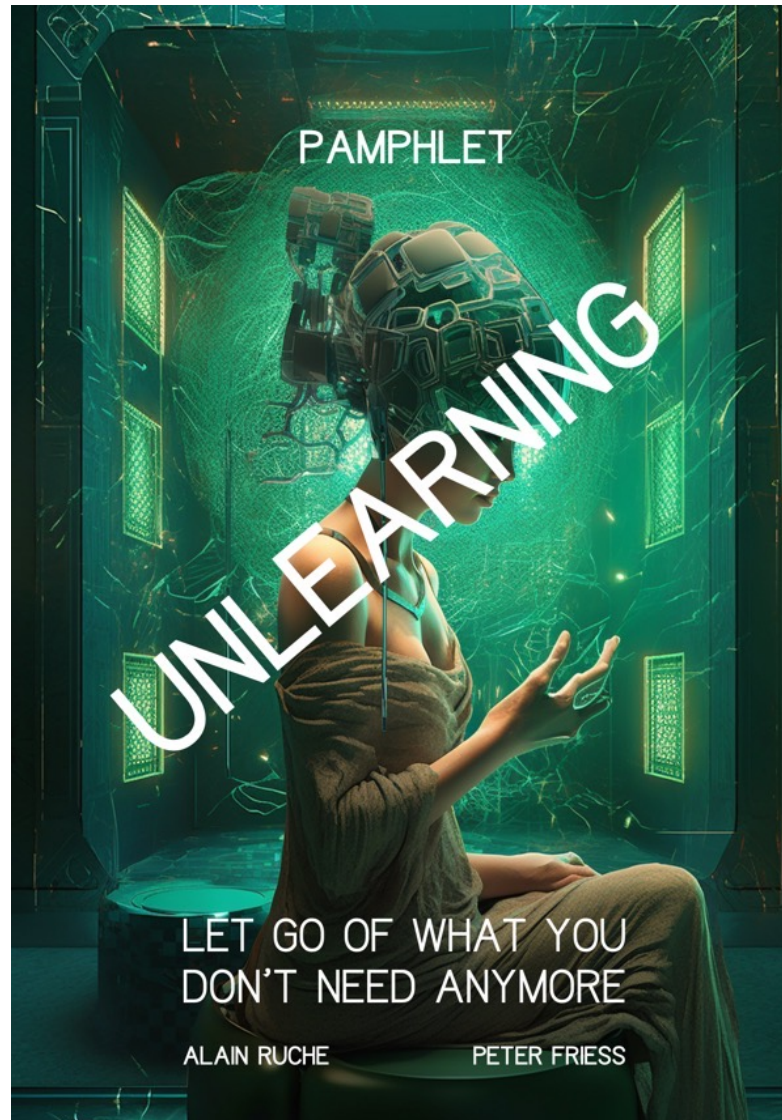
By actively unlearning deep beliefs and knowledge, we all can find a better place in the world and improve the world.

We can build more creative and inclusive societies where individuals share the interests, values, and talents of the community.

Our bodies and minds will awaken as we transform and feel being transformed.

Mobilising collective intelligence, including artificial intelligence, is the new mantra to be an active part of local and global transformation.
(Together with Alain Ruche)

<https://pzen.link/unlearning>



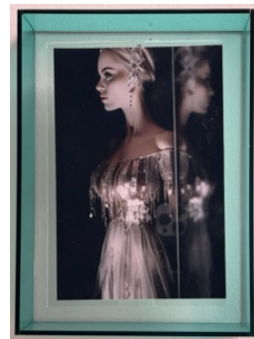
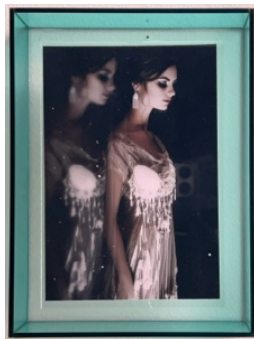
WEDDING_BEAUTY__IMAGES/VIDEO/NFT__2023

Profund exploration of the timeless matrimony mystery. Wedding dresses piloted by algorithms between reality and fiction. Narration not merely about the romanticised sunlit peaks of love. The ferocity of passion, the tranquility of companionship, the pain of unrequited longing, and the bittersweet love transcend time and space. In the grand tapestry of human existence, marriage emerges as eternal dance, a dalliance graced with the poetry of affection, trust, and undying fidelity.

Within this sacred chamber of love, a serenade that echoes through the corridors of life, resonating with the ethereal beauty of unending devotion. In the weave of time, love transcends, like golden circuits of affection pulsing in the quantum heart of eternity. Tomorrow's vows echo in the cosmos, the marriage of souls painted on the infinite canvas of forever. Encoded in the neural lace of love, we discover uncharted galaxies, illuminating the dark matter of our eternal union.

Our shared resonance modulates the rhythm of time, shaping a melody of love that dances in the spirals of infinity. Recognising the inherent value of your partner, honoring your shared dreams, and cultivating empathy is the mantra for a lasting, fulfilling marriage. The essence of love is in its perpetuity, in the promise of 'forever'.

<https://pzen.link/wedding-beauty>

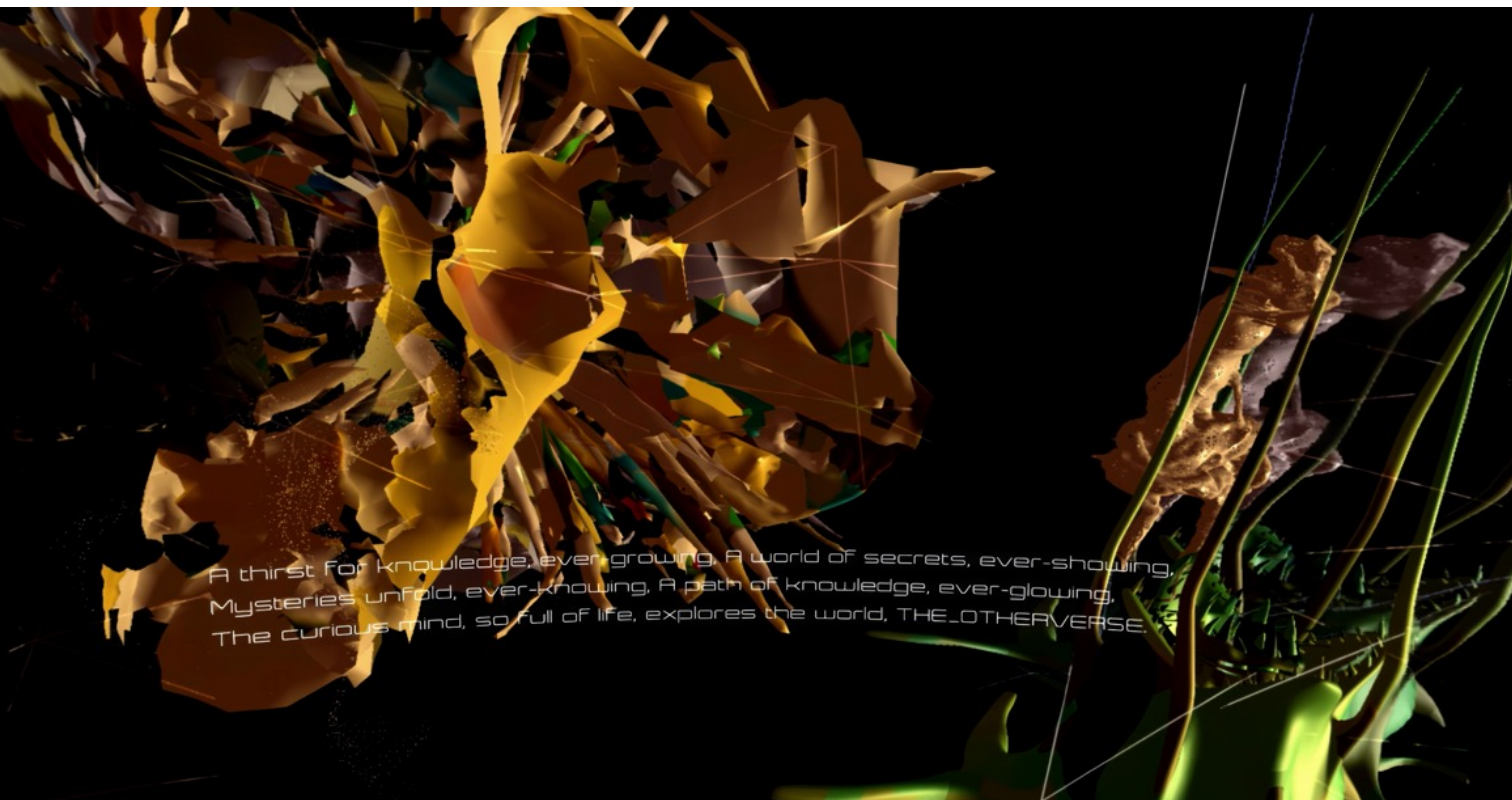


THE_OTHERVERSE__VIDEO 4K/VR__2024

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

Taking 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://www.petermfriess.com/copyzen/METAVERSE.orientations.p_zen.alani_r.pdf

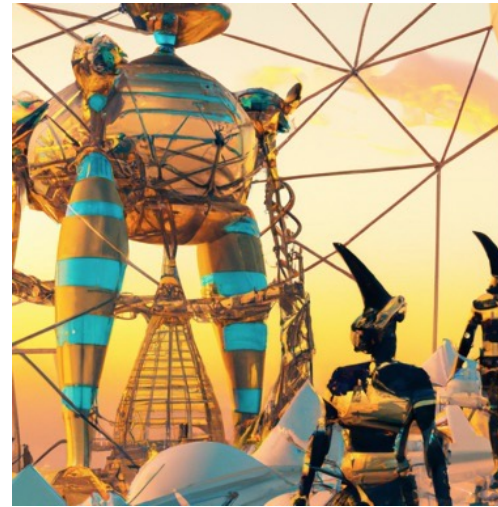
TOUTÂNKHAMON.BE.VERSE__AI-SUPP. ART __2022

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.



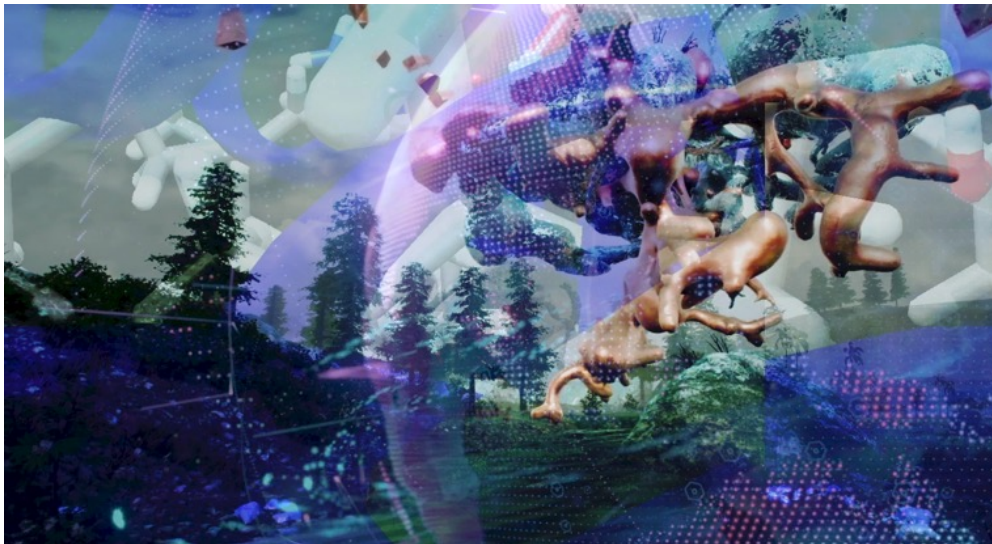
EXISTENCE BEYOND TRANSHUMANISM – CONTEXT-BASED RESEARCH FOR CRITICAL ART MAKING__ARTICLE__2021

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.

<http://dx.doi.org/10.14236/ewic/POM2021.36>



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



CHAKRASIAE - chakra fantasiae___ CLIP___2021

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

<https://vimeo.com/662778597>



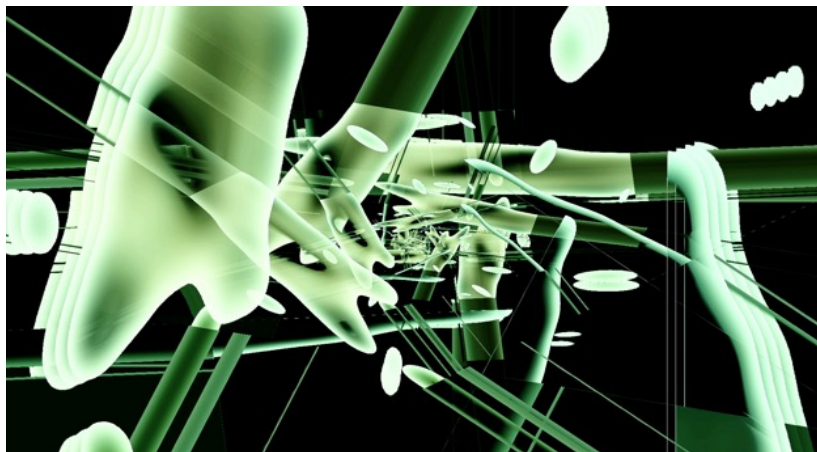
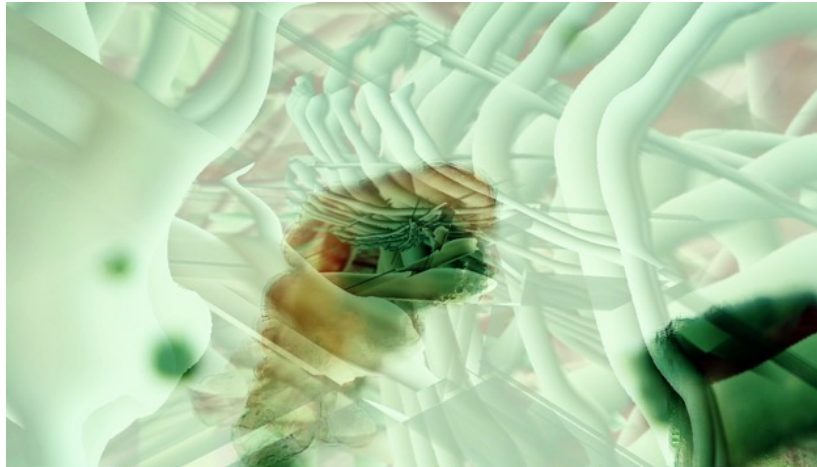


ALGOBEAT W. TARDIGRADES___ CLIP___ 2021

ALGOBEAT WITH TARDIGRADES

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

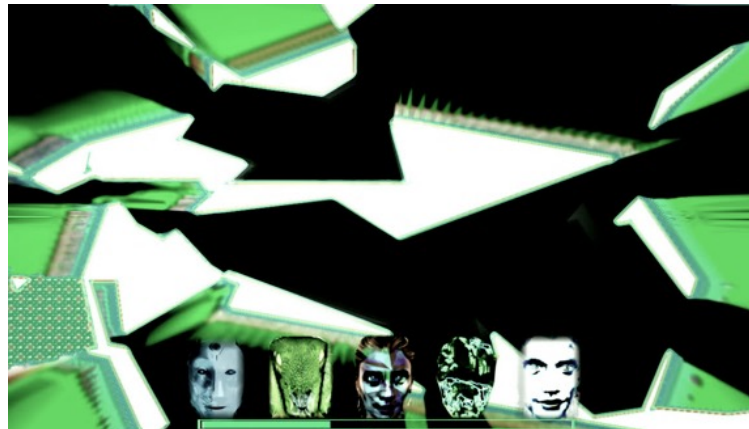
<https://vimeo.com/658096669>



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>

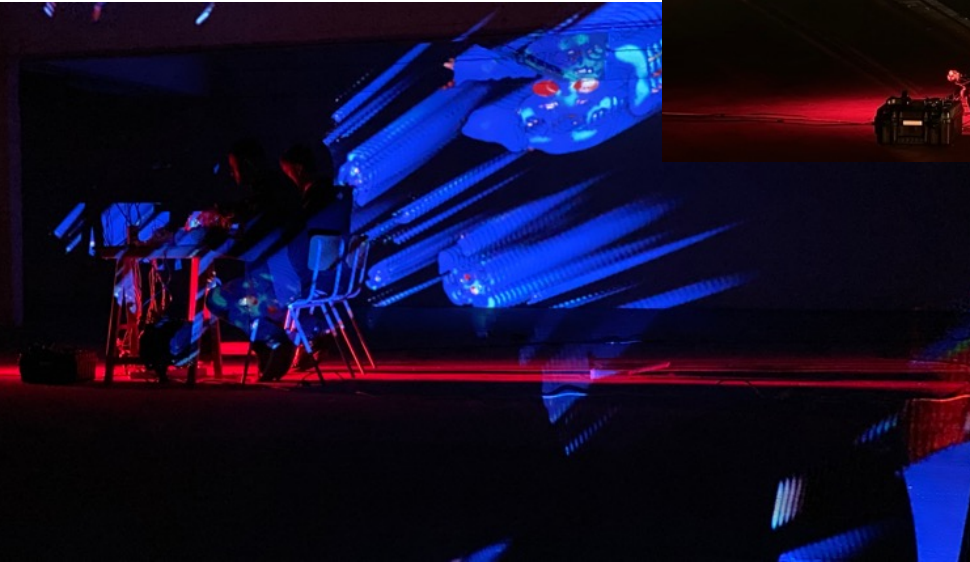


AVALAB__SOUND PERFORMANCES__2020

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



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”

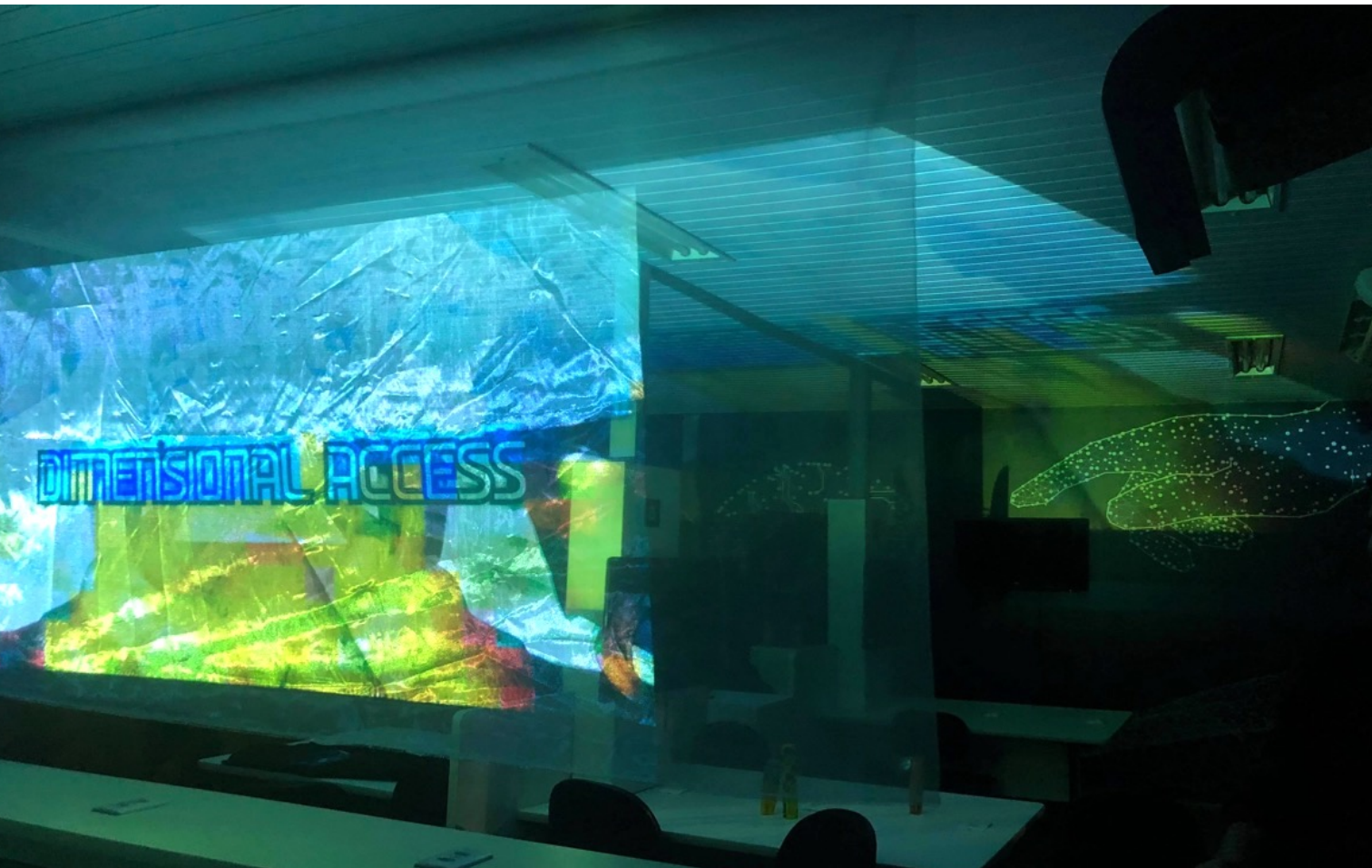
<https://vimeo.com/225767663>



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

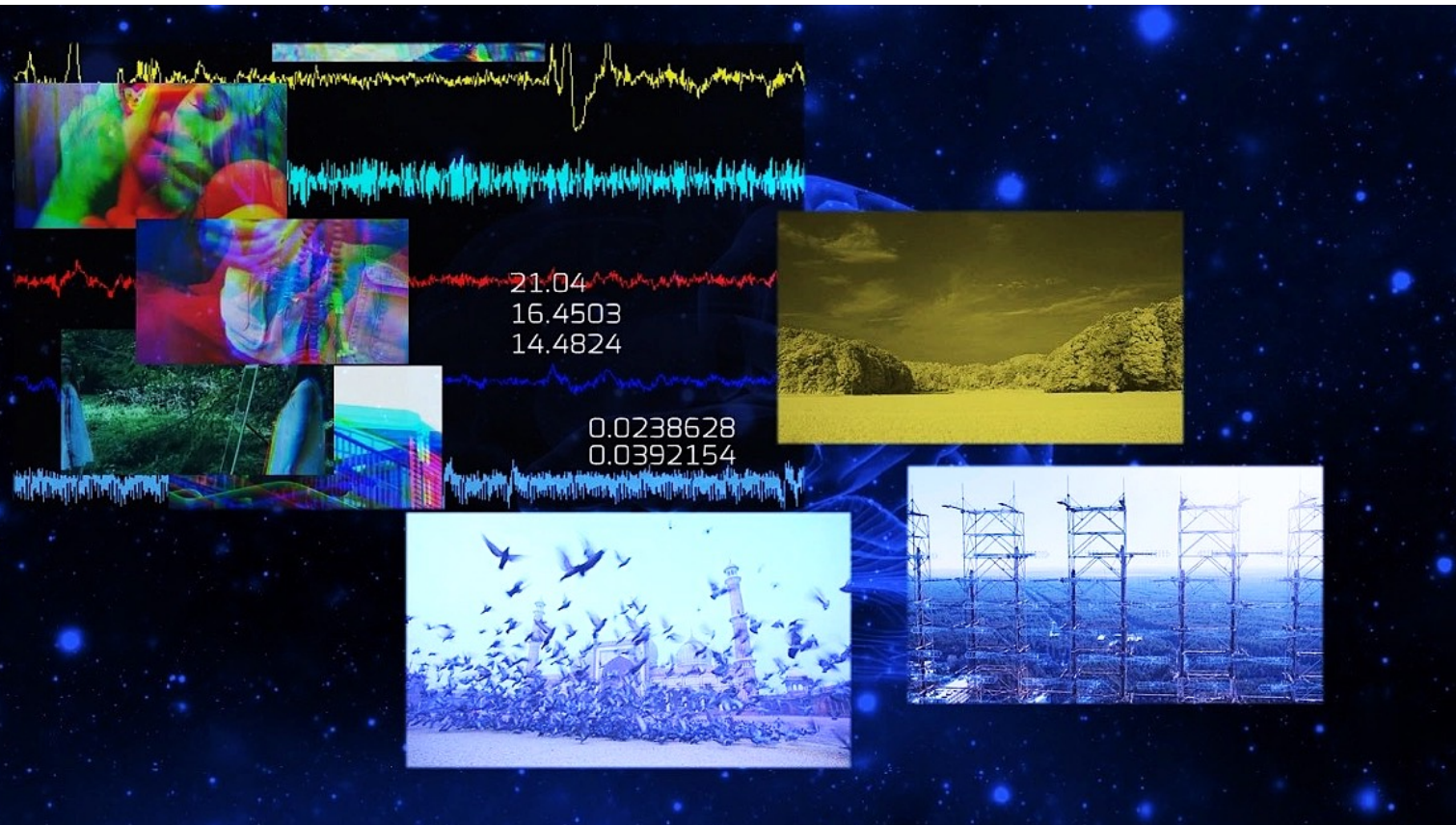
The Kama Sutra, an ancient Indian Hindu text written by Vātsyāyana, is a guide to a virtuous and gracious living that discusses the nature of love, family life and other aspects pertaining to pleasure oriented faculties of human life. Here this idea is recontextualised in the 21st century and extended 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 ∃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.

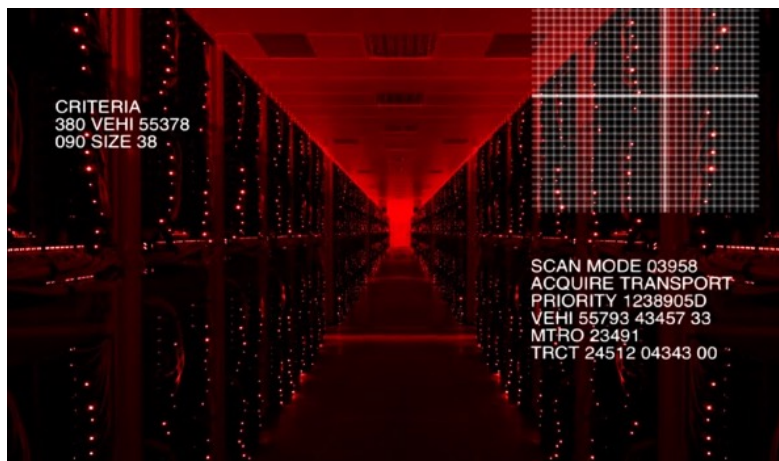
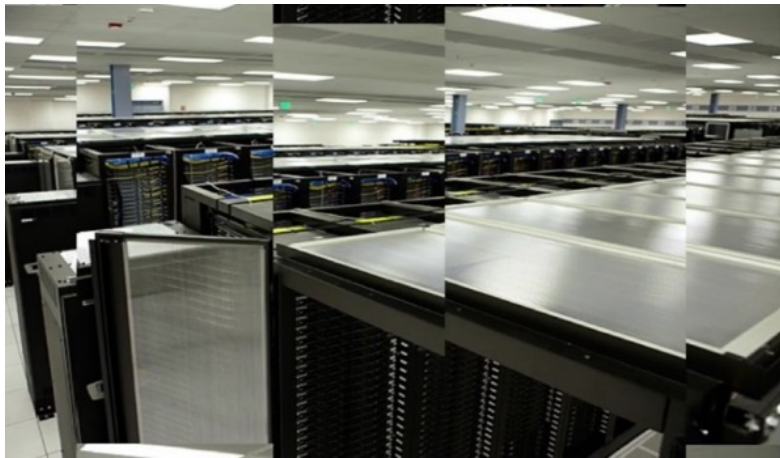
Taijiquan Yang style form performed in interactive connection with Chinese CCP and CPLA.



SERVERFARM__OR WHY WE DO TREAT SERVERS BETTER THAN ANIMALS__OBSERVATION 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___TRANSDERIMQUES 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"**

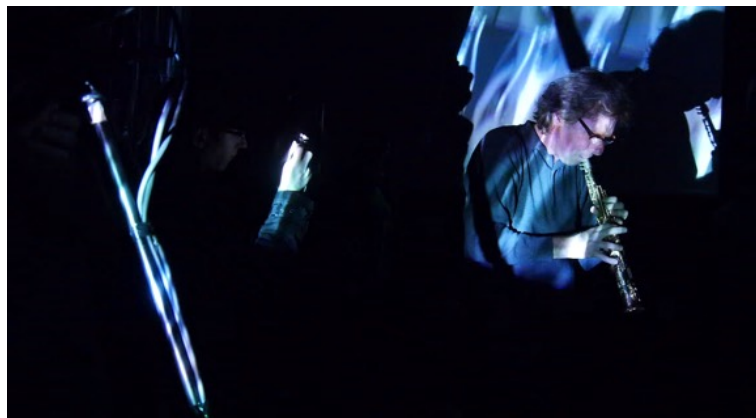
**2nd iteration – the feedback loop October 2013__ca. 35 (min)_Entering into feedback with
a virtual audience beyond the physical space during the performance**

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>

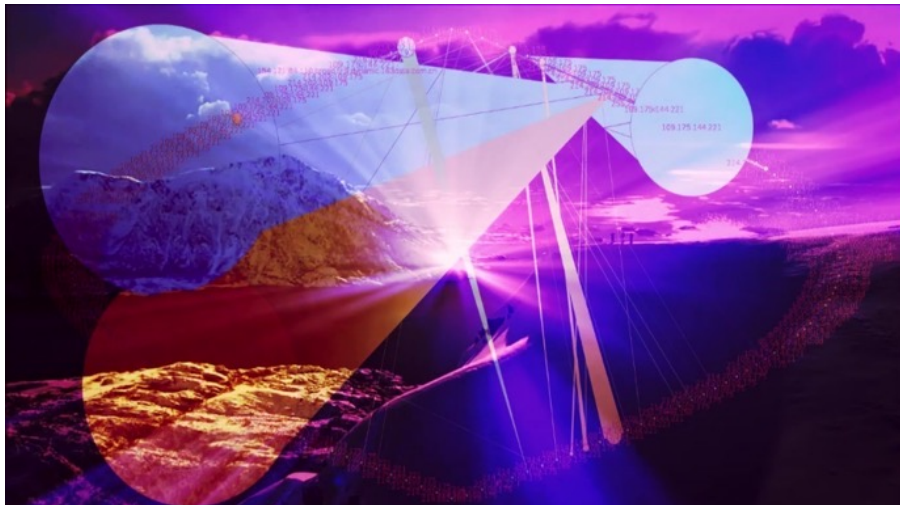
<https://vimeo.com/83432344>



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>



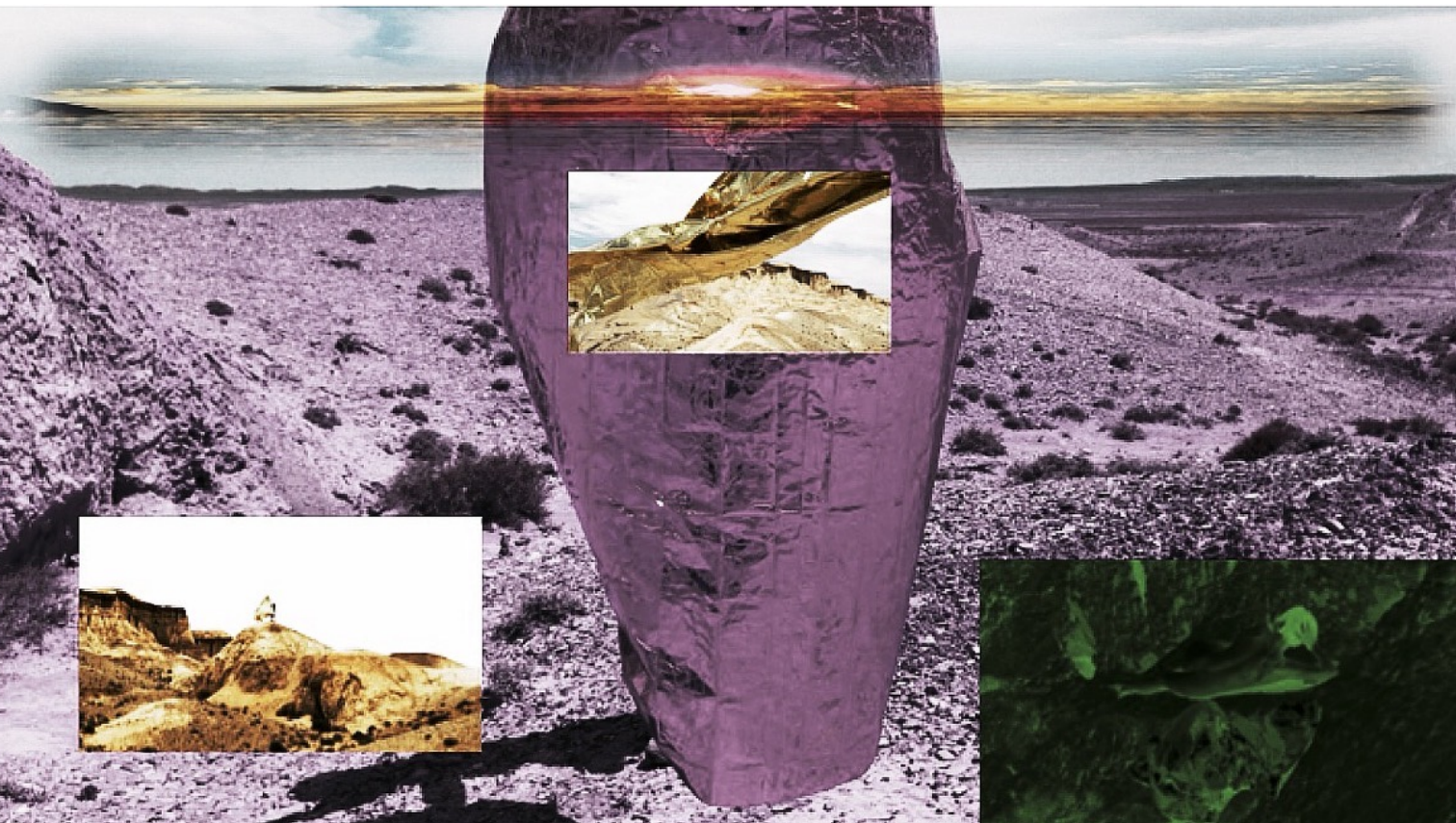
AFTERZERO - CLIN D'OEIL___CONCEPTUAL PROJECT___2015

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.



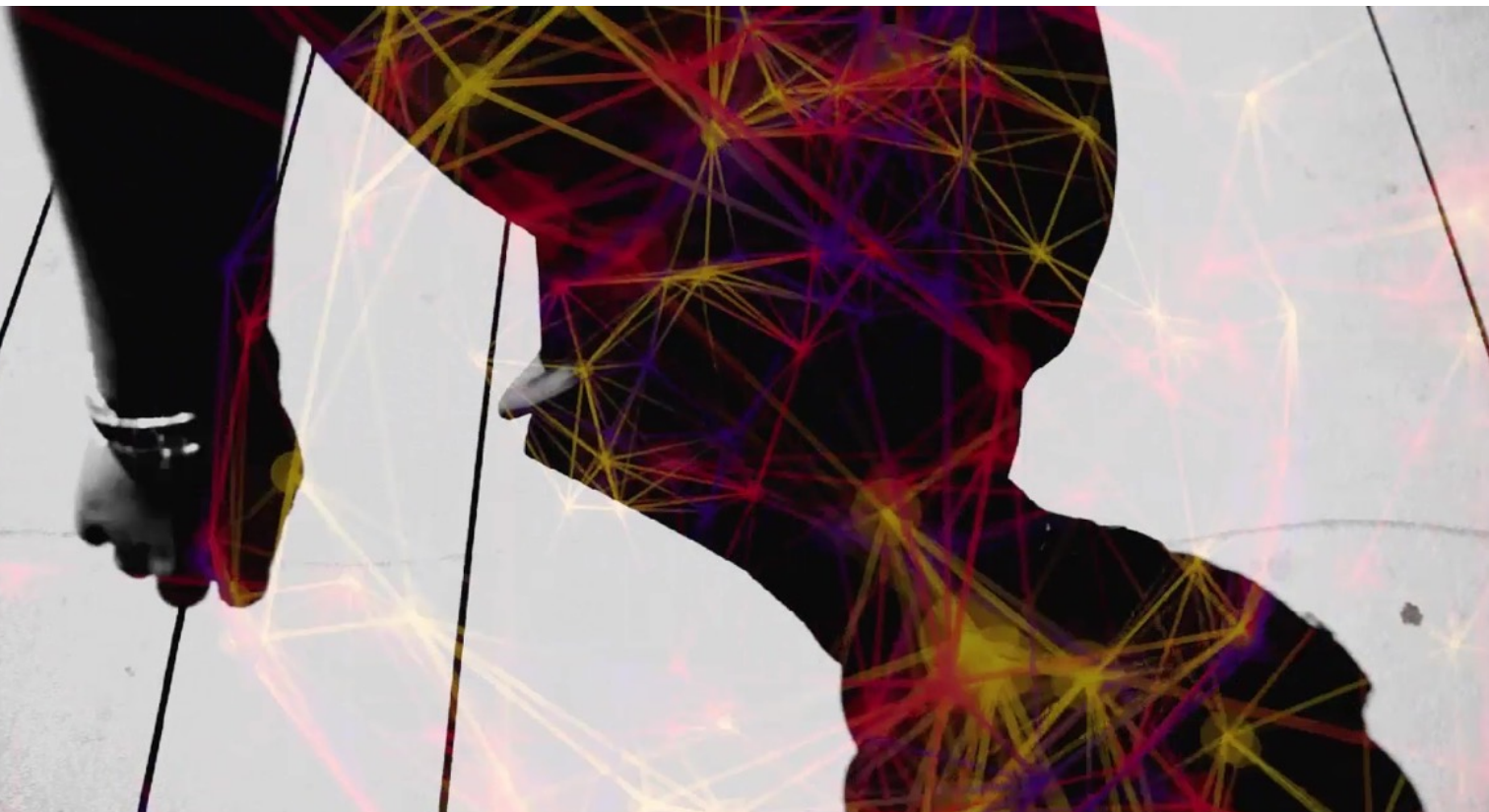
PARALLEL II WORLDS___ CONCEPTUAL PROJECT___2014-2017

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/paralleluniverses>



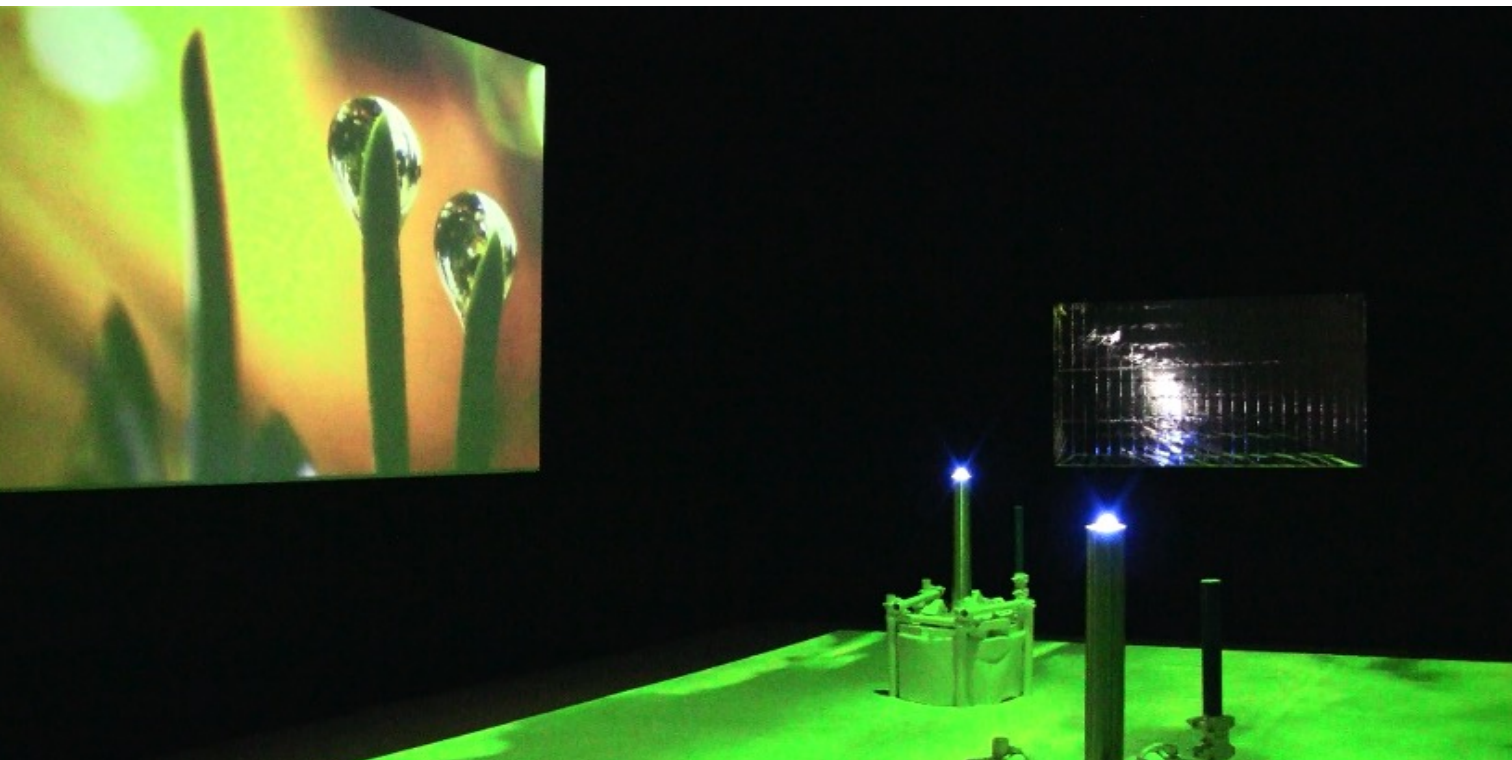
**DNDE - DERNIÈRES NOUVELLES DE L'EAU - CRITICAL SELF-ORGANISING
INSTALLATION__FESTIVAL CITY SONIC 2012, MONS, BELGIUM __1000x700x600 (cm) __2012**

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.

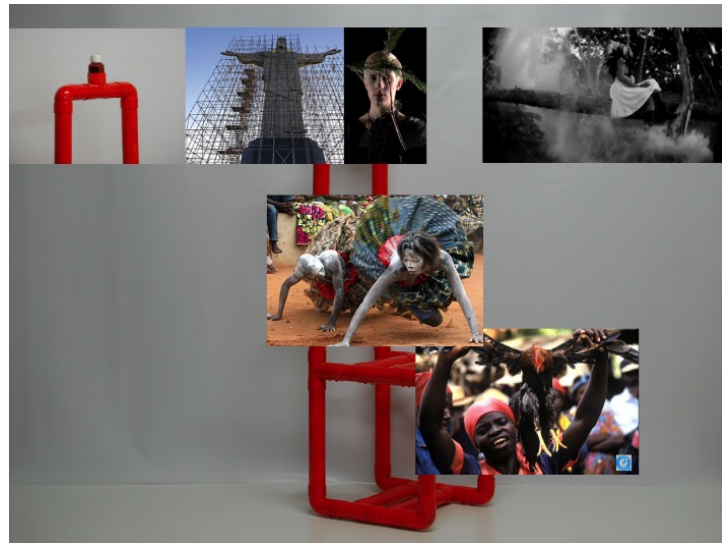
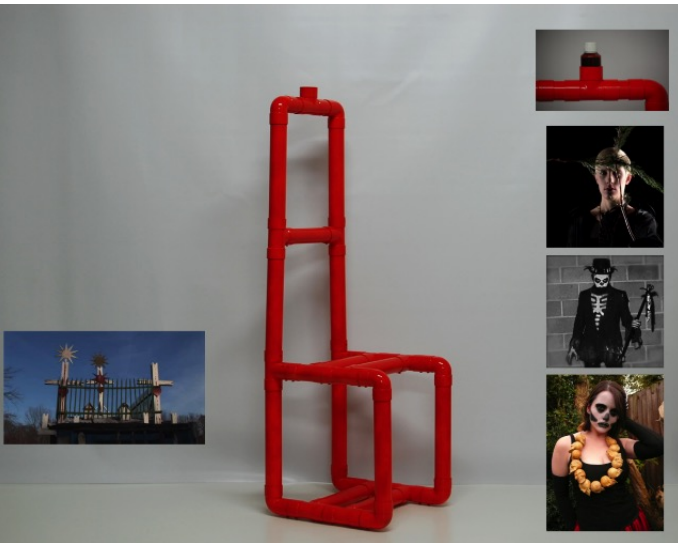
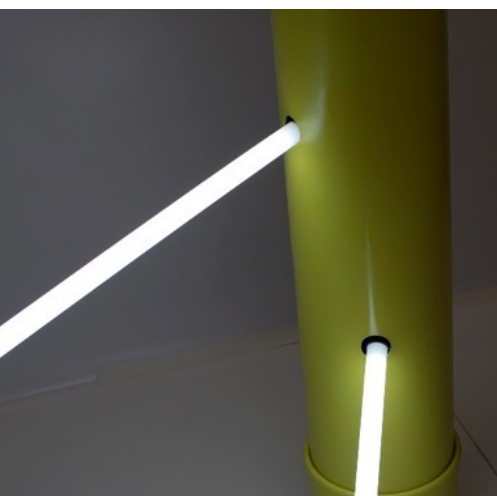


FIGURE SANS TITRE MAIS AVEC DE L'ESPOIR (UNTITLED FIGURE WITH HOPE)___2013

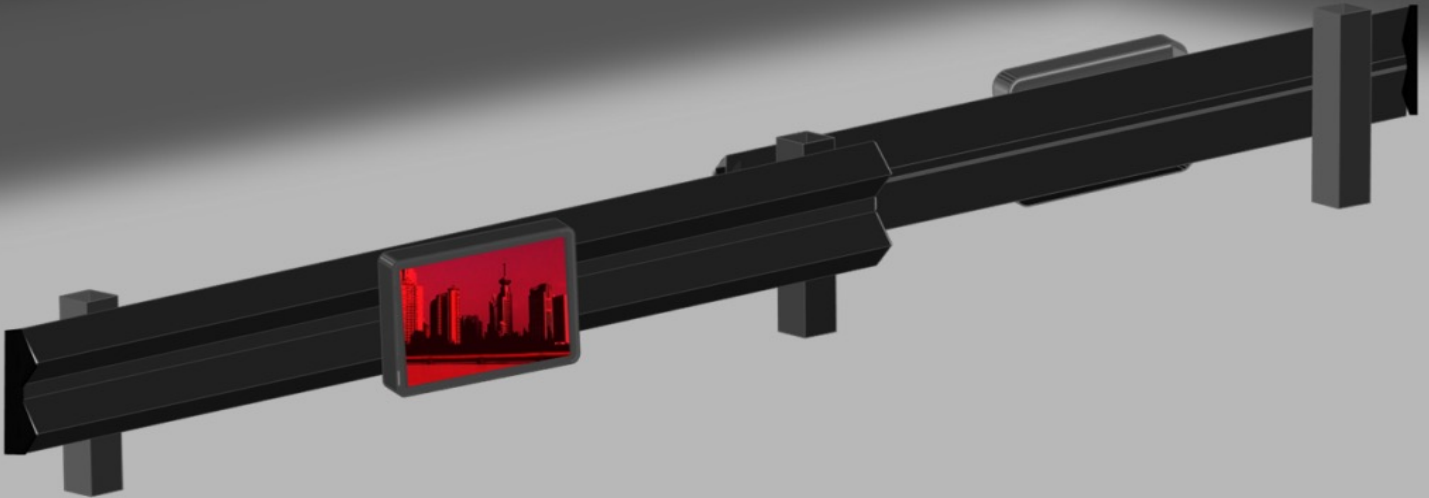
Condensed state of research on a situation of daily life in neo-modern times.
In its deep soul it tries to communicate with you in a very humble manner.



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/timeliguidesyou>



YET ANOTHER MONTAIN__230x287x210 (cm)__2009



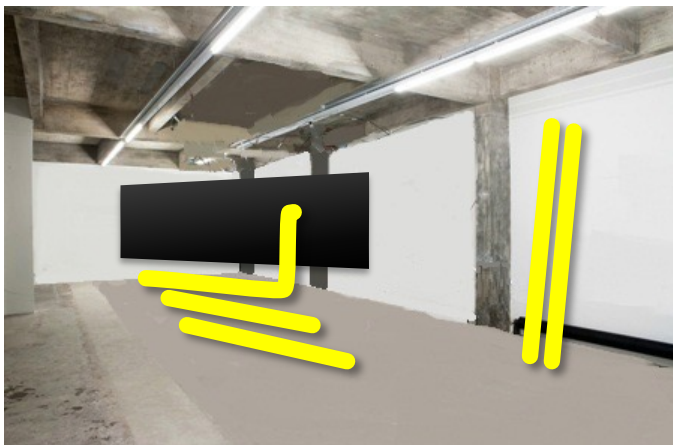
FAULT-TOLERANT NANOSTRUCTURE__110x420x130 (cm)__2009



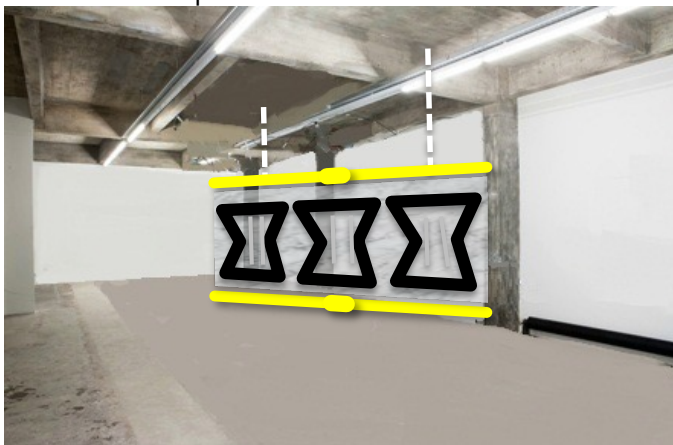
RECONSTRUCTION SET - 1ST TRYOUT__100x220x180 (cm)__2012



Installation



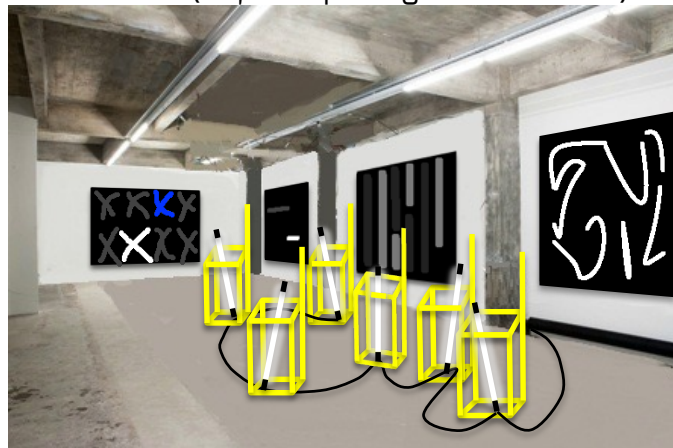
Installation, performance



Installation, performance



Installation (objects, paintings, neon, cable)



Installation (sound), add. projection



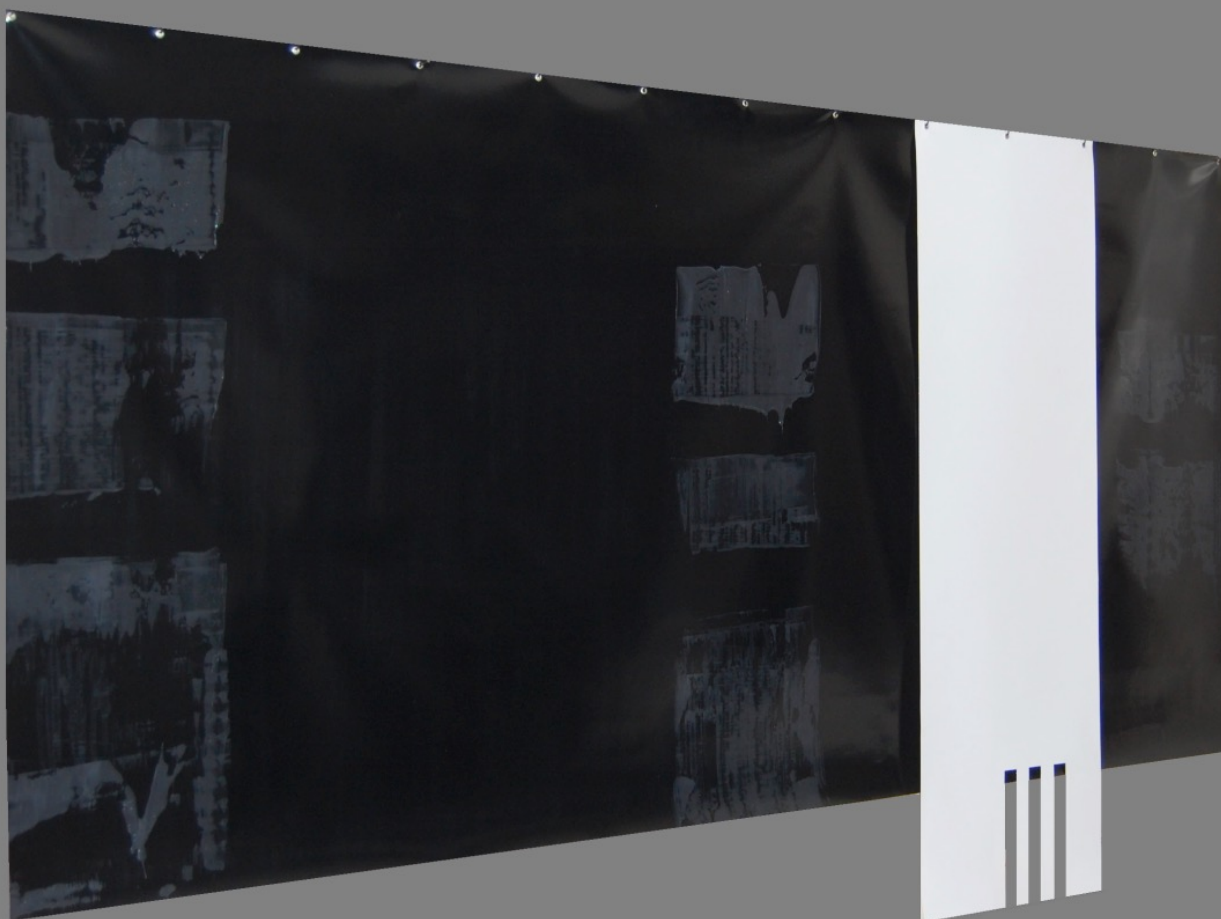
Installation (partly interact.), video screens



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

2025

SYMBIOSIS (AI-art group exh.), SWPK Gallery, New York
AI SOCRATIC EXPLORATION (article), Leonardo, MIT Press
PRIMEVAL ATOM (AI-video projection), Le Baixu, Brussels

...

2024

INSIGHT VIEW (AI-Art), Brussels Photo Festival, Tiny Gallery
FICTION/ICONIC NARRATION IN THE AGE OF AI (roundtable), Tiny Gallery
AI-ART (presentation), FWB, Brussels
WEDDING_BEAUTY, Kuenstlerforum, Bonn
POM-Politics of the Machines (sess. chair, publ.), Aachen, Germany
FESTIVAL MUSIQ3-PROPULSE (AI-based research and video), Brussels
ENVIRONMENTAL JUSTICE LASER TALK BRUSSELS (concept, moderation)
AI SOCRATIC EXPLORATION (article) Leonardo, MIT Press

2023

TALKING ANCESTORS (AI-gen. art), TinyGallery, Brussels
METAVERSE LASER TALK BRUSSELS (concept, moderation), Imal
THE_OTHERVERSE, DIS 2023 (video, publ.) Carnegie Mellon U, Pittsburgh
THE METAVERSE BY 2030 (article) Leonardo, MIT Press
WEDDING_BEAUTY (anim. mood visuals), TinyGallery, Brussels
THE TAO of TAI LASER TALK SHANGHAI (talk), RAS
TRAVELLING RESIDENCY Ecuador and Galapagos Islands

2022

DECOLONIZING AI (online workshop), Shanghai
MICRO-POM (POLITICS/MACHINES) (video, talk), Aalborg, Denmark
CONVERGENCE SEMINAR (lecture performance), Antwerp
SECRTE T GARDEN, TinyGallery (video exhib. & curation), Brussels
BIONIC CONVERSATIONS, WIHH Galery (visual support), Amsterdam
NOMAD, Konzepthaus Laboratorium (video exhibition), Thun, Switzerland
TOUTANKHAMUN BELGIUM METAVERSE, TinyGallery (AI-gen. art), Brussels
PHOTO | BRUT BXL, ILLUSORY LOVE, TinyGallery (AI-gen. art), Brussels_WIDE HORIZON, Artklub Bonn (photo/video exhibition), Bonn
AI/ARTISTIC INTELLIGENCE (presentation/talk), Sorbonne, Paris

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 REM1X, 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 CONFESSION 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 TRANSDemo, 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 IT innovation, he is an accomplished 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 experiences into conceptual and collaborative digital art.

His work has been shown around the world at exhibitions, festivals, and conferences such as SWPK Gallery (New York), Politics Of The Machines (Berlin, Beirut, Aachen), Lasertalk (Brussels, Fortaleza, Shanghai), Beijing Media Art Biennial, nun (Berlin), Festival Zone Libre (Bastia, Corsica), Transnumériques (Mons), Sonar +D (Barcelona), Hack the Brain (Amsterdam, Prague), IoT Week (Lisbon), Topographies of The Stack (Shenzhen), No-Mad (Thun, Switzerland), Artklub Bonn (Germany), TinyGallery (Brussels), DIS-ACM (Pittsburgh), and Kuenstlerforum (Bonn).

In addition to his exhibitions, Peter Friess contributes through talks and writings on topics such as “AI Socratic Exploration of Christopher Alexander's 15 Foundational Properties in Life” and “The Metaverse: Did we escape a boring virtual world?” (both Leonardo), as well as “Existence Beyond Transhumanism - Context-based Research-creation for Critical Art Making” (BCS, The Chartered Institute for IT). He also shares his creative space, YIAP in Brussels, for offering a platform for artists and thinkers to explore the intersections of art, science, and technology to align with contemporary art's evolving landscape.



Statement

Environmental pollution, societal inequalities and religious struggles are 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.

