



PORTFOLIO

JÉRÔME LI-THIAO-TÉ

SHOWREEL 2024



<https://youtu.be/x5O0ZWPvypA>

VIBROTANICA (*WORK IN PROGRESS*)

IRIS (2020)

UNBALANCED FORCES (2016)

PARK IN PROGRESS (2014)

MANIFESTO

I (Jérôme Li-Thiao-Té) see myself as a multifaceted contemporary artist-author, embracing various roles such as performer, violinist, composer, producer, sound designer, and also as a visual artist through my audiovisual installations. In my work, the themes of gathering and legitimacy constantly intertwine with those of dialogue and the sharing of codes. This permeability reflects the artist and the engineer within me, bringing expertise enriched by experiences from around the world.

My artistic, technological, and social projects aim to indirectly convey knowledge and values, questioning our environment. My approach is rooted in a social, cultural, and artistic framework, with the aim of developing actions that are accessible to all, synonymous with discovery and dialogue. I firmly believe that the arts, culture, education, and sciences are essential for growth and living in society. My artistic research seeks to create bridges between humans and Nature, through various mediums, inspiring personal and societal change.

IRIS

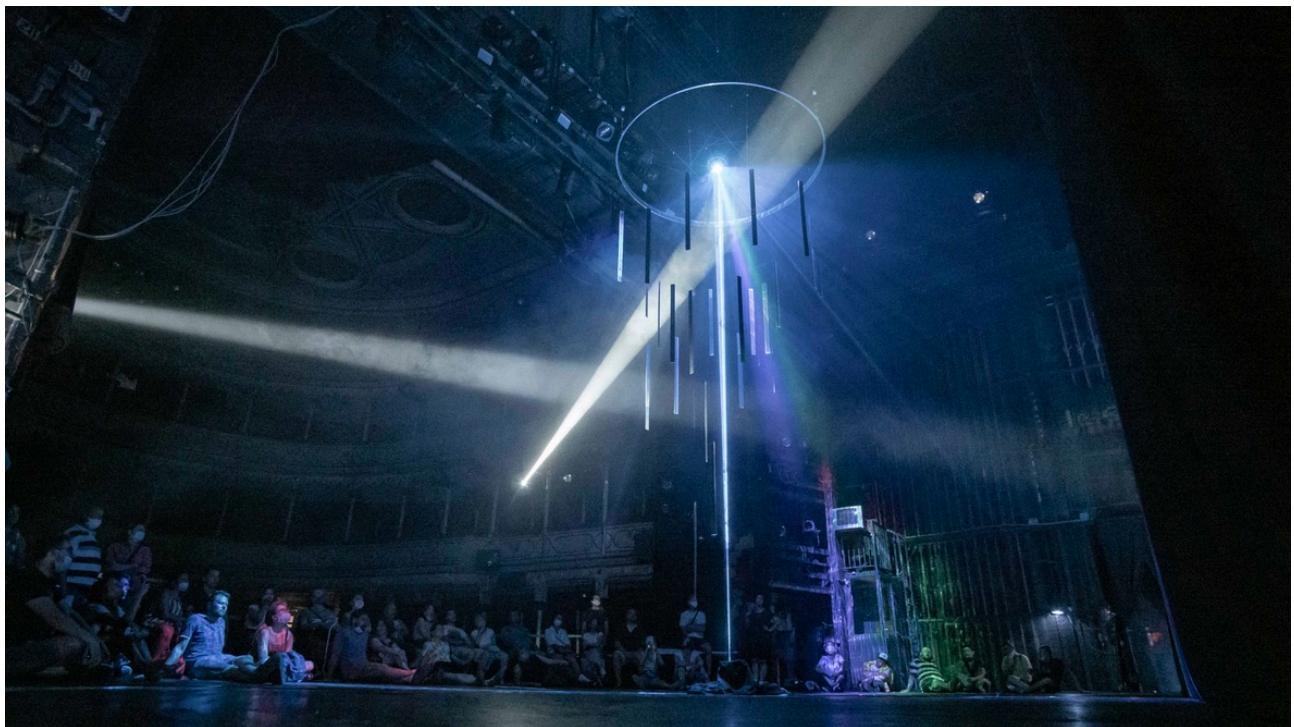
A LUMINOUS DIALOGUE BETWEEN MEMORY AND PERCEPTION

lumino-kinetic sound installation

(András Nagy, Jérôme Li-Thiao-Té, Zalán Adorján)

Lighthouse Exhibition from August 18 to 22, 2020

Csokonai Theatre in Debrecen, Hungary



Within the prestigious Csokonai Theatre in Debrecen, "IRIS" was unveiled as a captivating lumino-kinetic installation, marking a highlight of the Lighthouse Exhibition from August 18 to 22, 2020. This work, a collaboration between András Nagy, Jérôme Li-Thiao-Té, and Zalán Adorján, stands at the intersection of art and

science, offering a deep exploration of geometry, optics, and human memory through the prism of laser light.

Set in the historically and culturally rich environment of the Csokonai Theatre, "IRIS" invites spectators to reflect on how light and sound can evoke and manipulate memories. The light beams, captured in endless reflections, symbolize recurring thoughts and persistent memories, offering a powerful visual metaphor for the traumatic experiences that mark our psyche.

The exhibition of "IRIS" at the Csokonai Theatre was not only a technical and artistic feat; it also created a space for dialogue and introspection for visitors, encouraging them to contemplate the cyclical nature of memory and the impact of memories on our perception of reality. The innovative use of technology and immersive sound design magnified this experience, transforming the theatrical space into a meeting place between the past, present, and future.

The premiere of "IRIS" at the Lighthouse Exhibition underscored the creators' commitment to exploring new forms of artistic expression, even in challenging times. By choosing the Csokonai Theatre as the setting for this installation, András Nagy, Jérôme Li-Thiao-Té, and Zalán Adorján not only paid homage to an iconic site of Hungarian culture but also reaffirmed the role of art as a vehicle for reflection and societal evolution.

"IRIS" remains a testament to the ephemeral beauty of light and its power to evoke and transform our most intimate memories. This installation continues to inspire and provoke, inviting each spectator on a personal journey through the labyrinth of their own memory, guided by light and sound within the majestic setting of the Csokonai Theatre.

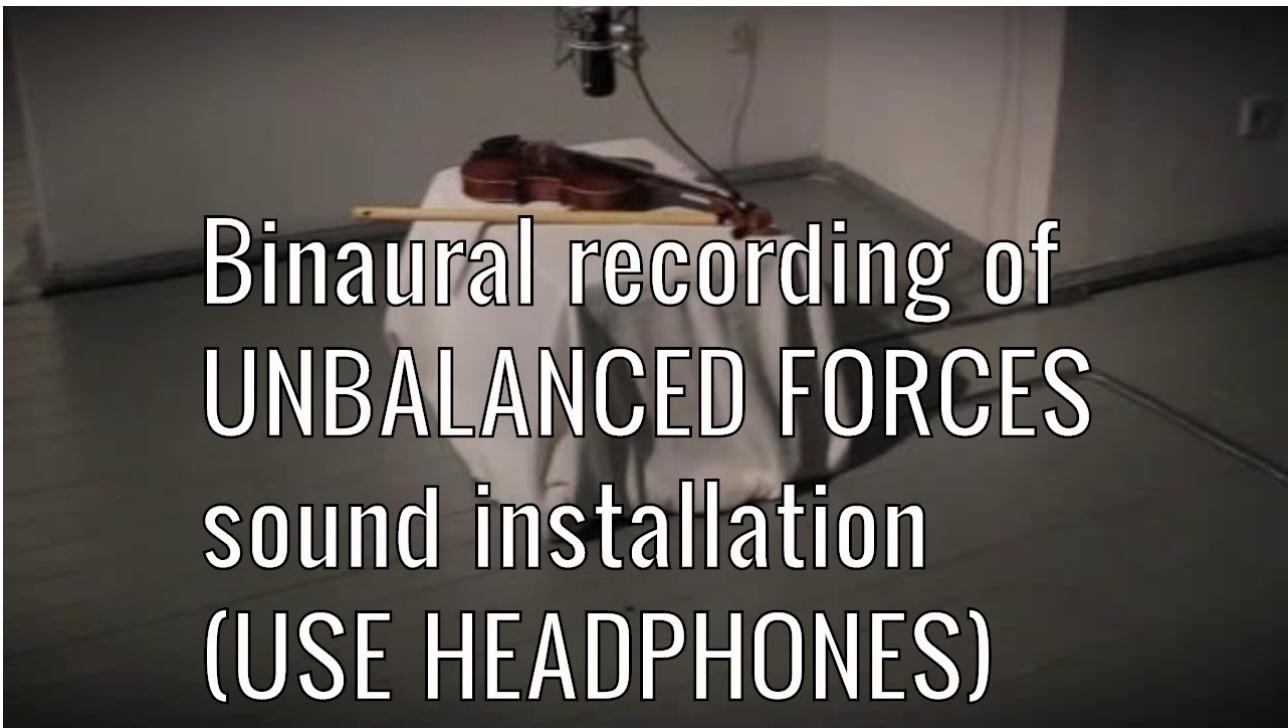
UNBALANCED FORCES

A SONIC EXPLORATION OF ACTION AND INTERVENTION

audiovisual installation

(Anna Rubi, Jérôme Li-Thiao-Té, Curator: Judit Emese Konopás)

Labor Gallery, February 2016, Budapest, Hungary



Binaural recording of
UNBALANCED FORCES
sound installation
(USE HEADPHONES)



https://www.youtube.com/watch?v=OLOZHHs_kzo

"Unbalanced Forces" is an interactive sound installation that explores our transition from ancient times to a new era, questioning our tendency to view change as a neglected

responsibility rather than an active commitment. First presented at the Labor Gallery in Budapest on February 13, 2016, this immersive work invites deep reflection on a contemporary snapshot of Hungarian society, capturing its essence through an interactive spatial audio experience.

Designed as a living laboratory of interactive experimentation, "Unbalanced Forces" allows the public to navigate through a multi-channel soundscape, offering a meditation on the system in which we live. Participants become actors within this installation, controlling the living space of the exhibition with their own sounds and movements. Through this interaction, the installation provides a powerful metaphor for our involvement in the surrounding system, questioning the forms and impacts of our actions.

The space of "Unbalanced Forces" resonates with the echoes of its visitors, posing fundamental questions about our capacity and willingness to intervene in the course of our shared destiny. Should we raise our voices or remain silent? Do we have the power to change the way we coexist? Are we truly the masters of our fate, and would we dare to speak out or let others speak for us?

This interactive installation does not merely present a space and a system; it invites each participant to observe, reflect, and react. "Unbalanced Forces" challenges visitors, encouraging them to recognize their own power and responsibility in creating a shared future.

The premiere of "Unbalanced Forces" at the Labor Gallery marked a significant moment in the artistic exploration of societal engagement and individual responsibility. Through sounds, movements, and interaction, this work offers a unique perspective on the challenges and opportunities of our time, reminding us that action and intervention are not only possible but essential for shaping the future of our society.

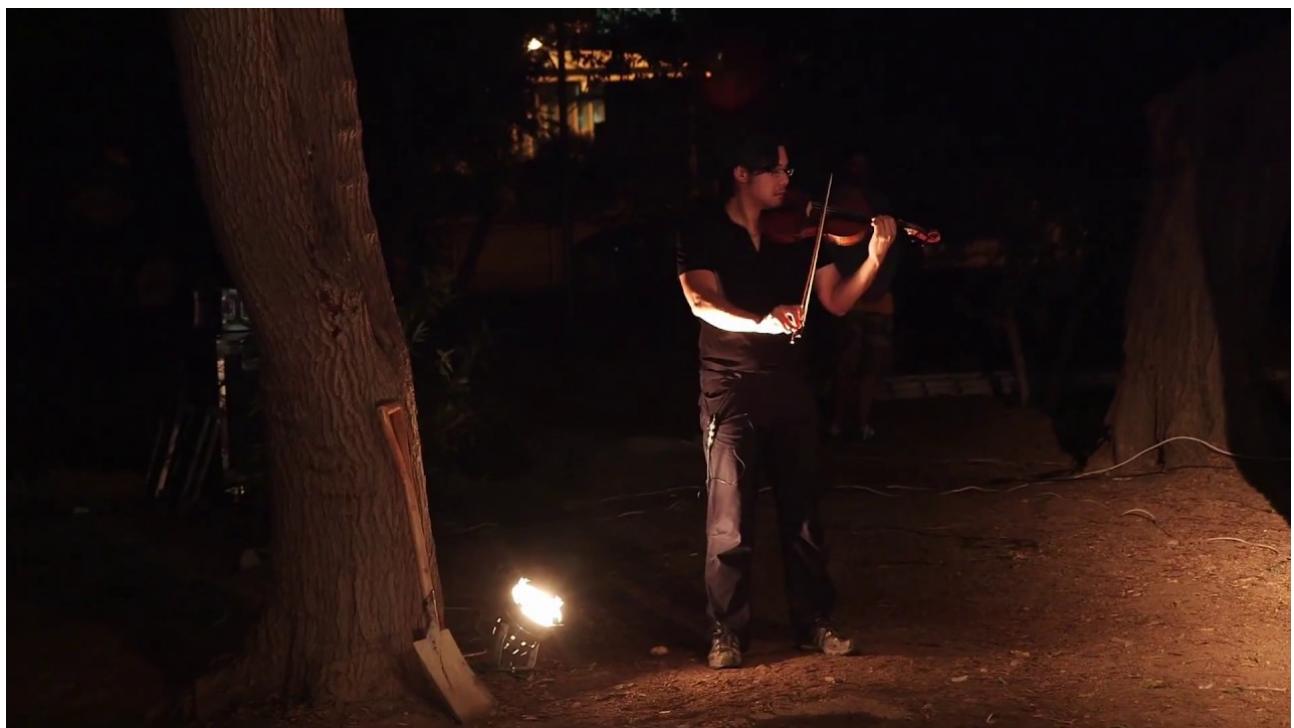
PARK IN PROGRESS

A HARMONY OF BODY AND SOUND IN THE HEART OF NICOSIA

performative multichannel audio installation

(Audrey Louwet, Jérôme Li-Thiao-Té)

September 29 - October 5, 2014, Nicosia, Cyprus



<https://www.youtube.com/watch?v=vOR03Chysls>

Within the historically rich setting of the UN buffer zone in Nicosia, Cyprus, "Park in Progress" emerged as a celebration of

the fusion between bodily movement and the sound universe. In 2014, this unique artistic event saw the collaboration between Jérôme Li-Thiao-Té, an innovative musician residing in Budapest, and Audrey Louwet, a trapeze artist from the Azeïn company, creating an unforgettable circus and musical experience within an immersive multichannel audio installation.

Conceived after an artistic residency focused on capturing a catalog of sounds produced exclusively by the human body, this installation established a unique sound vocabulary, serving as the backdrop for a performance that defies conventions. The recordings, meticulously assembled to create a captivating soundtrack, formed the foundation for a bold exploration of bodily and sonic expression, where every movement and note played resonated with the intimate and collective spaces of our being.

Audrey Louwet's performance, accompanied by the mesmerizing music of Jérôme Li-Thiao-Té, transformed the outdoor space of Nicosia into a living theater, where the reality of the city blended with the artists' imagination. This collaboration not only highlighted the fluidity and grace of the trapeze artist but also revealed the evocative power of the sounds generated by our bodies, offering the audience a total immersion into a world where sound art and movement converge.

"Park in Progress," realized as part of the 11th edition in collaboration with the European Pépinières for Young Artists, embodied the spirit of discovery and innovation. This initiative not only enriched the cultural landscape of Nicosia but also posed pertinent questions about our interaction with the urban environment, the ability of art to transform ordinary spaces into places of creativity and exchange, and the role of the audience in the activation and reception of the artwork.

Through its multidisciplinary approach and successful collaboration, "Park in Progress" left an indelible mark on the public and the international art scene, proving once again that the union of artistic disciplines can open new horizons of expression and perception..

THE VIBROTANICA PROJECT (WORK IN PROGRESS)

A TURNING POINT IN MY ARTISTIC JOURNEY TOWARDS INTERACTIVITY AND IMMERSION

Introduction

The Vibrotanica project represents a significant evolution in my artistic career, illustrating my transition from non-interactive 360-degree immersive spaces to a pioneering exploration of interactive 3D installations. This approach is driven by a desire to innovate, integrating generative art and interactivity through biological data captured by the "Vibrotanica Box," to create an immersive experience where nature and technology engage in dialogue.

Artistic and Professional Objectives

- Technological and Artistic Exploration: Develop an installation where sound and 3D visuals are generated in real-time from the biological responses of plants, offering complete immersion.
- Enhanced Interactivity with Nature: Enable direct and meaningful interaction between visitors and the natural environment, marking a departure from my previous works to explore new forms of artistic expression.
- Intimate Dialogue between Humans and Nature: Create a space where participants can influence the artwork, reflecting the interdependence between humanity and the natural environment.

Research and Development Steps

1. **Capture and Translation of Biological Data:** Develop a methodology to capture and analyze the biological data of plants via the "Vibrotanica Box." This step is inspired by advanced audiovisual capture techniques to transform these data into creative inputs for the generative system.
2. **Creation of Ambisonic Audio Content:** Deepen ambisonic recording and post-production techniques to create an immersive 3D sound environment. This involves experimenting with specialized microphone setups and audio mixing

software to shape the sound space according to interactions and captured biological data.

3. **Generation of Immersive Visuals:** Use biological data as the basis for creating generative algorithms that produce real-time visuals. This phase focuses on developing software capable of translating variations in biological data into visual modulations, using advanced rendering techniques to create high-resolution images suited to the immersive environment.
4. **Integration and Interaction:** Design an interactive system that allows visitors to modify the audiovisual environment through their presence and movements. This includes implementing motion and touch sensors to facilitate smooth interaction with the installation, as well as developing an intuitive user interface for navigating the immersive space. Integrate advanced detection technologies to translate visitor interaction into visual and auditory modifications, further enhancing public engagement.
5. **Prototyping and Testing:** Create prototypes to test the integration of different technologies and validate the user experience. This critical step will allow for adjustments to the design and functionality of the installation based on feedback, ensuring a coherent and engaging immersive experience. Test the integration of technological and artistic components to ensure a cohesive and engaging immersive experience.

Impact and Artistic Vision

Vibrotanica does not merely push the boundaries of immersive art; it aims to redefine the interaction between art, technology, and living organisms. This project represents a pivotal moment in my career, reflecting my commitment to exploring uncharted territories of artistic creation, where the artwork becomes a space for exchange and reflection on our relationship with the environment.

Conclusion

With the Vibrotanica project, I am taking a new step in my artistic evolution, fully embracing the possibilities offered by interaction and immersion. This project demonstrates my aspiration to innovate and create works that invite active participation, where each interaction enriches the artistic experience and underscores the importance of our coexistence with nature.