

Welcome to VISUALIA, a playground for audiovisual excursion, education and live performance. For three weeks, two artists will work both individually and collectively, as they dive into the environment of an elder school and bohemian life in order to dream up experimental experiences.



## VISUALIA

Visualia began as a co-created festival for electronic art and audiovisual expression in Reaktorhallen, Stockholm and has since evolved into an artist residency in Glommen, Halland. The residency takes place at Långaveka småskola, a former school, where two artists work both individually and collaboratively for three weeks to produce experimental experiences.

The inspiration behind Visualia is also inherited from Nordic Audiovisual Artists (NAVA) and the open call collaborations around Sónar Reykjavík, where visual artists were paired with musicians to create new audiovisual performances. This formula was later expanded in Nordic Lights, a project where three nordic music and art festivals came together for a joint Nordic artist residency, pairing six artists—working primarily with either sound or image—to develop new AV work.

Through these collaborations, Visualia continues to build on a tradition of experimental audiovisual co-creation, allowing for new approaches to immersive media and interdisciplinary artistic practice.

## STANDING ON THE SHOULDERS OF GIANTS

The Visualia artist residency shares conceptual and structural connections with both Black Mountain College (BMC) and the Expanded Cinema movement, while also aligning with the ethos of Nordic Audiovisual Artists (NAVA)—a network empowering experimental audiovisual art across the Nordic.

Black Mountain College (1933-1957) was a radical experiment in education, where artists, poets, musicians, and scientists worked together in an immersive, interdisciplinary environment. It was a self-organised, artist-led initiative that broke traditional boundaries between disciplines, echoing the structure and philosophy of Visualia, which also brings a collaborative, exploratory residency model.

The Expanded Cinema movement (1960s-1970s) sought to break film out of the traditional screen format, turning it into an immersive, performative, and multi-sensory experience. Artists like Stan Van-DerBeek used multiple projections, sculptural elements, and audience participation—pushing the boundaries of cinema into installation, performance, and architecture.

Audiovisual experimentation is not limited to traditional forms but encourages expanded, experimental approaches to moving images, light, and sound. Similar to Expanded Cinema's site-specific installations, Visualia is about creating experiences beyond conventional exhibition spaces, using interdisciplinary artistic methods, while blending art, technology, and natural environments.

## BEYOND HALLAND

Nordic Audiovisual Artists (NAVA) is a network connecting audiovisual artists across the Nordics, Baltics, and Arctic regions, enabling collaboration, knowledge exchange, and the development of experimental media art. Both NAVA and Visualia support artist-led, process-based experimentation, strengthening the region's independent creative infrastructure. While NAVA facilitates networking and knowledge-sharing on a broader level, Visualia serves as a physical space where these exchanges take shape through collaborative residencies.

Rooted in a tradition of challenging artistic boundaries, Visualia and NAVA admire the radical approaches of Black Mountain College and Expanded Cinema, rethinking the role of audiovisual art in the Nordic context. Visualia, in particular, acts as a testing ground for immersive, interactive, and live audiovisual experiences, aligning with NAVA's ambition to provide space for new artistic forms.

VISUALIA welcomes artists with an interdisciplinary practice that combines traditional artistic expression with digital technology in order to create audiovisual works. By merging artistic and technological methods, the residency highlights environmental and societal perspectives, investigating the role of art in these discussions.

VISUALIA 2024 x ITW

## VISUALIA 2024 x ITW

In 2024 we left the comforts of Långaveka and exhibited the resident works at Into the woods festival in Unnaryd. In conjunction with the exhibition, three additional artists were invited for a micro-residency a few days prior to the festival start.

The micro-residency took place at Studio Folkhemmet, a creative hub 15 minutes walk from the festival site.

### Erik Natanael

Erik Natanael is a multi-dimensional artist, weaving sound, visuals, and technology into ethereal compositions that challenge the boundaries of music and digital art. Rooted in the essence of music, Erik's creations meld electronic manipulations, software innovations, abstract visuals, and live performances, seamlessly blending obscure musical concepts with poetic computation. Erik's artistic ethos is a marriage of tradition and futurism, seamlessly merging experimental digital techniques with organic material. His work reflects themes of vulnerability and empathy, challenging us to embrace fragility within our increasingly complex technological landscape.



### Murilo Poiese



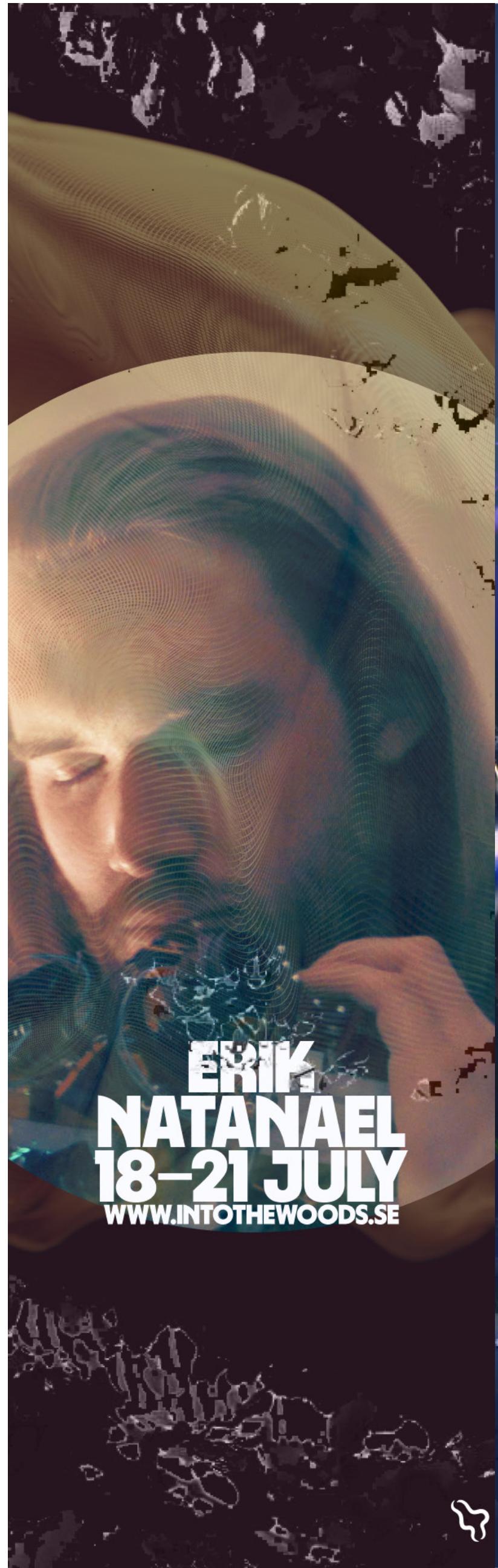
Photo by Virgina Delfino

### Hara Alonso

Hara Alonso is a Stockholm-based pianist, composer and sound artist from Spain. Her compositional process is grounded in performance and corporeal experience, exploring multisensory practices, memory, space and imagination as instruments for sound-making. Hara's music has been showcased in several festivals in the form of ensemble, solo, sound installation and electroacoustic music.







**ERIK  
NATANAEL**  
**18–21 JULY**  
[WWW.INTOTHEWOODS.SE](http://WWW.INTOTHEWOODS.SE)



**MURILO  
POLESE**  
**18–21 JULY**  
[WWW.INTOTHEWOODS.SE](http://WWW.INTOTHEWOODS.SE)



**HARA  
ALONSO**  
**18–21 JULY**  
[WWW.INTOTHEWOODS.SE](http://WWW.INTOTHEWOODS.SE)



**TOMAS  
LARSSON**  
**18–21 JULY**  
[WWW.INTOTHEWOODS.SE](http://WWW.INTOTHEWOODS.SE)



**MERLE  
KARP**  
**18–21 JULY**  
[WWW.INTOTHEWOODS.SE](http://WWW.INTOTHEWOODS.SE)



**LEO  
PAHTA**  
**18–21 JULY**  
[WWW.INTOTHEWOODS.SE](http://WWW.INTOTHEWOODS.SE)

VISUALIA 2024

## Tomas Larsson

Musician and audiovisual artist who explores interactivity between musical instruments and visual projections in live and improvisatorial settings. Often inspired by notes to color mapping and tension/release his artistic drive revolves around creating connection between organic live instruments and digital projections. In his project LUMIA he invites musicians within the genres Jazz, Classical & Folk to collaborate with visual artists to explore ways for audiovisual performances.



## Merle Karp

Merle Karp is a Helsinki-based visual designer, video artist, and VJ, known as Folded Visuals. She is the artistic director and co-founder of Aavistus, a biennial of audio-visual art and VJ culture in Helsinki since 2020. Her work explores nature themes or tensions between humans and technology, societal pressures, and toxic tourism. Karp's projects span live visuals, installations, and experimental video pieces, showcased at various festivals and exhibitions.



## Leo Pahta

Merle was joined by her partner Leo Pahta.





Excursion to Varberg. Photo Rose Hallgren.



Kuben, Tomas Larsson. Visualia 2024. Photo Rose Hallgren.



Magic Mirror Pond, Merle Karp. Visualia 2024. [www.merlekarp.com](http://www.merlekarp.com)

VISUALIA 2023

Sui is a multidisciplinary Hong Kong artist who has been living and working in Sweden, the UK, and Latvia, moving back and forth across Europe. She is currently drifting between borders, seeking a home.

Sui focuses on translating words, music and poetry into visual languages, to reflect her process of rethinking identity, gender, home, and foreignness from existential, personal, social and political perspectives.





Excursion to Varberg. Photo Jonas Johansson.





Planes of Incidence by Sui. Visualia 2023. Photo Rose Hallgren.

VISUALIA 2022

Gabriela Prochazka

Gabriela Prochazka is a multimedia artist with a focus on light art. She has a Master's degree in Digital Media from the Faculty of Arts and Design J. E. Purkyne in Usti nad Labem and has participated in study internships at the Universities of Art in Paris and Bezalel Academy of Fine Arts in Jerusalem.

Annie Tådne

Annie Tådne explores performative modes of expression by the use of sound, light, space and materials, and with her work she wants to amplify a construction of our reality that is active, dynamic and co-evolutionary. Her audiovisual sculptures and performances challenge traditional practices by creating music by visual means. Her work spans a diverse range of mediums and environments, from the gallery to the club to the opera. She holds a Master's degree in Computational Arts from Goldsmiths University in London and her work has been shown at Tate Britain, CTM festival, Sonic Acts, Southbank Centre and The Royal Dramatic Theatre in Stockholm.





Here May Be Dragons, Gabriela Prochazka. Visualia 2022. Photo Gabriela Prochazka.

VISUALIA 20231

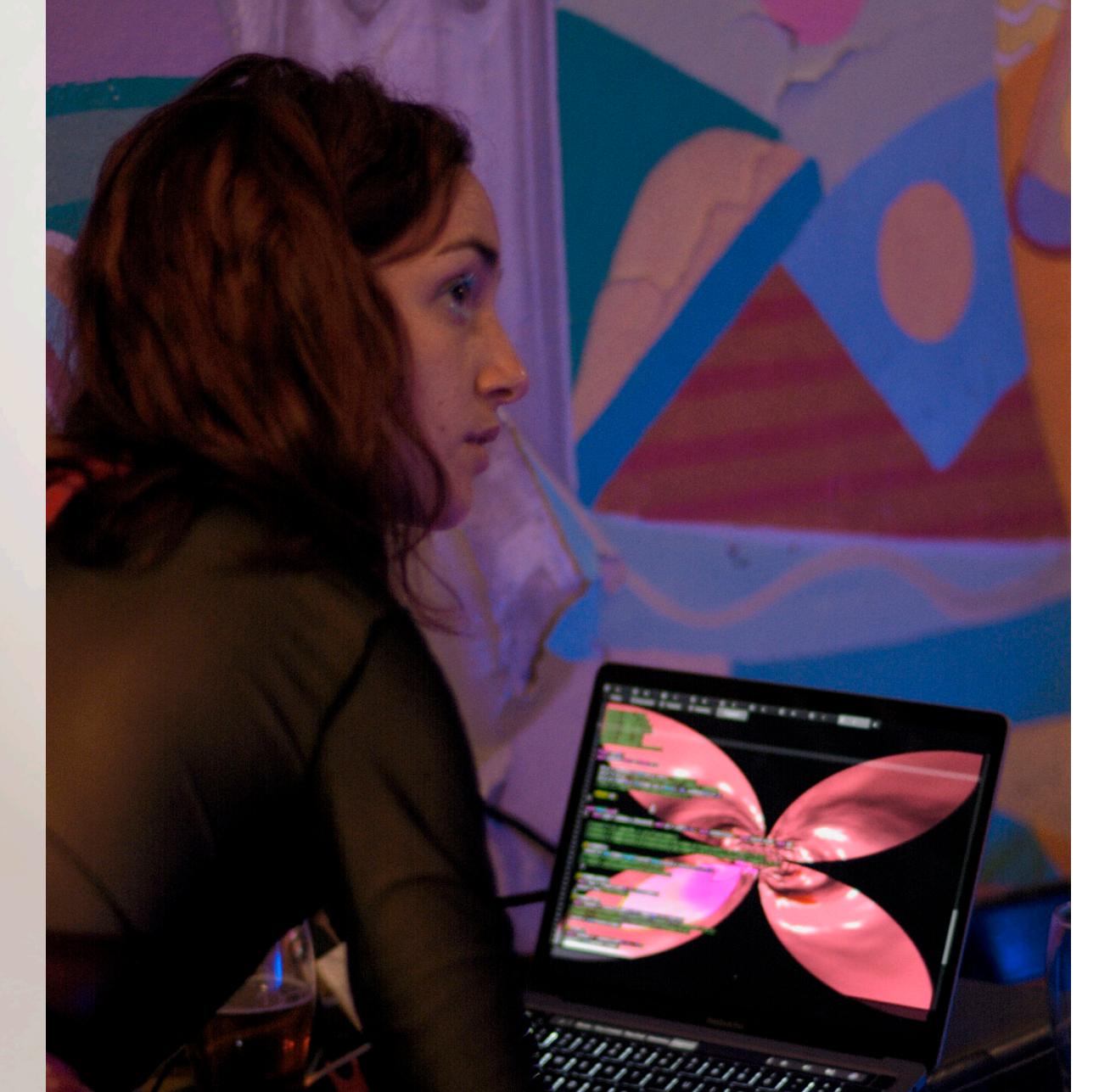
Brenda El Rayes

Brenda El Rayes creates electroacoustic music inspired by her complex musical language inherent by her Christian Lebanese heritage. As a graduate from the Royal College of Music in Stockholm, Brenda mixes sounds, ideas, vocals, melodies and rhythms from the Arabic sound world with the Western sound world. In everything she does, whether producing music or DJ:ing, you'll hear those two worlds collide.



Sol Sarratea

Sol Sarratea is a computational artist, tool maker and developer. Believes that composition is the core of creation. She works building complex systems by composing simple processes using low level technologies. Enjoys exploring new mediums for creation and bringing light to how coded systems work. Is an active member of the livecoding community, where she performs visuals. Recently participated at Hacknet Online Residency, led Digital Alchemy Course at Hyperlink Academy and developed experiments in virtual moonscapes and digital lexicons with Lark V.C.R. Currently is facilitating a course for live coding visuals with GLSL in Spanish, and working as a VFX Artist for Artiphon.



A bit of history...

In 1905 \*\*Långaveka småskola\*\* opened its doors and became the educational home for the village children. In 1961 the new \*\*Långavekaskolan\*\* was inaugurated, and 1973 Långaveka småskola became a residential building which in 1987 it got new owners: teacher Inger Kindberg and artist Bengt Johansson.

Inger began teaching at Långavekaskolan, where she remained until retirement, loved by pupils and colleagues alike. Bengt is still painting.

The house is frequented by their three sons and extended families, who themselves are artists and teachers. The youngest, Jonas Johansson, motivated by both participating in as well as facilitating residences is opening the doors anew!

With VISUALIA, the intention is to invite national and international artists, building on the old school's legacy of education and art. With its picturesque disposition, frugal way of life and techno-optimism, it's a unique space for both serenity and innovation.



Albertina Bergman in front of the new school in Långaveka 1905. Image from [www.hembygd.se](http://www.hembygd.se).

## About Jonas Johansson

Jonas Johansson is a Stockholm-based artist, educator, and designer specialising in motion graphics, immersive media, and audiovisual art. Originally from Halland, he works between Stockholm and Malmö.

As co-founder of Nordic Audiovisual Artists (NAVA) and founder of the Visualia artist residency, Jonas empowers collaboration between artists, designers, and technologists in immersive and audiovisual art. His work bridges creative technology and storytelling, creating new platforms for artistic exchange and innovation.

Jonas has worked with KRAM/WEISSHAAR (SE/DE), FIELD (UK), and Moment Factory (CA), working on technology-driven design, interactive installations, and immersive stage experiences. In addition to his artistic and curatorial work, he teaches Visual Communication at Beckmans College of Design, leads courses for Svenska Tecknare, and serves as an assessor for Kulturbryggan.

He holds a Bachelor's in Graphic Design from Linköping University, an Interactive Art Director diploma from Hyper Island, and has studied Design Graphique et Multimédia in Reims and Art, Play & Games at Akademin Valand.



Visualia is supported by Region Halland.  
Logo by [Adam Siversen Ljung](#).  
Member of [SWAN](#)

