



ROMAIN THIBAULT

Each attempt is a breakthrough into the absurd, the oneiric or simply the nightmarish. 2023

My work stems from a reflection on how much of ourselves we pour into our digital devices and our virtual worlds and on the permeability of these spaces to our psychic universes and their events: thoughts, emotions, turmoil.

I am interested in the tensions and dynamics that are accentuated by the acceleration of our disembodiment. Assessing this dissociation with a natural curiosity for the psychology of the contemporary world, I focus on the evolution of the subjective experience, the development of online individuality and the mental health of the connected world.

My work is always informed by psychology, sociology and the monitoring of marginal communities, both off and online.

What kind of power resides within our minds? The desire to better understand oneself pushes me to show and tell. Each experiment - each new web of ideas, brings new information and tries to frame something we can all relate to: subjectivity.

In its essence, a thought experiment is a way to solve a given issue freed from the constraints and limitations bound to physical reality, thus already being a way to explore and move within a virtual world, made of ideas and possibilities. When Thomas Nagel brings out the fact that we cannot know what it's like to be a bat¹, he argues that subjectivity cannot be reduced to biology, that it has a quality impossible to transmit.

Aided by the digital and with no ambition to solve the mind-body problem², I operate a form of techno-shamanism³ and by capilarity, seek to cross this frontier. These devices able to capture (and transmit) fragments of ourselves are machines that let us travel the invisible, they facilitate the apprehension of conceptual objects and other products of the mind.

Using technology as a catalyst, I create openings to universes lost between the physical and the virtual. Always aiming to understand and to better grasp the odd fact that we really are thinking matter, each attempt is a breakthrough into the absurd, the oneiric or simply the nightmarish.

1.

What is it like to be a bat? Written by the American philosopher Thomas Nagel and published in *The Philosophical Review* in 1974.

2.

The mind–body problem is a philosophical debate on the nature of the relationship between the human mind and the human body. It is related to analytical philosophy and philosophy of mind.

3.

Technoshamanism is a movement stemming from the rise of computer technology and psychedelic drug usage in the 80s. One of its points being that nature doesn't exist, or rather that human beings, its surroundings and its tools are part of it .

COGNITIVE DISTORTIONS

1080x1920 px and 800x1280 px.

Online work. 2020 - 2023

Cognitive Distortions are automatic thought patterns that cause individuals to perceive reality inaccurately and negatively. They are involved in a negative circle, where depression and anxiety reinforce these negative and inaccurate views on things, which in turn further aggravates our mental state.

This phenomenon is explored through the lens of our image culture, how it is translated online, how pictures circulate through the web, through social media and how algorithms and screen time further damage our mental health, isolating us while paradoxically exposing us to new ideas and knowledge.



Cognitive Distortions, 3D Object with collage (3D Collage).



Cognitive distortions, workshop views.

Aiming to create new imagery, online found photography is gathered and processed by altering and collaging it into 3D space. With a process somewhere between digital collage, 3d sculpture and 3d glitching, distorted avatars (which are direct projections of ourselves online) and surreal visions revolving around mental health issues are produced.

The vivid works often look like distorted popular culture icons, they tap into the absurd, the oneiric and the nightmarish. These processed fragments are then sent back to the internet via social media.

[LINK TO SERIES](#)

ELECTRONIC SCAVENGER

2020

Mixed media. 2m² x 2m50

At the center of the room, a frail structure hangs from the ceiling. It is reminiscent of a makeshift dew collector used in difficult environments. Inside lies a custom computer system submerged in vegetal oil.

Immersed in a post-collapse scenario, the audience interacts with the installation via a wireless controller. In the next room, the experience is displayed onto a wall for a larger crowd.



Electronic scavenger was born after monitoring the activities of two separate online communities.

A part of the internet is trying to cool high-end gaming PCs with sunflower oil and builds strange composite machines, while the other tries to create software able to adapt to hybrid computers built from recycled parts in a post-collapse world.

reddit

FLUX

Populaires

THÉMATIQUES

Gaming

Sports

Business, Economics, a...

Crypto

Television

Celebrity

More Topics

97 upvotes

132 Commentaires

Partager

Sauvegarder

Cacher

Signaler

Ce fil est archivé

Impossible de publier de nouveaux commentaires et de voter

Trier Par: Meilleures

segroth · il y a 5 a

iB 6800 | MSI GTX 1060 Gaming X

deep fry some chicken in it

260 Partager

gazuzu · il y a 5 a

He needs x299 for that

201 Partager

Créez un compte pour suivre vos communautés préférées et participer aux conversations.

Rejoignez Reddit

MES SUBREDDITS POPULAR TOUS ALÉATOIRE USERS | ASKEDDIT PCS FUNNY GAMING WORLDNEWS MOVIES MELDOKINTERESTING TODAYILARNED NEWS EXPLAINABLEIMPOSSIBLE AWW VIDEOS SCIENCE TWOC

collapse

COMMENTAIRES AUTRES DISCUSSIONS (3)

Welcome to Reddit.
Where a community about your favorite things
is waiting for you.

BECOME A REDDITOR and subscribe to one of thousands of communities.

↑ Adaptation Collapse OS - Bootstrap post-collapse technology self.collapse

52 upvotes 269 commentaires 3 ans * par [deleted] 6

Hello fellow collapsniks. I'd like to share with you a collapse-related project I started this year, [Collapse OS](#), an operating system designed to run on ad-hoc machines built from scavenged parts (see [Why](#)). Its development is going well and the main roadblocks are out of the way: it self-replicates on very, very low specs (for example, on a Sega Genesis which has 8K of RAM for its z80 processor). I don't mean to spam you with this niche-among-niche project, but the main goal with me sharing this with you today is to find the right kind of people to bring this project to completion with me:

1. Is a collapsernick
2. Knows her way around with electronics
3. Knows or feel game for learning z80 assembly

Otherwise, as you'll see on the website, the overarching goal of this project (keep the ability to program microcontrollers post-collapse) can be discussed by the layman, which I'm more than happy to do with you today. My plan is to share this project on [r/collapse](#) twice. Once today and once when we can see the end of internet in the near term. This time, the message will be "grab a copy of this and find an engineer who can understand it now". So, whatcha think?

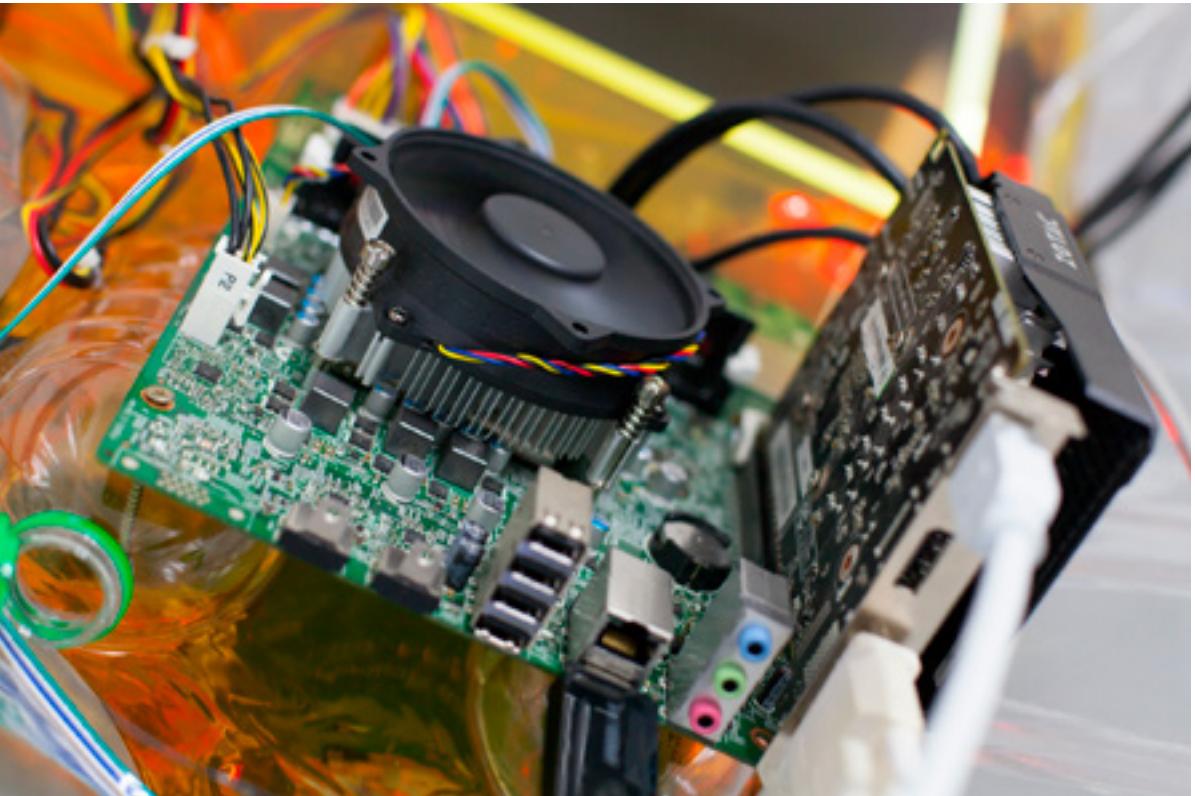
269 commentaires partager enregistrer masquer signaler

les 200 meilleurs commentaires afficher les 269 triés par: apprécié

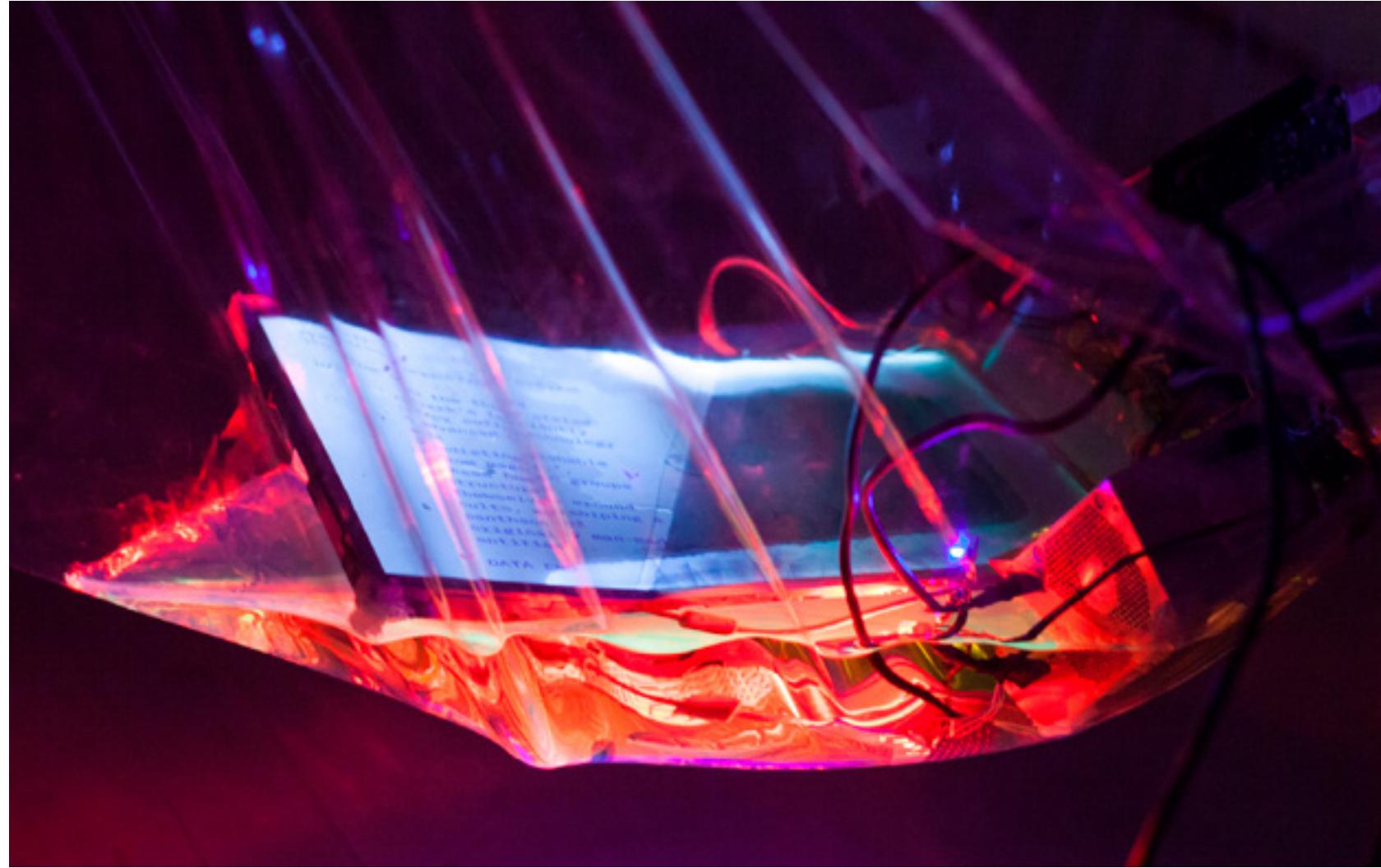
Want to add to the discussion?
Post a comment!

CREATE AN ACCOUNT

Electronic Scavenger - Reddit screen captures



Electronic Scavenger
Exhibition views, Soej Critik. Leipzig, Germany.



Electronic Scavenger Exhibition views,
Soej Critik. Leipzig, Germany. In exploration session.

[LINK TO VIDEO](#)



THE PAST GLOWS

2022

35 cm x 160 cm x 75cm
Vintage computer set, computer case, LED
lights, agar-agar, glue and eye cleaner based
gel, modules.

The past glows.

*Yesterday's light came back with tales of an ever
vanishing now.*

*Crystal clear backlit memories frozen in time try to
dissipate the fog clouding my self continuity.*

Is this me?

Was I really that person?

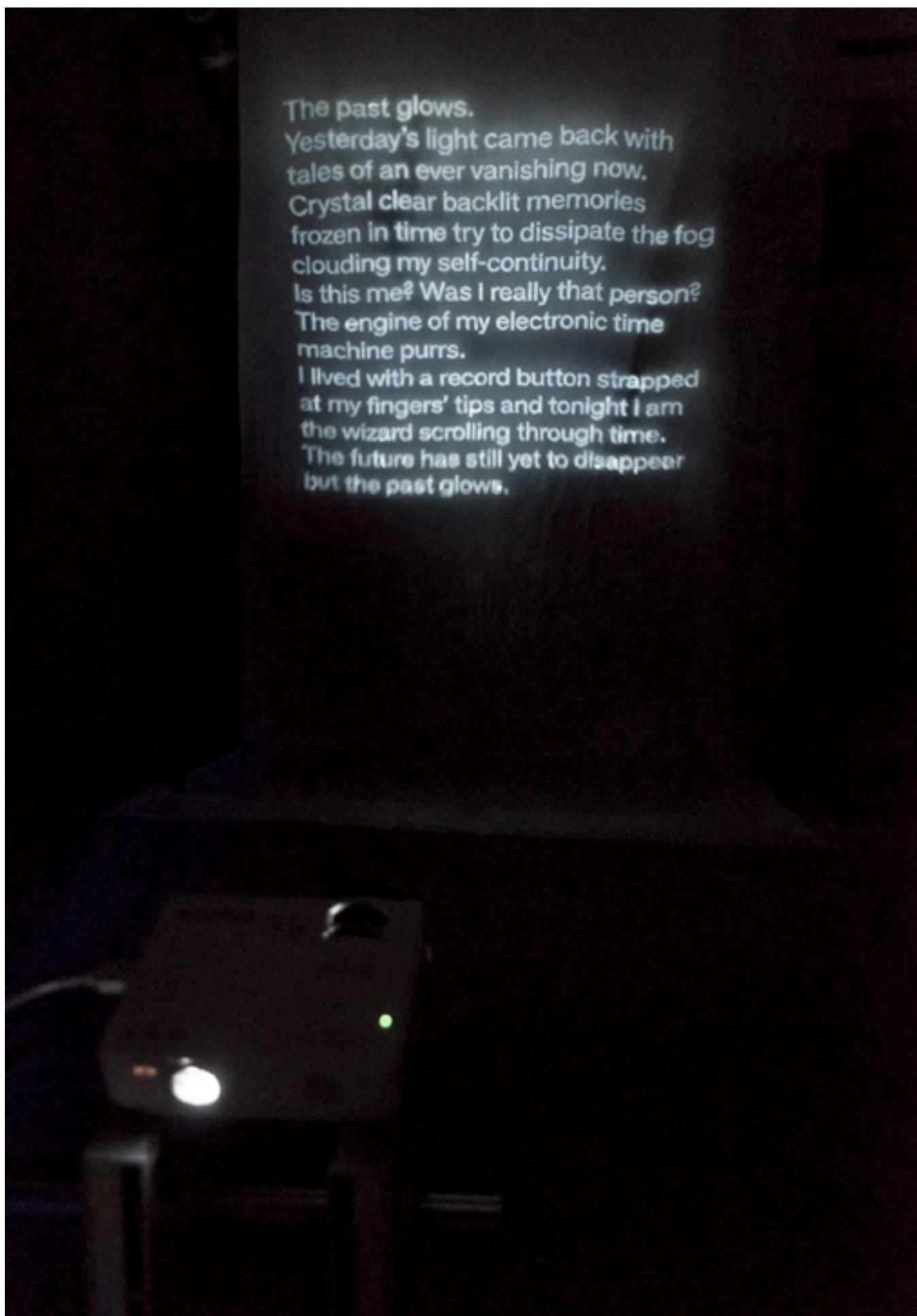
The engine of my electronic time machine purrs.

*I lived with a record button strapped at my fingers' tips
and tonight I am the wizard scrolling through time.*

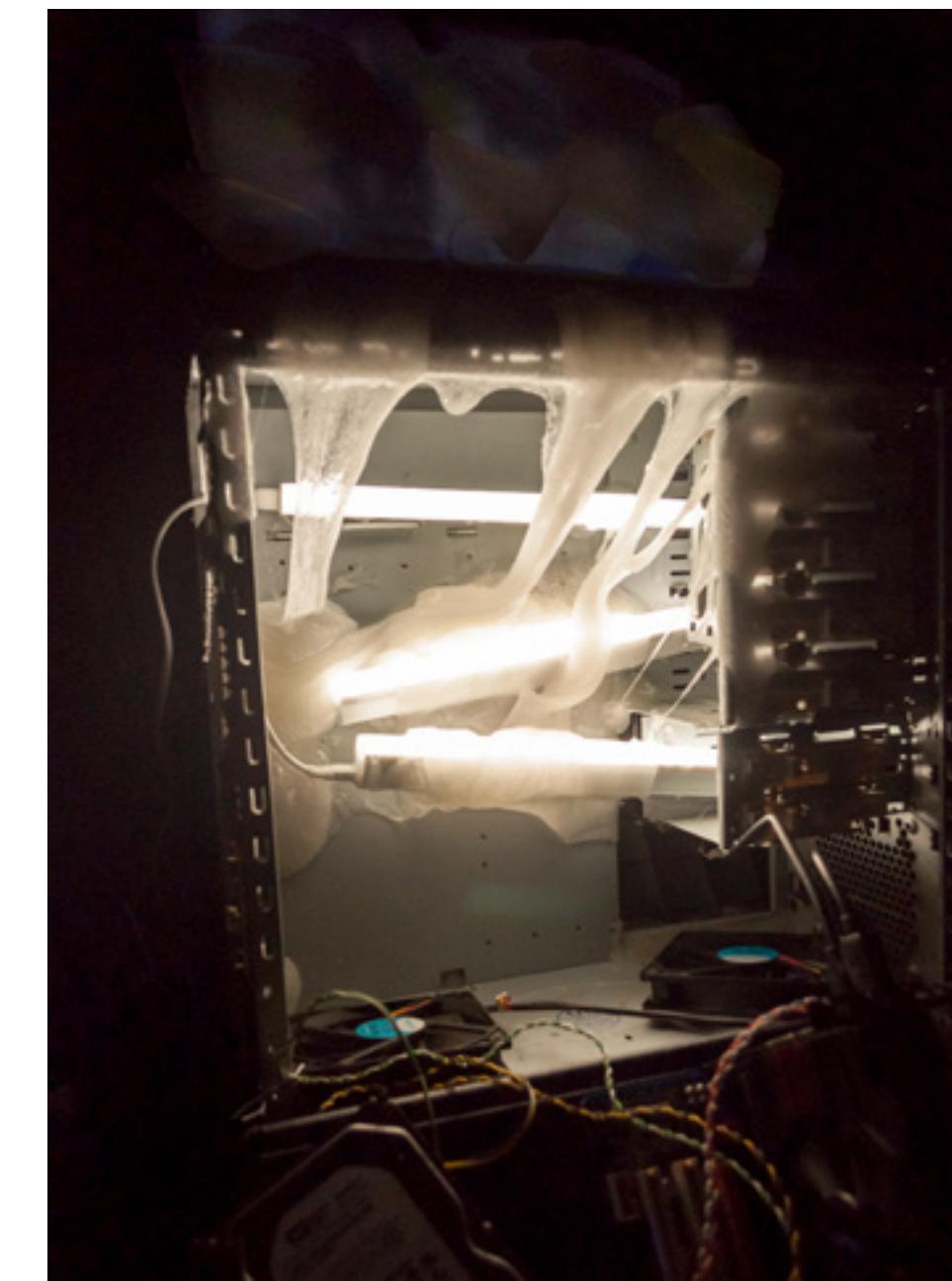
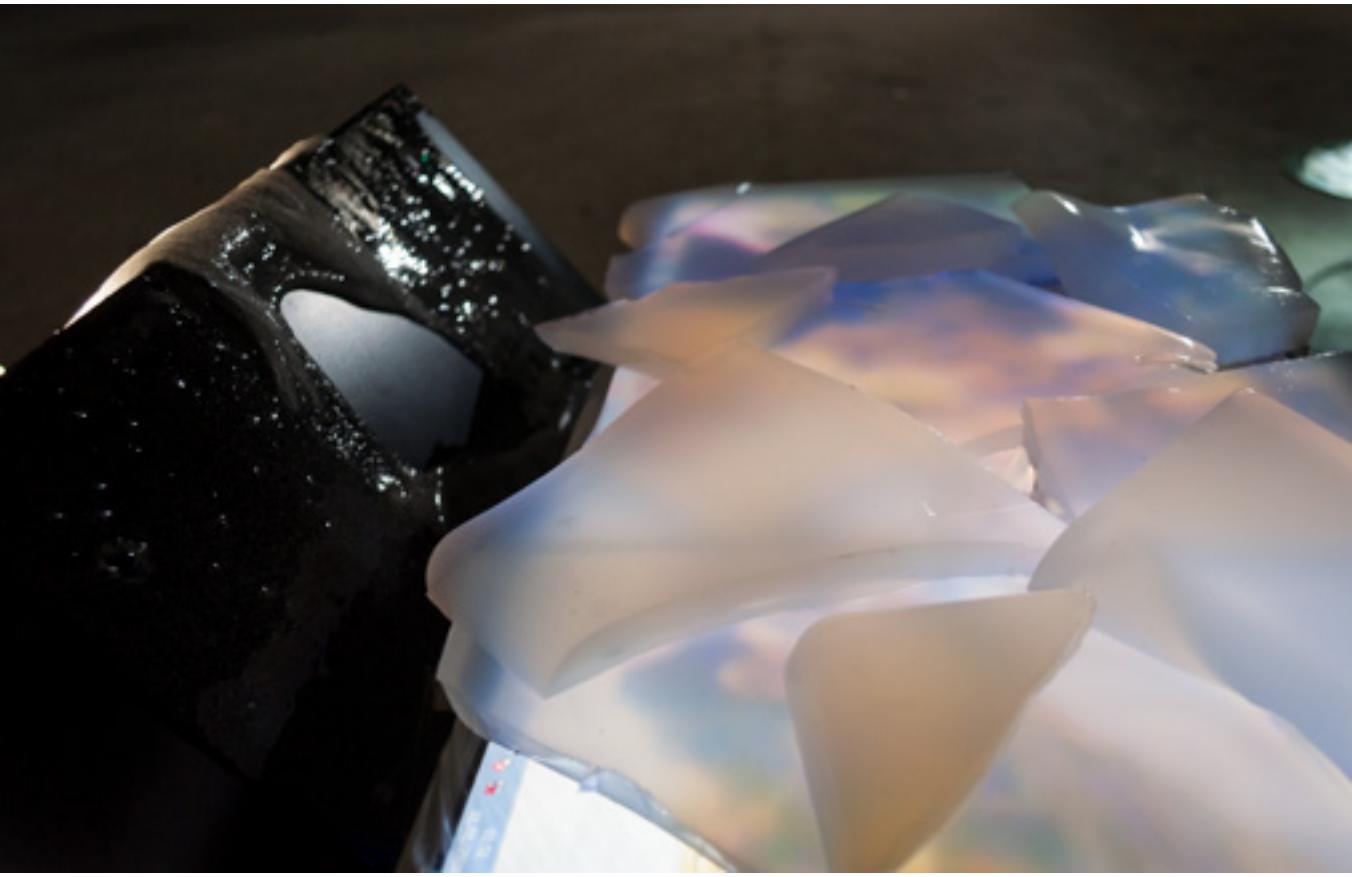
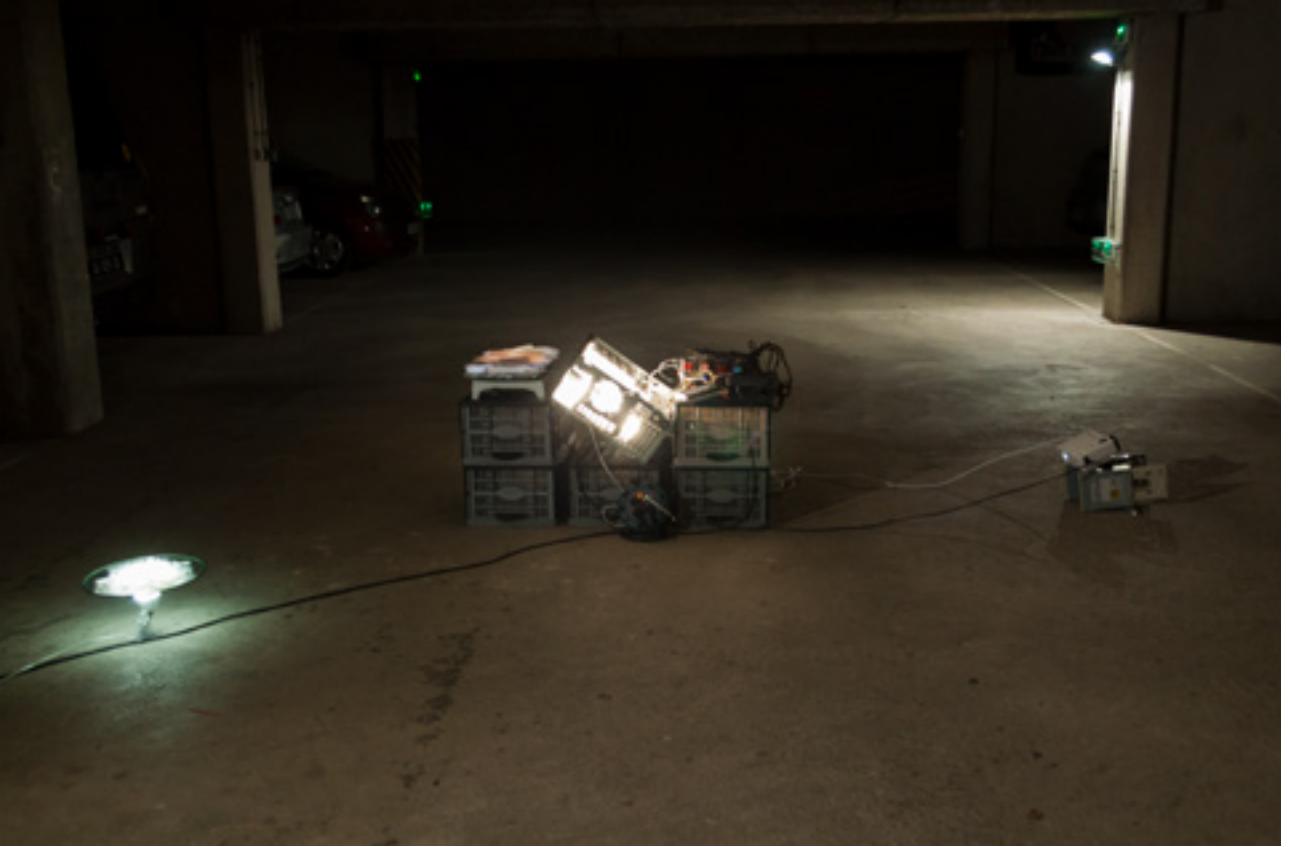
The future has still yet to disappear but

The past glows.

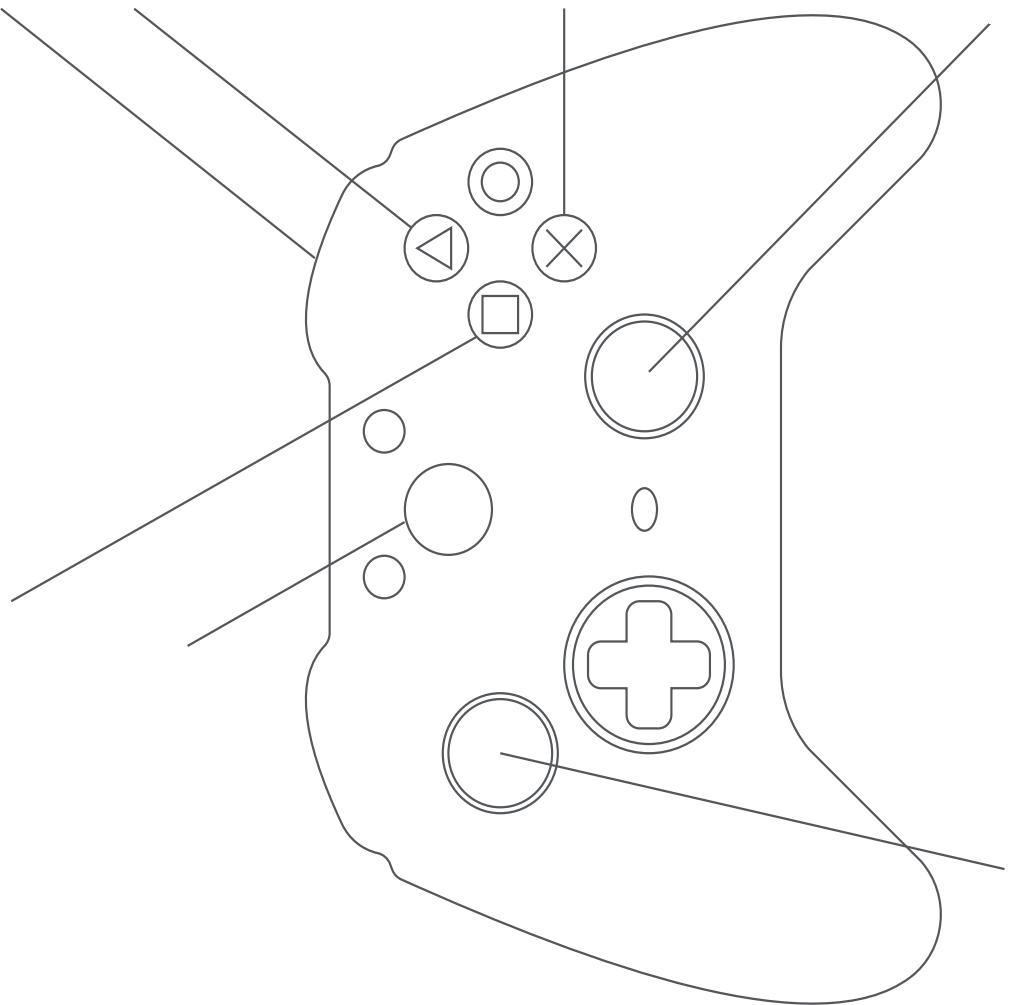
The past glows.
Yesterday's light came back with
tales of an ever vanishing now.
Crystal clear backlit memories
frozen in time try to dissipate the fog
clouding my self-continuity.
Is this me? Was I really that person?
The engine of my electronic time
machine purrs.
I lived with a record button strapped
at my fingers' tips and tonight I am
the wizard scrolling through time.
The future has still yet to disappear
but the past glows.



The past glows. Exhibition view.



The past glows, exhibition views



JE INFINI

2021

I infinite

Mixed media.
40cm x 60cm x 160cm

If altered states of consciousness allow us to bend the rules of space and time, they are usually linked to significant alterations of our cognition and personality altogether.

At the intersection of a makeshift psychedelic farm and an arcade game machine, *je infini* offers a virtual exploration under the influence.

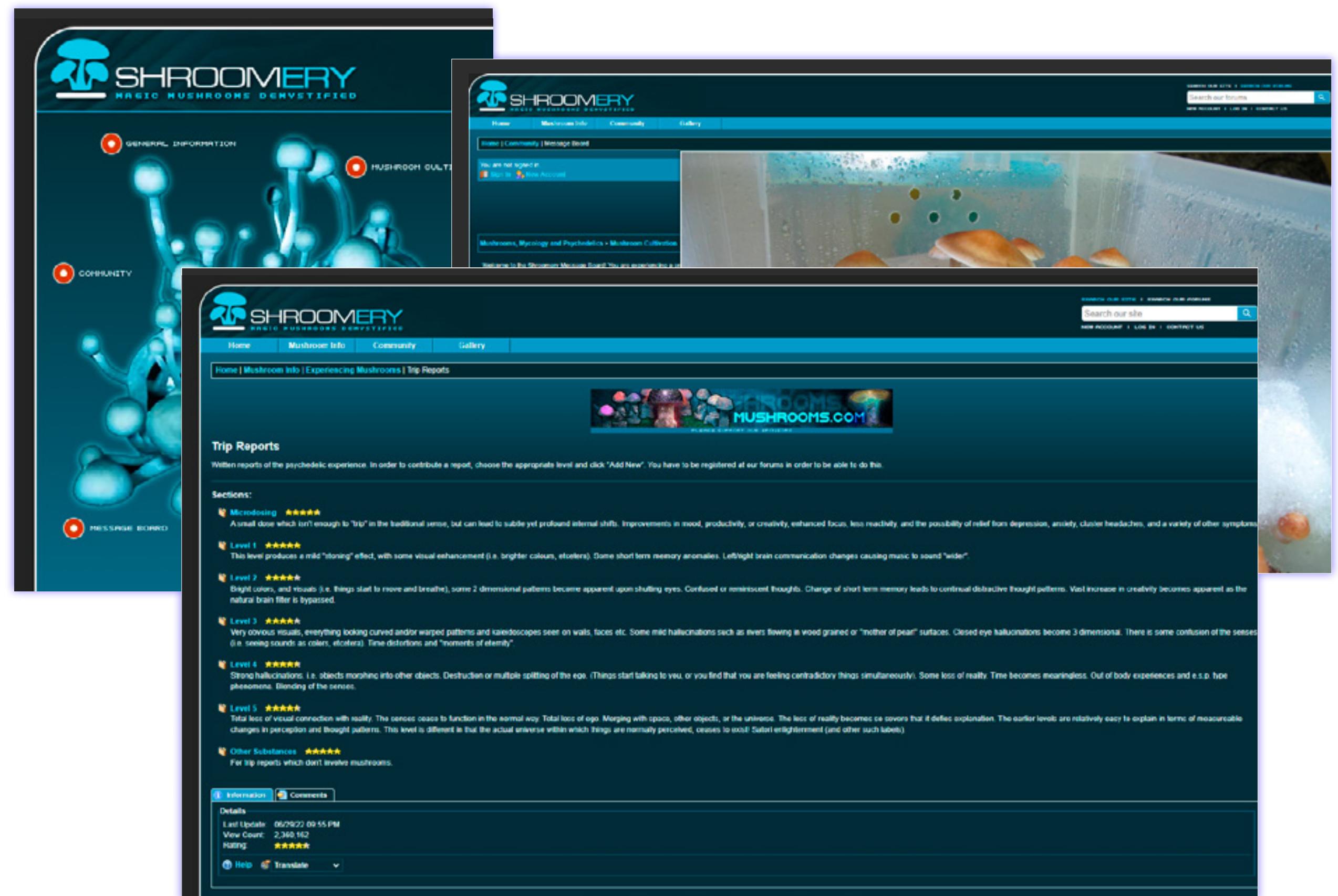
Bon
Bon
Bon
Voyage
Voyage
Voyage



Je Infini, exhibition views, with G.A.R.R.A.G.E. collective
Toulouse, Labège, France.

Je infini was born after exploring an online community of magic mushroom growers hosted on a platform called «shroomery».

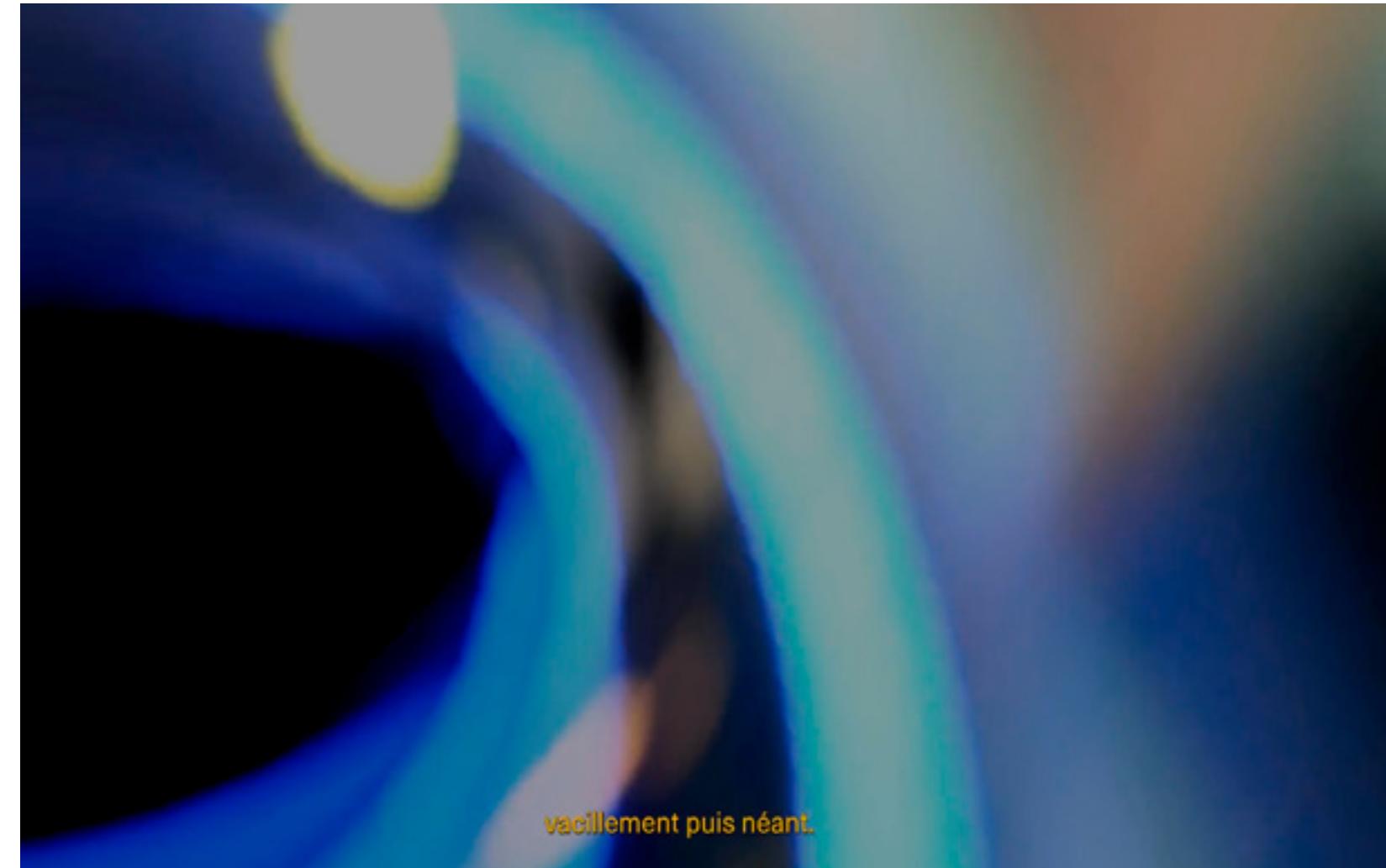
One can find tips on how to grow your first batch of psychoactive fruits from scratch with a makeshift farm. Another section is meant to share trip reports linked to various levels of intoxication, making the whole idea of psychedelic drug use, video game like.



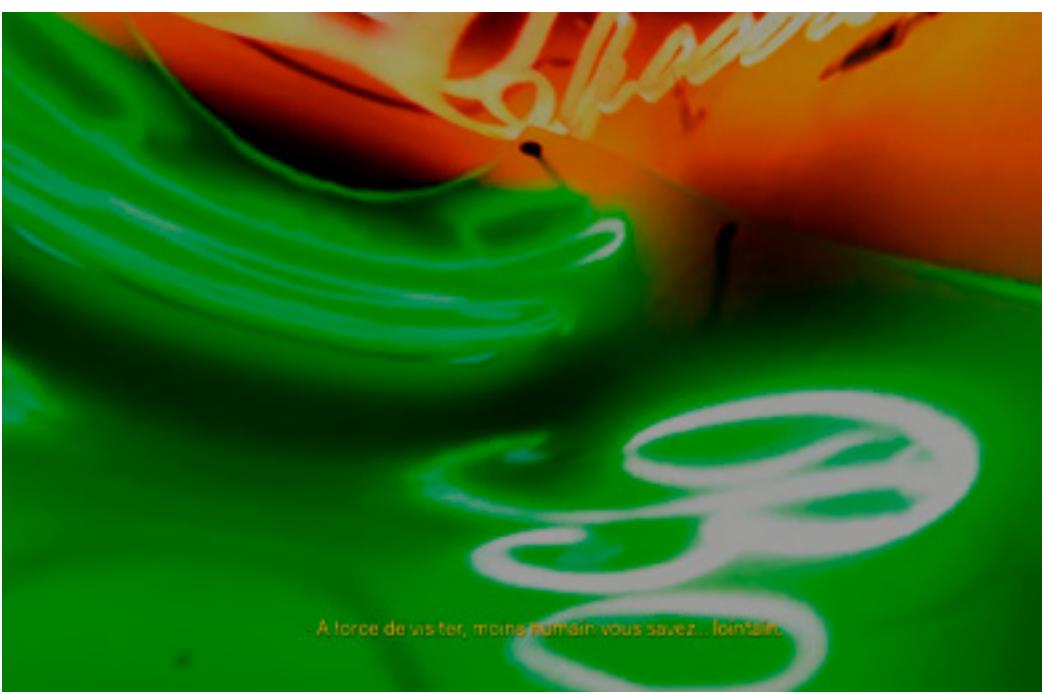
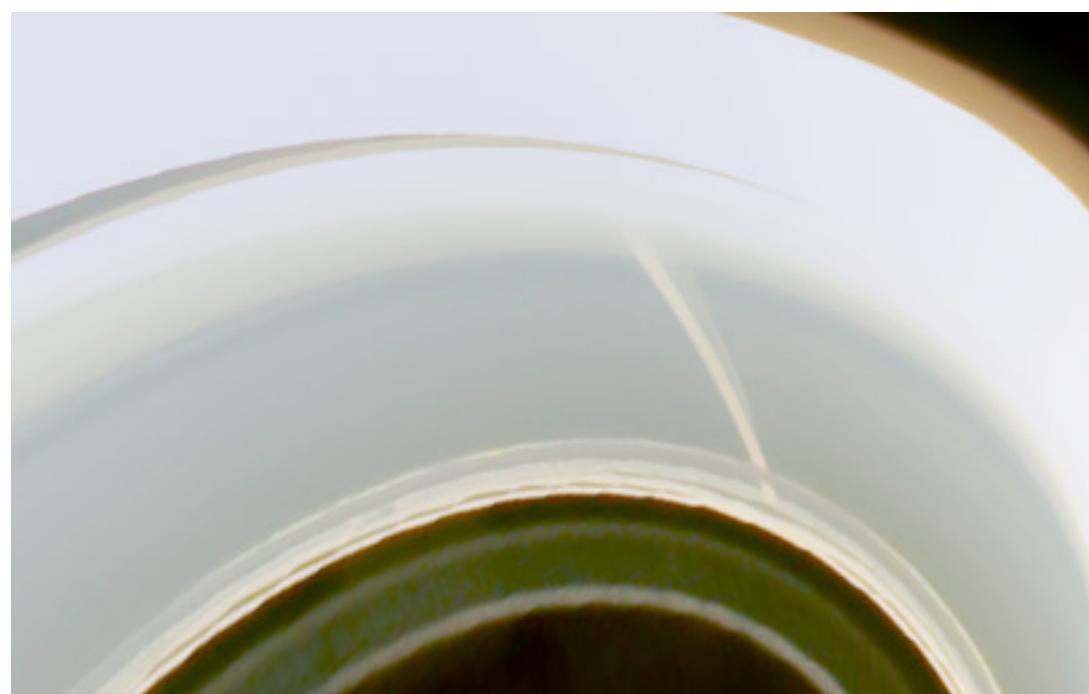
Je infini - Shroomery screen captures



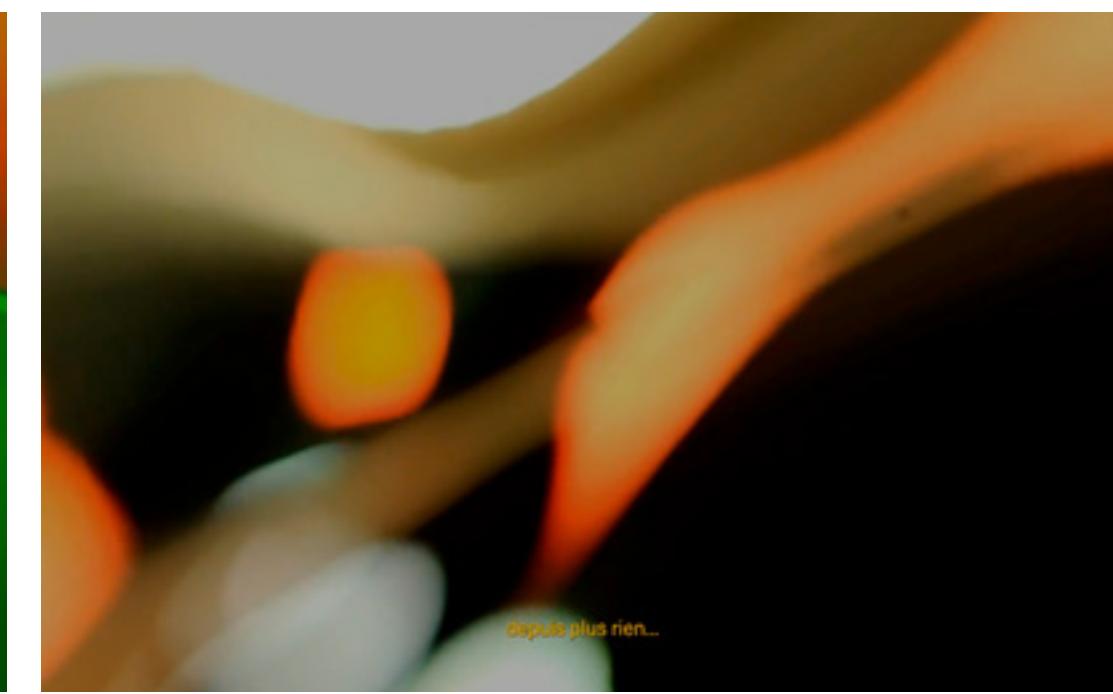
- Des ombres au loin, des ombres autour.



vaginement puis néant.



- A force de visiter, moins humain vous savez... lointain.



depuis plus rien...

[LINK TO VIDEO](#)

THERE WILL BE SO MUCH LIGHT THAT YOU WILL HAVE TO WEAR SHADES.

2022
Atelier IPN
Centre d'art BBB

FR: Il y aura tellement de lumière que vous devrez porter des lunettes de soleil.

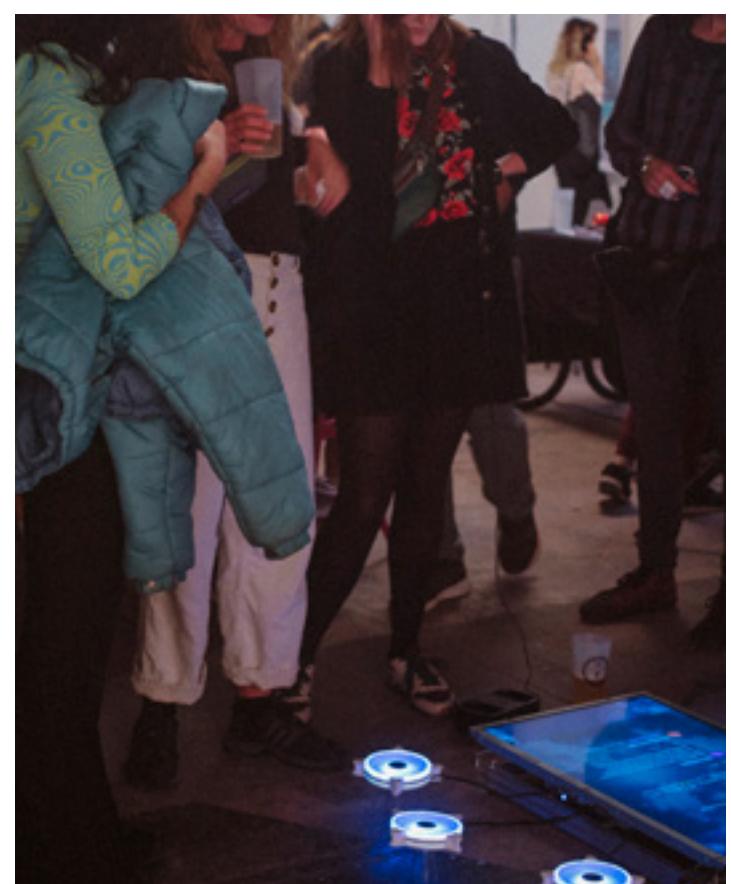
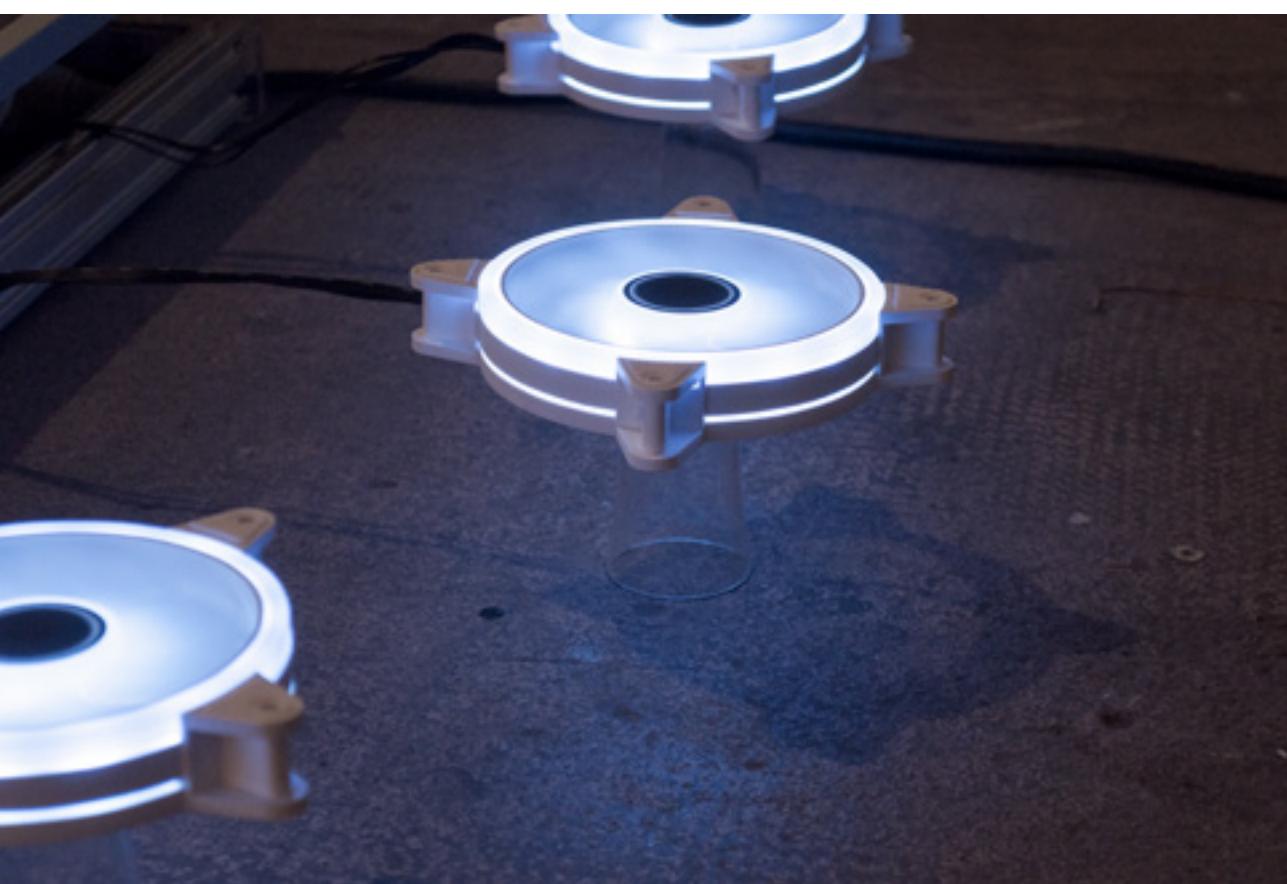
Video loop 16 min - TV screen
32 inches, Power unit supply
600w, 6x RGB fans, Headset,
Aluminum frame. 125 x 90 cm

The audio stream of a YouTube video loops around, straight from an esoteric channel. Here and there, concrete notions of science are crushed and strangely distorted. The flow is fast, emotionless words melt together, poured by a machine with a tireless breath.





Toulouse, IPN, France. Exhibition views.



BBB, Centre d'art, November
15, 2022.

Performed reading.
Sitting, Digital Tablet,
Projection and Sound.

Duration: 16 minutes.

The installation work was
then reactivated as a
performance in *BBB art*
center's gallery.

The aim was to give the
soulless and absurd preach a
body, a presence, and breath.

It is now adapted to be
displayed on a three-
channel installation.

LINK TO VIDEO

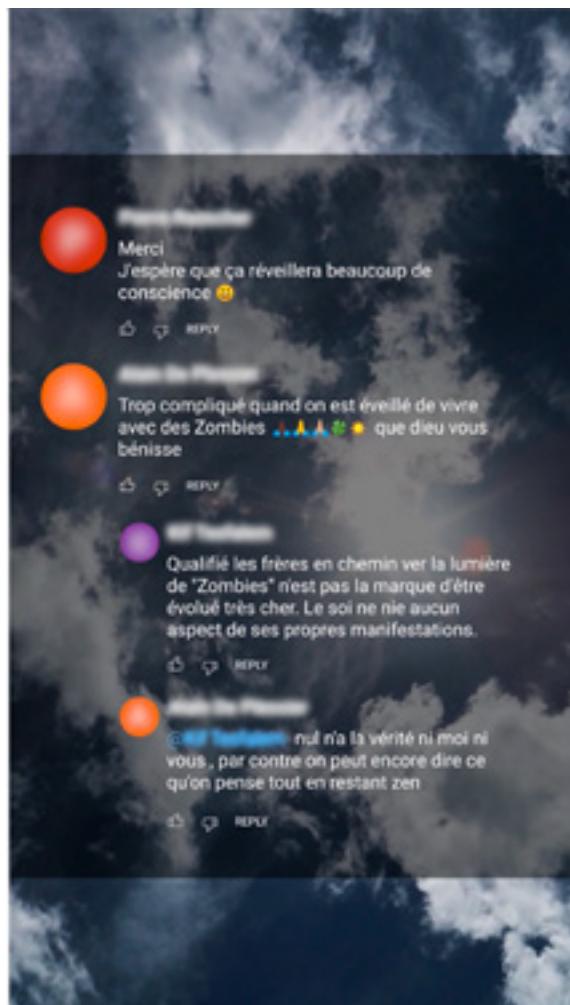


Toulouse, *BBB Centre d'Art*, France. Performance view.

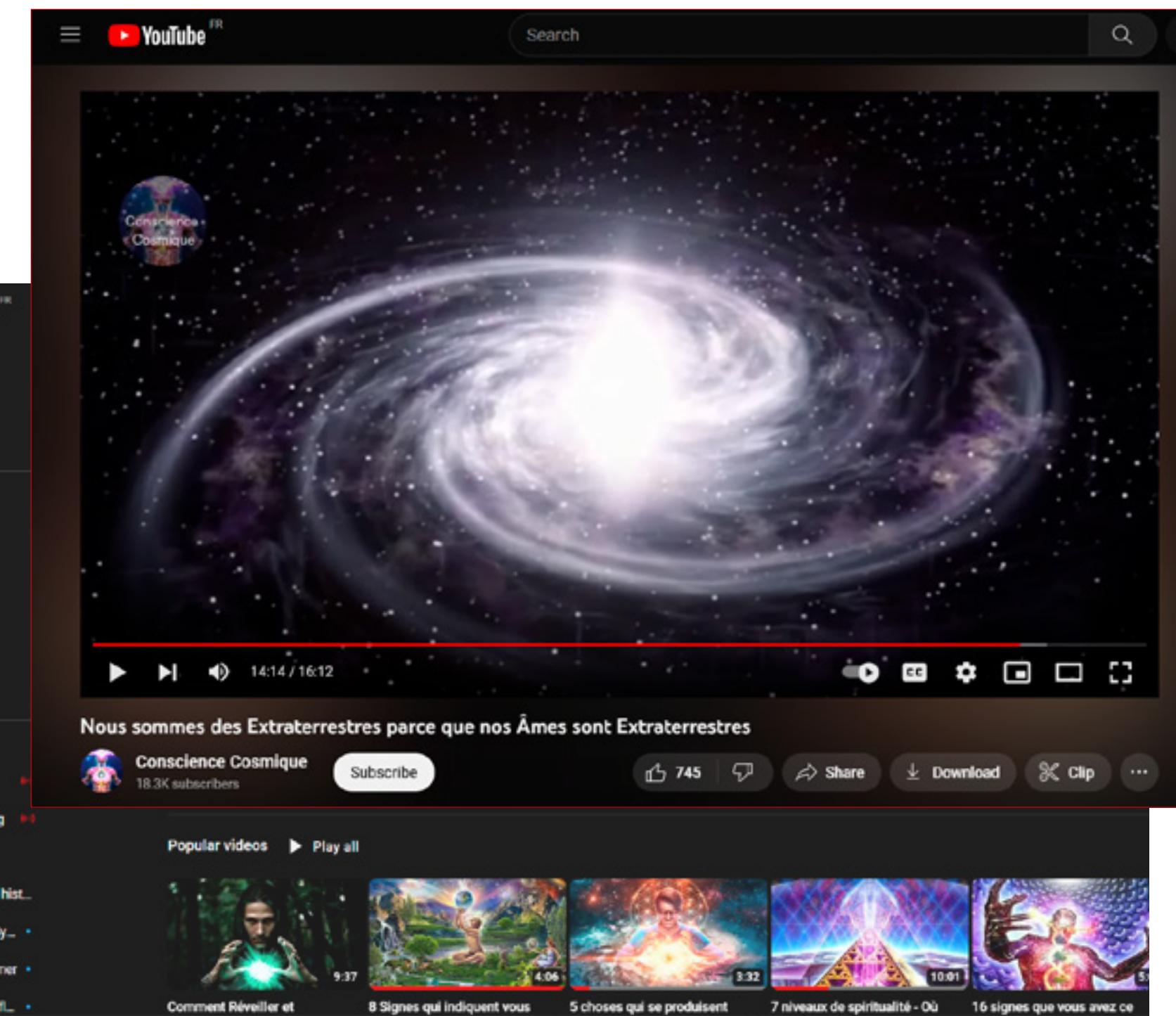
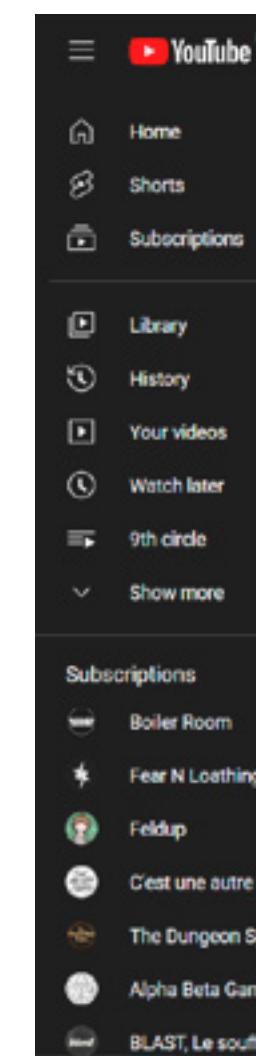
There will be so much light that you will have to wear shades was born after monitoring a french YouTube channel called «Cosmic consciousness» and its community interacting in the video's comment section.



Toulouse, IPN, France. Exhibition views. Detail.



Video feed captures.



Youtube screen captures.

SOLIPSES

2023

Video teaser: 3 min

Project in production.

Based on investigative work, the experimental narrative puts into conversation anonymous testimonies found online (on a forum known as 4chan), with a coaching YouTube channel.

Internet users express the troubled sensation that their existence possesses a singular dimension, while the YouTube channel makes absurd efforts to reinforce these feelings and encourage the consumption of its content.



LINK TO THE TEASER

Video teaser captures.



CV

Professional work

2023: online **GROUP SHOW**

Unstable object @ Synthesis Gallery - Berlin

2023: online **GROUP SHOW**

ESC-2033 @ De:Formal @ VVOVVA

2022: **PERFORMANCE**, Standup Art

@ BBB Art Center, Toulouse, France

2022: **GROUP SHOW**, *Human after all*

@ IPN atelier, Toulouse, France

2021: **GROUP SHOW**, @G.A.R.R.A.G.E. collective

Labège, France.

2020: **SOLO SHOW**, *Electronic Scavenger*

@ Soej Critik, Leipzig, Germany

2020: **RÉSIDENCE**, 3 months

@ Fugitif, Leipzig, Germany, supported by OFAJ

2017: **WORKSHOP** around 3D sculpture and render

@ Lava Beijing graphic design. Beijing, China

2013 - 2016: Séries of **WORKSHOPS** around visual

creation and new media art.

Berlin Grafik, Berlin, Germany

2012: **GROUP SHOW**, Festival Manifesto (Off),

Culture BAR-BARS Collective, Toulouse, France

Publications

<http://soloshow.online/scavenger.html>

<https://www.instagram.com/p/CrbYI6IJUDQ/>

<https://vovva.com/esc/esc-2033/>

<https://www.instagram.com/p/Cb5Rd6pLkwA/>

2021-2022: Independent artist and illustrator
Toulouse, France

WWW.CORDOVACANILLAS.COM

2019: Senior Designer - Barcelona, Spain

WWW.ARIANESPANIER.COM

2018: Freelance Designer - Berlin, Germany

2017: WWW.LAVABEIJING.COM

Senior Designer - Beijing, China

2016 - 2018 : Freelance graphic designer

Cultural field - BERLIN

Formation

2022: *Profession Artiste* @BBB Art Center,
Toulouse, France

2012: Graphic arts degree, with Jury Mention
École de condé, Toulouse, France

2008: H.N.D Biotechnology,
Decazeville, France

Languages :

French - Native

English - C1

Spanish - B2

German - B1

Romain Thibault

Romain Thibault was born in Toulouse southern France in 1989, from where he currently works as an international visual artist. Stemming from applied arts, and after working as a designer for seven years through Europe, his visual practice slowly evolved to finally fully branch out of graphic design and commissioned work.

After a first three-month residency followed by a solo show in 2020, in the city of Leipzig, Germany, his work materializes spatially in the form of plastic research and interactive installations. In 2022, following three and a half months of residency and workshops in the «BBB art center» in Toulouse, his practice evolved to embrace performance as a key element to manifest his research into voice and presence.

Romain's introspective process pushes him to conceive work to better understand himself and the world around him.

Contact

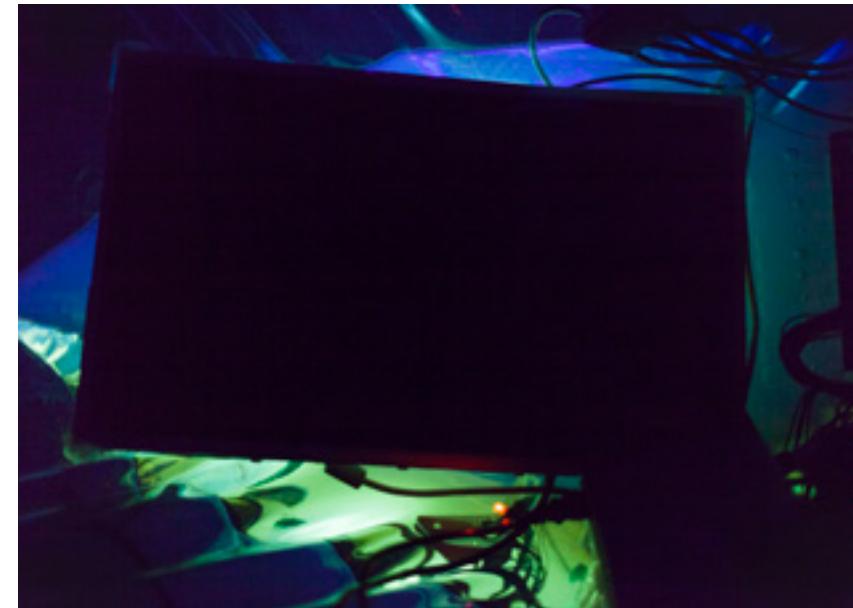
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