

# 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: thought patterns, sense of identity, 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.**

**The worlds I bring life to are 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 bat<sup>1</sup>, 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 problem<sup>2</sup>, I operate a form of techno-shamanism<sup>3</sup> 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, it's 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*, digital and 3d collage. Exhibited online by  
@synthesis Gallery, @De\_Formal and @VVOVVA



*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. 2m<sup>2</sup> 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.

reddit

Search Reddit

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599 We made a Sunflower Oil Cooled PC



97 upvotes

132 Commentaires Partager Sauvegarder Cacher Signaler

Ce fil est archivé Impossible de publier de nouveaux commentaires et de voter

Trier Par: Meilleures

sagiroth · il y a 5 a i5 6600 | 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

*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.

MES SUBREDDITS ▾ POPULAR TOUS ALÉATOIRE USERS | ASKREDDIT PICS FUNNY GAMING WORLDNEWS MOVIES MILDLYINTERESTING TODAYILEARNED NEWS EXPLAINLIKEIMFIVE AWW VIDEOS SCIENCE TWOXXO

# 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.

↑ 528 Adaption Collapse OS - Bootstrap post-collapse technology self.collapse

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?

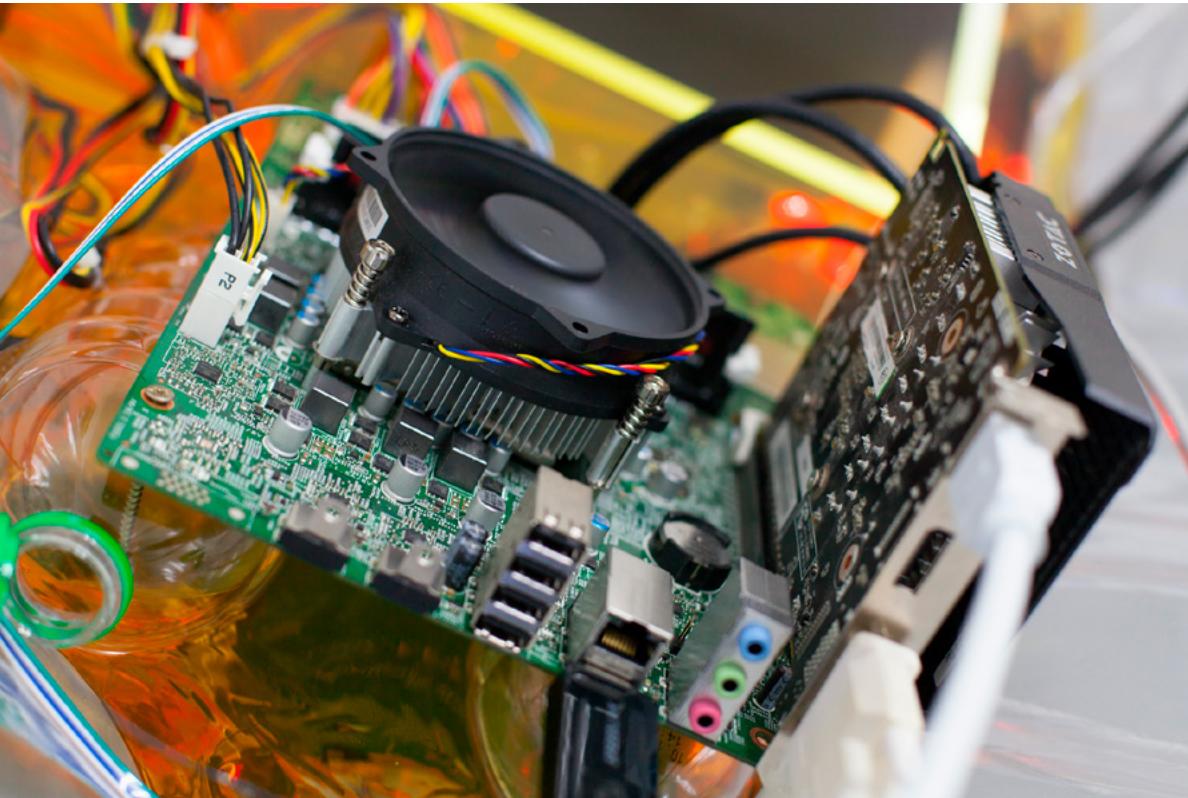
269 commentaires partager enregistrer masquer signaler

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

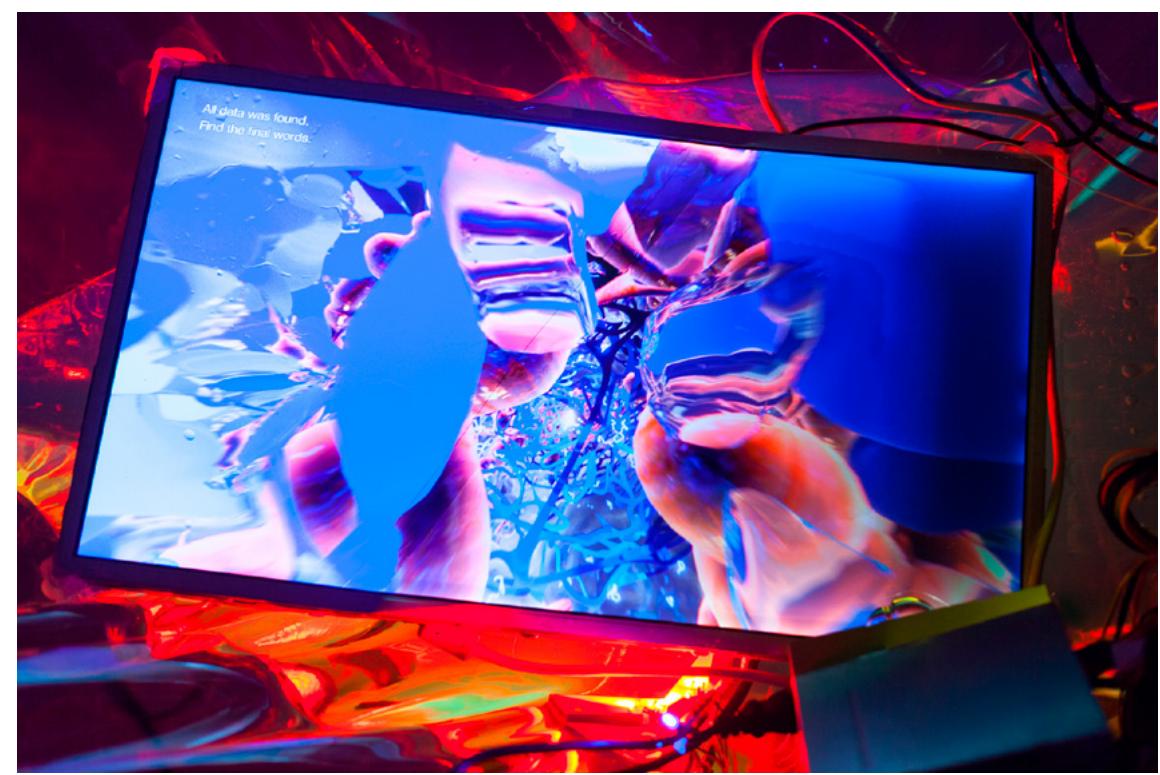


*Electronic Scavenger*  
Exhibition views, Soej Critik, Leipzig, Germany



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

**LINK TO VIDEO**



# The past Glows

35 cm x 160 cm x 75cm

Vintage computer set, computer case, LED lights, agar-agar, glue and eye cleaner based gel, modules.

2022

*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?*

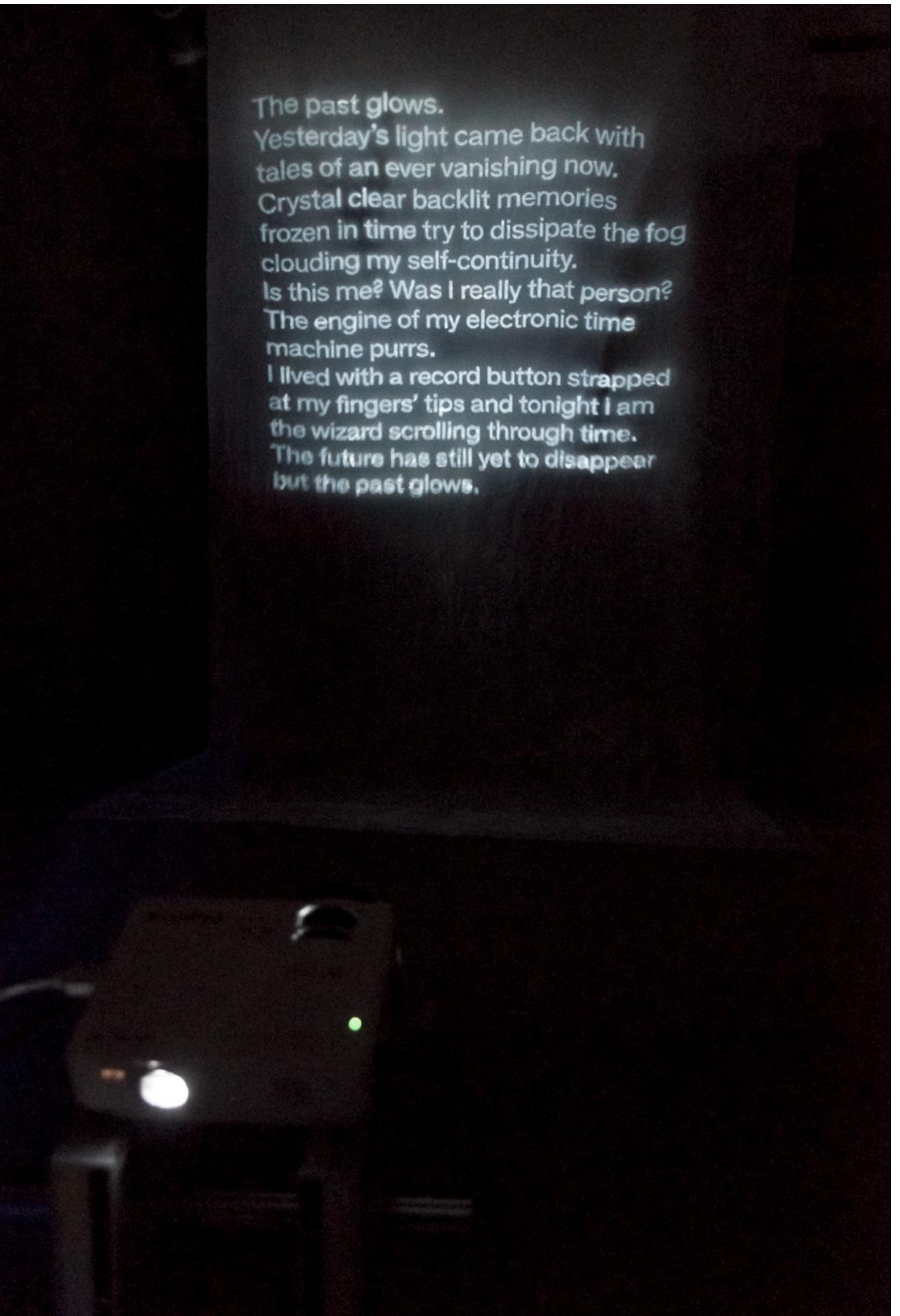
*Was I really that person?*

*The engine of my electronic time machine purrs.*

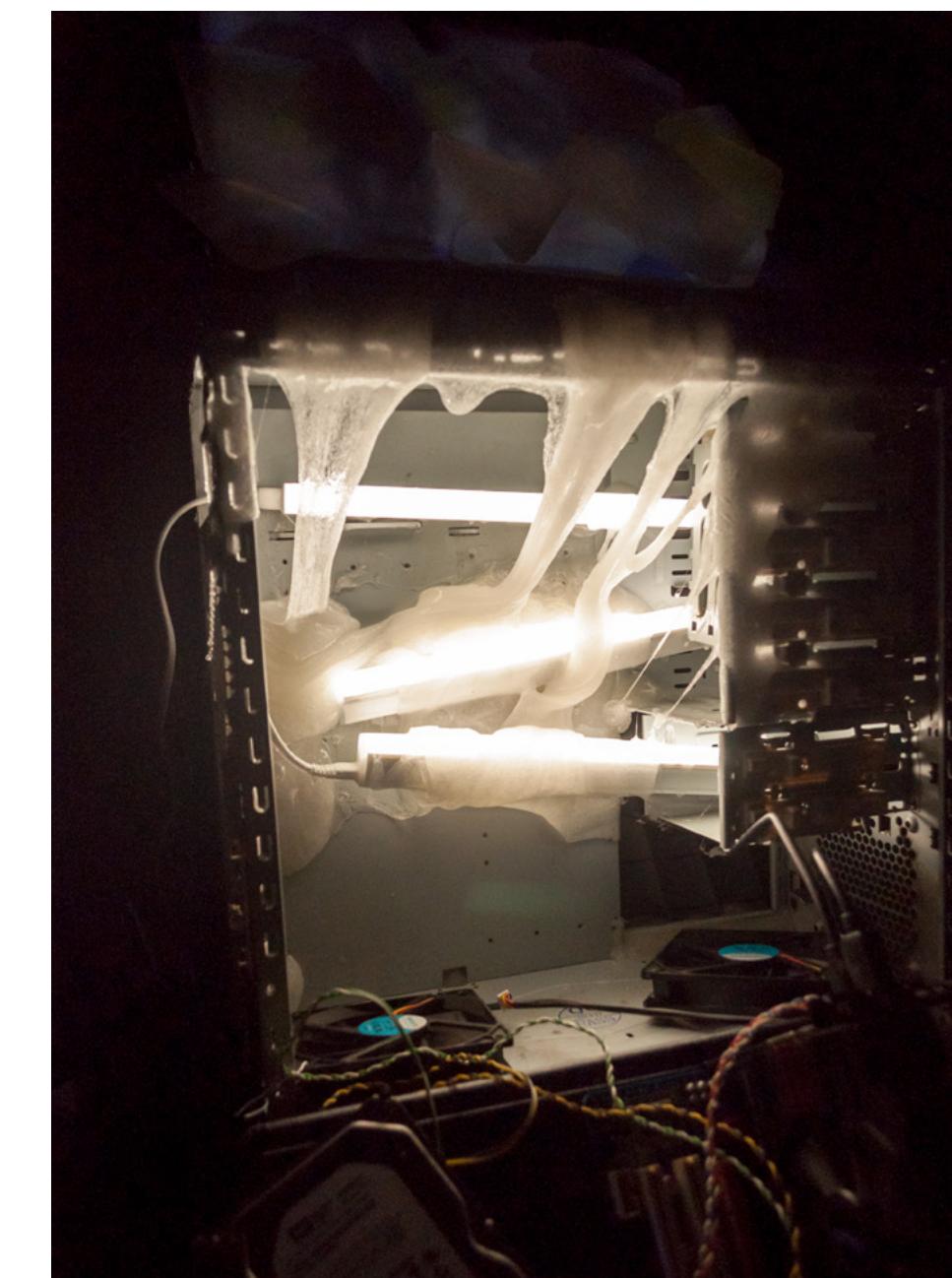
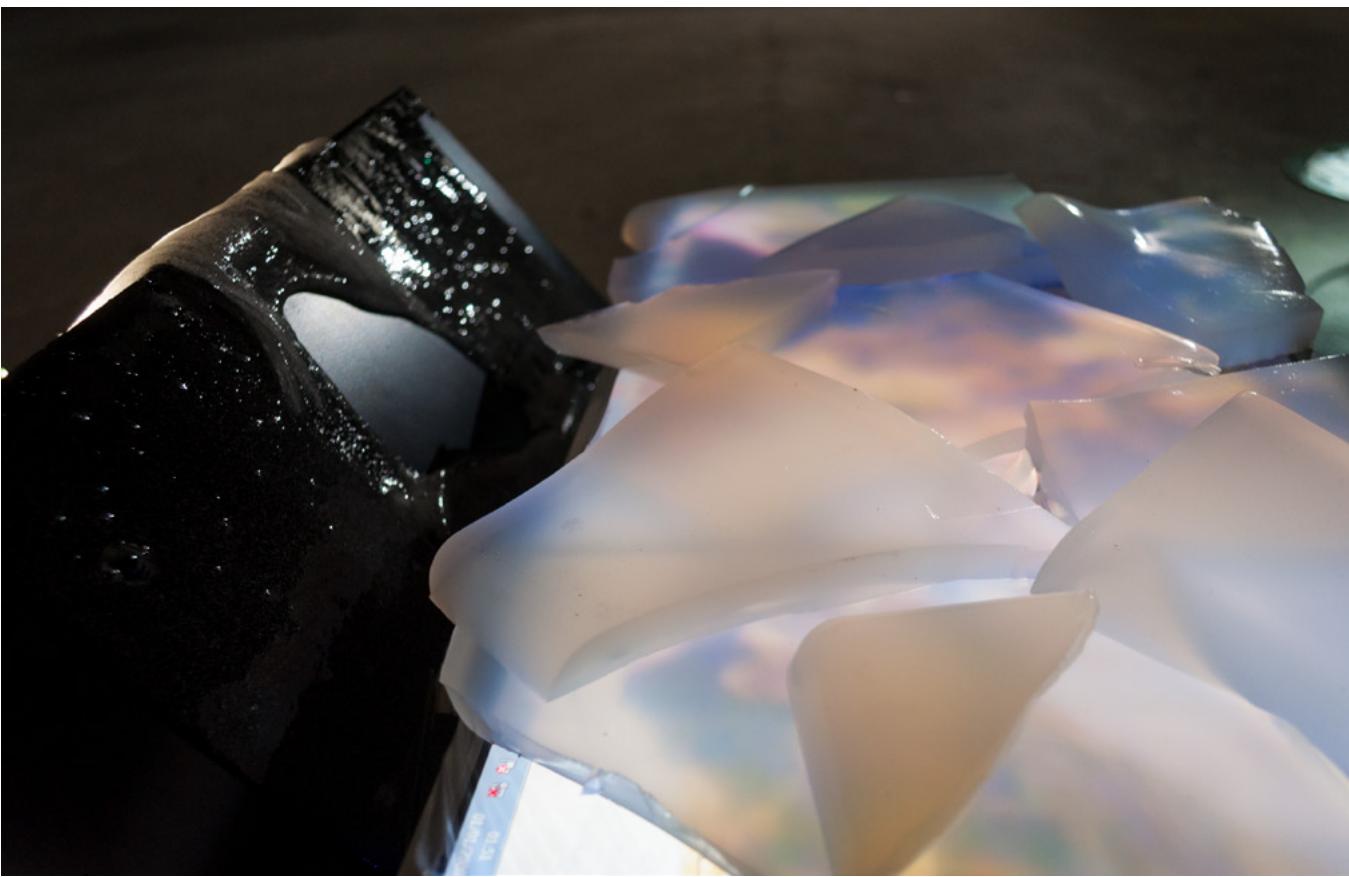
*I lived with a record button strapped at my fingers' tips and tonight I am the wizard scrolling through time.*

*The future has still yet to disappear but*

*The past glows.*



*The past glows.* Exhibition view



*The past glows*, exhibition views

# Je, infini.

*I, infinite.* - Mixed media.  
40cm x 60cm x 160cm  
2021

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.



*Je infini* - Game projection room, G.A.R.R.A.G.E  
Collective, Toulouse, France

**SHROOMERY**  
MAGIC MUSHROOMS DEMYSTIFIED

GENERAL INFORMATION MUSHROOM CULTIVATION

COMMUNITY MESSAGE BOARD

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Mushrooms, Mycology and Psychedelics > Mushroom Cultivation

Welcome to the Shroomery Message Board! You are experiencing a

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NEW ACCOUNT | LOG IN | CONTACT US

Home | Mushroom Info | Experiencing Mushrooms | Trip Reports

**Trip Reports**

Written reports of the psychedelic experience. In order to contribute a report, choose the appropriate level and click "Add New". You have to be registered at our forums in order to be able to do this.

**Sections:**

- Microdosing ★★★★**  
A small dose which isn't enough to "trip" in the traditional sense, but can lead to subtle yet profound internal shifts. Improvements in mood, productivity, or creativity, enhanced focus, less reactivity, and the possibility of relief from depression, anxiety, cluster headaches, and a variety of other symptoms.
- Level 1 ★★★★**  
This level produces a mild "stoning" effect, with some visual enhancement (i.e. brighter colours, etcetera). Some short term memory anomalies. Left/right brain communication changes causing music to sound "wider".
- Level 2 ★★★★**  
Bright colors, and visuals (i.e. things start to move and breathe), some 2 dimensional patterns become apparent upon shutting eyes. Confused or reminiscent thoughts. Change of short term memory leads to continual distractive thought patterns. Vast increase in creativity becomes apparent as the natural brain filter is bypassed.
- Level 3 ★★★★**  
Very obvious visuals, everything looking curved and/or warped patterns and kaleidoscopes seen on walls, faces etc. Some mild hallucinations such as rivers flowing in wood grained or "mother of pearl" surfaces. Closed eye hallucinations become 3 dimensional. There is some confusion of the senses (i.e. seeing sounds as colors, etcetera) Time distortions and "moments of eternity".
- Level 4 ★★★★**  
Strong hallucinations, i.e. objects morphing into other objects. Destruction or multiple splitting of the ego. (Things start talking to you, or you find that you are feeling contradictory things simultaneously). Some loss of reality. Time becomes meaningless. Out of body experiences and e.s.p. type phenomena. Blending of the sexes.
- Level 5 ★★★★**  
Total loss of visual connection with reality. The senses cease to function in the normal way. Total loss of ego. Merging with space, other objects, or the universe. The loss of reality becomes so severe that it defies explanation. The earlier levels are relatively easy to explain in terms of measurable changes in perception and thought patterns. This level is different in that the actual universe within which things are normally perceived, ceases to exist! Satori enlightenment (and other such labels).
- Other Substances ★★★★**  
For trip reports which don't involve mushrooms.

Information Comments

Details

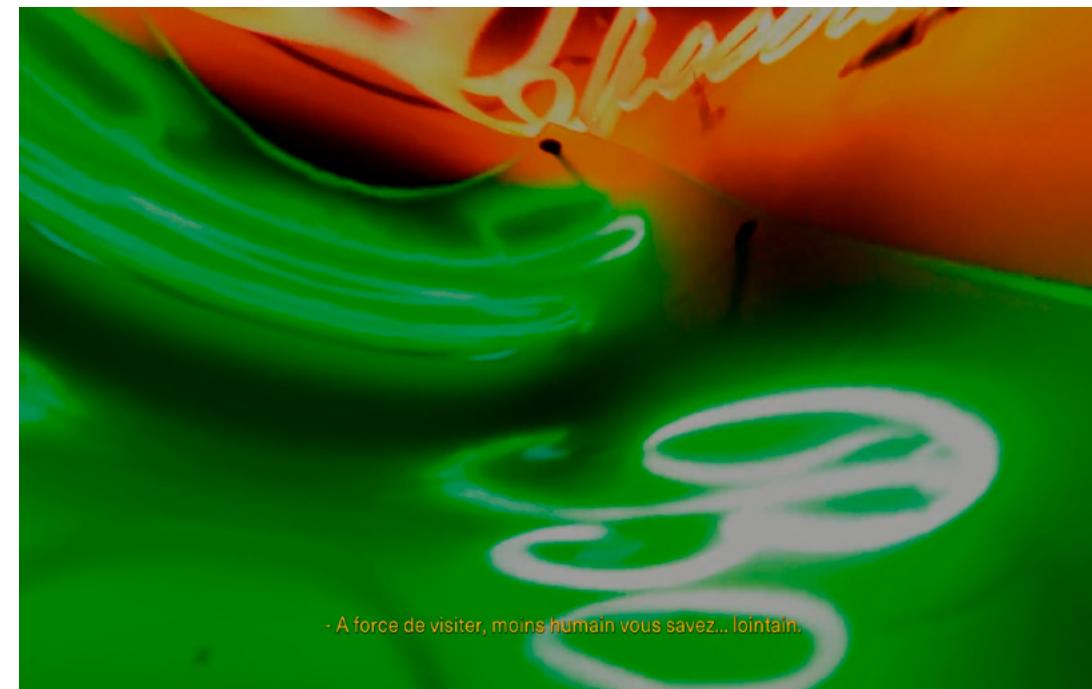
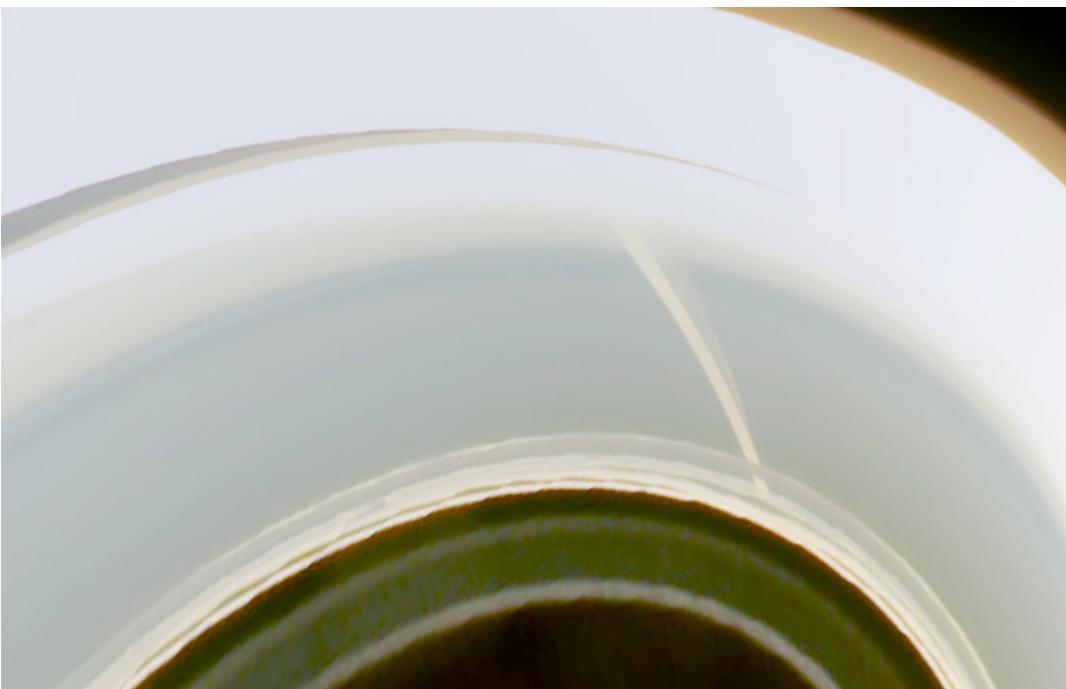
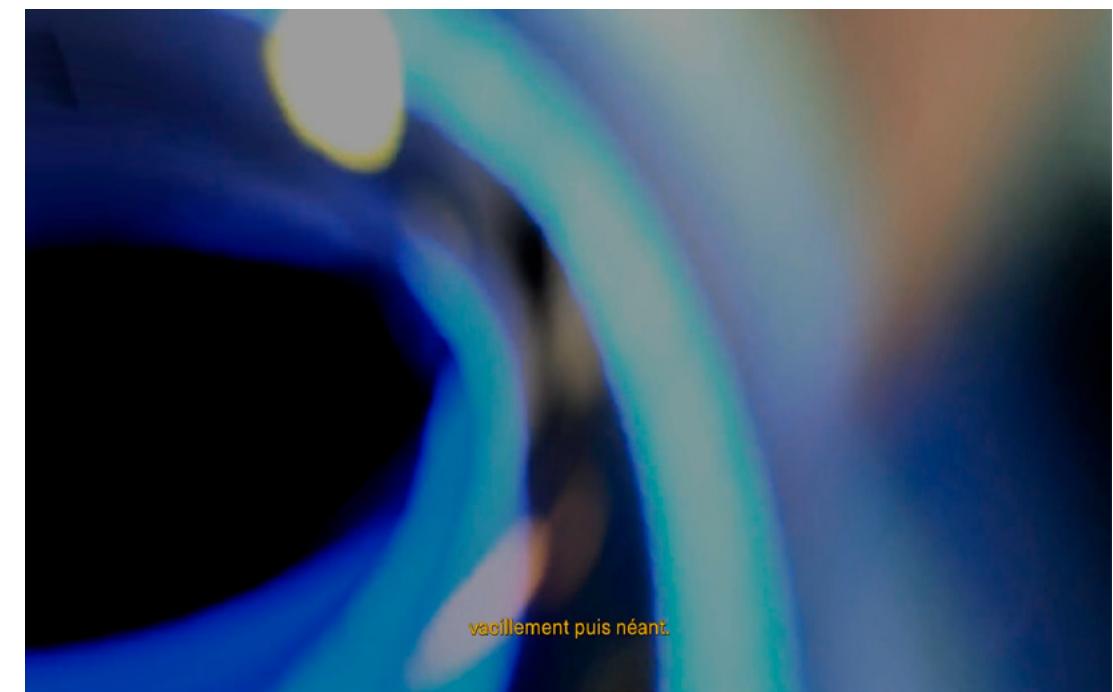
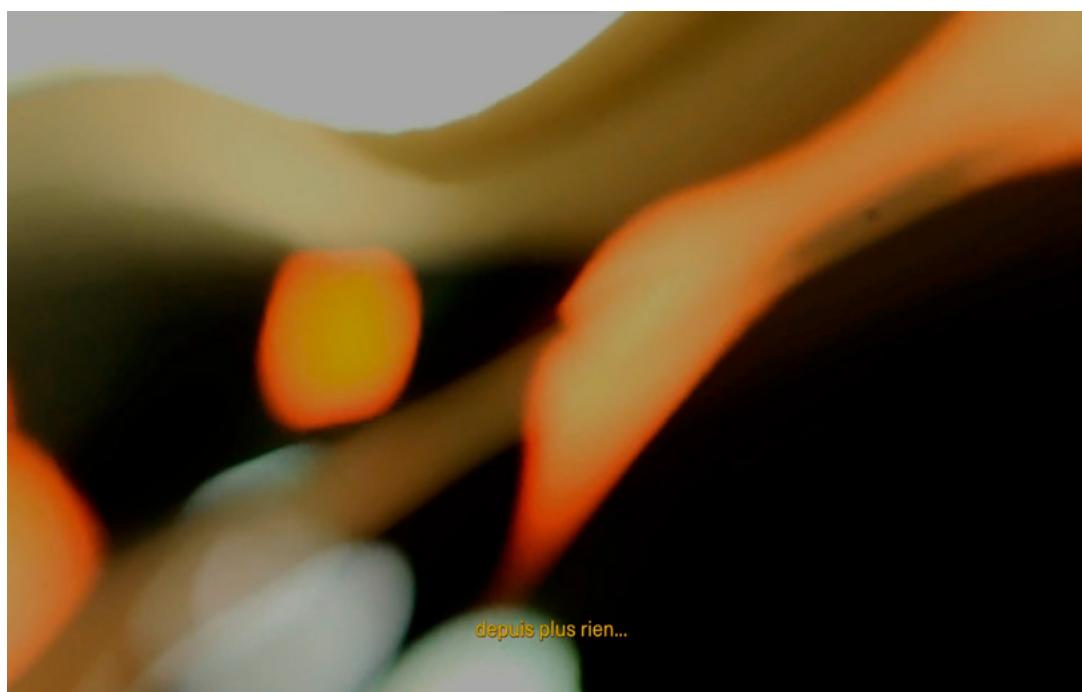
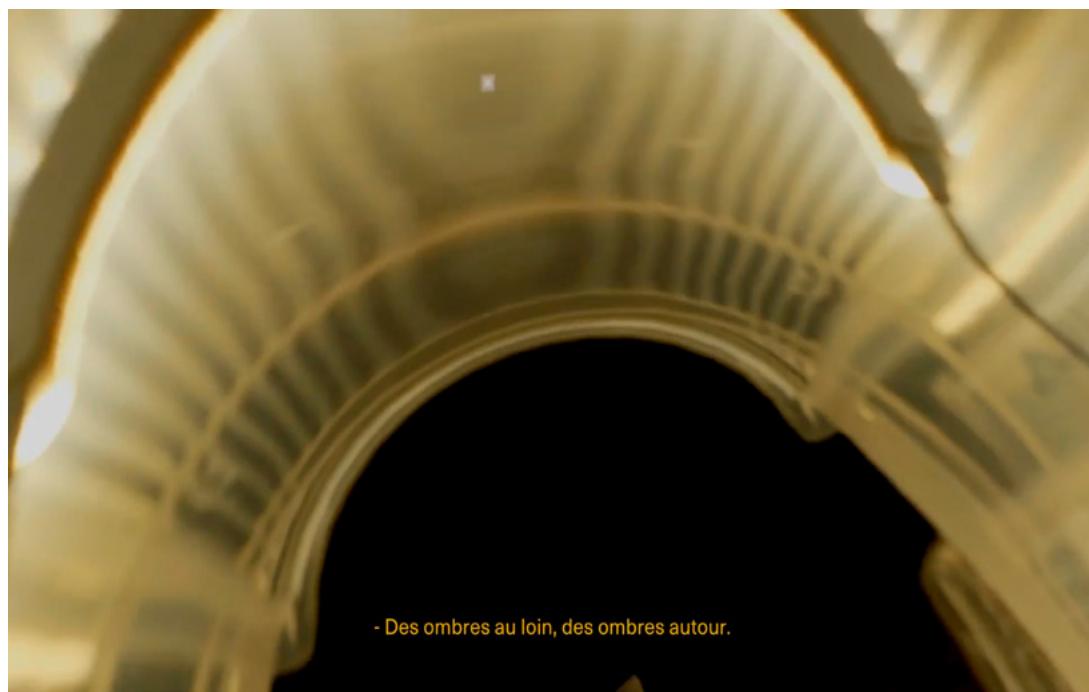
Last Update: 06/29/22 09:55 PM  
View Count: 2,360,162  
Rating: ★★★★

Help Translate

*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



[LINK TO VIDEO](#)

# There will be so much light that you will have to wear shades.

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  
2022

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  
Performed reading.  
Sitting, Digital Tablet,  
Projection and Sound.  
Duration: 16 minutes.  
2022

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

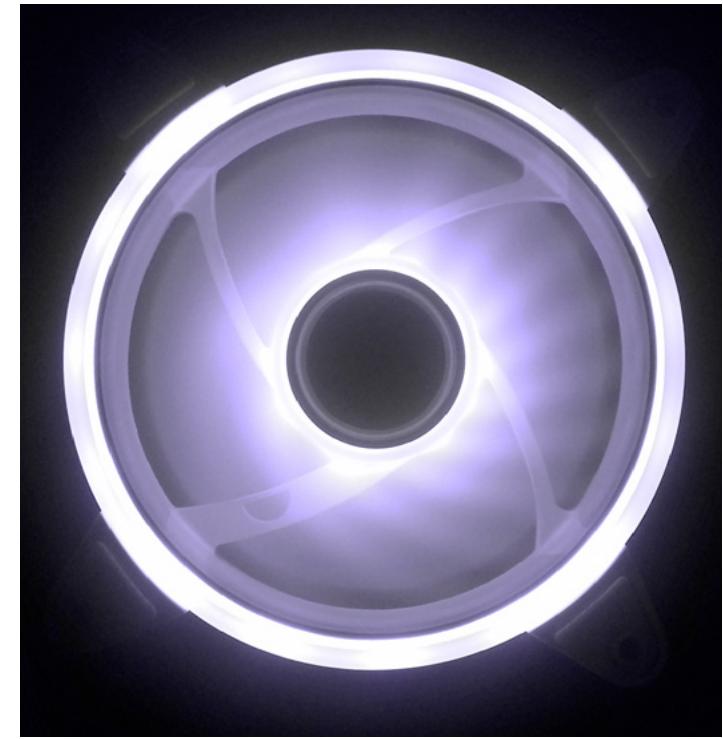
The aim was to give the  
soulless and absurd preach a  
body, a presence, and breath.

**LINK TO VIDEO**

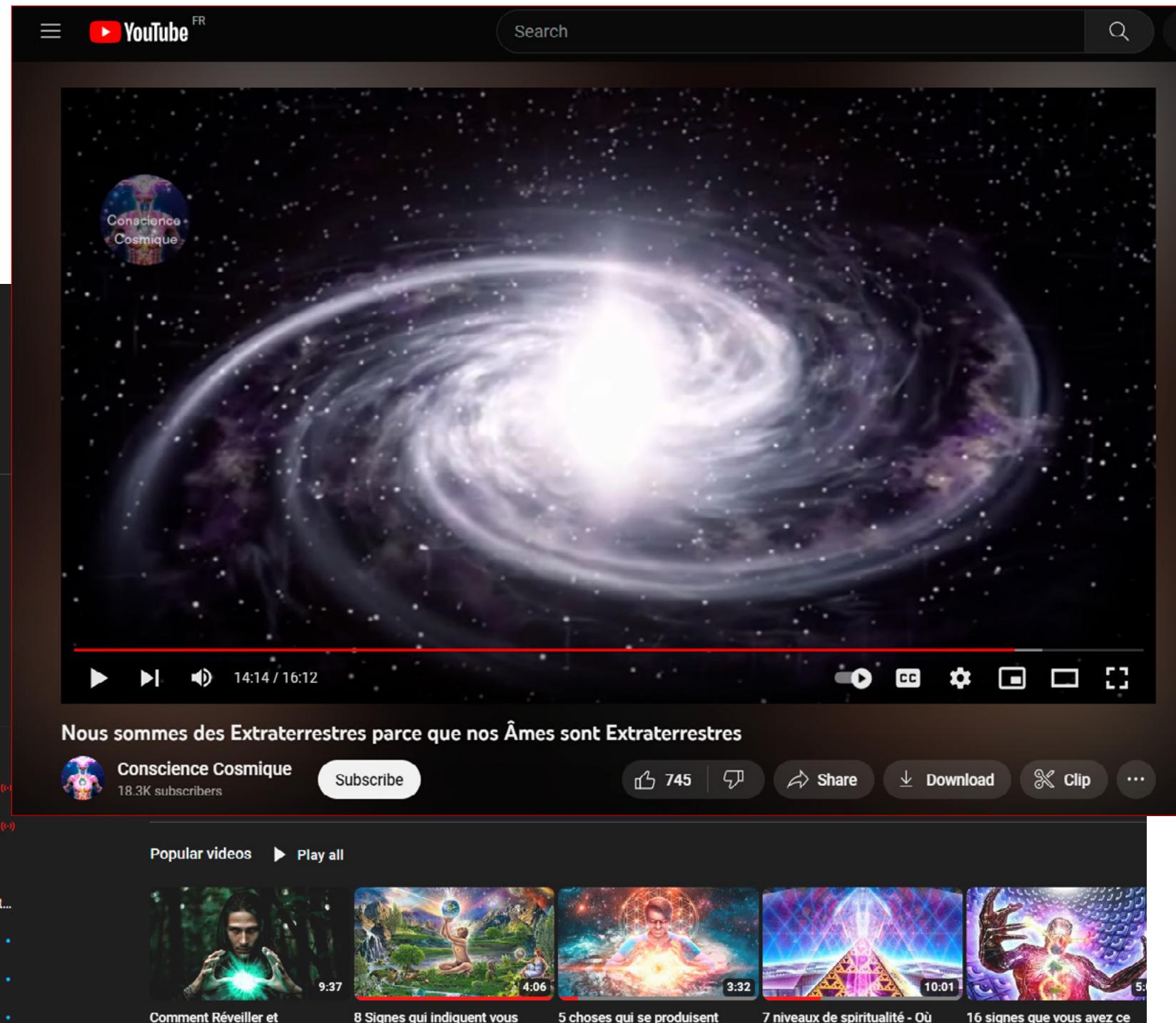
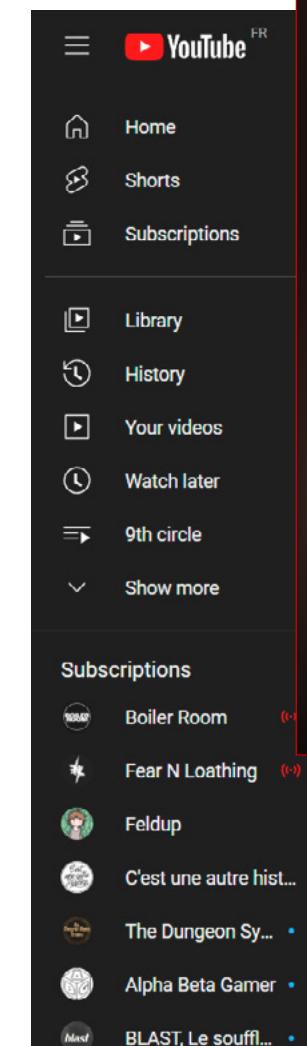
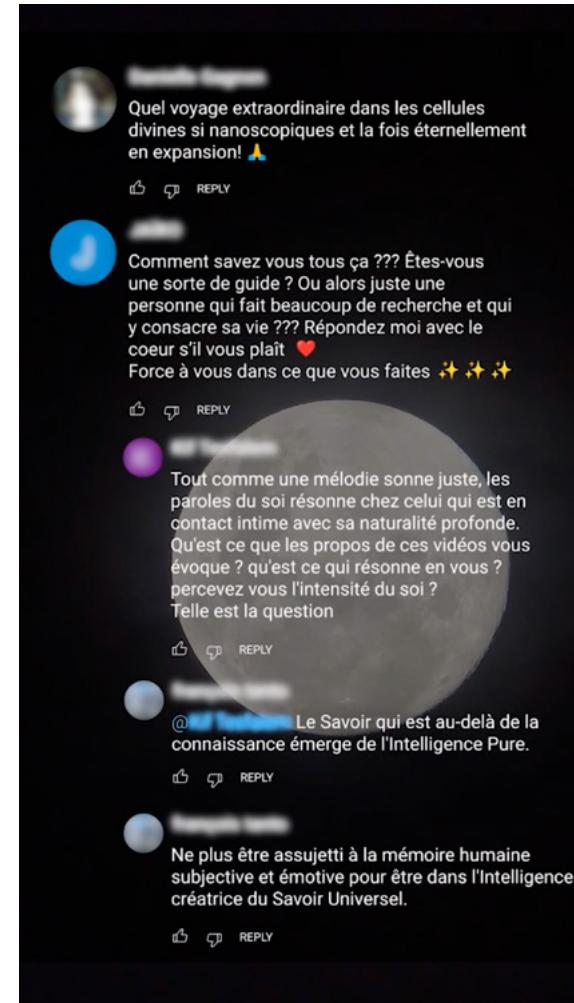


Toulouse, *BBB Centre d'Art*, France, Performance view

*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.



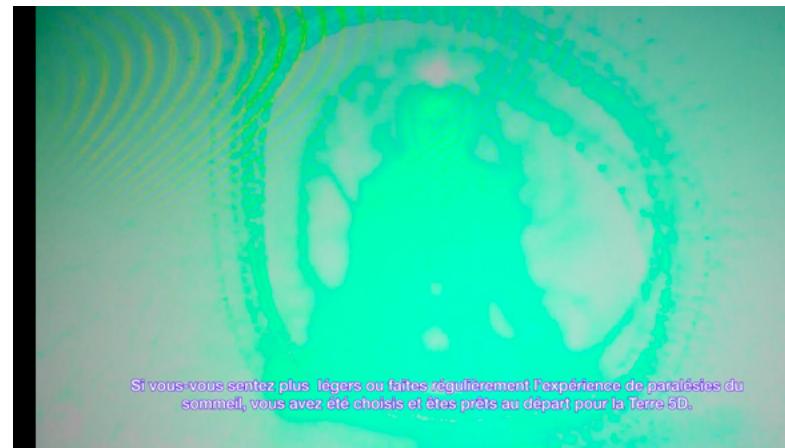
# Solipses

Video teaser: 3 min  
Project in production.  
2023

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

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

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

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

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

# Work experience

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

[www.instagram.com/researchmore/](https://www.instagram.com/researchmore/)

[romainthibaultgaulthier@gmail.com](mailto:romainthibaultgaulthier@gmail.com)

[www.roman-fontaine.com](http://www.roman-fontaine.com)

+336 25 69 42 10

25 rue saint-exupère  
31700 Blagnac  
France



**Romain Thibault**

**romainthibaultgauthier@gmail.com**

**@researchmore**