

# Portfolio (Berlin, 2022)

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# ***Marvin's Dream*** (Sound installation @ Monom, Berlin, 2021)

Supported by the Richard Thomas Foundation

Together with *Die Wilde Jagd (Buerau B)* and *EXZ*

.homash and his collaborators invent a science fiction fable, interpreting it sonically in space and time using Sound spatialisation located at MONOM Berlin. Marvin dreams of a world in which humans are not superior but just one of many possible forms of existence. The script itself is entirely written by an open-source neural network that has learned to write from massive amounts of raw text from fairy tales, fables, and science fiction and narrated by Thomas' 95-year-old grandmother, Margaret Kirchmeier.",





***Exhibition: Cohabitation - Ein Manifest für Solidarität von Tieren und Menschen im Stadtraum (Silent Green Berlin, 2021)***



Sound Installation - *Together with ARCH+ Moritz Ahlert and Alsino Skowronnek*

The Cohabitation project pleads for a fundamentally expanded image of the city, calls for animals and humans to be recognized as equal city actors and presents new approaches for the future development of interspecies cities



# *What it's Like to be a Thing* (Exhibition Berlin, 2019)

Caroline Barrueco & Thomas Haferlach



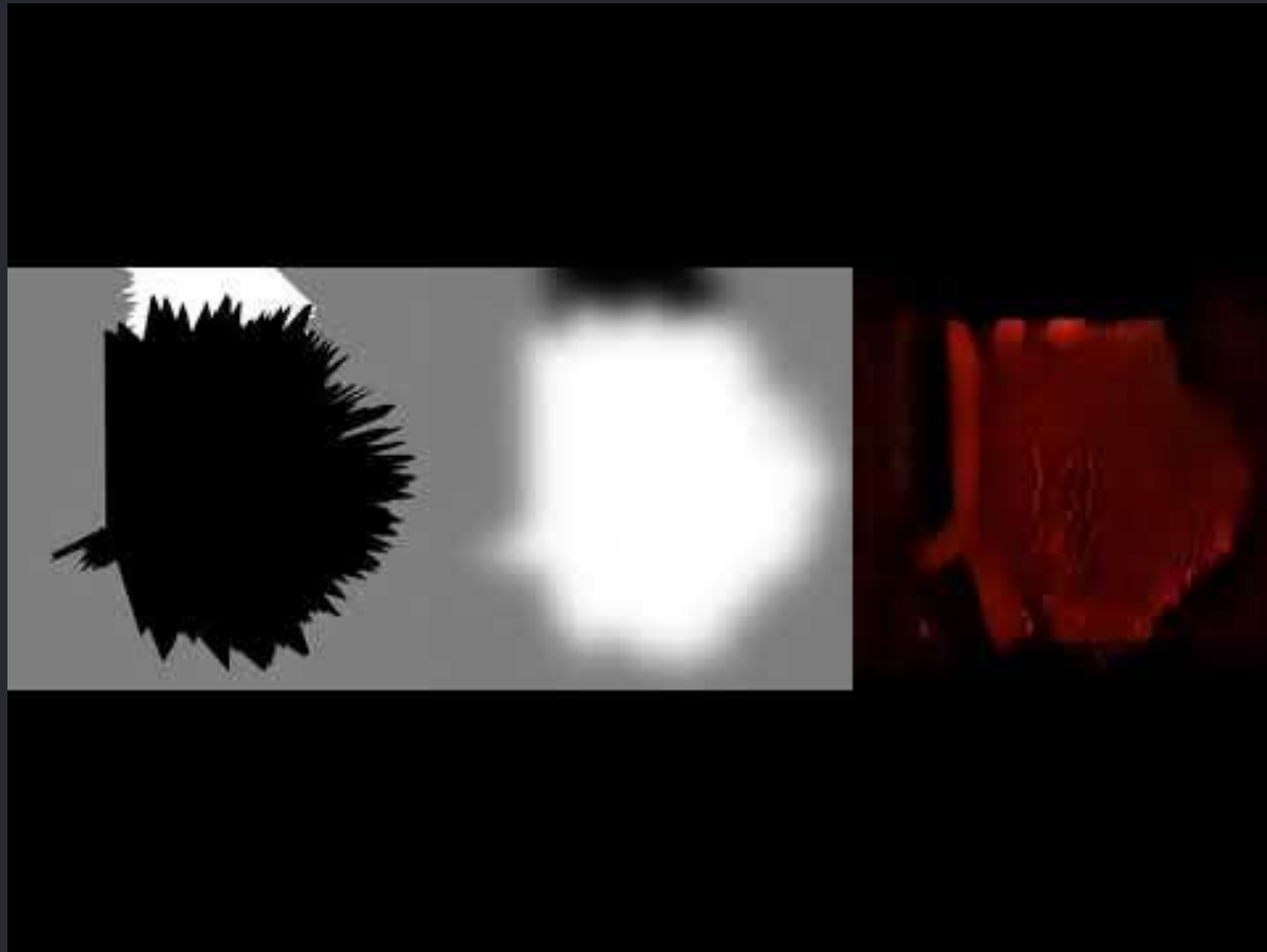
By combining Google's latest Generative Adversarial Network with superresolution, images were generated for a temporary art installation.

Interpolation between jellyfish and umbrella using Google's BigGAN (2019)



# GAN visuals for *Die Wilde Jagd* world tour (2018-2019)

Caroline Barrueco & Thomas Haferlach



Backing tracks transformed to video and then styled using Pix2Pix GANs



Die Wilde Jagd Live, Beijing (2019)





## **Traverse - Spatialized Sound Design (2019)**

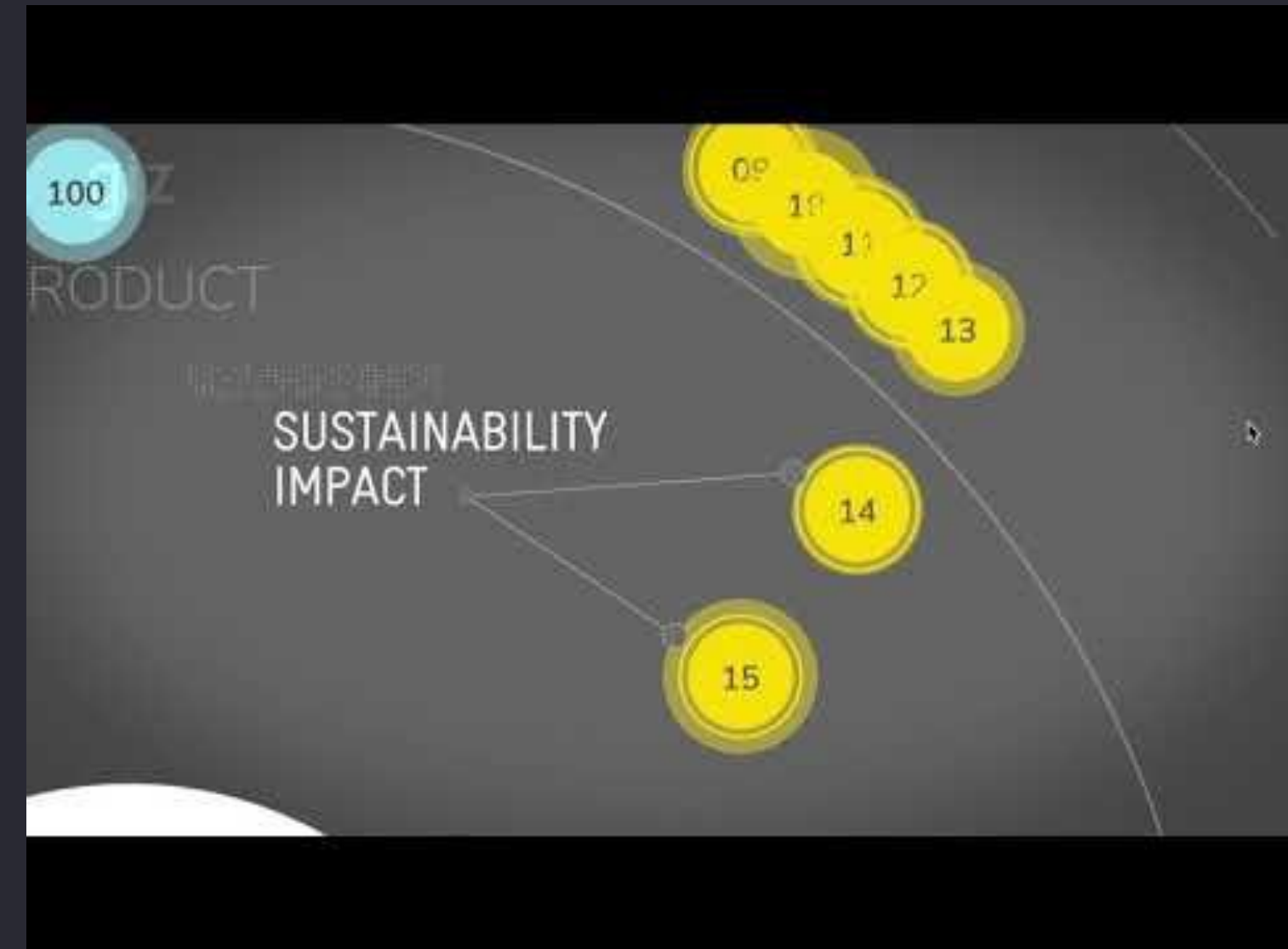
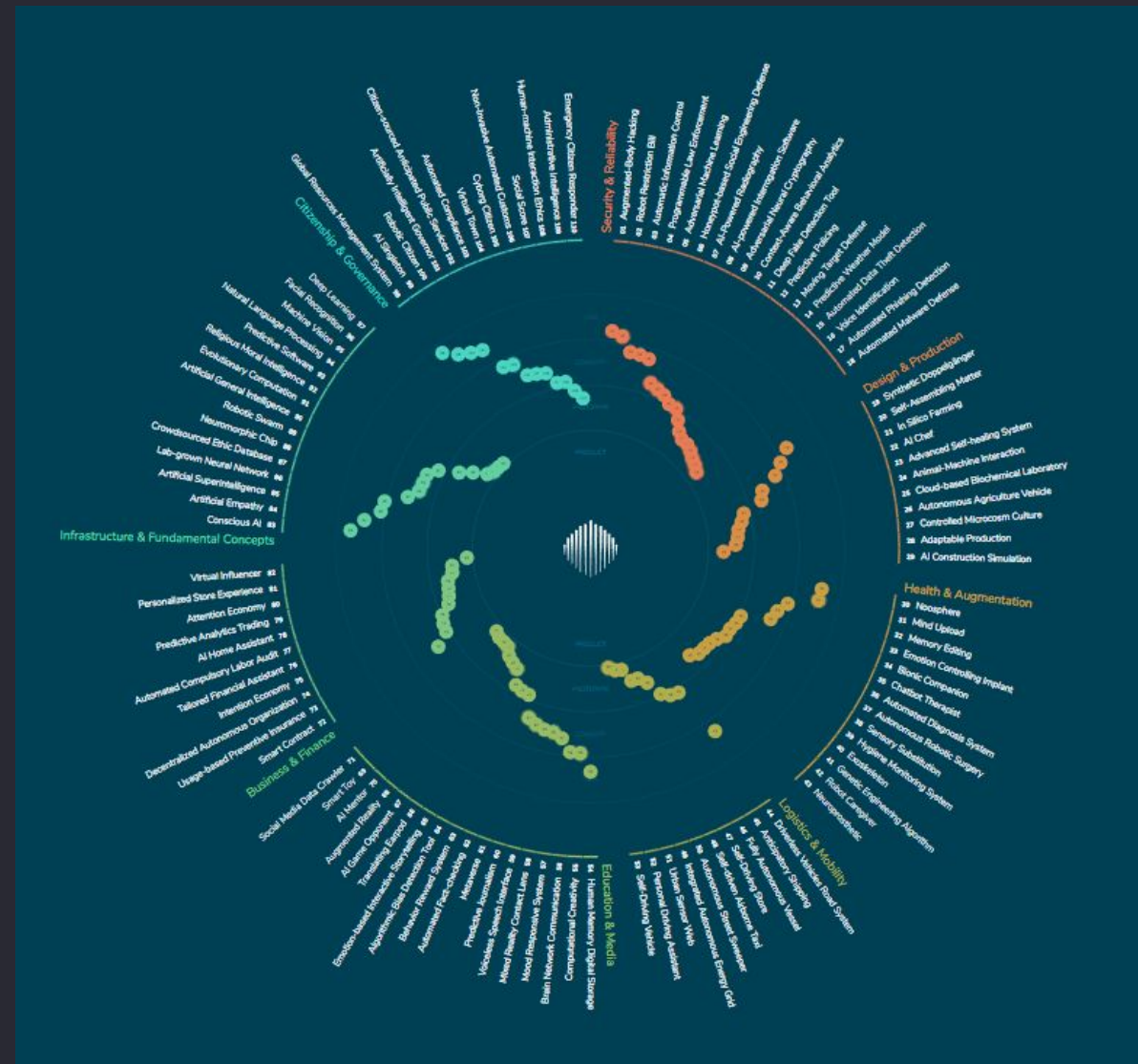
A Virtual Reality Journey through the Origins of Language Together with Peter Power, designed the spatialized soundscape and musical score for the "Traverse" VR experience funded by Google Jump Start.



## **Swarm Animism @ Transmediale Hacklab (2018)**

Conceived and performed a musical piece which used the smartphones of the attendees to listen and react by generating sounds. This resulted in a form of musical swarm intelligence which blurs the border between performer and participant.

# Foresight Research (Envisioning, 2017-2019)



Researched future trends of Artificial Intelligence for the World Government Summit in Dubai.

Investigated technologies that will impact sustainability for the GIZ in Germany.



# Music and Audio Tools



## Live Performance (2010-now)

As a musician, I have created a unique live performance in which software I developed is responsible for generating harmony, melody and modifying the musical arrangements in real time.



## Harmonic Audio Mixing Visualization Tools (2016)

Open-source project: An innovative way of analyzing and visualizing musical harmony using colors, waveforms and the harmonic circle. Technologies: React - Max/MSP - Ableton Live - Electron - Node.js

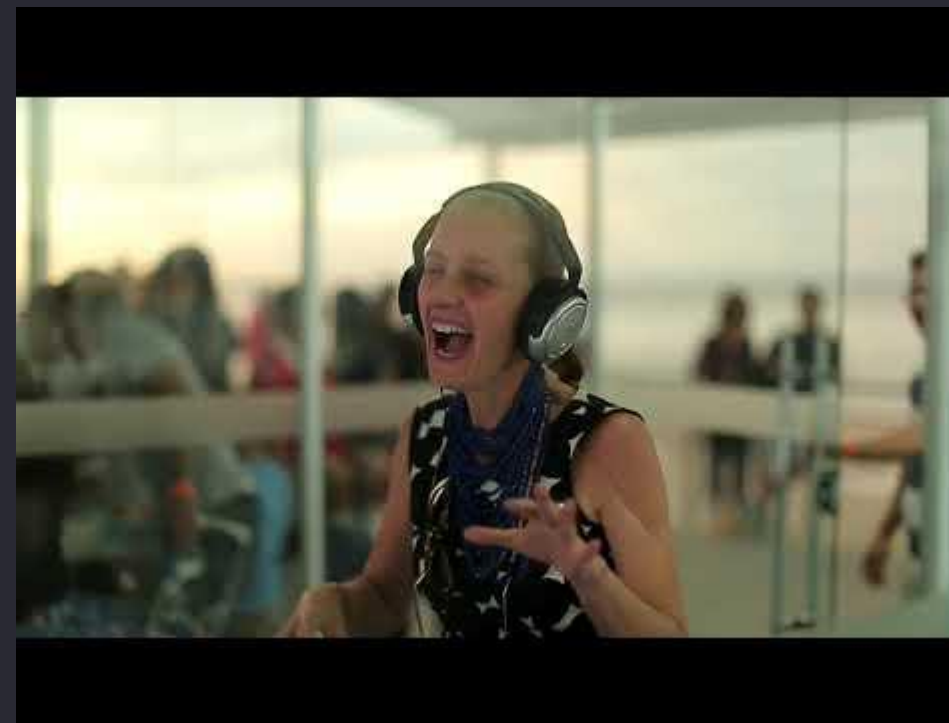


# Commercial Installations (Brazil 2013-2016)



## World Cup 2014 (Brazil)

For the 2014 FIFA World Cup, using real-time image augmentation, participants took selfies with the official mascot superimposed



## ArtRio 2013 (Rio de Janeiro)

With the help of facial tracking, a microphone and pitch analysis, participants could paint on a blank canvas using their voice and head movements.



## Puc Faire 2015 (Rio de Janeiro)

An OpenGL based climbing game in which a user climbs a mountain using the movement of his own hands

## Video Mapping (2010)



**Sacada da Virada, São Paulo (2010)**

Video mapping which visualized the sound coming from the DJ booth in real-time. The public could send sms messages which were projected onto the building



**Video Mapping, São Paulo (2010-2012)**

Video mapping which reacts to sound on top of paintings and buildings in



## Voodooop (2009 - now)

As one of the founders of the multidisciplinary art collective Voodoohop, I became deeply involved with the art and music scene of São Paulo and Brazil. Guided by the principle of stimulating individual and joint freedom of expression



Voodoohop: Die spirituellen  
Techno-Aussteiger – Arte (2016)

I was involved in the creation of a culture of free events in the center of São Paulo and worked as a curator at the Virada Cultural, one of the world's biggest free street festivals



## Random Experiments



GANs trained on Google images  
related to the search term *Ayahuasca*  
(2017)



GANs predicting the next frame of a  
*Boilerroom* video in a feedback loop.  
(2019)



CV: [http://bit.ly/thomash\\_cv](http://bit.ly/thomash_cv)  
Portfolio: [http://bit.ly/thomash\\_portfolio](http://bit.ly/thomash_portfolio)

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