

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



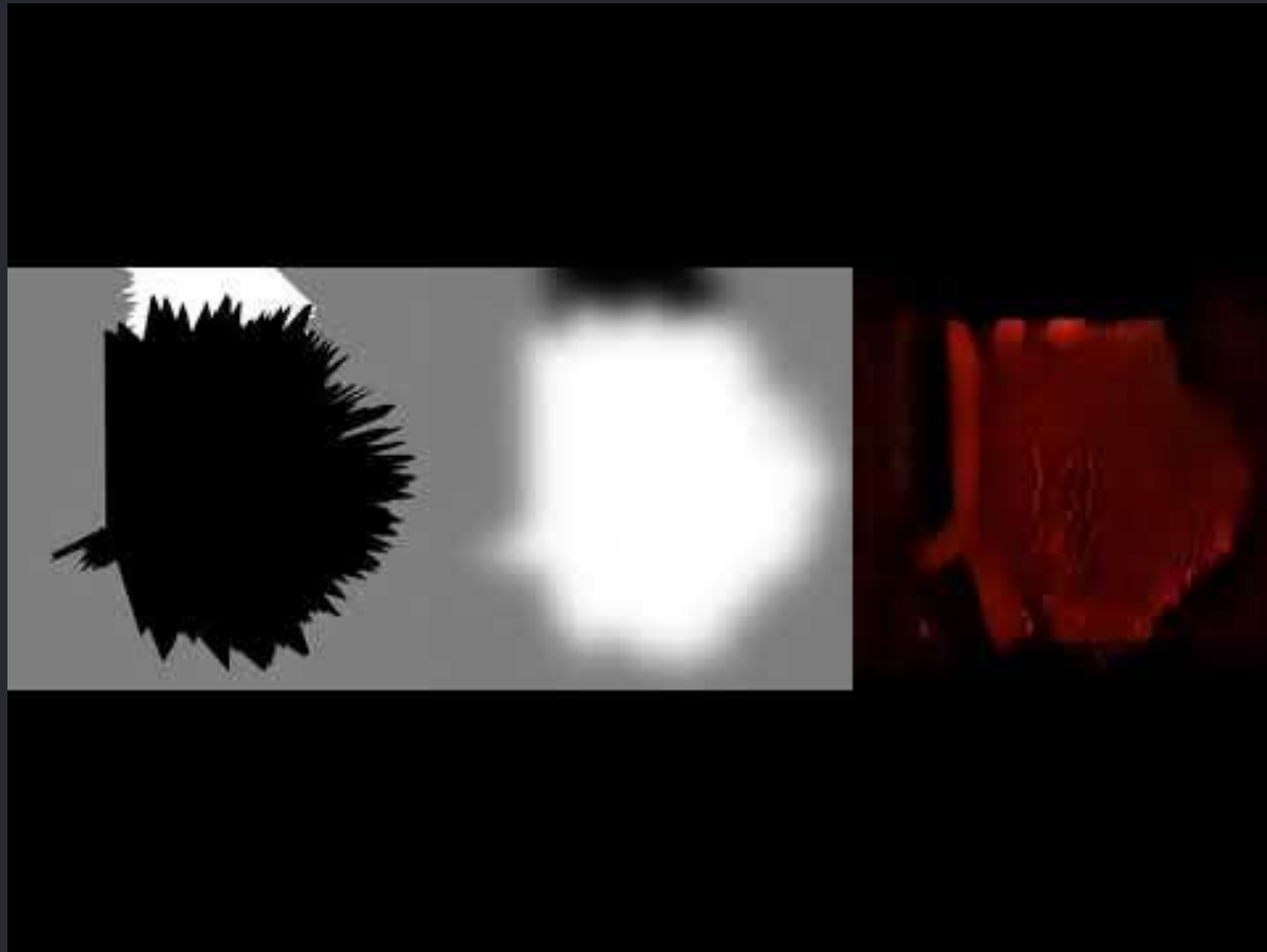
By combining Google's latest Generative Adversarial Network with superresolution, images were generated for a temporary art installation.

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)

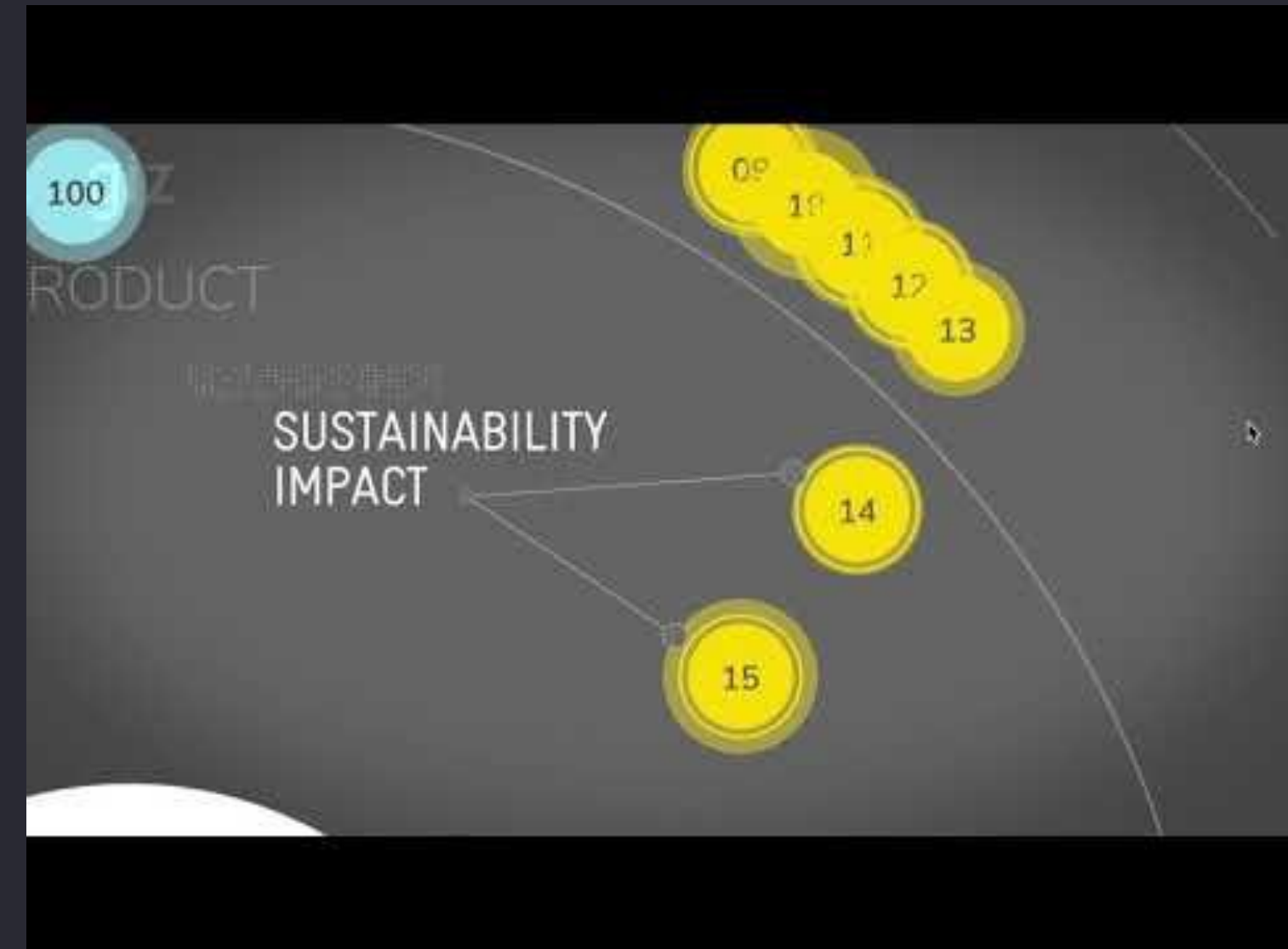
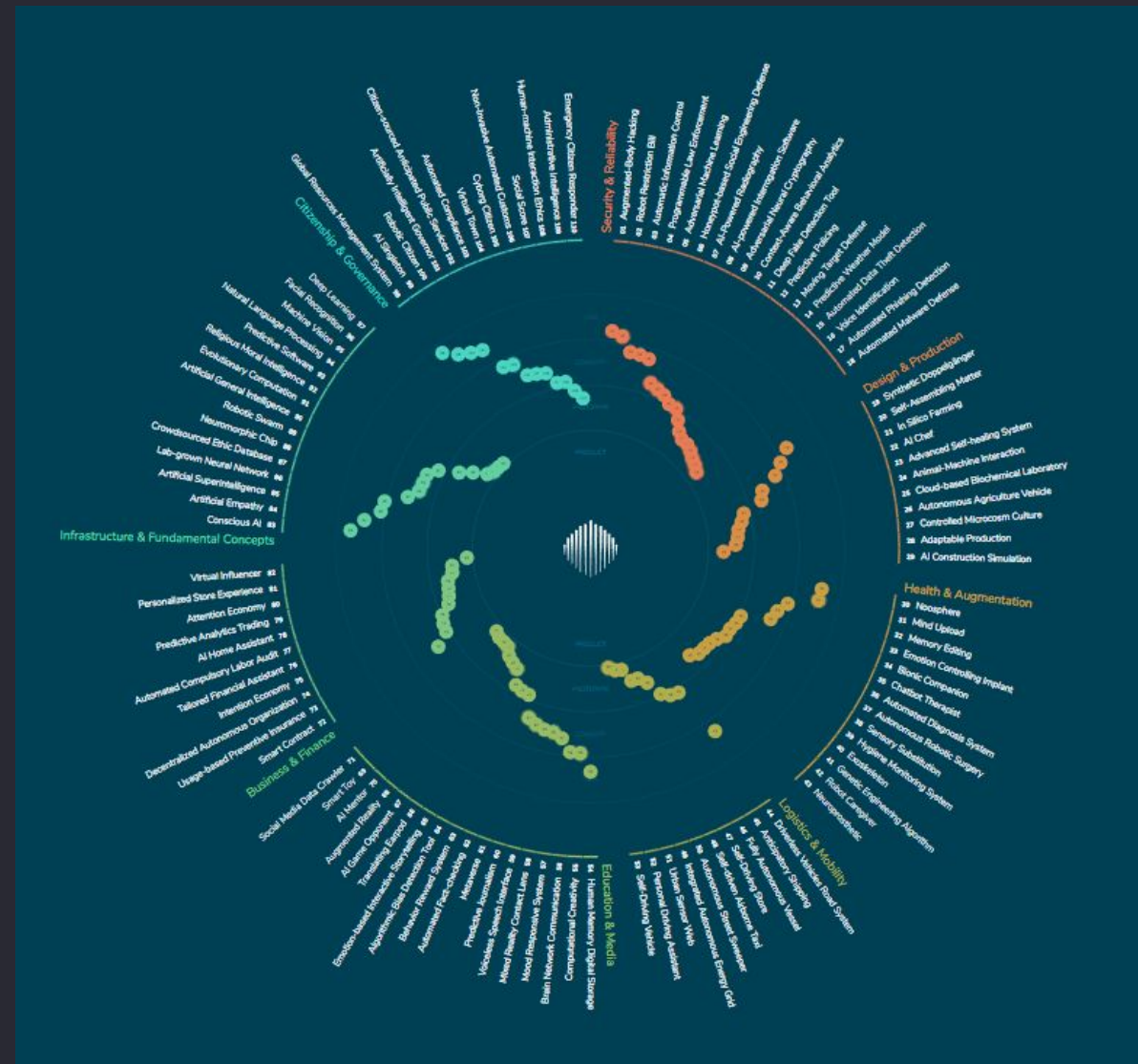
A Virtual Reality Journey through the Origins of Language Together with Peter Power, designed the spatialized soundscape and musical score for the "Traverse" VR experience funded by Google Jump Start.



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: https://bit.ly/thomash_curriculum
Portfolio: http://bit.ly/thomash_portfolio

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