

*Dance performance was one of the earliest contexts in which LAB[au] examined the emerging aesthetic of the digital age. Following the Bauhaus search for an aesthetic adequate to the industrial age—through Oskar Schlemmer's investigation of body and space in dance and Walter Gropius's Total Theatre in architecture—the stage once again became a singular site where new relations emerging through computational technologies could be experienced as live, embodied, and collective events. These experiments revealed performative relationships that later informed the studio's generative art, responsive environments, and choreography of space.*

## MAN IN E.SPACE

*Inspired by Oskar Schlemmer's diagram Man in Space, the performance explores how the relationship between body and space extends into digital space. Starting with the dancers' bodies on stage, motion tracking gradually expands their movements into spatial images and real-time surround sound. As the dancers leave the central stage, they turn the cameras towards the screens, producing a feedback loop. Set in motion by human action but no longer controlled by it, the system performs an unpredictable ending—continuing indefinitely or collapsing into the blue screen of a system crash.*

## en 3+4 jeu x 3

The title encodes twenty-one possible constellations of stage, performers and audience, questioning representability and narration. Audience interaction can end or reconfigure the performance at any moment, causing each iteration to rewrite itself. The resulting hypertext is issued as a flyer, serving both as a trace of the performance and as the starting point for the next. What is at stake—l'enjeu—is representability itself, far beyond the stage.

### 2007–2001 (selection)

16.10.2007–19.10.2007 : Man in e.space  
Dans en Vol, 6th Biennale  
Wolubilis, Brussels, Belgium

21.09.2007 : Man in e.space  
TodaysArt Festival  
City Hall Atrium, The Hague, The Netherlands

08.02.2007 : Man in e.space  
New Territories Festival  
Glasgow, United Kingdom

09.05.2006–10.05.2006 : Man in e.space  
Elektra Festival  
Usine C, Montréal, Canada

25.02.2006–26.02.2006 : Man in e.space  
Rendez-vous Danse d'Arcadi  
La Ferme du Buisson, Noisiel, France

24.11.2005–25.11.2005 : Man in e.space  
Le Carré des Jalles, residency  
Bordeaux, France

29.05.2005 : Man in e.space  
Centre Georges Pompidou, Paris, France

11.05.2005 : Man in e.space  
Opening performance for Nicolas Schöffer's exhibition  
Espace EDF Electra, Paris, France

24.11.2004 : D.O.T.N.A.N.A.  
FILE Festival  
São Paulo, Brazil

08.05.2004 : D.O.T.N.A.N.A.  
Centre Georges Pompidou, Paris, France

30.01.2004 : en3+4jeu x 3  
TILT Festival  
El Mediator, Perpignan, France

12.10.2003–13.10.2003 : en3+4jeu x 3  
Urban Lab  
Bauhaus Dessau, Germany

24.03.2003 : en3+4jeu x 3  
Big Bang Festival  
Théâtre, Avignon, France

25.09.2002 : en3+4jeu x 3  
Villette Emergences Festival  
Maison de la Villette, Paris, France

### *hisTHORy, digital choreography*

An online navigator created for the Belgian dance company THOR, based on the compression of video sequences into single composite images. These motion maps allowed visitors to reconstruct each choreography through navigation, transforming the images into scrollable videos articulated by an interactive timeline. Inspired by Étienne-Jules Marey's chronophotographic studies, the project translated dance into a navigable visual score, creating a choreographic experience within the web browser.

2002–2016 · hisTHORy  
[www.thor.be](http://www.thor.be)

2002 : Awarded the Special Prize for New Online Technologies at the Grand Prix International Vidéo Danse, under the patronage of the International Dance Council (CID–UNESCO)

## RESEARCH

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PRAXIS ARCHIVE

AUDIOVISUAL ENVIRONMENTS, SOUND-BASED WORKS, CONCERTS

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*Sound has formed an integral part of LAB[au]'s practice since its inception. Initially developed through audiovisual performances and collaborative concert formats, these investigations progressively evolved into autonomous installations and permanent public artworks in which sound became an architectural and spatial medium.*

audiovisual environments

*space navigable music*  
*liquid space*  
*exploring the room*

Sound-based works presented in concert formats

*binaryWaves*  
*particleSynthesis*

Standalone sound-based installations

*Tessel*  
*2 × 540 kHz*  
*808*

permanent public sound artwork

*fLUX*  
*SOURCE OF UNCERTAINTY*

## WORKS

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2026–2001 (selection)

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2031 : *Source of Uncertainty*  
Podiumkunstengebouw, Leuven, Belgium

2026 : *fLUX*, permanent sound-art installation  
Union Station, Toronto, Canada

2016 : *808*, sound installation  
*Langage codé*, solo exhibition  
Galerie La Patinoire Royale Bach, Brussels, Belgium

2016 : *808*, sound installation  
*Calculations, Permutations, Notations*, solo exhibition  
The Mayor Gallery, London, UK

2016 : *particleSynthesis*, sound installation  
*Home Cinema* exhibition  
Gare Saint-Sauveur, Lille, France

2014 : *particleSynthesis*, sound installation  
*Ososphère Festival*  
La COOP, Strasbourg, France

2013 : *space navigable music*, audiovisual performance  
with *Kangding Ray*  
Les Bains de Bruxelles, Place Jeu de Balle, Brussels, Belgium

2012 : *particleSynthesis*, sound installation  
*Space Oddity* exhibition  
Le Grand-Hornu Images, Boussu, Belgium

2011 : *Tessel*, *particleSynthesis* and *2 × 540 kHz*, sound installations  
Collaborations with *Kangding Ray* and *Mika Vainio*  
*Diffraction* exhibition  
TAG Institute, The Hague, The Netherlands

2011 : *Tessel*, kinetic sound installation  
Collaboration with *Kangding Ray*  
Cimatics / Today'sArt Festival, *Amplified Spaces* exhibition  
The Egg Rotonde, Brussels, Belgium

2011 : *particleSynthesis*, sound installation  
*Tender Bottom* exhibition  
Overpoort, Ghent, Belgium

2011 : *Tessel*, kinetic sound installation  
Collaboration with *Kangding Ray*  
Nemo Festival, Atelier GH, Paris, France

2011 : *particleSynthesis*, six-screen installation  
From Kinetic to Digital Art, solo exhibition  
Fondation Vasarely, Aix-en-Provence, France

2010 : *binaryWaves*, sonic compositions and  $2 \times 540$  kHz, sonic installation  
Collaboration with *Mika Vainio*  
*City Sonics Festival*, Machine à Eau, Mons, Belgium

2010 : *Kopplungen, concert for organ and installation*  
Collaboration with *Maciej Śledziecki*  
Kunst-Station Sankt Peter, Cologne, Germany

2009 : *sigma 573*, audiovisual environment  
ConTempo Festival  
Bozar, Brussels, Belgium

2009 :  $2 \times 540$  kHz, sound installation and concert  
Collaboration during *Mika Vainio's* residency  
Mediaruimte, Brussels, Belgium

2007 : *particleSynthesis*, audiovisual environment  
*CTM Festival*  
Ballhaus Naunynstraße, Berlin, Germany

2007 : *liquid space 05 — Building Spaces, collaborative workshop*  
*CTM Festival*  
Ballhaus Naunynstraße, Berlin, Germany  
with *Frank Bretschneider, Byetone, and Patric Catani ...*

2007 : *spectr(a)um*, urban screen concert  
Dexia Tower, Place Rogier, Brussels, Belgium  
with *Byetone and the Balanescu Quartet...*

2007 : *binaryWaves*, sonic compositions  
Abbatiale Saint-Ouen, Rouen, France

2006 : *liquid space 04—co/ordinate space, collaborative workshop*  
*TENT, Neo-Beginners*  
Witte de With, Rotterdam, The Netherlands

2006 : *exploring the room, audiovisual environment*  
*Mapping Festival*  
Usine, Geneva, Switzerland

2005 : *liquid space 03—Feedback Loops, collaborative workshop*  
De Brakke Grond, Amsterdam, The Netherlands

2005 : *space navigable music, audiovisual environment*  
*Mapping Festival*  
Usine, Geneva, Switzerland

2004 : *space navigable music, audiovisual environment*  
*Sónar Festival*  
Barcelona, Spain

2004 : *space navigable music, The 10th Sphere concert*  
Atomium, Brussels, Belgium  
with *Funkstörung, Glomag, Bubblyfish...*

2004 : *space navigable music, audiovisual environment*  
*Architecture Sonore Festival*  
Gare Perrache, Lyon, France

2003 : *liquid space 01—Designing Sonic Spaces, collaborative workshop*  
RESFEST and Art Center Nabi  
Seoul, South Korea

2003 : *space navigable music, audiovisual environment*

*Distorsion Futur Music Festival*  
Hangar TDK, Bologna, Italy

2003 : space navigable music, *audiovisual environment*  
Eklektik Art Event  
Centre Agora, Liège, Belgium  
with *Funkstörung*

2002 : space navigable music, *audiovisual environment*  
Nuit Blanche Brussels  
Halles de Schaerbeek, Brussels, Belgium

2002 : space navigable music, *audiovisual environment*  
*Spielplatz M9 Goldfinger*  
Invitation by *Mille Plateaux*, Frankfurt, Germany

2002 : space navigable music, *audiovisual environment*  
OFFF Festival  
Barcelona, Spain

2002 : space navigable music, *audiovisual environment*  
Café d'Anvers  
Café d'Anvers, Antwerp, Belgium

2001 : space navigable music, *audiovisual environment*  
*e-topia Festival*  
Tempodrom Anhalter Bahnhof, Berlin, Germany

liquid space 01–03, 360° circular book

2003 : liquid space, artist book, edition of 300  
A circular sample book documenting four years of collaborative research into spatial sonic environments and translating immersive audiovisual experience into print.