

Projects in public spaces, buildings and collections.

Future dates identify works still in preparation.

2031–2009

Source of Uncertainty, 2031 (planned)

Podiumkunstengebouw, Leuven, Belgium

Listen to the Universe, 2026

RTT building, Kortrijk, Belgium

What colours tell us about ...?, 2025

Cloud Seven, Frédéric de Goldschmidt Collection, Brussels, Belgium

flux, 2026 (in preparation)

Union Station, Toronto, Canada

Kontexte, 2021

Crossover “Fatima Mernissi”, Brussels, Belgium

PI, 2021

Museum of Cryptography, Moscow, Russia

yes, no : perhaps, 2020

Hager Foundation, Germany

Zäit Wuert, 2019

Casino Luxembourg, Luxembourg

365, 2019

De Hoorn, Leuven, Belgium

origamiPenrose 71 kites and darts, 2017

Aegon Collection, Amersfoort, Netherlands

origamiSquare 59 squares, 2017

Linklaters, Madrid, Spain

origamiCeiling 160 Rhombi, 2017

Reynaerts, Duffel, Belgium

origamiCeiling 20 squares 54 kites, 2017

Cosnova, Frankfurt, Germany

365, 2016

Quai 10 and La Vigie, Charleroi, Belgium

AZF, 2016

Memorial, Toulouse, France

10e-15, 2016

FEMTO research centre, TEMIS Science, Besançon, France

origamiSquare 192 squares, 2016

Linklaters, Brussels, Belgium

chronoPrints, 2015

Liedts-Meesen Foundation / Zebrastraat, Ghent, Belgium

Mosaique 15x26, 2009

Maison Mécatronique, Annecy-le-Vieux, France

RESEARCH

PRAXIS ARCHIVE

URBAN PROJECTS

Rooted in architecture, LAB[au] continues to shape its artistic practice through architectural thinking. Its early concept of 'Datascapes' already established databases as frameworks from which new forms and meanings emerge. This principle remains central to works such as the Colour Archive and the Library of Possibles and Probables.

Likewise, its time-based modelling introduced time as an active parameter shaping spatial configurations. First explored through urban planning, time has ever since become a central field of research in its own right, informing recent investigations into colour and the monochrome.

These early projects also developed the notion of the city as a hypertextual environment: a dense fabric of interconnected signs, symbols, data and relations through which meanings continuously emerge. This understanding continues to shape LAB[au]'s artistic practice, where each work functions as a dynamic field of relations rather than a fixed composition.

Here, the artist's canvas becomes a matrix of emergent meanings, expanding into the city, where meanings are continuously rewritten through art.

URBAN STUDIES AND COMPETITIONS

WORKS

2020–1997

Kontext(e), 2020

Urban lighting competition for pedestrian crossings
Freiham, Munich, Germany
In collaboration with Bartenbach Lighting Design, Austria

A6K E6K, 2019

Urban design study for the redevelopment of the former Tri Postal
Commissioned by Catch-Charleroi, Creative and Digital Catalyst
Charleroi, Belgium

Lakeshore, 2016

Finalist in the urban development competition for Block 8
In collaboration with Mills Public Art Management
Lakeshore Station, Toronto, Canada

Brussels Ring Culture, 2016

First prize in the Urban Redevelopment Competition
Redevelopment of the city ring from Porte de Louise to Porte de Namurln
collaboration with POLO Architects and Arcadis
Brussels, Belgium

Maubeuge, 2015

Pre-feasibility study for an artistic light trail
City centre of Maubeuge, France
Commissioned by the Urban Community of Maubeuge Val de Sambre

The Gardiner, 2011

Finalist in the competition to transform the Gardiner Expressway
In collaboration with Mills Public Art Management
Gardiner Expressway, Toronto, Canada

Lotto Arena, 2009

Lighting study for the Lotto Arena and its surroundings
Commissioned by Thierry De Ridder, Talkability
City Ring, Antwerp, Belgium

Belliard, 2009

Urban design and lighting scheme for Rue Belliard
Commissioned by Art & Facts in collaboration with Université libre de Bruxelles and the European Parliament
Rue Belliard, Brussels, Belgium

INDESEM '03: Fast Forward, A Driving Perception, 2003

Urban planning workshop
TU Delft, Delft, The Netherlands

Lightscape(s), displacement maps, 2000

Lighting master plan for the Heysel Plateau for UEFA Euro 2000
Heysel Plateau and the A12 motorway, Brussels, Belgium
Commissioned by Electrabel/Sibelgaz (now Engie), Brussels, Belgium

Transit(e), 1998

Urban study rethinking the city and its hinterland
Midi Station and its surroundings, Brussels, Belgium
Commissioned by AVA and SPRL Patrice Neirinck

Réalité / Fictions, 1998

Urban study and exhibition exploring seven critical fictions for Euralille 2
FMJ project by LAb[au], in dialogue with Marin Kasimir and David Everard
Round-table discussion with Jean Nouvel and Rem Koolhaas
Commissioned by the Lille Flandres Intercommunal Authority
Espace Croisé, Euralille, Lille, France

Liquid Axis, 1997

Third prize in the international urban design competition
Aristotelous: Redesigning the Civic Axis of Thessaloniki
City centre, Thessaloniki, Greece

URBAN LANDMARKS

Catadioptric Tower, 2019

Study for the redevelopment and branding of a logistics hotel
In collaboration with AIA Architects, Lyon
Commissioned by ELLU (Lyon Urban Logistics Space)
Urban logistics hub, Avenue Tony Garnier, Lyon, France

Palimpsest, 2016

Realisation of a permanent light artwork
Commissioned by the City of Ghent
Former cooling tower, De Porre, Ghent, Belgium

SiloScope, 2011–2014

Permanent cybernetic urban sculpture
Realised under the French 1% artistique programme
Quai Jules Guesde, Vitry-sur-Seine, France

Transmit, 2011

Urban design competition for Grand Lyon Habitat
In collaboration with Superflux and Roger Tator
Boulevard des États-Unis, Cité Tony Garnier, Lyon, France

Résidence Plein Ciel, 2008

Artistic intervention in a housing estate
Commissioned by La Ferme du Buisson
under the direction of José-Manuel Gonçalves
Résidence Plein Ciel, Le Mée-sur-Seine, France

Weathertower, 2008–2009

Illumination of the Dexia Tower
Commissioned by Dexia Bank
under the direction of CEO Axel Miller

Chronotower, 2007

Generative illumination of the Dexia Tower
Commissioned by Dexia Bank
under the direction of CEO Axel Miller
Dexia Tower, Place Rogier, Brussels, Belgium

TOUCH, 2006–2007

Interactive illumination of the Dexia Tower
Commissioned by Dexia Bank
under the direction of CEO Axel Miller
Dexia Tower, Place Rogier, Brussels, Belgium

Beffroi (watchtower), 2001

Real-time panoramic and networked landscape
Study commissioned by the City of Tournai Beffroi
de Tournai, Tournai, Belgium

RESEARCH

PRAXIS ARCHIVE

ARCHITECTURE AND SCENOGRAPHY

Recent projects such as the Colour Archive, the Library of Possibles and Probables, and the Spaces of Time extend LAB[au]'s architectural thinking into constructs of language, colour, memory, and time—architectures of knowledge and linguistic art.

ARCHITECTURE

WORKS

2020–1997

Pergola, 2016

Kinetic kiosk

Study and realisation of a 10 × 10 m temporary installation

Commissioned by *HD Metz Muse*

Centre Pompidou-Metz, Metz, France

Knit, 2013

Artistic illumination of the main facade of the Palais de Justice

Commissioned by the City of Brussels

Palais de Justice, Brussels, Belgium

Knit, 2012

Artistic illumination proposal for the Victoria and Albert Museum

Commissioned by V&A

V&A, London, United Kingdom

Chronographical Tower, 2012

Roof extension connected to an installation at the centre of the tower

Study commissioned by *Transcultures* and the City of Mons

In the context of *Mons 2015 – European Capital of Culture*

Tour Valenciennoise, Mons, Belgium

M0t1f, 2009

Artistic illumination proposal for a historic monument façade

Study commissioned by Second Nature and the City of Marseille

In the context of *Marseille-Provence 2013 – European Capital of Culture*

Maison Diamantée, Marseille, France

Dome of Light, 2009

Study for the interior design of a desacralised church

Study commissioned by *Francesco Ravo*

In the context of the transformation of the church into a nightclub

Slautsky Church, Brussels, Belgium

Moebius panoramic pavilion, 2001

Sculptural pavilion in collaboration with Marin Kasimir

Nantes, France

RGB Pavilion, 1998

Proposal for a projection pavilion for the Cannes Film Festival

Commissioned by Mitic Club

La Croisette, Cannes, France

Cabri(v)olet, 1996

Competition entry for a self-sustaining housing prototype

In collaboration with Bernard Delville (Mass Moving)

Organised by Electrabel Belgium

SCENOGRAPHIES

V.A.X., 1996
3rd Prize in the competition for a public school project
Petegem, Belgium

Artbox, 1995
3rd Prize in the ideas competition 'A Way of Living'
R35, Waregem, Belgium

15h05 house, 1995
Commission for a private house
Philippeville, Belgium

Catwalk, 1999
Catwalk design study for Paris Fashion Week
Commissioned by the Belgian fashion designer *Crstof*
Paris, France

La Langue Française, 1998
Exhibition concept and realisation of the 'Tunnel of Languages'
Commissioned by *encore... bruxelles*, Joël Benzakin
Brussels, Belgium

Play, 1998
Exhibition concept and scenography based on Marcos Novak's
'Six Degrees of Virtuality'
Commissioned by *encore... bruxelles*, Joël Benzakin
Brussels, Belgium

GameVillage, 1997
Exhibition concept and scenography for a 6,000 m² exhibition
Celebrating 30 years of video games
In collaboration with *AVA Architects*
Commissioned by *Infogrames*, France
Lyon, France

RESEARCH

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INFORMATION ARCHITECTURES

These early investigations into information architecture gradually evolved into artistic research on the organisation of knowledge through language, signs and systems—a line of inquiry that continues today in the Colour Archive, the Practice Archive and LAB[au]'s artist books.

NETWORKED ARCHITECTURES

These networked architectures explored the web as a living archive rather than a repository of information. Libraries, taxonomies, identities, and urban structures became dynamic systems generated through navigation, interaction, and collective participation. The questions they raised continue to shape LAB[au]'s research into language, archives and the organisation of knowledge.

INFORMATION GRAPHICS

Cartographies, visual indexes, semantic maps and time-based navigation became methods for organising knowledge. These projects transformed diagrams and archives into navigable structures for reading and relating information.

WORKS

2019–1997

Polygon Den(c)ity, 2003

Urban morphology transformed into a musical score for spatial concerts
Invited by New Museum
New Museum, New York, USA

electroscope(s), 2001

Real-time 3D networked environment
Invited by Fabric|ch
ACM SIGGRAPH, Los Angeles, USA

i-skin, virtual embodiment, 2000

Computational fashion: generating avatars through image profiling
In collaboration with the Belgian fashion designer Crstof
Avignon 2000, Avignon, France

Cityscapes, 1999

An online cartographic navigator for a discussion forum, revealing a dynamic keyword index through the manipulation of a spatial interface
Commissioned by ART.image Festival, Charlotte Pöchhacker
Graz, Austria

Telezone, 1999

Experiment in collaborative computational urbanism
Ars Electronica Festival
Linz, Austria

i-tube, 1998

Information architecture replacing semantic search with behavioural navigation and collective profiling

2014 - *concepts, modes, systems, catalogue*

Research catalogue organising LAB[au]'s artistic practice through cartographic diagrams based on concepts, modes, and systems.

2009 - *MetaDesign monograph*

Book design based on parallel indexing systems and cartographic representations of LAB[au]'s artistic practice.

2003 - *liquid space book*

Publication system organised through radial navigation, multiple indexing structures and thematic colour coding

2003 - *infoscape, information society*

Multi-level navigation system extending a hyperbolic tree into immersive

2001 - 2016 *hisTHORy (digital choreography)*
Design of a time-based website for the dance company Thor
www.thor.be

2000 - *Daniel Buren, Practice*
An interactive cartographic navigator developed for the solo exhibition at
encore...bruxelles.

2000 - *Daniel Buren, Catalogue Raisonné*
Concept and design of a catalogue composed of detachable files with a
visual indexing system.

2000 - *tout d'edge*
A real-time 3D Möbius interface transforming the history of *Mass Moving*
into a continuous navigational strip.

1999 - *encore...bruxelles*
Design and development of a cartographic and sonic website for the
exhibition platform.

1999 - *Worlddebt, you can count on it*
A collaboration with the American artist John Knight, revealing the
financial structures of debt through the interactive editing of a bank card.

1997 - *MetaLab*
Our first award-winning online interface, transforming a hyperbolic tree
structure into an intuitive cartographic navigator.

WRITINGS

*These commissioned articles and regular columns provided
the theoretical framework for LAb[au]'s research into
information architecture, introducing and articulating many
of its underlying concepts.*

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2019 - *Daily Computations* (fr, en)
Essay for Art Mème, Belgian art magazine.

2003 - *spazio e.mozione* (it)
Essay for l'ARCA, Italian architecture magazine, December issue 187

2003 - *Lo spazio sonoro* (it)
Essay for l'ARCA, Italian architecture magazine, May issue 181

2003 - *La definizione di una disciplina, MetaDeSIGN* (it)
Essay for l'ARCA, Italian architecture magazine, February issue 178

2002 - *Soundscapes* (fr, nl, en)
Essay for A+, Belgian architecture magazine, February issue 173

2001 - *e.motional space* (fr, nl, en)
Essay for A+, Belgian architecture magazine, December issue 172

2001 - *cityscapes* (fr, nl)
Essay for A+, Belgian architecture magazine, October issue 171

2001 - *mind spaces* (fr, nl)
Essay for A+, Belgian architecture magazine, April issue 169

2001 - *l'hypertexte comme système comportemental* (fr)
Essay for Inside Internet, Belgian technology magazine

2001 - *Mind Expander* (en)
Essay introducing a new series on media cognition

2001 - *i-tube, building connectivity* (en)
Essay on space, interfaces and knowledge

2000 - *Recombinant Realities* (fr, nl)
Essay for A+, Belgian architecture magazine, December issue 167

2000 - *info.architects* (fr, nl)
Essay for A+, Belgian architecture magazine, October issue 166

- 2000 - *L'hypertexte comme métaconstruction* (fr)
Essay for Inside Internet, Belgian technology magazine, July issue 35
- 2000 - *Les Graphical User Interfaces* (fr, nl)
Essay for Inside Internet, Belgian technology magazine, June issue 34
- 2000 - *Espace-temps-information, topographie du réseau* (fr, nl) Essay for Inside Internet, Belgian technology magazine, April issue 31
- 2000 - *G.U.I., le langage performatif de l'écran* (fr, nl)
Essay for A+, Belgian architecture magazine, April issue 163
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- 2000 - *infospaces, la cartographie des réseaux* (fr, nl)
Essay for A+, Belgian architecture magazine, January issue 161
- 1999 - *Les G.U.I., l'espace d'interaction et d'immersion* (fr)
1999 - *Le cyberspace lisse et strié, les topographies virtuelles* (fr)
1999 - *Avatararchitecture, l'anthropomorphologie digitale* (fr)
1999 - *Réalités augmentées, les degrés de virtualité* (fr)
1999 - *L'interfaçage comme espace actif* (fr, en)
1999 - *Data Mining, l'espace digital* (fr)