

RESEARCH

PRAXIS ARCHIVE

AUDIOVISUAL ENVIRONMENTS, SOUND-BASED WORKS, CONCERTS

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

2026–2001 (selection)

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 2×540 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 : 2×540 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.

