

RESEARCH

PRAXIS ARCHIVE

ARCHITECTURE, SCENOGRAPHIES, NETWORKED ARCHITECTURE

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

NETWORKED ARCHITECTURES

These early network 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—questions that continue to inform LAb[au]'s research today.

Polygon Den(c)ity, 2003
Urban morphology transformed into a musical score for a real-time spatial concert
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
Cartographic discussion platform generating indexes of collective knowledge
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

