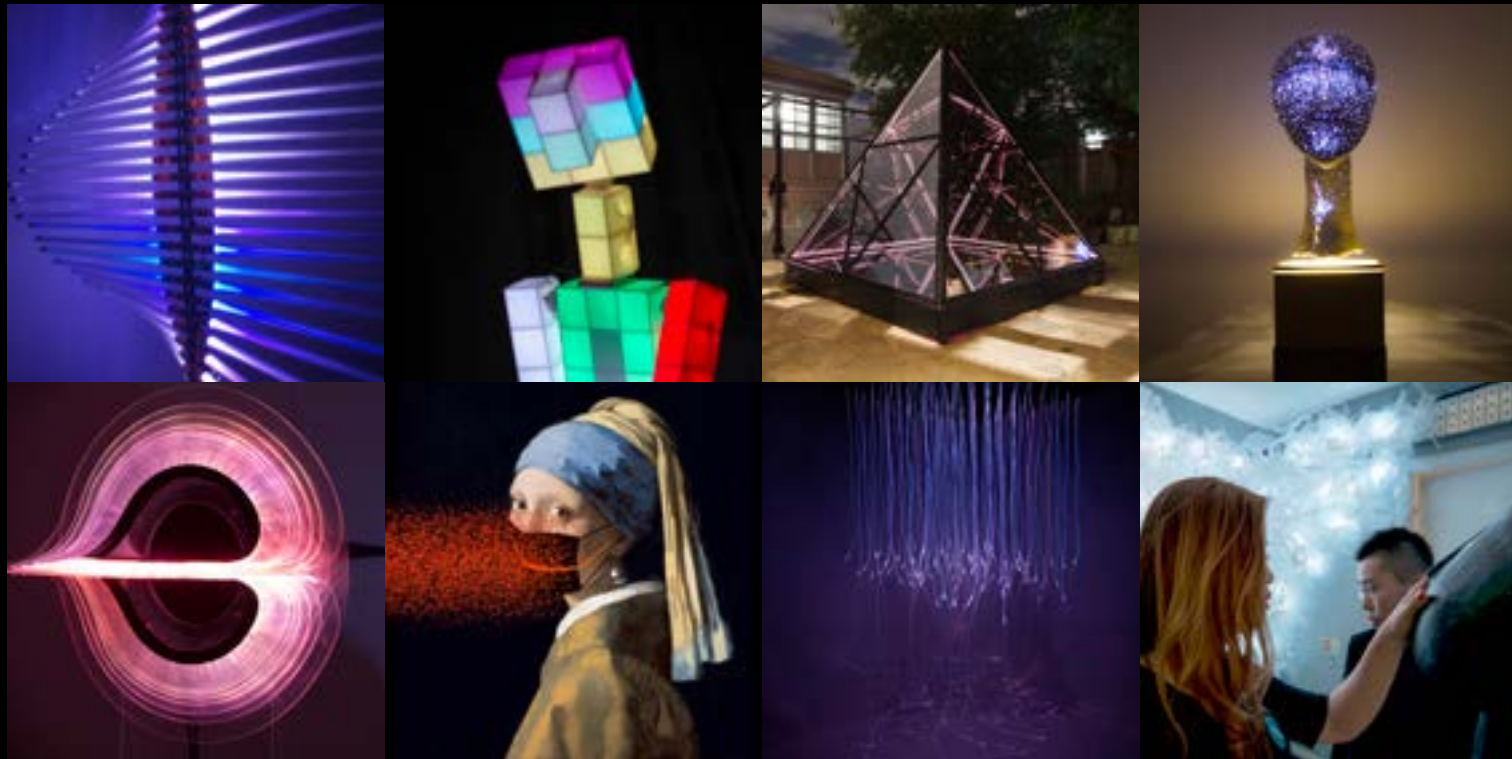




YIANNIS KRANIDIOTIS
selected works
2021-2014



YIANNIS KRANIDIOTIS

selected works
2021-2014

Yiannis Kranidiotis

Yiannis Kranidiotis is an artist whose work explores the relationship between science and art using mainly light, motion and sound to create spaces and experiences where all coexist and interact. He is interested in physical phenomena like the harmonic oscillation, the natural repeatability and the wave movement and also in exploring and transforming scientific data, like the properties of the exoplanets or the solar wind. The increasing pollution of the planet with plastic and the effects on the oceans and on the environment, in general, are issues that also affect his practice. Many of his works include motion and interaction where others include data processing and sonification methods. This requires cross-disciplinary work with sound, visual arts, coding, electronics, and physics.

He has a BS in Physics from the University of Patras and an M.Sc. in Optics from Essex University.

His work has been presented in many festivals and exhibitions like BOZAR (Brussels), Maintenant (Rennes, France), SPECTRA (Aberdeen, UK), Made in NY Media Center (New York), FILE (Sao Paulo, Brazil), B-Seite Festival (Germany), Rome Media Festival, ISEA (2019 S. Korea, 2016 Hong Kong, 2015 Vancouver), MADATAC (Madrid), Lumen Prize Global Tour, Athens Digital Arts Festival, Onassis Cultural Center (Athens), LUNDA Gallery (St. Petersburg, Russia). Many websites and magazines have published articles about his work including "Google Cultural Institute", "The Creators Project", "Arduino.org", "Gizmodo", "Open Culture", "Hyperallergic", "Bigthink", "Konstvärlden".

kranidiotis.gr



Photo: Yiannis Chatziantoniou

Note

Motion, light, and sound are three intangible elements I tried to encapsulate in physical bodies and give them substance through my works. The abstract nature of these three elements, that you can not touch but you can sense, is covering them with a veil of mystery that I am trying to lift a corner and peek inside. In this effort, I often get inspired by the laws of physics and the beauty and diversity of the data from our universe. Physical materials like wood, metal, or glass are intriguing to me to be combined with LEDs, motors, sensors and coding, and the mathematical equations that describe the motion of the celestial bodies or the ripples on the surface of the sea, to be used to drive the motion of my sculptures.

Among artists, I feel more like a scientist and among scientists, I feel more like an artist.

Y.



Solar Helix

(2021) Interactive data-driven light sculpture
Acrylic, wood, data, LEDs, Arduino, LCD screen, custom software

Solar Helix is an interactive light sculpture driven by the solar wind speed data. It consists of a circular structure that allows light to travel in a spiral orbit from the outer perimeter to the inside. Data from the last year of the solar wind (proton speed) have been collected and converted into bright colours that continuously feed the sculpture in a perpetual rotation. The speed of rotation of light is constantly decreasing and results in a very slow rotation. The viewer has the option to “touch” the void in the centre of the circle and reactivate the sculpture giving the light a fast rotation speed. At the base of the sculpture, there is a screen with a minimalist plot of the solar wind as well as the date and the value that drives the sculpture at the specific time.

The circle, the archetypal symbol of life, receives energy from the sun, the source of energy of our close world, the solar system. This energy is transformed within the circle in a perpetual motion that constantly changes colours, as the energy of the sun feeds life and motion on earth, creating a diverse ecosystem. Human intervenes in this system, in an intervention that looks like a scene from a utopian future, making it regain lost energy and movement.

- The solar wind data used in the project cover the period from October 25 2020, to October 25 2021.
- A total of 506,876 values are used (measurement per 1 minute).
- The total duration of the “reproduction” of the data lasts about 22 hours.
- Data retrieved from the US National Oceanic and Atmospheric Administration’s Deep Space Climate Observatory (DSCOVR) mission (<https://www.ngdc.noaa.gov/>).

8-bit Humans

(2021) Interactive Light Sculptures
Plastic, LEDs, Arduino, custom code



"8bit Human" is a series of interactive light sculptures. The main characteristics of these humans are the voxel structure of their body, the light cubes/pixels that can be illuminated in the 8 primary colors of the 8bit computers (red, green, blue, yellow, magenta, cyan, black and white), and the single-leg with a base at the end. The posture of the sculpture can be also altered due to the movable joints in many body parts. The colors of each light cube can be changed by the visitor using an online app (accessible from his/her desktop computer or mobile phone).

8bit Humans is a comment on the loneliness of the modern digital society, where physical interaction and connection have been replaced by modern technology and social media. During this time of the COVID-19 pandemic, people sought a companion on the digital domain. An "8bit human" is a lonely figure, sitting on a bench and waiting for a friend. Color and light have a primitive power in the spiritual customs and ceremonies of people. The colors and the form of the sculpture are inspired by the 8bit culture of the 80s computers that have affected the aesthetics of the last generations, as computer games have been an important part of their childhood. The revival of these color combinations can arouse memories and feelings from this age that can provide comfort and companionship.

Tritt said, "Is she all right, Odeen?"

"Quiet, Tritt," said Odeen. "Dua?"

"Odeen?" She stirred, spoke in a whisper. "I thought I had passed on."

"Not yet, Dua. Not yet. But first you must eat and rest."

"Is Tritt here, too?"

"Here I am, Dua," said Tritt.

"The Gods Themselves" - Isaac Asimov



ODEEN



DUA



TRITT



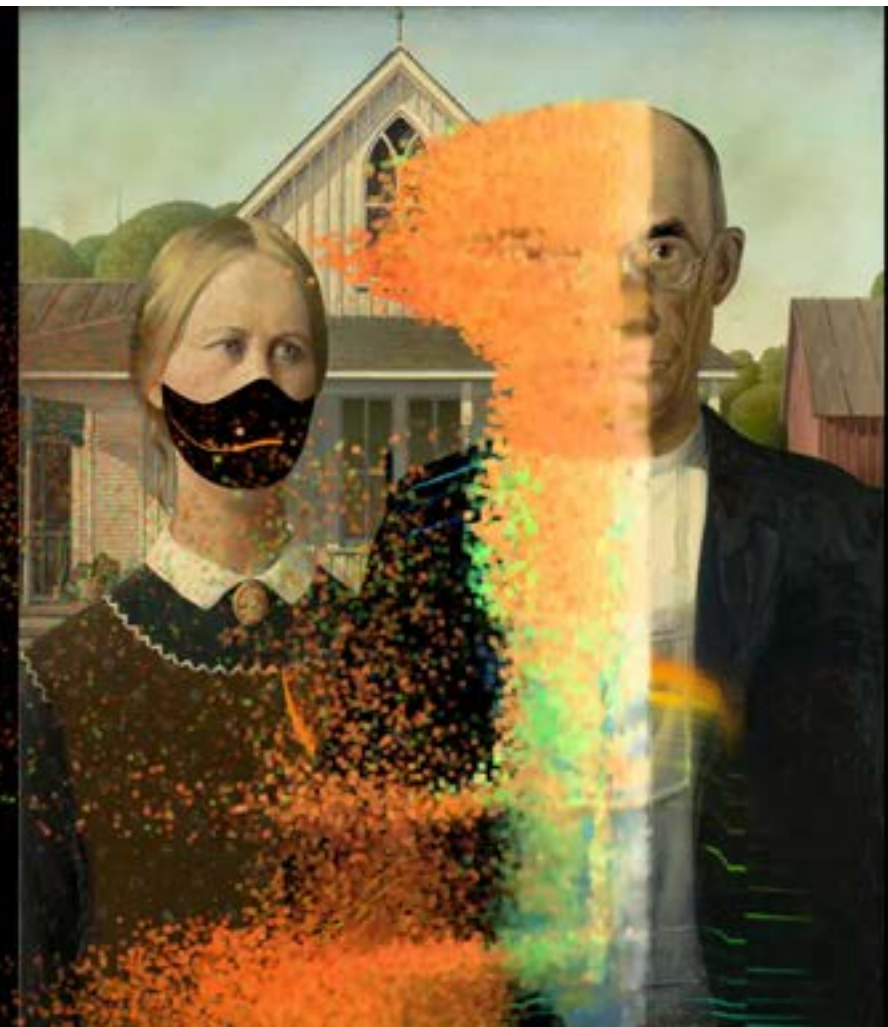
Ichographs II Absentia

(2021) Audiovisual Installation. 1ch 4K video| 2ch sound. Dimension Variable.

*"Ichographs II – Absentia" was created during the covid-19 pandemic,
a time that was defined by the absence of thousands of people.*

"Ichographs I" is an audio and video artwork that explores the relationship between visual colors and audio frequencies.

Selected areas of the painting are decomposed into tiny colored parts that fly away emitting a sound frequency depending on their color. The soundscape is the synthesis of all these frequencies/ colors. The selected areas of the painting remain black with the footprint of the color spectrum of the original image.



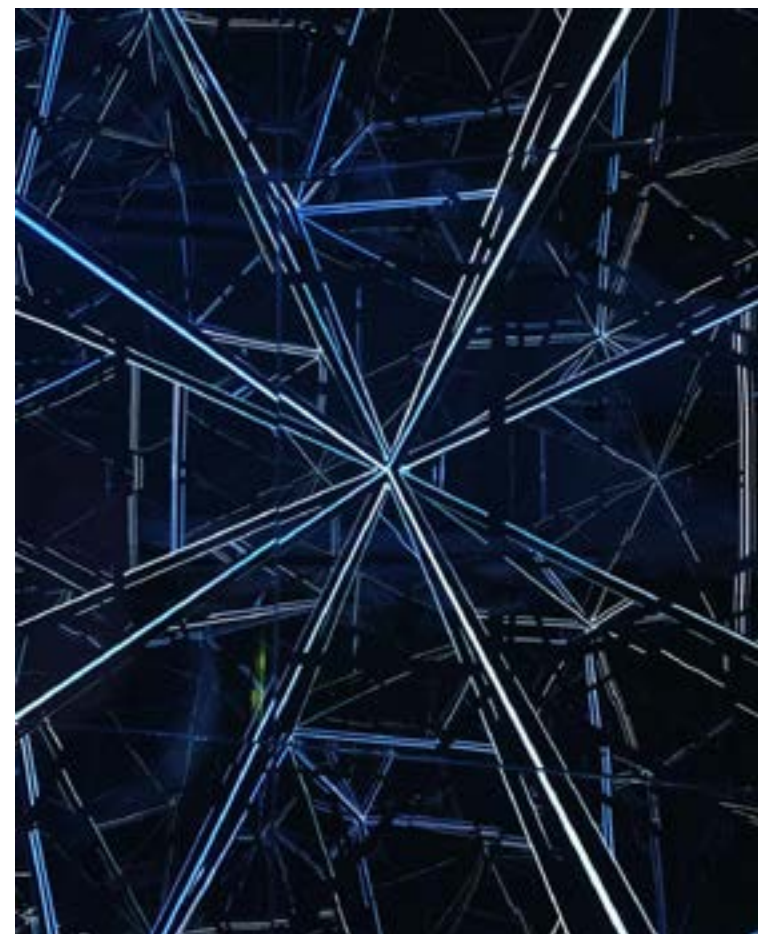


PYMAR

(2020) Interactive Light and Sound Sculpture
Mirrors, LED lights, Arduino, custom software

"PYMAR" is an interactive light and sound sculpture that through the constant reflection of light, explores the concept of infinity. A system of mirrors and light elements, which form a pyramid with a square base, is activated by the presence of the viewer who sets the light in motion in a different pattern each time. The repeated reflection of light patterns on the interior surfaces of the installation creates a kaleidoscopic landscape in constant motion.

The work was commissioned by Athens Digital Arts Festival for the 16th edition, which took place on Ermou str in October 2020.



Beyond the Realms of Sea and Land

(2020) Light and Sound Kinetic Installation. Dimensions variable.
Motors, wheels, light tubes, LEDs, Arduino, custom code.

“Beyond the realms of sea and land and air and space lay the realms of fire, which he alone had been privileged to glimpse. It was much too much to expect that he would also understand.”

— Arthur C. Clarke, 2001: A Space Odyssey

Images of traveling ships are recreated in this kinetic installation. The machine of the industrial revolution inspires the movement of the artwork, transforming the rotary motion to linear. The reciprocating motion of the ships' masts is forming standing waves in the space while the metal sounds bring images of the ships moored on the dock. A group of mechanisms forms a machine in perpetual motion powering the need of man for exploration.

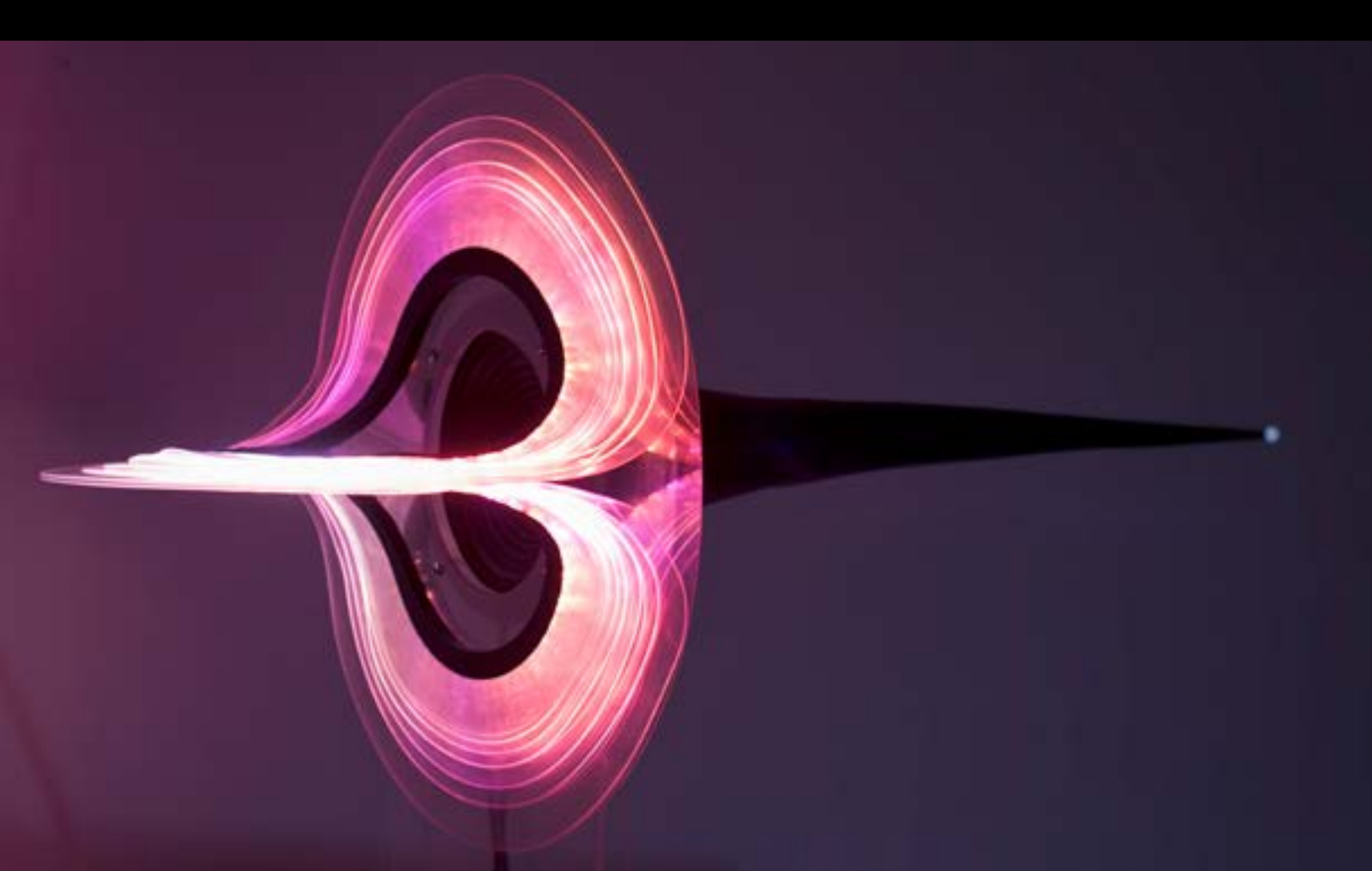
Nine mechanisms are placed on the floor in a straight line and in a distance from each other. A motor through a gear transmits the rotational motion to a wheel. The wheel converts the rotary motion into reciprocating motion, setting in continuous oscillation a 3m long tube which is internally illuminated with white light which vibrates following the oscillation frequency of the tube. Attached along the tube is a translucent plastic sheet that moves freely. Each mechanism has a slightly different frequency of rotation so that all the mechanisms form patterns of static waves and sometimes chaotic formations. With their movement, the wheels will hit various metal tubes, creating a sound landscape that will follow the movement of the installation.

The work was commissioned by Primarolia festival for the 2020 art exhibition “Images of a Floating World”



The nine custom-designed wheels of the installation

Photo: Christos Tsanis / Primarolia Festival 2020, Aigio.



Black Hole

(2019) Data-Driven Light & Sound Sculpture
Plastic sheets, LEDs, speaker, gravitational waves data, custom software

Black Hole is a data-driven light and sound sculpture inspired by the geometry of a black hole. In the center of the sculpture, there is a speaker surrounded by luminous bent circular plastic sheets. Behind the speaker, there is a black cone with a white light at the end. The accretion disk, the event horizon and the singularity are the fundamental structural elements of this sculpture.

Data from cosmic gravitational waves (from LIGO experiment) has been converted to sound and light for feeding the black hole's speaker and illuminating the accretion disk.

The sculpture is inspired by the philosophical aspect of Einstein's general relativity theory and the black holes. The bending of space and time is reflected in the form of the sculpture. The terrifying boundaries of the event horizon, the point of no return, and the unbearable confinement of singularity are marked on the sculpture using an intangible medium, the light. Sound is translating the distant waves of cosmos, the gravitational waves, into our human detected domain, giving us the opportunity to sense the presence of the black hole in our space.



(photo: Mirena Sapouna)



"Black Hole" Sculpture as exhibited at Eugenides Foundation's New Digital Planetarium for Extending Reality exhibition on 14 November 2019.

Plastic Sea

(2019) Interactive Light & Sound Installation. Dimensions variable.
Plastic sheet, LED, motor, Raspberry Pi, Arduino & custom software



“Plastic Sea” is a comment on the increasing pollution of seas with plastic debris. A plastic sheet is covering the entire room and moving to give the illusion of a sea. A hidden light is illuminating the plastic sea and the room. The light is also reflected on the ceiling and on the walls of the room creating wave patterns and enhancing the sense that you are experiencing a room filled with water. There is a touchscreen with an interactive map of the earth. The installation selects a random spot from the 5 ocean gyres and the Mediterranean sea and according to the amount of the plastic debris found there, it changes the magnitude of the plastic sea’s waves. The visitor can also interact and select a spot from the map. The installation will read the plastic pollution data of this spot and will adjust the height of the waves. The installation also emulates the light conditions of the selected spot on the map and changes the light to sunrise, day, sunset, and night.

“Plastic Sea” was awarded the ADAF 2020 Special Award



“Plastic Sea” at SPECTRA 2020, Aberdeen, UK.

Don't Touch Me

(2019) Interactive Light & Sound Sculpture
Optical fibers, acrylic resin, LEDs, Raspberry Pi, Arduino & custom software

"Don't Touch Me" is an interactive sculpture that investigates the relationship between human and machine. Following the previous sculpture "Touch Me", where the visitor is invited to touch it and interact with it, this sculpture rejects and finally disallows physical contact. When the visitor approaches its surface, it starts to emit alarming color light and sound. The pitch of the sounds is getting higher as the "intruder" gets closer. If he/she touches it, it blinks in a bright red colour and turns off. After a while, the sculpture activates again.

The white color and the form of the sculpture are inspired by the ancient Cycladic idols with a strong reference to the Sci-Fi futuristic culture.

"Don't Touch me" is trying to explore the difficulties of human-machine interaction. People are surrounded by touch technology and they are used to interact with it in many different ways. After so many haptic devices that surround us in everyday life, how ready are we to be rejected by a machine?

In May 2019 the sculpture "Touch Me" was exhibited at Athens International Airport in collaboration with the Athens Digital Arts Festival. Towards the end of 2019, the sculpture "Don't Touch Me" took its place. After a while, the COVID-19 pandemic broke out and imposed social distancing. Touch was now "forbidden" and the title of the sculpture more true than ever. "Don't Touch Me" was soon found alone in a deserted airport, after this terminal was temporarily closed. It remained there until August 2021 where it welcomed the first travellers that reappeared.

*"Don't Touch Me" exhibited at 8th Mill of
Performing Arts Festival (MPArt), Greece
(September 17, 2021)
(photo Alexandros Hartonas)*



Ichographs vanLoon

(2018) Audiovisual Installation. 1ch 4K video| 2ch sound. Dimension Variable.

Five paintings of the painter Theodore Van Loon were given by BOZAR to be processed using the Ichographs method. All paintings had religious themes and many metaphysical events or scenes were depicted. I chose to translate into sound and finally remove these religious/metaphysical parts of the paintings and leave only the real/ human part at the end of each video.

"Ichographs I" is an audio and video artwork that explores the relationship between visual colors and audio frequencies.

These selected areas of the painting are decomposed into tiny colored parts that fly away emitting a sound frequency depending on their color. The soundscape is the synthesis of all these frequencies/colors. The selected areas of the painting remain black with the footprint of the color spectrum of the original image.

"Ichographs vanLoon" was created using openframeworks and Supercollider.

*Commissioned by BOZAR for the exhibition
"Theodoor Van Loon: A Caravaggist Painter between Rome and Brussels"*

Photos from the exhibition of Ichographs vanLoon at BOZAR, Brussels.





FLY

(2018) Light Sculpture
Acrylic tube, wood, LEDs, Arduino & custom software

Inspired by the athlete's constant effort to overcome himself/herself, this sculpture uses light to describe this course. In a vertical acrylic tube, a dim light appears and attempts to reach high. Every time the light manages to reach a little higher. The power and speed of light are constantly increasing. It gets higher and higher until it manages to overcome itself and gets out of it. Then the speed and strength becomes inconceivable and transforms into a white light. Thanasis Antetokoumpo began his athletic life in the same way. The first steps were slow and weak but the struggle and the effort were constant until the recognition. His will to become stronger, faster, to get higher, and to overcome his objectives, was my inspiration for this work.

Commissioned by Nike for Thanasis Antetokoumpo.

FLY at Nike Stroe Ermou Str, Athens



Pháros

(2018) Data Driven Kinetic Light & Sound Installation
Acrylic sphere, LEDs, motor, exoplanets' data, Arduino, Raspberry Pi & custom software

Pháros (from the ancient Greek word for lighthouse) is a data driven kinetic light installation that interprets the properties of the discovered exoplanets into movement and light.

An acrylic sphere fitted in a long bar is rotating around a vertical axis. The sphere is throwing a beam of light, like a lighthouse, while is moving in the middle of the room. The whole body of the sphere is also lighted and changing color eventually. The speed of rotation, the patterns of the light beam and the color of the sphere are defined by the properties of a randomly selected exoplanet (a planet outside our solar system that orbits a star). For example the speed of the exoplanet is defining the rotation speed of the sphere, the temperature defines the color of the sphere and the discovery method the way that light is modulated. There is a screen (or a projection) where all the data of the selected exoplanet are visualized with minimalistic/futuristic aesthetics.



Pháros was created to be exhibited for the first time at Tungenes Lighthouse at Norway as part of the "On the Edge" exhibition, a cooperation project between lighthouses in Rogaland and Stavanger Maritime Museum

PETE Medusa

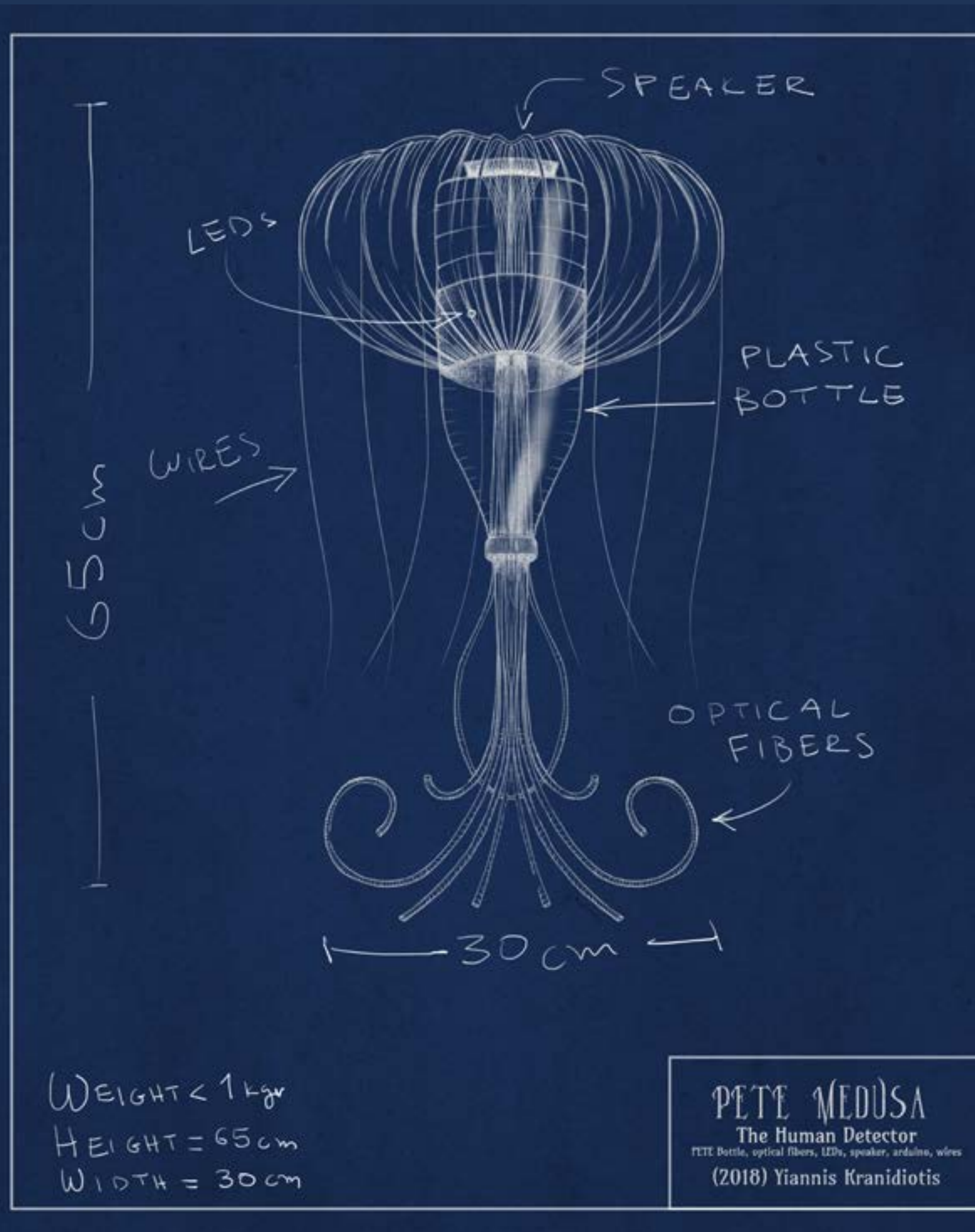
(2018) Interactive light and sound sculpture
Plastic bottle, optical fibers, LEDs, wires, speaker, arduino, custom software

Following the excessive pollution of the oceans with plastics, a new species of mutant jellyfish appeared. This new genre was named PETE Medusa, after the plastic PETE bottle of the torso. Scientists have found that many of the bottles that floated in the oceans, developed plastic tentacles and showed a sensitivity to human presence. These tentacles are capable of detecting a living organism that approaches and emit luminous pulses. It's impressive that many of these mutant jellyfish have also developed a tissue in the form of a basic speaker at the top, which is also triggered by the sensors in the tentacles and emitting sound signals. The sensitivity of these new organisms to human presence has alerted scientists, as many of them see it as a reaction of nature to its constant and irrational pollution by humans.

PETE Medusa is a fictional mutant jellyfish that is created with a common plastic bottle, plastic optical fibers, plastic LEDs and plastic speaker. It can be seen as a ironic and sarcastic comment on the pollution of the oceans with plastic bottles. The interactivity of this sculpture (the reaction with sound and light to human presence) is a reference to a future reaction of nature in the environmental footprint of human kind on the planet. The sound of the sculpture is similar to the sound of a Geiger counter, an instrument used for detecting radiation. Are humans finally a bigger threat than a nuclear disaster?



PETE Medusa at Ermou Str for ADAF 2020



CYMA {Fos}

(2017) Data driven kinetic light & sound sculpture
*Acrylic, LEDs, solar wind data, raspberry Pi, screen, arduino,
motor, speakers & custom software*

"Cyma {Fos}" (from Greek: κύμα, meaning "wave" and φως meaning "light") is a real time data driven kinetic light and sound sculpture highly inspired by natural repeatability and wave movement. An array of light acrylic bars, connected only with a metal wire passed from the center, is hanged from the ceiling and reaches the floor. The bottom bar is rotating periodically and sets the whole sculpture in motion. The motion of the bottom bar is creating a wave that physically spreads from one bar to the other. Real time data of the solar wind are defining the motion of the wave. The whole sculpture is waving without any mechanical force (except from the bottom bar), in the natural fundamental frequency and in higher modes called harmonics in a hypnotic and mesmerizing way.

While the sculpture is moving, the horizontal bars light up in various colors. The position, speed, amplitude and other properties of the wave motion are affecting the light patterns of the sculpture. At the same time the sound is following a similar approach. There are 58 sin audio oscillators, each for every light bar, with different frequencies (from 50 to 150 Hz). The position of each bar is changing the volume of the oscillator. Additional sounds have been added to the final soundscape.

*CYMA {Fos} exhibited at SPECTRA 2020,
Aberdeen, United Kingdom
(February 13, 2020)*



9 months_Rebirth

(2017) Interactive Light & Sound Installation
Optical fibres, LEDs, Raspberry Pi, Arduino, speakers, sensors, custom software

Using light and sound as the main elements for creating an immersive environment, this installation is trying to emulate a feeling of rebirth. More than one hundred luminous optical fibres form a pentagonal light cage that stands dimly lit, waiting for a visitor. When the visitor enters inside it, he/she ignites a light and sound sequence, a performance that will transform the light cage into a meditational visual and audio space, where the visitor is challenged to rebirth.

At the beginning, the light will be low powered and white and the sounds will be simple, distant and low frequency. Then more colours will start to appear, together with more complex patterns, rhythms and rich sound frequencies. The sound will be a mix of digital generated interpolated noise along with natural sounds recorded in an underwater environment in order to emulate the audioscape of the fetus. A final light and sound blast will mark the rebirth moment.

Commission through the Culture fund of the European Union with Manchester Metropolitan University, Fondazione Mondo Digitale, I/O Lab and Curated Place.



*"9 months_Rebirth" at the MAXXI Museum
for Rome Media Art Festival, Italy.*



"9 months_Rebirth" at Marischal College, Aberdeen (photo: Nick Bramhall)



Top: "Touch Me" at winners gala of Lumen Prize, London, UK.
 Bottom: "Touch Me" at ADAF 2017, Athens, Greece (photo: Apostolos Zygouris).

Touch Me

(2016) Interactive Light & Sound Sculpture
Optical fibers, LEDs, Raspberry Pi, Arduino & custom software

Please, touch me. Unlike other artworks that we are advised to keep distance, this sculpture invites you to touch it. With reference to the ancient cycladic idols, this black head is standing dark, like an extraterrestrial visitor, waiting for an encounter. In response, it will emit cold blue and violet light through hundreds optical fibers that are fitted in its surface. At the same time a soundscape will be generated based on the movements of the hands that are touching the sculpture. As the visitor interacts and get connected with the artwork, a special algorithm is calculating the amount of engagement and transforms the lights to warmer red and orange colors.

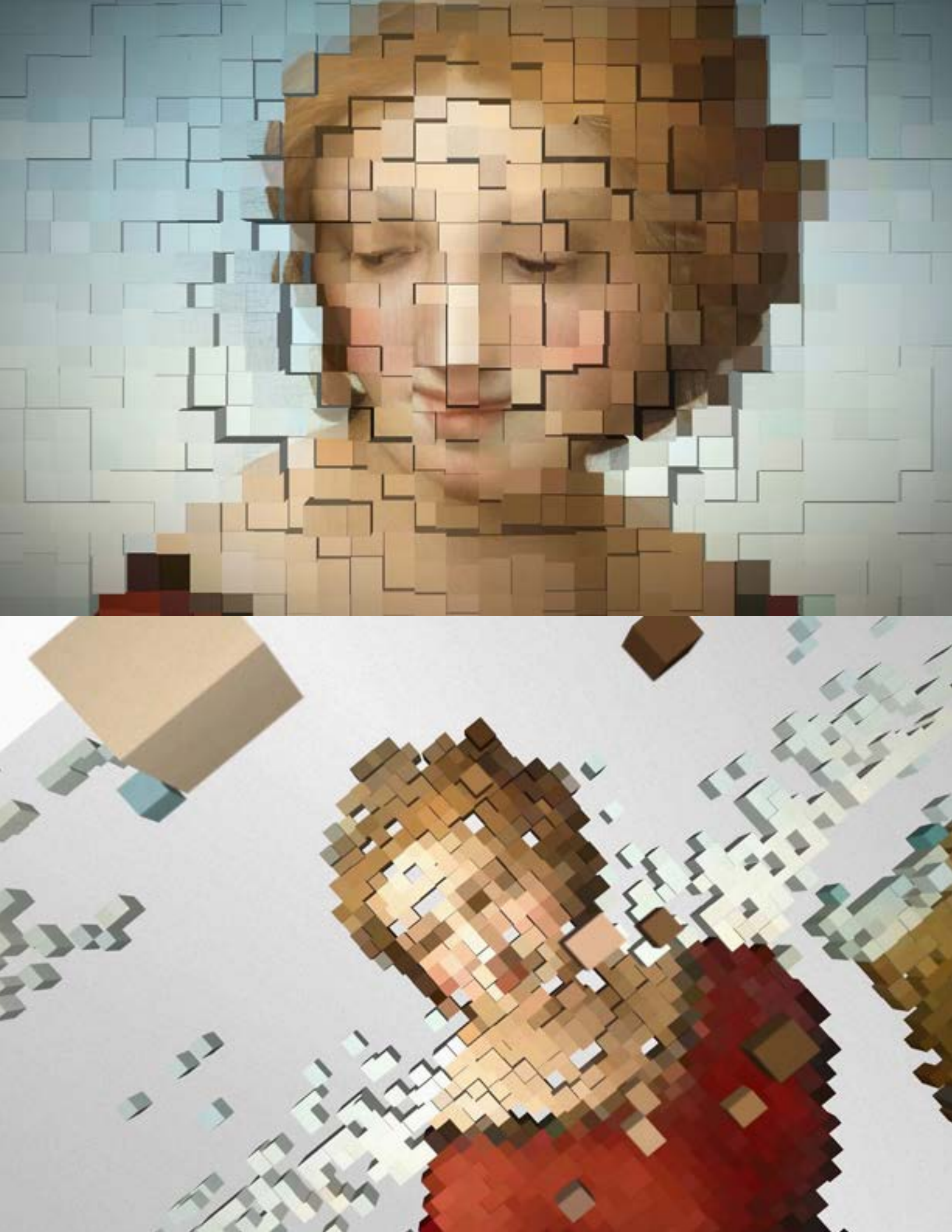
"Touch me" is a metaphor on human and technology relationship. It is trying to explore the difficulties of human-machine interaction. A simple interaction like touch is sometimes very difficult to achieve. People may hesitate to touch the sculpture (especially in a gallery-exhibition environment). When they finally do it, some may feel uncomfortable by the sculpture reaction and other may feel attracted and charmed. After so many interactive devices that surround us in everyday life, how used are we in a human-machine interaction?

"Touch Me" was finalist of the Lumen Prize 2017



Bottom: "Touch Me" at SPECTRA 2018, Aberdeen, UK.
 Right top: A replica of "Touch Me" was smashed during a performance at Elefsina.
 Right bottom: "Touch Me" at Athens International Airport, 2019.





Ichographs Mdelp

(2015) Audiovisual Installation. 1ch HD video| 2ch sound. Dimension Variable.

Ichographs Mdelp (Madonna del Prato) is a sound and picture artwork that explores the relationship between colors and sound frequencies. The famous painting of Raffaello "Madonna del Prato" (Madonna of the Meadow) is decomposed into 10,000 cubic particles each carrying a frequency relevant to its color (HSV hue value). As we move around, we hear the sound of all these colors/frequency generator particles fly in the space towards the canvas to compose the painting. Warm colors (like red) are higher frequencies and cold colors (like blue) are lower frequencies.

Ichographs is a method of creating soundscapes using visual stimulus and the color-frequency transformation. The painting is transformed into the audio domain and back to visual producing a contemporary amalgamation. As we pass through the various color/frequency layers, we investigate the connections between classical aesthetics and the digital practice, revealing a latent version of the old masterpiece. The final artwork is a contemporary amalgamation of the old painting and the modern abstraction methods, a harmonious dialog between the old and the new, the analog and the digital.

"Ichographs Mdelp" was awarded the MADATAC 2017 Special Jury Award



Pentatono

(2015) Kinetic Light & Sound Installation
Optical fibres, LEDs, motors, arduino and custom software

Pentatono is a kinetic light and sound installation, where harmony and periodicity are the fundamental elements. Motion, sound and light, all are obeying the laws of the harmonic oscillation.

Five acrylic balls are hanging from optical fibers and form five pendulums that are moving in the space using the thrust of small propellers. When a pendulum passes from the equilibrium position (the middle of the motion path) it emits a light pulse and sound tone. Each pendulum is "tuned" in a different note of a natural pentatonic scale. The lengths and hence the periods of the pendulums are accurately adjusted to form visual traveling waves, standing waves and quasi chaos.

"Pentatono" was awarded the Kinetica Museum London Special Price

*Pentatono at Theatre du Vieux
St-Etienne for Maintenant Festival,
Rennes. 2017*



Pentatono at St. Nicolas Kirk, Aberdeen, UK for SPECTRA 2017 Light Festival. (Photo by Michèle Emslie)



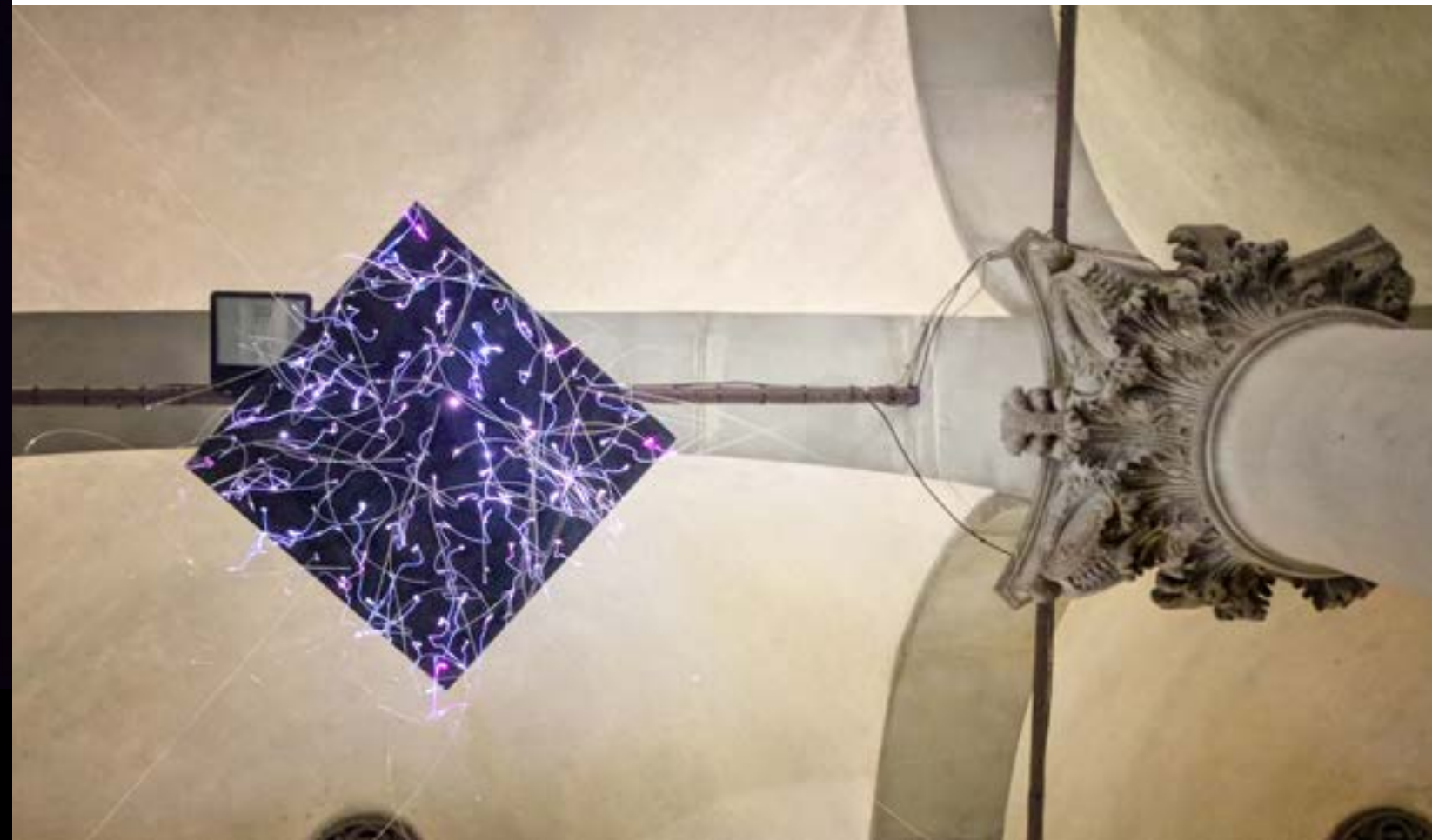
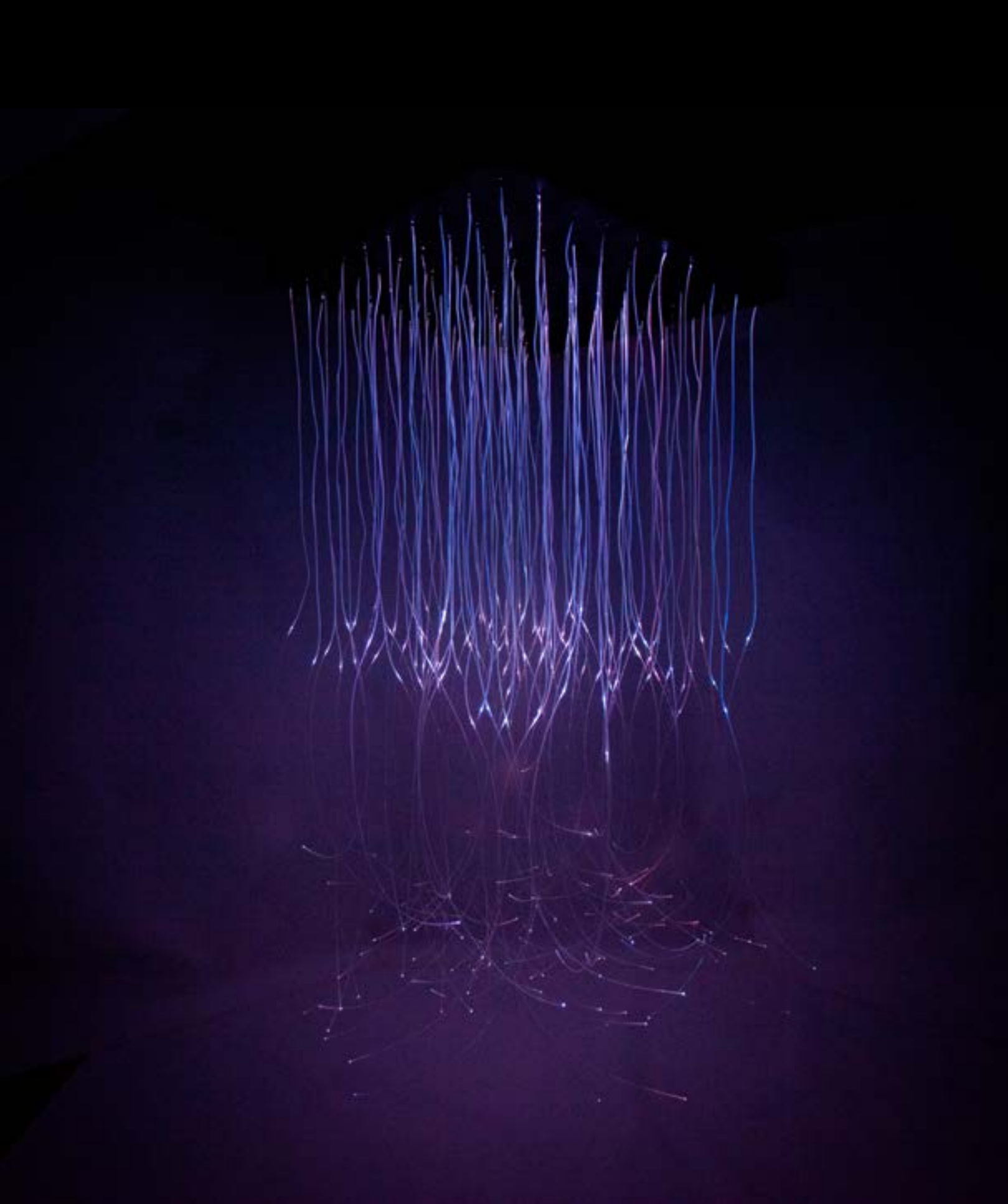
Light Catcher

(2015) Light & Sound Installation
Optical fibres, LEDs, Raspberry Pi and custom software

“Light Catcher” is a dialogue between sound and light. The installation is composed of numerous optical fibres that interact with sound. Sound is the driving force, light is generating the space. An electric spark is igniting the reaction. Light is entrapped inside the optical fibres, reacting only to sound stimulus. Acting like a catcher, the installation absorbs and emits light. This results an emergent dance of light from the fibres and the reflections on the surrounding surfaces. The white light dominates the installation but shades of other colors exist to highlight an audio event, like the sounding French horn playing a minor second interval. The visitor is invited to walk around the installation and explore the different visual and audio aspects.

The project was created usig C++ for designing the light choreography. The sound was generated in Pure Data along with acoustic instruments that were mixed together. In the final installation, a Raspberry Pi hidden inside, is playing the audio and controlling the LEDs using Python.

Light Catcher installed at Loggia del Porcellino, Florence Italy



Colour Tubes

(2014) Interactive Sound Installation
Tubes, camera, and custom software

"Colour Tubes" is an interactive installation that allows us to combine colours, in the form of tubes and cylinders, and create sounds and music. The visitor is invited to connect any coloured tube with any coloured cylinder and move it in front of the screen. When different colours are combined, sound, music and visuals are generated depending on various parameters like the colour combination, the position or the speed of the bicolor tube-cylinder. The visitors are welcome to trigger the installation using any coloured object like their own clothes.

Single colours cannot waken the installation and produce music. In this way, the participant can experiment with the diversity and the effect of composing differing elements and qualities in order to generate various results. This dualism also exists in the basic music scale that is used throughout the installation; a combination of C# major and G major (inspired by Richard Strauss's opening theme of Salome opera) transposed in many keys, highlighting the need for combining different musical elements as well.

"Colour Tubes" was created in C++ using Cinder and OpenCV library. The audio part was designed and generated in Pure Data.



Awards

- ADAF Award 2020
- MADATAC 2017 Special Jury Award
- Kinetica Museum London Special Price
- Alpine Fellowship Visual Arts Prize Finalist, 2019
- Lumen Prize Finalist

Residencies

- ArtScienceLab – “Sound Spatialization” at IPEM, Gent University – 2018 (Belgium)
- BOZAR Lab – “Power of Image” Project for BOZAR – 2018 (Belgium)
- ENLIGHT Project – MIRIAD at the Manchester School of Art – 2016-17 (UK)
- Soundscapes Landscapes II – MEDEA Electronic / Onassis Cultural Center – 2017 (GR)

Talks

- “Mediated Spaces in Art, Science and Technology”, S+T+ARTS Academy (June 2020).
- “The Art of Data”, Catalyst Conference, Aberdeen Music Hall (February 2020).
- “Black Hole: Creating a sculpture with light, sound and scientific data” Eugenides Foundation, The New Digital Planetarium for Athens Digital Arts Festival. (November 2019).
- “Cultural Heritage and Contemporary Art” at Megaron for Athens Digital Arts Festival. (May 2018)
- “Science & Art” at EESAB School of Fine Arts. (October 2017)
- Artist talk at Athens Digital Arts Festival about the relation of art and science in my work. (May 2017)
- Presentation of my works to Rome University of Fine Arts students at Accademia di Belle Arti di Roma (April 2017)
- Talk about my interactive installation «9 months_Rebirth» and ENLIGHT Project at SPECTRA Catalyst Conference 2017, Aberdeen UK. (Feb 2017)
- “Interactive works” at School of Art of Manchester Metropolitan University (Nov 2016)
- Presentation of my interactive installation “Color Tubes” to students of primary schools in distant and inaccessible areas of the country as part of the program “Άγωνα Γραμμή, Γόνιμη” (Nov 2015)
- “Colour Tubes” International Computer Music Association and Sound & Music Computing Conference 2014, Onassis Cultural Center (Sept 2014)

Festivals & Exhibitions

- From Where I Stand, Larissa, Greece (December 10, 2021)
- The Tides of the Century: Thesis- Antithesis-Synthesis. In the Belt of Change, Danzhou, China (February 08, 2021)

- 17th Athens Digital Arts Festival 2021, Athens, Greece (October 13, 2021)
- Μύλος Παραστατικών Τεχνών 2021, Larissa, Greece (September 17, 2021)
- Volos Festival 2021, Volos, Greece (September 11, 2021)
- Plisskën Festival, Athens, Greece (September 11, 2021)
- Athens International Airport “Eleftherios Venizelos”, Spata, Greece (January 31, 2020)
- 16th Athens Digital Arts Festival, Athens, Greece (October 08, 2020)
- Primarolia 2020, Egio, Greece (September 12, 2020)
- SPECTRA 2020, Aberdeen, United Kingdom (February 13, 2020)
- Vanishing Point, Athens, Greece (February 01, 2020)
- ΞΟΥΘ Festival, Athens, Greece (December 18, 2019)
- A Digital Realm for New Audiovisual Art, Venice, Italy (December 18, 2019)
- Sztuka do rzeczy, Krakow, Poland (November 29, 2019)
- Extending Reality, Palaeo Phalero, Greece (November 14, 2019)
- Athens International Airport “Eleftherios Venizelos”, Spata, Greece (May 27, 2019)
- Sonar 2019, Athens, Greece (October 11, 2019)
- Little Islands Festival, Sikinos, Greece (August 23, 2019)
- International Symposium on Electronic Arts 2019, Gwangsan-dong, South Korea (June 22, 2019)
- Athens International Airport “Eleftherios Venizelos”, Spata, Greece (December 07, 2018)
- Athens Digital Arts Festival Tribute, Athens, Greece (May 10, 2019)
- BOZAR - Theodoor van Loon, Brussels, Belgium (December 12, 2018)
- Fotonica, Rome, Italy (December 07, 2018)
- WOW.08 / USA, Torrance, United States (July 21, 2018)
- On the Edge, Randaberg, Norway (June 17, 2018)
- We Fly. Athens, Athens, Greece (June 06, 2018)
- Athens Digital Arts Festival 2018, Athens , Greece (May 24, 2018)
- CHEAPART Cyprus 2018, Limassol, Cyprus (May 11, 2018)
- Medea Electronique - Extended Reality Tour, Athens, Greece (February 01, 2018)
- SPECTRA 2018, Aberdeen, United Kingdom (February 08, 2018)
- ICT Experiential Park at SNFCC, Kallithea , Greece (February 09, 2018)
- FLight Firenze 2017, Florence, Italy (December 08, 2017)
- Oddstream 2017, Arnhem, Netherlands (October 27, 2017)
- The Muses Project @ Chania Museum of Contemporary Art, Chania, Greece (July 08, 2017)
- WOW.08 / Venezuela, Caracas, Venezuela (October 21, 2017)
- 3rd TAF - Thessaloniki Animation Film Festival, Thessaloniki, Greece (October 19, 2017)
- ENLIGHTEN Bury Festival of Light and Sound, Bury, United Kingdom (October 20, 2017)
- Maintenant 2017, Reenes, France (October 10, 2017)
- 4th HMO International HerMa Conference, Elefsina, Greece (September 22, 2017)

- FILE 2017, Sao Paulo, Brazil (July 01, 2017)
- #PostFuture Journey, Athens International Airport, Spata, Greece (March 08, 2017)
- Athens Digital Arts Festival 2017, Athina , Greece (May 18, 2017)
- Rome Media Art Festival 2017, Rome, Italy (April 27, 2017)
- Riders on the Mall (ROM), Budapest, Hungary (March 30, 2017)
- The Muses Project, Athens, Greece (February 08, 2017)
- SPECTRA 2017, Aberdeen, United Kingdom (February 09, 2017)
- MADATAC 08 – Festival of New Media Arts, Madrid, Spain (January 12, 2017)
- Caerphilly Castle, Lumen Prize Global Tour, Caerphilly , United Kingdom (November 23, 2016)
- The Winns Gallery, London, London, United Kingdom (November 16, 2016)
- MozFest 2016, London , United Kingdom (October 28, 2016)
- 2016-17 Lumen Prize Winners' Gala, London, London, United Kingdom (September 29, 2016)
- AnimaSyros 9.0, Ermoupoli, Greece (September 21, 2016)
- GENERATE!° LAB, Tübingen, Germany (May 28, 2016)
- backup_festival, Weimar, Germany (May 18, 2016)
- 22nd International Symposium on Electronic Art ISEA2016, Kowloon Tong, Hong Kong (May 16, 2016)
- Creative Tech Week, Brooklyn, United States (April 30, 2016)
- BnI Media Art Festival, Rome, Italy (April 13, 2016)
- «Δικό μου» a piece of space, Athens, Greece (March 16, 2016)
- B-Seite Festival, Mannheim , Germany (March 12, 2016)
- Energy for Life, Athens, Greece (December 07, 2015)
- "Invisible Cities" exhibition, Athens, Greece (October 23, 2015)
- SIMULTAN 2015 "TALKING TO STRANGERS", Timisoara, Romania (October 07, 2015)
- AnimaSyros 8.0, Ermoupoli, Greece (September 24, 2015)
- Eufònic Festival, Amposta , Spain (August 28, 2015)
- Lumen Prize 2015 Online Gallery, , (September 01, 2015)
- 21st International Symposium on Electronic Art (ISEA), Vancouver, Canada (August 14, 2015)
- 10th Athens ANIMFEST, Athens, Greece (August 14, 2015)
- Athens Digital Arts Festival 2015, Athens, Greece (May 21, 2015)
- Art & Science, Athens Science Festival 2015, Athens, Greece (March 17, 2015)
- CYBERFEST, New York, United States (January 08, 2015)
- MADATAC 06 – Festival of New Media Arts, Madrid, Spain (December 10, 2014)
- (h)ear XL II – Multimedia sound art exhibition, Heerlen, Netherlands (September 26, 2014)
- Universe in Your Pocket, St Petersburg, Russia (October 20, 2014)
- Life Science Film Festival 2014, Prague, Czech Republic (October 13, 2014)
- International Computer Music Association and Sound & Music Computing 2014 Conference, Athens, Greece (September 14, 2014)