

# Claudia Robles- Angel

INTERACTIVE AUDIOVISUAL  
PERFORMANCES &  
INSTALLATIONS 2014-2019

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# » REFLEXION« -In Sync / Out of Sync-

INTERACTIVE LIGHT AND SOUND INSTALLATION

WITH PULSE SENSORS

Video Link: [Click here](#)

REFLEXION - In Sync / Out of Sync - is a real-time light and sound installation consisting of electroluminescent (EL) wires and octophonic (8.2) sound.

The main concept is based on research showing that our heartbeats can be synchronised by deepening the perception of others.

Two visitors are invited to sit in front of each other surrounded by a light structure made of EL wires. This light structure is steered by their heartbeats measured with finger pulse sensors.

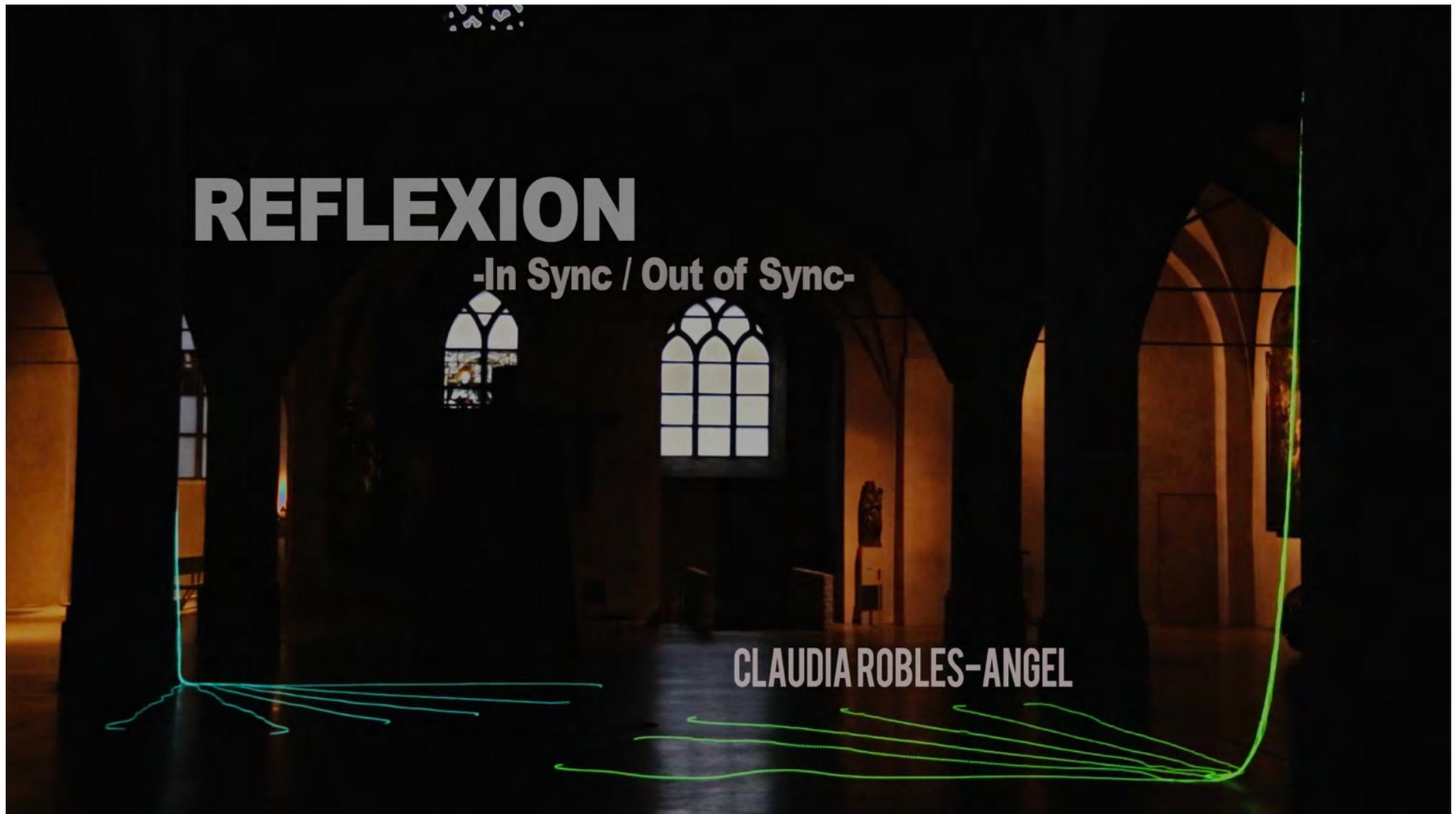
When the two participants do not share the same frequency of their heartbeats, the installation is in an Out-of Sync state and the sound becomes dissonant; when their heart frequencies are synchronised, the installation reacts in an In-Sync state, with agreeable and non-dissonant sound in the octophonic soundscape.

**Supported by:**

Innogy Stiftung and  
ON Neue Musik Köln.

Technical support:

Andreas Gernemann-Paulsen



REFLEXION, 2019. Interactive light and sound installation. Kunst-station Sankt Peter Köln. Photo by Marcela Vanegas



REFLEXION, 2019. Interactive light and sound installation. Kunst-station Sankt Peter Köln. Photo by Marcela Vanegas



REFLEXION, 2019. Interactive light and sound performance. Kunst-station Sankt Peter Köln. Photo by Marcela Vanegas

# »LEIKHĒN«

INTERACTIVE AUDIOVISUAL INSTALLATION

FOR PANORAMIC VIDEO, SURROUND SOUND,  
TOUCH SENSORS AND BRAINWAVES

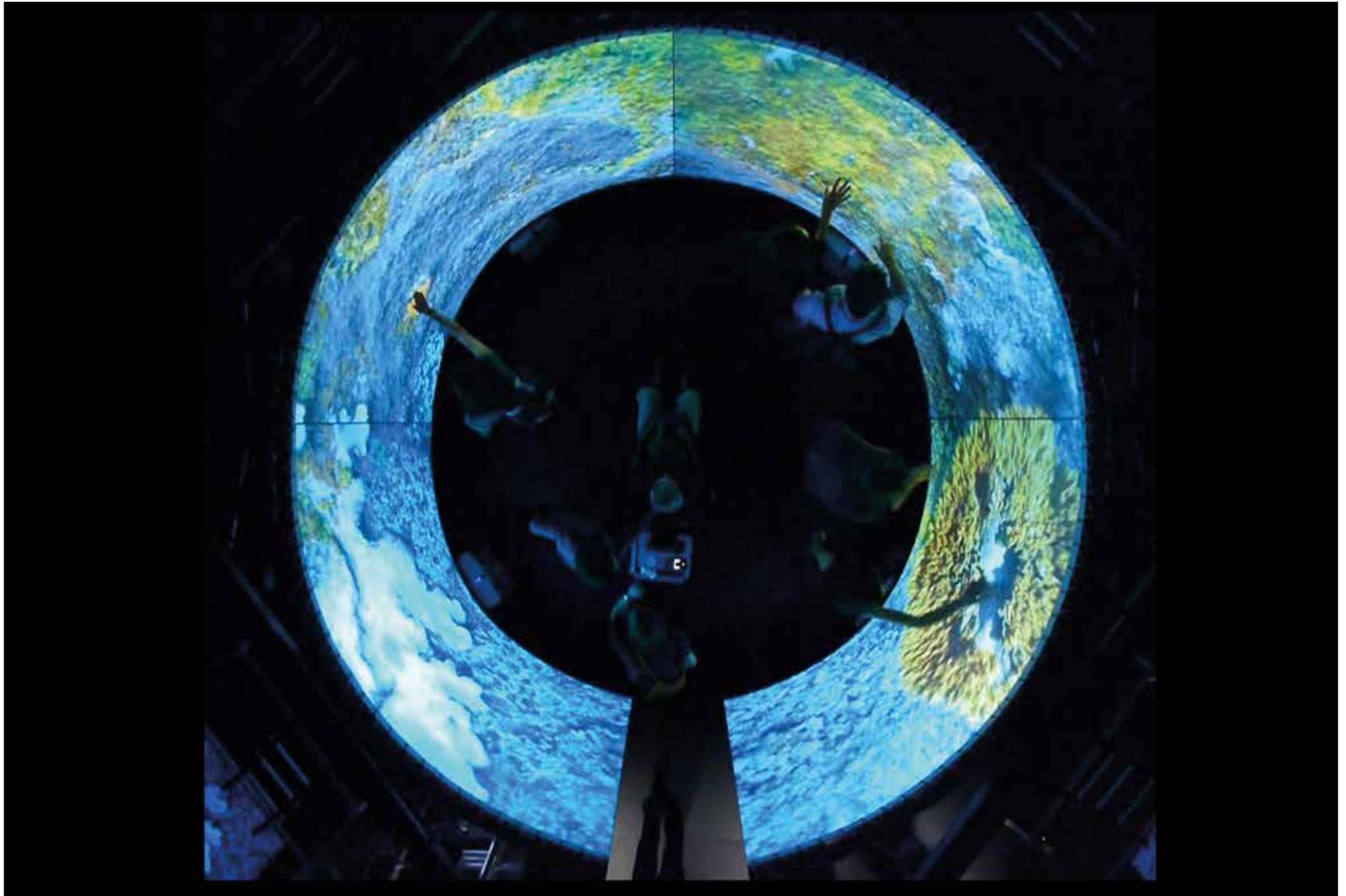
Video link: [Click Here](#)

LEIKHĒN is an audiovisual installation, created during an artist in residence at the Immersive Lab (IL) at ICST Zurich. It is inspired by the composite plant of lichen (from Greek: leikhēn), which is the result of a hybrid partnership between a fungus and an alga.

The installation is therefore a reflection upon the interaction and mutualistic relationship between two organisms, and how this union impacts on their behaviours inside a created audiovisual immersive space.

It consists basically of two types of participants: the central figure or host, sitting in the middle of the panoramic video space, whose brainwaves' values are collected via an EEG interface in order to influence the sonic environment; the second type of participant is represented by the guest(s), visitors who, by touching the screens, influence the host's emotional states through to the tactile transducers that are attached to the chair where the host is seated and consequently, also the audiovisual environment.

Created during an  
'artist in residence'  
program at the  
Immersive Lab  
ICST - ZhdK  
Zurich.



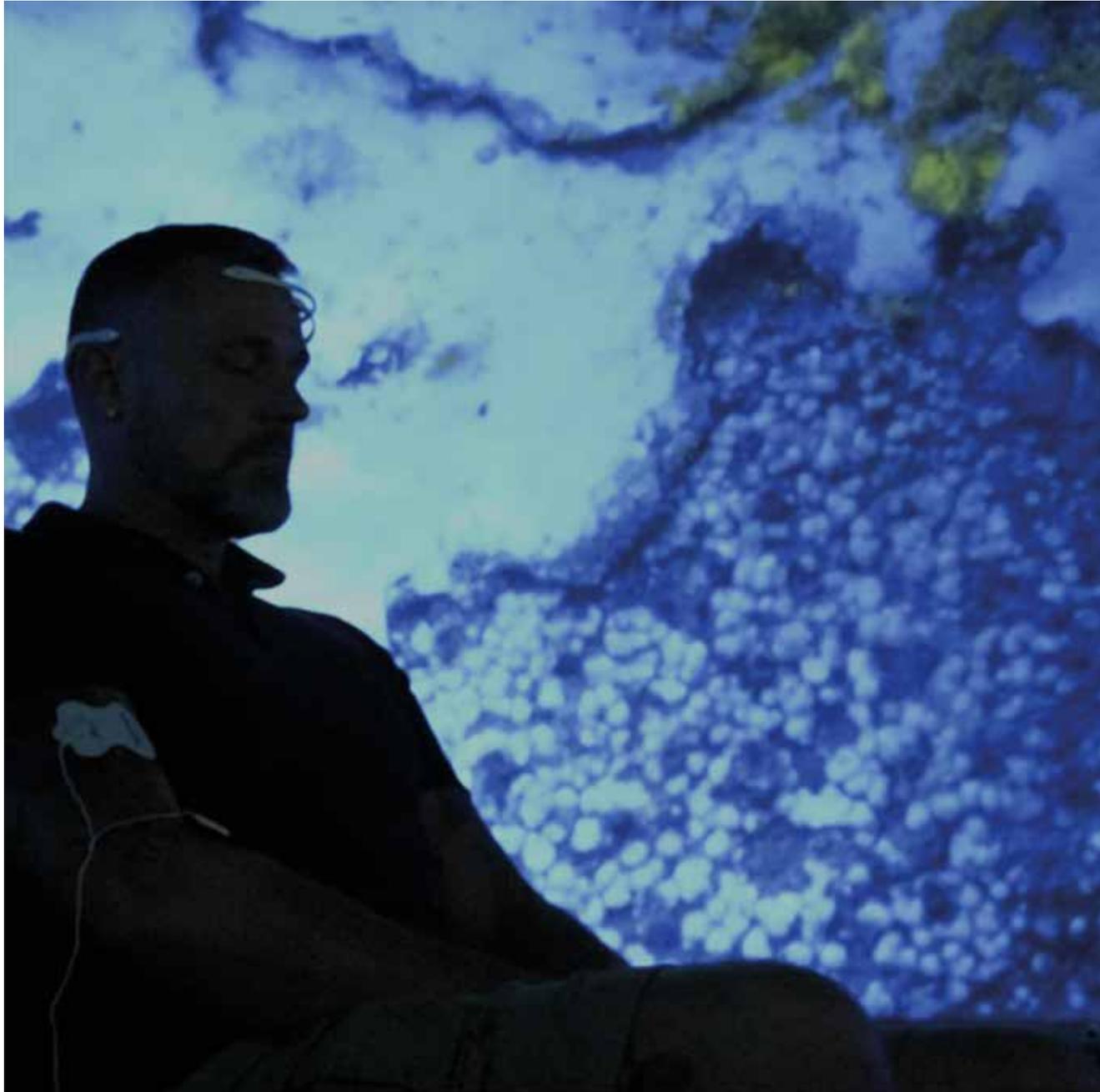
LEIKHEN, 2018. Interactive audio-visual installation. View from the ceiling. Immersive Lab - ICST Zurich. Photo by Daniel Bisig



LEIKHEN, 2018. Interactive audio-visual installation. Immersive Lab - ICST Zurich. Photo by Daniel Bisig



LEIKHEN, 2018. Interactive audio-visual installation. Immersive Lab - ICST Zurich. Photo by Daniel Bisig



LEIKHEN, 2018. Interactive audio-visual installation. Immersive Lab - ICST Zurich. Photo by Daniel Bisig



LEIKHEN, 2018. Interactive audio-visual installation. Immersive Lab - ICST Zurich. Photo by Daniel Bisig

# » MINDSCAPE «

INTERACTIVE LIGHT AND SOUND PERFORMANCE

FOR BRAINWAVES

Video link: [Click here](#)

MINDSCAPE is a metaphor of what we are becoming in this digital era. Like most people nowadays, the performer appears isolated and hooked up with a computer, his/her body connected to and surrounded by light wires, creating a distance between the own body and the environment, symbolising the desire to become a machine or cyborg that attaches artificial technologies to its own structure.

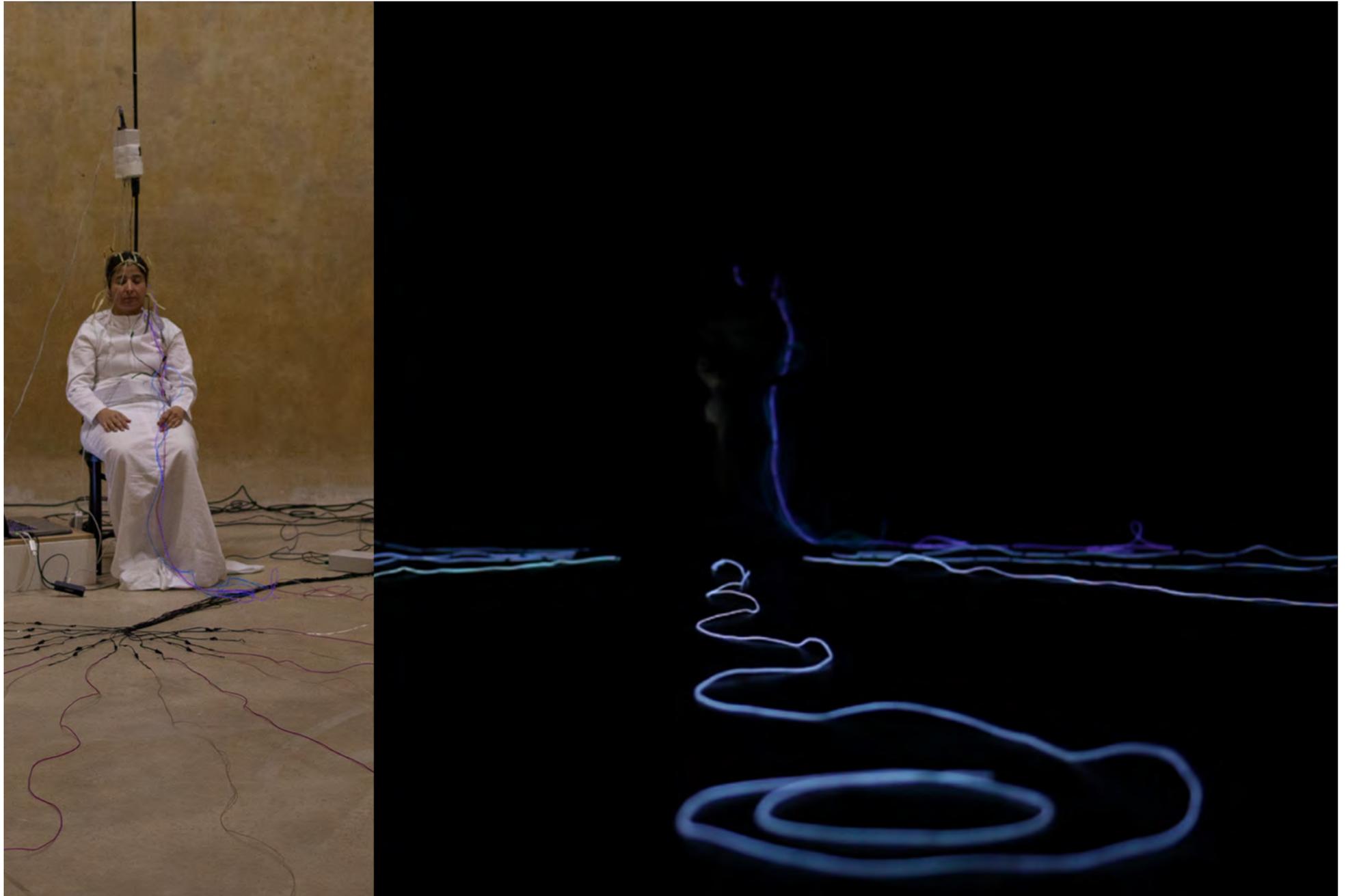
In MINDSCAPE, the performer interacts with a light structure made by electroluminescent (EL) wires and sound via an EEG (Electroencephalogram) interface, which measures her brainwaves, which create and control the light and sonic environment.

Created during an 'artist in residence' program at the IK Foundation, Flushing, The Netherlands.

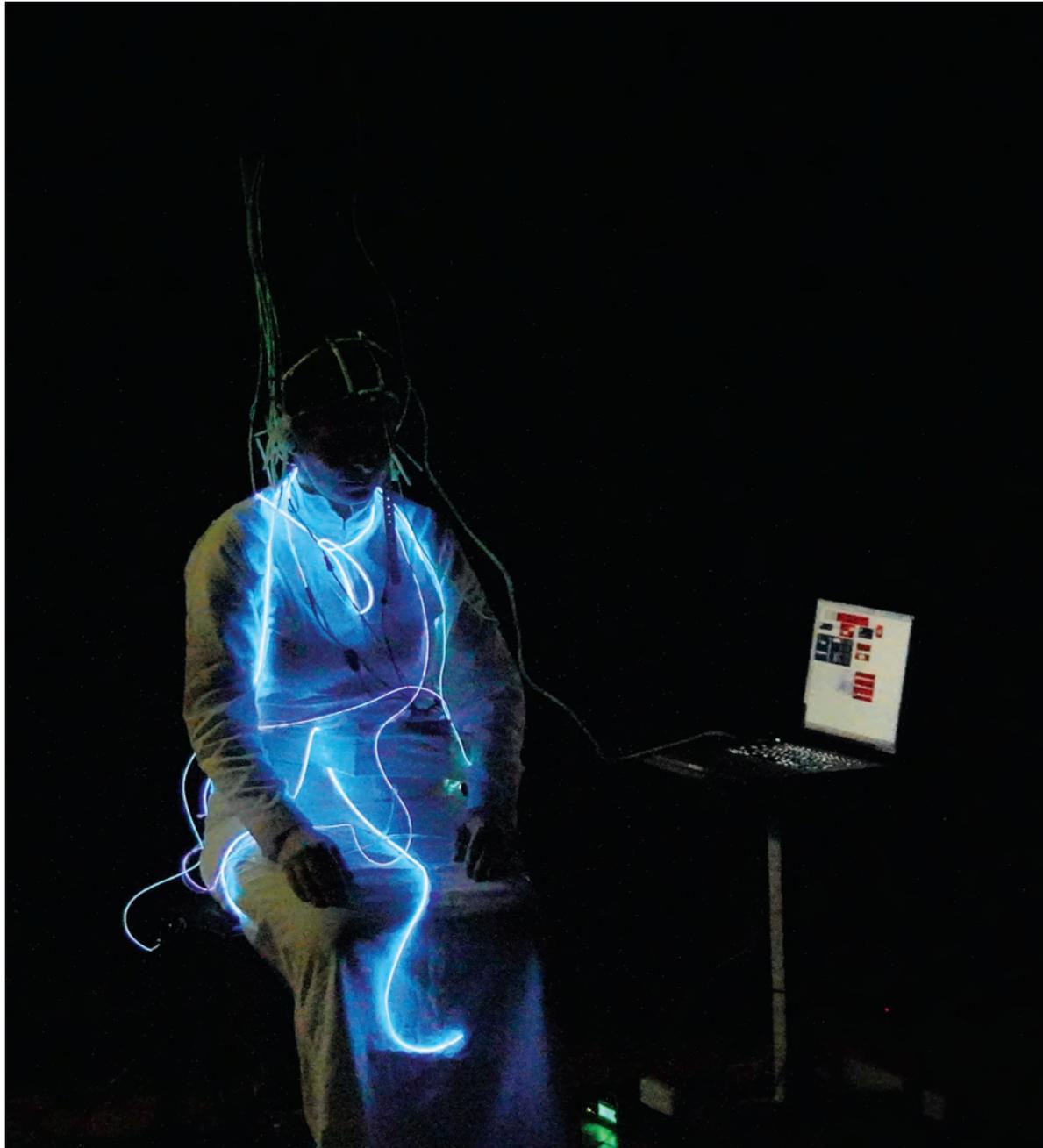
**Produced by:**  
IK Stichting Vlissingen

**Supported by:**  
Institute of Musicology,  
University of Cologne.

Technical support:  
Andreas Gernemann-Paulsen



MINDSCAPE, 2016/2018. Light and sound performance. IK & Megaron Theater Athens. Photo by Marcela Vanegas



MINDSCAPE, 2019. Light and sound performance. MUSA Festival Karlsruhe . Photo by Javier Garavaglia

# »WEB-MINDSCAPE«

INTERACTIVE LIGHT AND SOUND INSTALLATION

FOR BRAINWAVES AND TWEETS

Video Link: [Click here](#)

In the “WEB-MINDSCAPE” interactive sensory environment, Claudia Robles-Angel transforms the brainwaves of the test subject into light, sound, and vibrations by using hardware and software that have partly been newly developed. For this, she stimulates the brain of the test subject externally with digital information coming from the social web or with media “tweets” sent by the visitors.

Her intention is to transform the reactions and fluctuations into electromagnetic brainwaves – the innermost human conditions, feelings, and reactions –brought about by external impulses, into moments of aesthetic expression that may be experienced with our senses: i.e., into shining and pulsating networks of wire, into acoustically rising and falling sounds, and delicate, yet physically palpable vibrations.

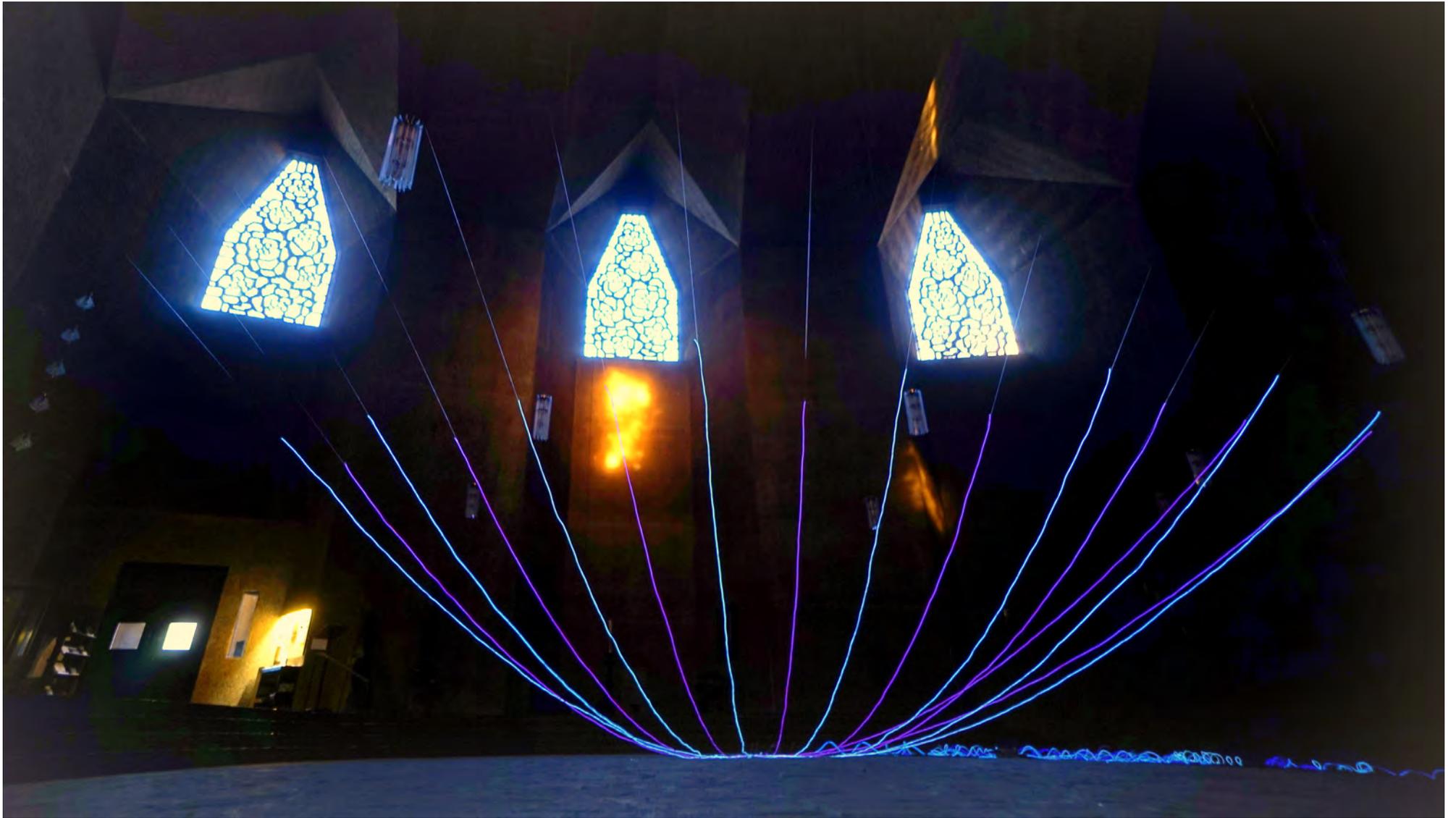
Excerpt text of the exhibition catalogue Energie-wechsel by Curator Dr. Uwe Rueth at the IK Stichting Vlissingen.

Created during an 'artist in residence' program at the IK Foundation. Flushing, The Netherlands.

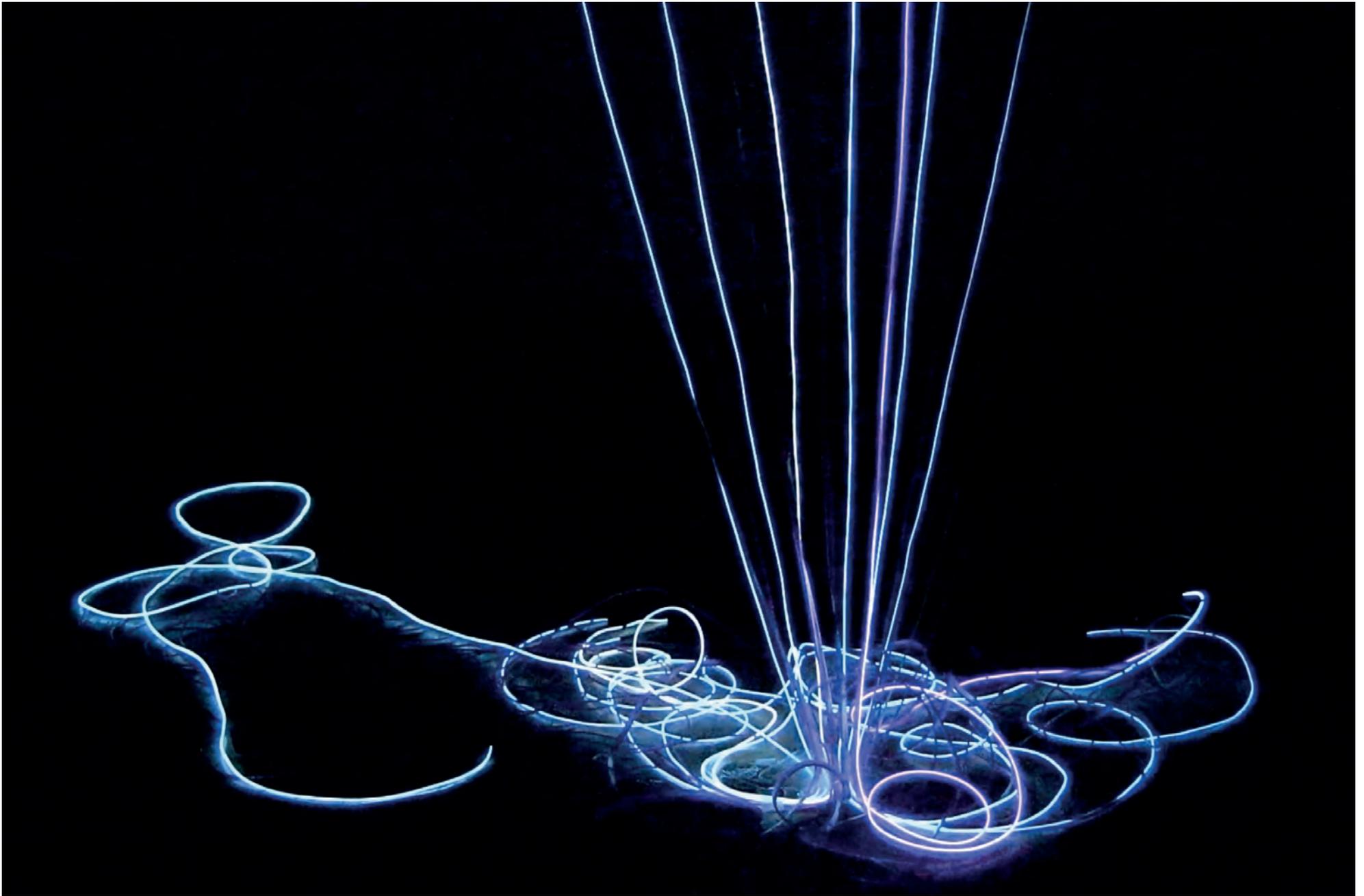
**Produced by:**  
IK Stichting Vlissingen

**Supported by:**  
Institute of Musicology,  
University of Cologne.

Technical support:  
Andreas Gernemann-Paulsen



WEB-MINDSCAPE, 2019. Light and sound installation. St. Gertrud Church Cologne. Photo by Volker Adolph



WEB-MINDSCAPE, 2017. Light and sound installation. Harvestworks New York City (USA). Photo by Carol Parkinson

# » SKIN«

PERFORMANCE AND INTERACTIVE INSTALLATION

WITH GSR (Galvanic Skin Response)

Video Link: [Click here](#)

**SKIN** is an interactive installation, introduced to an audience in two parts: the first part is a performance, in which a performer interacts with sounds and images using a GSR (Galvanic Skin Response) interface, in order to create the audiovisual environment.

The second part is an interactive installation, in which visitors have the opportunity to use the GSR interface, which measures their skin's moisture. The variations of these values are an indication of psychological or physiological arousal, such as, for example the appearance of stress or relaxation.

The values received from the GSR are further transmitted to a computer in order to transform the sound and the images of the interactive space. Visitors are therefore invited to create an audiovisual environment from their own emotional and physiological parameters.

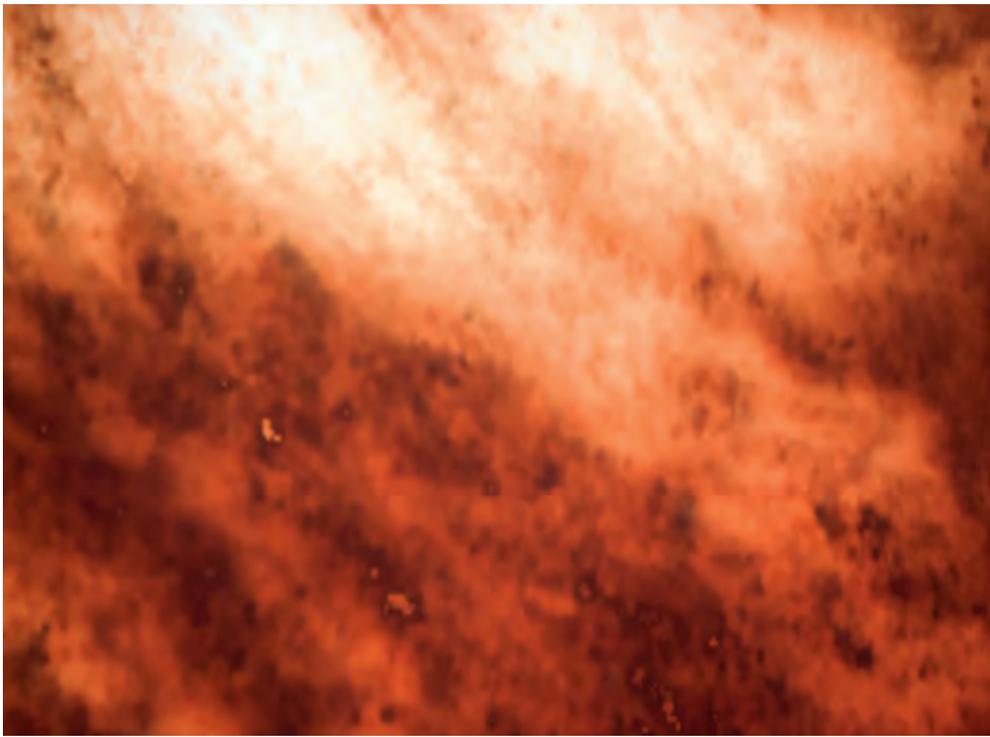
**SKIN** is a reflection about metamorphosis, in this case, inspired by the natural moulting process of skin change. The visual environment is created by close-up and microscopic photos from the performer's skin recorded in real-time and the sound environment is transformed by the performers emotional state measured through her skin's moisture values.

INSTALLATION: Online video: <https://vimeo.com/151437285>

PERFORMANCE: Online video:  
[https://icem.folkwang-uni.de/~robles/downloads/SKIN\\_doku/Skin\\_h264\\_dv.mp4](https://icem.folkwang-uni.de/~robles/downloads/SKIN_doku/Skin_h264_dv.mp4)

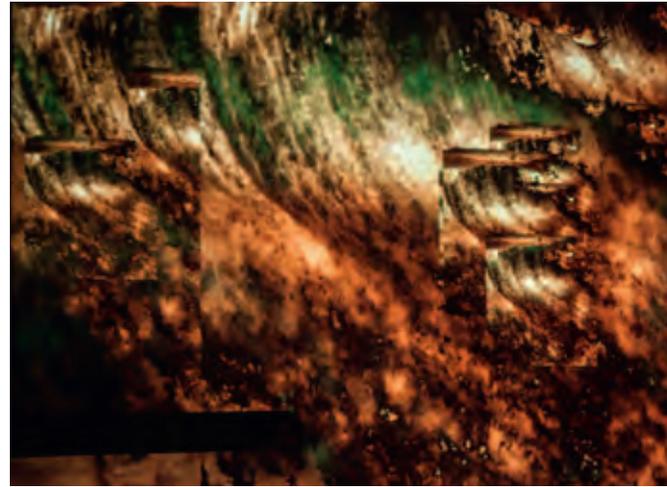
The first version was conceived and developed during an artist in residence invitation by the 2580 Association in Romania (Cluj-Napoca) during the "Liquid spaces – dynamic models of space in art and technology", organised by 2580 Association.

**Credits :**  
Monica Postolache (supported by 2580 Association) and Margit Koch (Dress Design)

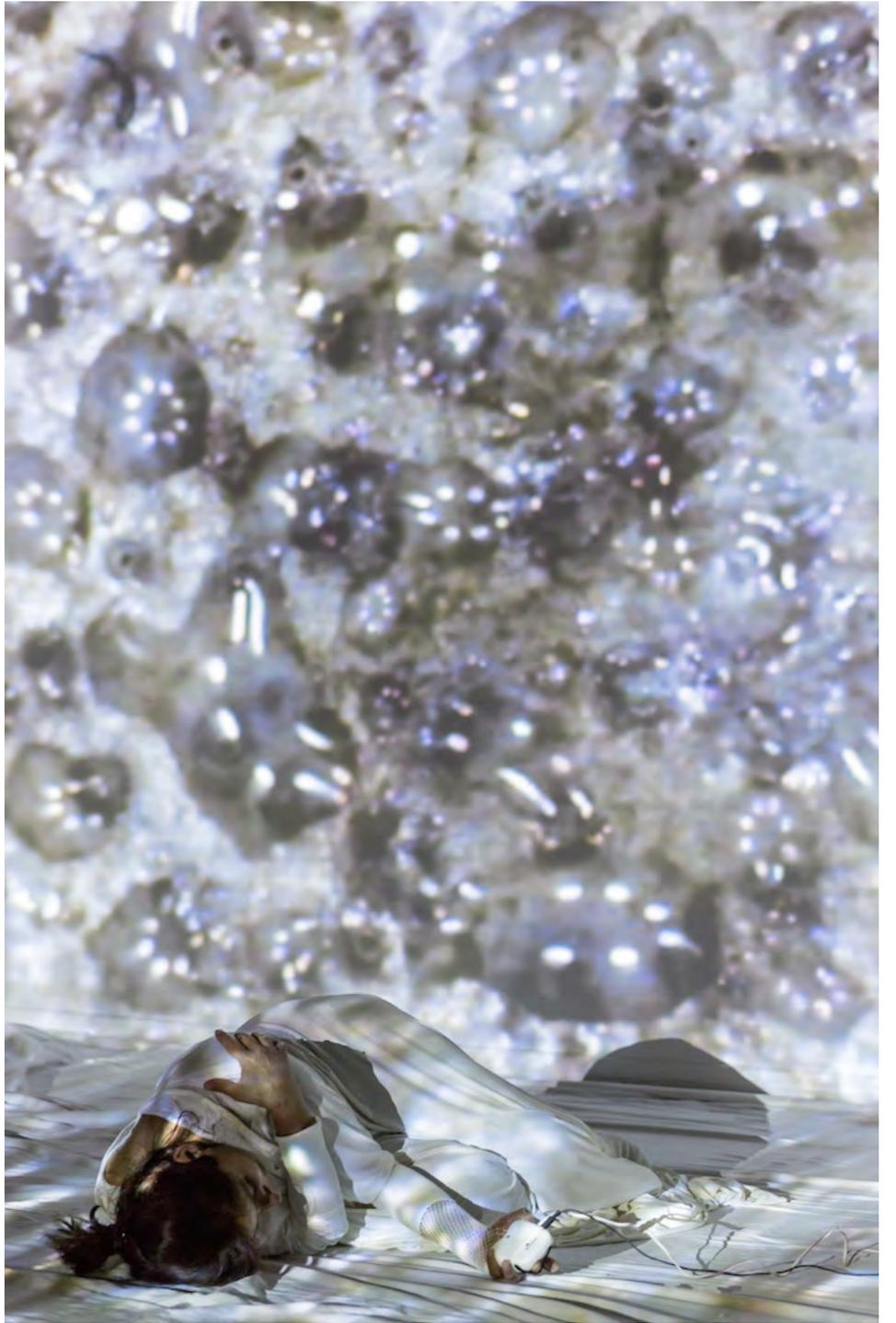


Online article:

[https://creators.vice.com/en\\_us/article/xy4da7/skin-transforms-your-emotions-into-sound-a-color-through-sweat-data](https://creators.vice.com/en_us/article/xy4da7/skin-transforms-your-emotions-into-sound-a-color-through-sweat-data)







# »Là-bas... (There)«

LIGHT AND SOUND INSTALLATION

In Là-bas... (There...) the artist Claudia Robles-Angel provides an installation focussing on the transition from light to darkness, interweaving sound and silence. Là-bas... can hardly be consumed in an instant while passing by. Every visitor should consciously access and experience this work.

The first step into the unknown leads the audience out of the world – into the dark. Immersed in the heavy blackness of the first room in the installation, the spectator is deprived of any sense of orientation. Spatial proportions disappear in the darkness and in the humming sound. Body and spirit adapt to the new environment. A transformation ensues. Where it will lead to, is up to each individual self. After all, Là-bas... offers sufficient space to accommodate your own world of thoughts within the installation. Finding your own place between bright and dark, noise and silence.

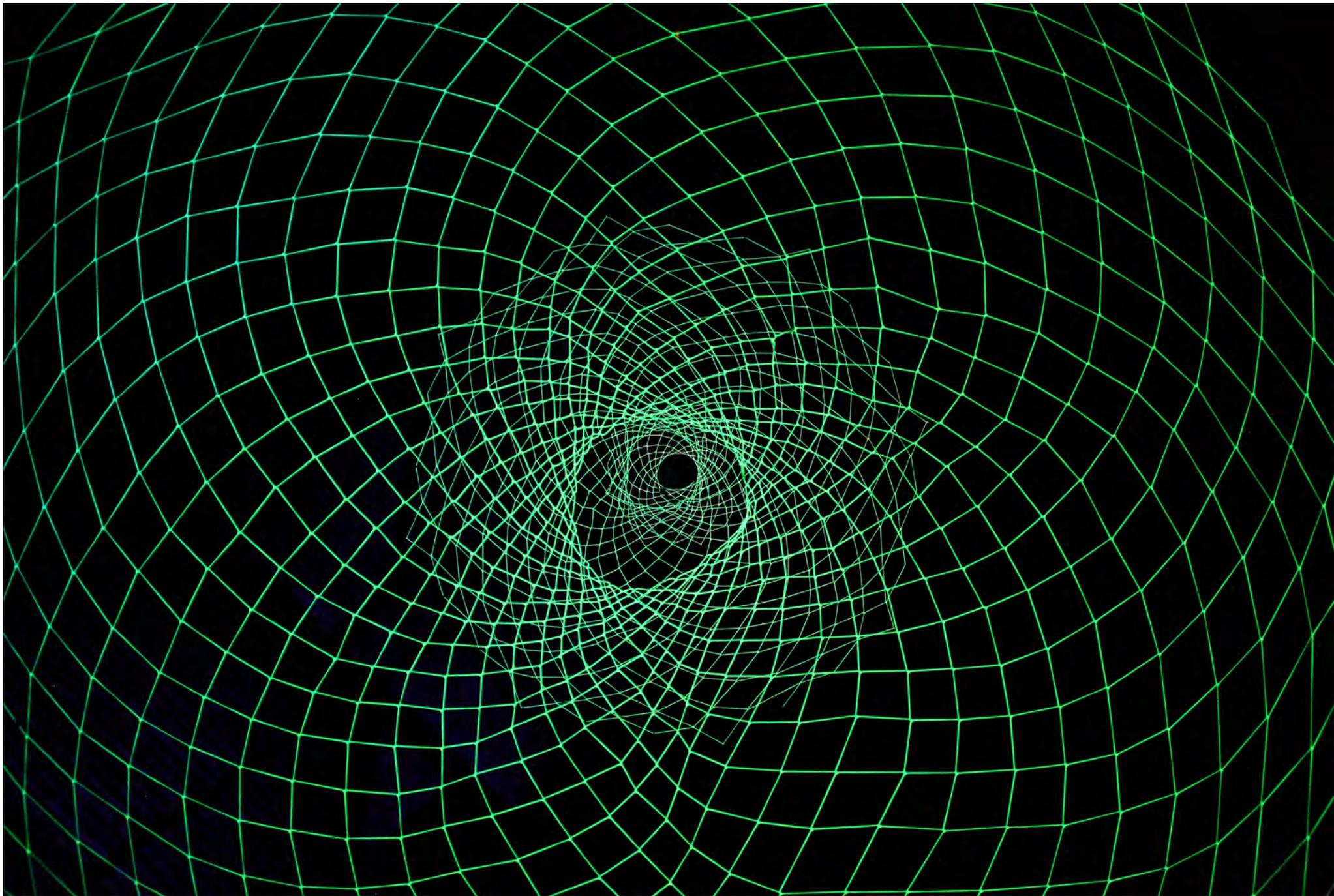
The artist used phosphorescent material for the visual elements of the installation, creating structures in direct contrast to the quadrophonic sound collage that surrounds the audience without providing a grip. From the mix of voices, words, sounds and fragments we hear an indistinguishable murmur, only occasionally interrupted by a poem written by the artist. During these resting points the installation is filled with light, until the rooms sink into darkness again and only the glowing material itself can promise some stability and orientation.

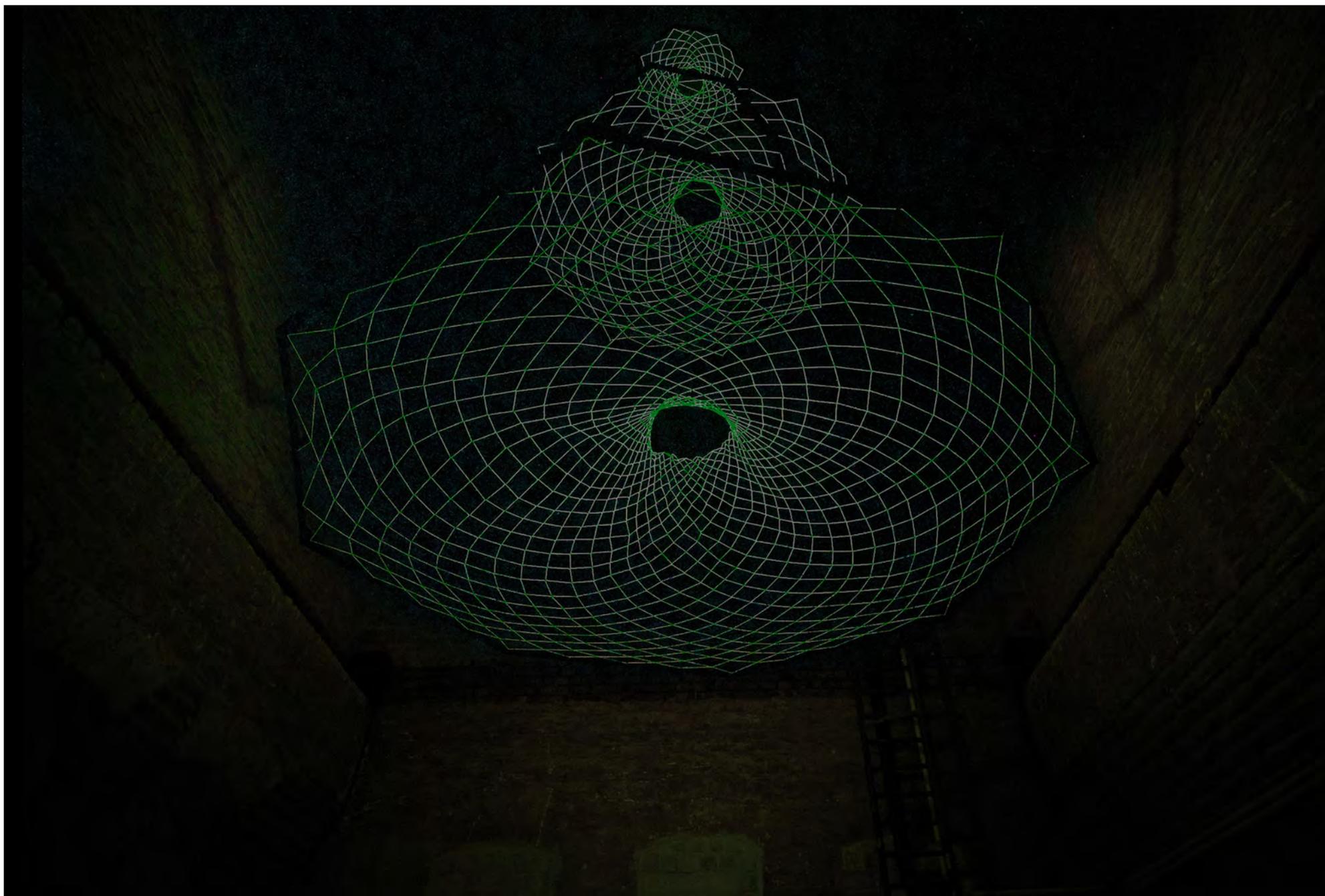
Excerpt text by Daniel Mennicken from ON Neue Musik Köln

**Commissioned by:**  
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Luther church tower  
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**Produced by:**  
ON Neue Musik Köln

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Children, Youth,  
Culture and Sport of  
North Rhine-Westphalia





Là - bas... (Dort), 2014. Light and sound installation. Turm Lutherkirche Cologne (Germany). Photo by Simon Vogel

# Biography



Claudia Robles-Angel is an audiovisual artist born in Bogotá-Colombia, currently living in Cologne-Germany and active worldwide. Her work and research cover different aspects of visual and sonic art, which extend from audiovisual fixed-media compositions to performances and installations interacting with biomedical signals via the usage of interfaces such as, for example, the EEG (electroencephalogram).

She finished studies in Fine Arts in 1990 at the University J. T. Lozano in Bogotá (Colombia). She pursued postgraduate studies such as: Film Animation (1992-1993) at the CFP (Milan-Italy); M.F.A in (1993-1995) at the École Supérieure d'Art Visuel / HEAD (Geneva- Switzerland) and Sound Art and Electronic Composition at the Folkwang University Essen (Germany) with Prof. Dirk Reith (2001-2004). She was artist-in-residence in Germany both at the ZKM in Karlsruhe and at the KHM in Cologne.

Her work is constantly featured in not only media and sound-based festivals/conferences but also in group and solo exhibitions around the globe, for example, the ZKM Center in Karlsruhe; Enter3 in Prague, at the European Capitals of Culture Luxembourg and Romania (2007) at KIBLA Multimedia Centre in Maribor; at the ICMC in Copenhagen, Montréal and Utrecht; at the Skulpturenmuseum Glaskasten Marl, the SIGGRAPH Asia in Yokohama (2009), ESPACIO Fundación Telefónica in Buenos Aires, the New York City Electroacoustic Music Festival NYCEMF the Re-New Festival in Copenhagen, the NIME Conference Oslo (2011) ISEA Istanbul, Manizales, Durban and Gwangju, at LEAP Space for media Art in Berlin, CMMR Marseille and Plymouth, at the Salon Suisse, an official collateral event of the 55th Venice Biennale (2013), the Audio Art Festival Cracow, Harvestworks Digital Arts Center New York City, at Nabta Art Center Cairo, Museum of Contemporary Art Bogotá, at MADATAC Festival Madrid, IK Stichting in Vlissingen, ICST Zhdk Zurich, ADAF Athens Digital Art Festival, Museo de Antioquia, Electromuseum in Moscow, and more recently at Kunst-station Sankt Peter Cologne.

