

ROMANO · ARTIST VISION · 2026–2028

THE TEMPLES OF CONNECTION

Concept visualization



THE INNER ARENAS · IMMERSIVE EXPERIENCE

AN ARCHITECTURE FOR HUMAN STORIES

Concept visualization

A MONUMENT TO HUMAN ELEVATION

A travelling sculpture, an evolving archive, a shared human experience

A monumental sun and hundreds of golden metal rays rise above a constellation of intimate Inner Arenas. Visitors shelter beneath the sun, touch the sculpture, hear the chimes, enter selected arenas and listen to voices from around the world.



The central question:
WHAT HAVE YOU LOST — AND HOW DID IT HELP YOU GROW?

French engineering coordination + site-specific local engineering at each stop.



MONUMENTAL VARIATION I

THE SUN AS A PLACE OF SHELTER

Concept visualization



MONUMENTAL VARIATION II

A LANDSCAPE OF GOLDEN VOICES

Reference / visualization



MONUMENTAL VARIATION III

LIGHT, VERTICALITY, COLLECTIVE PRESENCE

Reference / visualization

THE ARTWORK

A luminous, sheltering sun embodies warmth, benevolence and the possibility of rising again.

Its many vertical rays represent lives and voices: what is broken, what remains and what grows.

Around it, smaller Inner Arenas offer individual spaces for listening, contemplation and encounter.

This is a sculpture first: monumental, tactile, musical and meaningful without any phone.



THE VISITOR JOURNEY

01 DISCOVER a monumental golden presence.
02 APPROACH the rays, bells and chimes.

03 ENTER an arena or shelter beneath the sun.
04 LISTEN to a voluntary story on your phone.

05 RECORD your own story, if you wish.
06 HEAR another voice in thoughtful dialogue.

07 LEAVE with a new perspective — and perhaps choose to connect with another person.



THE QUESTION

What have you lost — a person, a place, a dream, an identity, a certainty or a former life?

What changed in you? What did you discover? What strength, kindness or understanding grew?

The artwork never demands a positive ending. Grief may remain grief; growth is not compulsory.

Its purpose is to make room for complexity, recognition, solidarity and possibility.



AN AI THAT HELPS US LISTEN

Technology in service of empathy — never the other way around

1 CONSENT-LED COLLECTION

Voluntary voice or text, clear rights, deletion and withdrawal.

2 SECURE TRANSCRIPTION & TRANSLATION

Multilingual access, privacy filtering, human review.

3 SEMANTIC UNDERSTANDING

Carefully tested embeddings identify themes and nuances.

4 EXPLAINABLE STORY MATCHING

Suggest a contrasting or resonant human account — not a diagnosis.

5 HUMAN-CENTRED REFLECTION

Visitors can skip, disagree, explore, or hear another perspective.

6 OPT-IN CONNECTION

Mutual-consent, mediated email introductions; no public addresses.



No model training on sensitive stories without separate explicit consent.

RESPONSIBLE INNOVATION

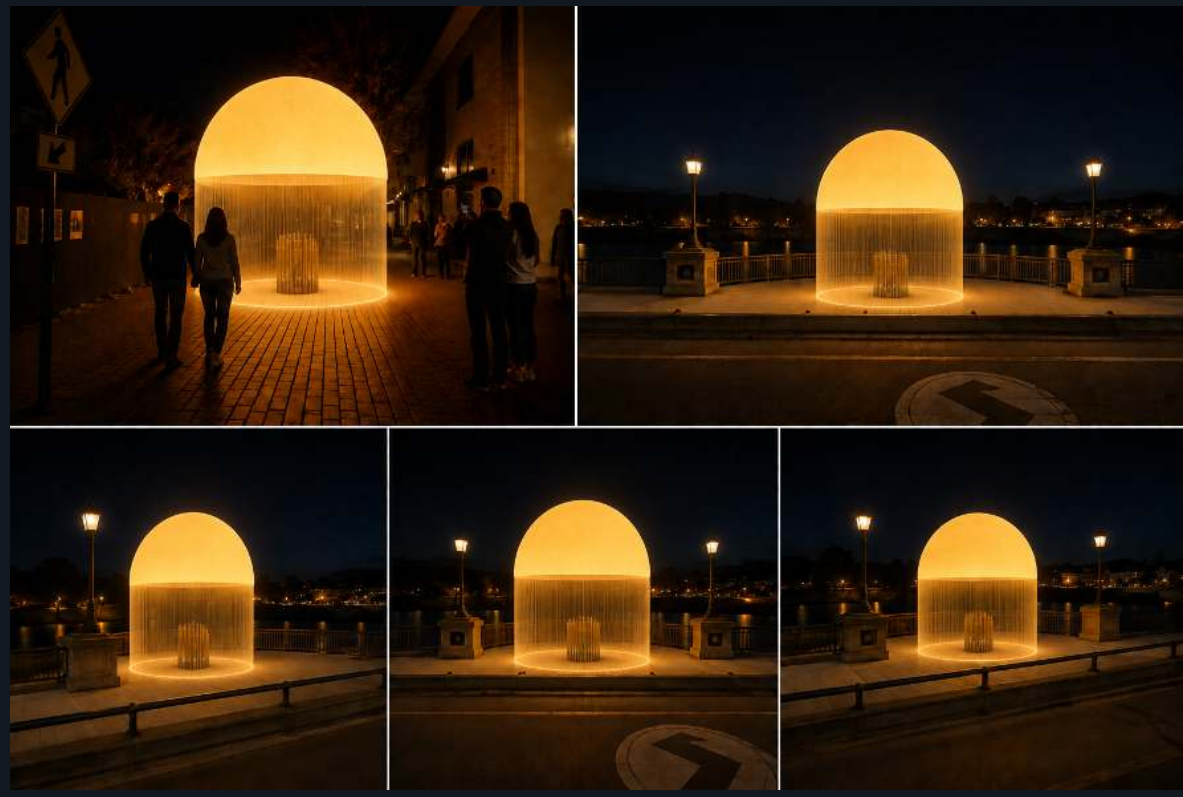
Retrieval-based matching is preferable to letting a generative model invent personal testimonies.

Evaluation: relevance, diversity, language quality, safety, bias, false matches and user control.

Privacy by design: encryption, retention limits, separate contact data and auditable permissions.

Psychotrauma-informed review and safeguarding are required before launch; not a therapy service.

No promise to cure trauma or guarantee growth. Human voices and artistic agency remain central.



A TRAVELLING CONSTELLATION

One sculptural language; local voices and new configurations

MAR 2027 OGDEN, UTAH · USA

Weber State University / Dumke Arts Plaza

Confirmed exhibition; installation planned for late March.

2027 PARIS · FRANCE

Urban Art Fair — artist-reported planned presentation.

LATE 2027 BENIN

Institut français — artist-reported planned presentation.

EARLY 2028 BERLIN · GERMANY

Artist-reported planned presentation.

2028 HONG KONG

Art Basel Hong Kong — artist-reported planned presentation.



Only Ogden is independently documented as confirmed in available materials.

MADE TO TRAVEL

A modular kit of durable metal elements, repeatable joints and replaceable components.

A French engineering office coordinates the core design and structural documentation.

At each destination, local engineering partners review anchoring, wind, loads and public safety.

Disassembly, packing, transport, reassembly and inspection follow documented protocols.

Each new site reshapes the constellation while the shared archive connects all destinations.



WHY THIS PROJECT MATTERS

A concise case for the .ART Award



- A singular, immediately recognizable sculptural icon.
- Art that can be touched, heard, entered and inhabited.
- A universal question across languages and cultures.
- A growing international archive of human experience.
- A bridge between physical presence and digital listening.
- Ambitious AI, governed by consent and human judgment.
- Repeatable touring design with local technical validation.
- Local workshops and globally connected communities.
- Artistic continuity with ROMANO’s public-art practice.
- A long-term cultural legacy beyond any single exhibition.

ROMANO / R. CAYLA

French visual artist working across public art, participatory sculpture, image and sound.

His practice transforms places of passage into places of attention, dialogue and encounter.

Selected experience includes commissions and projects with major cultural and civic partners.

The Temples of Connection extends his artistic research into an international living archive.





VISUAL RESEARCH / SELECTED ARTISTIC REFERENCES

GOLDEN ARCHITECTURES

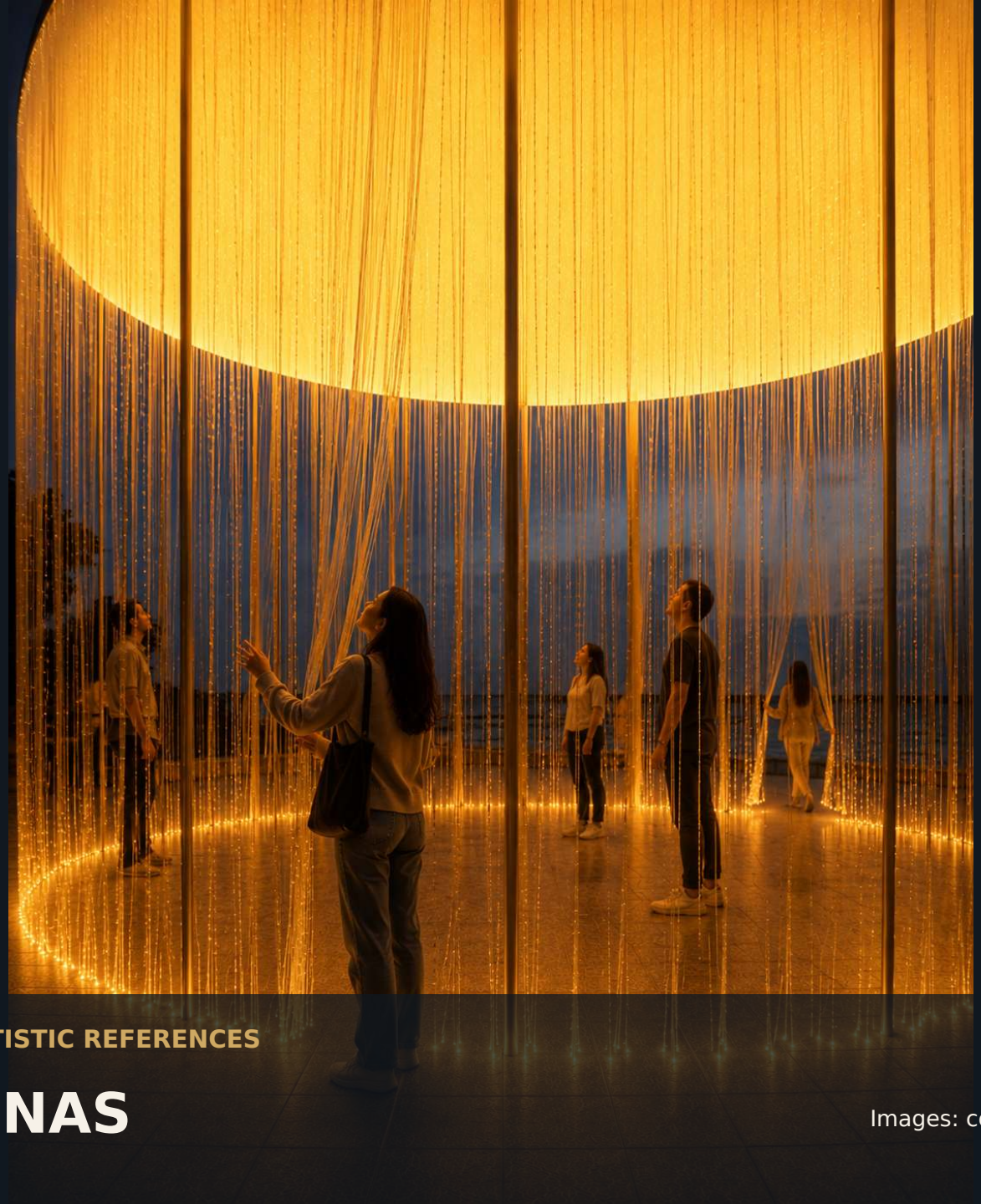
Images: concept or portfolio reference



VISUAL RESEARCH / SELECTED ARTISTIC REFERENCES

LIGHT AS A MATERIAL

Images: concept or portfolio reference



VISUAL RESEARCH / SELECTED ARTISTIC REFERENCES

THE INNER ARENAS

Images: concept or portfolio reference



VISUAL RESEARCH / SELECTED ARTISTIC REFERENCES

THE SUN IN PUBLIC SPACE

Images: concept or portfolio reference



VISUAL RESEARCH / SELECTED ARTISTIC REFERENCES

THE FOREST OF VOICES

Images: concept or portfolio reference



VISUAL RESEARCH / SELECTED ARTISTIC REFERENCES

A SPACE FOR ENCOUNTER

Images: concept or portfolio reference



VISUAL RESEARCH / SELECTED ARTISTIC REFERENCES

PUBLIC ART EXPERIENCE

Images: concept or portfolio reference

FROM LOSS TO CONNECTION

The Temples of Connection is not a machine for turning pain into happiness.
It is a place where one human story can meet another — and where that encounter may open a new possibility.



A sun to gather beneath.
An arena in which to listen.
A voice that might change the way we see.

ROMANO
VISUAL ARTS
VIDEO ART

“Art is the best way to elevate the human kind, because it is the best way to ask questions and try to answer them.”

SELECTED REFERENCES

Art | Basel
Hong Kong


華
誠興公司
許氏匯款中心
HUI'S REMITTANCE CENTRE
WESTERN UNION
CEYLON

He goes to wait for his tram, as he does every morning. But today, something has changed.
At the end of the street, its colors burst into view. On the front, a monkey is kissing a woman.
Even the driver seems different.

He comes closer. Banknotes cover the bodywork, and a dragon coils around the Statue of Liberty.
He gets on board. The driver says a few words about the artwork. In front of his seat,
a label reads: Power and Love. A text about the tension between power and love.

His phone rings. Work. He decides to answer later.

He reads, he looks, he thinks about his own life. Then he gets off. The tram leaves again.
For a few minutes, an ordinary commute has become something else: an artwork, a question, a smile.


CENTRAL
TSIM SHA TSUI
169
上環 307
ENVIRO500



POWER AND LOVE

2022

Participatory visual installation · Mobile artwork on tram

LOCATION. Hong Kong · Focus Programme, Institut français · launched during Art Basel Hong Kong

SCALE..12 × 2.5 × 4.4 m · full-scale double-decker tram

MEDIUM. Paint on vehicle · anti-graffiti varnish

COMMISSION / BUDGET. Institut français in Hong Kong · approx. €60,000 · temporary, 3 months in circulation

CONCEPT

A reflection on the relationship between love, power and money. The composition contrasts figures celebrating human union and affection with others celebrating wealth and political power, questioning the tensions between intimate values, economic influence and Hong Kong’s political context.

CONTEXT & ACTIVATION

SITE-SPECIFIC APPROACH. The work transformed an emblematic part of Hong Kong's urban heritage into a moving public platform, crossing multiple districts and reaching highly diverse audiences. The tram's strong local identity and its historical associations with European presence in Hong Kong added a symbolic layer to the dialogue between love, money and power.

PUBLIC INTERACTION. Interpretive panels inside the tram extended the work's message. A QR code invited passengers into an online debate that gathered 850+ participants.

LIVE & DIGITAL ACTIVATION. Opening event with c.20 Asian curators. A theatrical performance embodied characters from the mural inside the tram, while an augmented-reality layer made the painted figures come alive through a phone camera.





PRODUCTION & IMPACT

ARTIST ROLE. Concept, artistic direction, visual creation, painting, participatory and mediation design, production coordination, opening event and performance.

TEAM / TECHNICAL PARTNERS. Tram team, AR developer, theatre performers, fabricators and painters, production agency and local partner.

DURABILITY. Anti-graffiti varnish and local retouch partner. No maintenance was required during the three-month run.

OUTCOME. 3 months in circulation · 850+ online participants · c.20 Asian curators at the opening · press coverage. The same tram was later used for an intervention by JR.


Art Basel
Hong Kong
AUGMENTED REALITY /
ART INSTALLATION /
HONG KONG CHINA








Région
BRETAGNE



She enters the forest slowly. Around her, hundreds of hanging elements move gently as she passes.

She reaches out and touches one. A bell rings.
Then another. The forest begins to answer her movements.

She stops beneath the installation and listens.
Some sounds come from her gestures, others from people she cannot see.

On her phone, she opens the dream archive.
She listens to a stranger's dream, then decides to leave one of her own.

When she walks away, her voice has become part of the forest.



THE FOREST OF DREAMS

2026

Immersive participatory visual and sound installation

LOCATION. Questembert, France · historic market hall

SCALE. Approx. 30 × 10 × 15 m

MEDIUM. Vines, ribbons, ropes, bells, chimes, textiles, light, sound and motion sensors

COMMISSION / BUDGET. Région Bretagne ·.€30,000 · temporary, 4 months

CONCEPT

A multicoloured “magical forest” revealing the nocturnal dreams of local residents as visitors move through it. Motion-triggered voices invite people to slow down, contemplate, listen to others and reconnect with their own inner world.

CONTEXT & ACTIVATION

SITE-SPECIFIC APPROACH. Designed for Questembert’s historic market hall, the installation encouraged visitors to look upward and rediscover its architecture. It extended the hall’s role as a place of encounter by bringing the city’s most intimate material—its dreams—into a shared public space.

PUBLIC INTERACTION. Visitors walk through the forest, triggering recorded dreams with motion sensors. They touch hanging elements and activate bells and chimes. A QR code opens the dream archive and lets them record a new dream or, for selected stories, contact its contributor.

COMMUNITY PARTICIPATION / CO-DESIGN. Co-created with the city over three months through dream-collection workshops and diorama-making with the retirement residence, CE1 pupils from École Beausoleil, EHPAD du Bois Joli, MFR students, CMS Questembert, secondary-school students reached by Maison Pop, and people encountered at the local market.



PRODUCTION & IMPACT

ARTIST ROLE. Concept, artistic direction, installation design, workshops and dream collection, diorama creation, sound design, scenography, technical coordination and installation.

TEAM / TECHNICAL PARTNERS. Région Bretagne, local partners, Maison Pop, SG Atelier engineering office, structural engineer, electronics expert and technical installation teams.

DURABILITY / OPERATION. No technical failure during the four-month exhibition. One remote intervention was required only to add new dreams to the sound content.

OUTCOME. 4-month installation · city-wide co-creation · intergenerational participation · evolving dream archive · no technical failure during the exhibition period.



urban
art
fair


Raffles Arcad

In this hotel, a place of passage and temporary stay, the installation invites unexpected encounters.
As guests move through the space, the work becomes a moment of pause and reflection.
Its forms were conceived in dialogue with the contemporary stained-glass artwork installed in the hotel,
while brass echoes a material already present throughout the interior design.

Visitors can scan a QR code to listen to the stories and leave their own message of hope.
When their story is integrated into the work, contributors receive an email,
inviting them to return and hear it in the installation.

Story-collection workshops were organized with hotel employees.
Their contributions were combined with selected speeches and words from major women and men in history,
creating a dialogue across time around hope.



SUNRISE 2025

Immersive participatory visual and sound installation

LOCATION. Paris, France · hotel

SCALE. Approx. 5 × 3 × 4 m

MEDIUM. Brass/aluminum rods, metal structure, LED light, speakers, mirrors/glass and diffusing elements

COMMISSION / BUDGET. Urban Art Fair · €80,000 · semi-permanent

CONCEPT

An installation centered on hope. Through a QR code, visitors listen to stories from hotel audiences and major historical figures whose words respond to one another around what gives meaning and hope in life. The work invites visitors to listen to others while reconnecting with their own inner world.



CONTEXT & ACTIVATION

SITE-SPECIFIC APPROACH. Designed for a hotel—a place of passage, temporary stay and encounters between strangers—the work transforms transit into a moment of pause and reflection. Its forms were conceived in dialogue with a contemporary stained-glass artwork installed at the same time, while brass echoed a material already present throughout the hotel’s interior design.

PUBLIC INTERACTION. A QR code allows visitors to listen to the stories and submit their own message of hope. Contributors later receive an email when their story has been integrated into the work, inviting them to return and hear it in the installation.

COMMUNITY PARTICIPATION / CO-DESIGN. Story-collection workshops were organized with hotel employees. Their contributions were combined with selected speeches and words from major women and men in history, creating a dialogue across time around hope.

PRODUCTION & IMPACT

ARTIST ROLE. Concept and artistic direction, installation design, story-collection workshops, story selection and editing, research of historical speeches, visual and sound design, scenography, production coordination and installation follow-up.

TEAM / TECHNICAL PARTNERS. Urban Art Fair, hotel team and participating employees, brass/metal fabricator, production team, web/QR developer, sound technician, installers and technical partners.

DURABILITY. Durable materials, stable metal structure, replaceable components, simple cleaning, light technical monitoring, and remote updating of the evolving sound content.

OUTCOME. Semi-permanent installation · employee participation · evolving public story archive · returning contributors invited back when their stories become part of the artwork.



urban
art
fair



As she walks through the headquarters,
the installation catches her attention.
Its curves and materials echo the architecture,
turning a place of passage into a space for encounter.
It invites people who usually pass without knowing each other
to share stories and create new connections.

She listens to stories on site, explores more testimonies via QR code,
and leaves her own story.
She can also connect with the authors of narratives that resonate with her.

The work was co-created through story-collection workshops
with employees, and its entire sound dimension
was developed from their contributions.



WHAT CONNECTS US

2025

Immersive participatory visual and sound installation

LOCATION. Paris, France · corporate headquarters

SCALE. Approx. 12 × 6 × 25 m

MEDIUM. Metal structure, rods, ropes, suspended elements, light, speakers, sensors and QR interface

COMMISSION / BUDGET. Urban Art Fair · €160,000 · permanent, 10-year guarantee

CONCEPT

Makes visible the often-unseen links between employees. Through professional, friendly, cultural and spiritual stories, the work invites people to listen to one another and value what connects them.

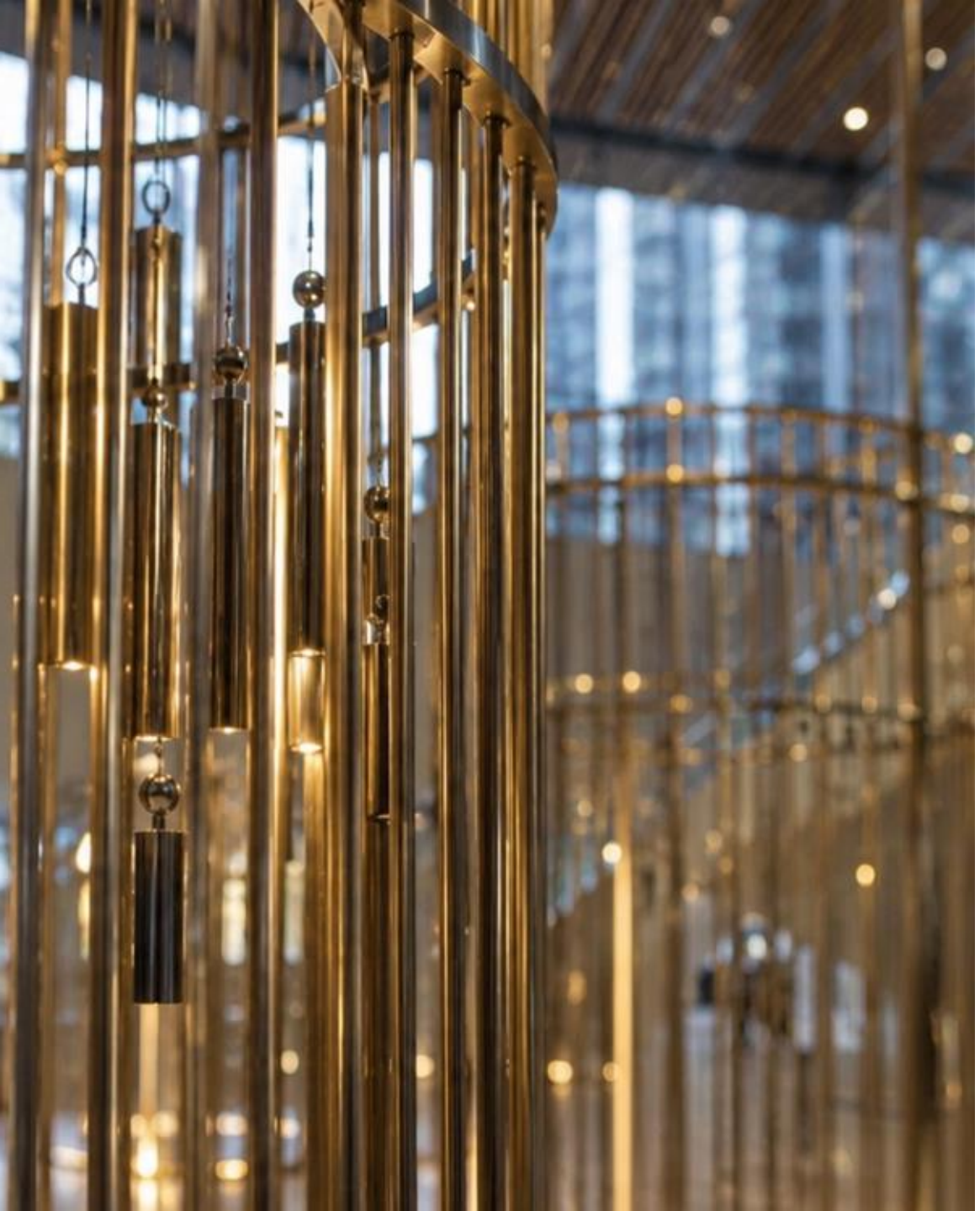
CONTEXT & ACTIVATION

SITE-SPECIFIC APPROACH. Created for a corporate headquarters where people frequently cross paths without knowing one another. Its curves and materials dialogue with the architecture, while the evolving story system turns circulation into encounter and enables employees to add stories, identify authors and create new connections.

PUBLIC INTERACTION. Visitors can listen to stories on site, access additional testimonies via QR code, submit their own story and connect with authors of narratives that resonate with them.

COMMUNITY PARTICIPATION / CO-DESIGN. Story-collection workshops were conducted with employees; the entire sound dimension of the installation was developed collaboratively from their contributions.





PRODUCTION & IMPACT

ARTIST ROLE. Concept and artistic direction, installation design, participatory workshops, sound-content conception/editing, scenography, interaction design, technical coordination, fabrication follow-up and installation supervision.

TEAM / TECHNICAL PARTNERS. Urban Art Fair, company team and participating employees, engineering office, structural engineer, fabricator, electronics expert, web/QR developer, sound/light technicians and installation team.

DURABILITY. Permanent work with a 10-year guarantee: durable materials, replaceable electronics, preventive maintenance, periodic checks, remote content updates and accessible technical systems.

OUTCOME. Permanent participatory installation · employee-led sound content · continuously evolving story archive · designed to foster long-term connection within the workplace.




VILLE DE
PARIS



As she walks through the city, a passerby notices the façade.
It immediately catches her eye. What was once just a building now feels alive,
revealing stories, encounters and gestures usually hidden from the street.
A place of transit has become a living archive of human connections,
shaped directly by the people who use the site.

She looks closer and recognizes faces, umbrellas, colors and messages
created by refugees and migrants during workshops held every two weeks for three years.
Through photo sessions, printing, cutting portraits and painting umbrellas,
participants chose their own poses, partners, colors, compositions and words.
These encounters were then transformed into new scenes on the façade.



REFUGEES WELCOME 2019

Site-specific participatory mural · Socially engaged public artwork

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LOCATION. Paris, France · first humanitarian reception center for refugees

SCALE. Approx. 70 × 17 m

MEDIUM. Acrylic and façade paint, spray, stencils, rollers, lift access, projection and protective varnish

COMMISSION / BUDGET. City of Paris · €100,000 · semi-permanent, 3 years

CONCEPT

A long-term participatory mural allowing refugees passing through the center to leave a visible trace of the relationships they built with Emmaüs Solidarité volunteers. Figures gather under shared umbrellas—an image of protection, dignity and hospitality—while the viewer is invited to question who is the refugee and who is the volunteer.

CONTEXT & ACTIVATION

SITE-SPECIFIC APPROACH. he façade became an extension of the life inside the center: making visible the encounters, solidarity and hospitality usually hidden from the street. A place of transit was transformed into a living archive of human connections, with the mural evolving directly from the people using the site.

PUBLIC INTERACTION. Every two weeks for three years, workshops with refugees and migrants included photo sessions, printing and cutting portraits, painting umbrellas and creating collages on temporary walls. Participants chose poses, partners, colors, compositions and messages; selected encounters were then translated into new painted scenes on the façade.





PRODUCTION & IMPACT

ARTIST ROLE. Concept and artistic direction, mural design, biweekly workshops over 3 years, photography, scene selection, visual creation, painting, production coordination and implementation follow-up.

TEAM / TECHNICAL PARTNERS. City of Paris, Emmaüs Solidarité, production team, artist assistants, photographers, painters, lift operators, engineering office and technical partners.

DURABILITY. Anti-graffiti varnish, UV- and weather-resistant façade paint, regular retouching, technical monitoring and occasional maintenance interventions.

OUTCOME. 250 collages created · 3 years of continuous evolution · coverage on TF1, France 2, ARTE and Euronews · official visit by the Mayor of Paris · migrant testimonies documenting the project’s impact.


L'Hôtel de Ville
PARIS



A group of friends walks through the city, looking up.
Above the rooftops, a cloud floats — unexpected, poetic, almost unreal.
It turns the city into a space for imagination and reflection,
inviting them to see Paris with fresh eyes.

They take out their phones and scan the QR code.
On the screen, a series of questions and answers appears, organized by theme.
They read, smile, and recognize voices from across the city.
One of them decides to submit their own question.
A few weeks later, they receive an email: their contribution has been added.
It gives them a reason to come back, to see the cloud a little differently.

The cloud exists thanks to the words of many Parisians.
During workshops, young people from local associations and residents of care homes
shared their questions and responses, creating an intergenerational conversation
about the city — and its future.



IN THE CLOUD

2025

Immersive participatory sculpture · Interactive sound installation

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LOCATION. Paris, France

SCALE. Approx. 3 × 3 × 3.5 m

MEDIUM. Metal structure, cloud shell in foam/resin, ladders, speakers, sensors, light and sound system

COMMISSION / BUDGET. City of Paris · budget confidential · semi-permanent

CONCEPT

A poetic work exploring the relationship between residents and their city. Through a QR code, visitors hear questions addressed by Parisians to Paris and, at times, responses from the city inviting them to step outside everyday routines and reconsider the urban environment through imagination and dialogue.

CONTEXT & ACTIVATION

SITE-SPECIFIC APPROACH. he cloud creates a symbolic viewpoint above the city, transforming an everyday urban setting into a space for imagination and reflection. Its presence gives physical form to a dialogue between residents and Paris, encouraging visitors to look at the city differently.

PUBLIC INTERACTION. Visitors do not enter the cloud. A QR code gives access on their phone to questions and answers organized by theme. They can also submit their own question or response and later receive an email prompting them to return when their contribution has been integrated.

COMMUNITY PARTICIPATION / CO-DESIGN. Story-collection workshops were organized with Parisians, including young people from youth associations and residents of care homes, creating an intergenerational corpus of questions and responses about the city.





PRODUCTION & IMPACT

ARTIST ROLE. Concept and artistic direction, sculpture design, participatory workshops, thematic organization of questions/responses, QR experience design, sound creation, scenography, technical coordination, fabrication follow-up and installation supervision.

TEAM / TECHNICAL PARTNERS. City of Paris, youth associations, participating care homes, production team, engineering office, structural engineer, fabricator, web/QR developer, sound technician, installation team and technical partners.

DURABILITY. Stable metal structure, durable materials, accessible and replaceable technical components, light maintenance, periodic QR/audio checks, remote content updates and protection against wear.

OUTCOME. Intergenerational participation · evolving question-and-answer archive · remote public contributions after installation · designed to sustain an ongoing dialogue between residents and the city.


SQY
Terre d'innovations



They enter the busy shopping center, carrying bags and a curious energy.
In the middle of the movement, they discover the installation.
It immediately draws them in: a vertical form that rises towards the glazed roof,
catching the light and changing with the time of day.

They decide to go inside. As they move through the arenas, sounds and lights respond to their presence.
Chimes ring, stories emerge, and a subtle scent fills the air.
They scan a QR code to listen to more stories, and one of them records a message of their own.
They can also hear voices from others who were moved by the same questions.

A few weeks earlier, the city's residents had shared their stories during workshops,
in partnership with neighborhood organizations and local associations.
Now, as they experience the installation, this family feels part of a larger conversation —
a living, evolving soundscape built by the community.



INNER ARENA 2026

Immersive participatory visual, sound and olfactory installation

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LOCATION. Saint-Quentin-en-Yvelines, France · high-traffic shopping center

SCALE. Approx. 10 × 6 × 4 m

MEDIUM. Brass/aluminum rods, metal structure, ropes, chimes, speakers, presence sensors, light and scent diffusers

COMMISSION / BUDGET. City of Saint-Quentin-en-Yvelines ·. €120,000 · permanent, 10-year guarantee

CONCEPT

A visually striking multisensory installation that reveals residents' stories about what feels sacred in everyday life: a clearing in the sky, a loved one's smile, a walk with children. Visitors enter the work, listen, play the chimes and are invited to focus on wonder, intimacy and the small sacred moments of daily life.





CONTEXT & ACTIVATION

SITE-SPECIFIC APPROACH. Designed specifically for a busy shopping center, the work helps transform a place of passage into a place to stay, gather and reflect. Its vertical form responds to the glazed roof above, drawing the eye upward and absorbing changing natural and artificial light by day and night. It is accessible both as playful experience for children and as a contemplative artwork for art audiences.

PUBLIC INTERACTION. Visitors can enter the arenas, trigger stories through presence sensors, activate chimes, experience light and scent, and use a QR code to access more stories. They can record their own contribution, contact authors of stories that moved them, and later receive an email when their own story becomes part of the artwork.

COMMUNITY PARTICIPATION / CO-DESIGN. A month of workshops with the city collected residents' stories about the sacred in everyday life, in partnership with neighborhood organizations and local associations. These contributions became the evolving sound content of the installation.

PRODUCTION & IMPACT

ARTIST ROLE. Concept and artistic direction, installation design, participatory workshops, story selection and editing, sound design, scenography, interaction design, technical coordination, fabrication and installation follow-up.

TEAM / TECHNICAL PARTNERS. City of Saint-Quentin-en-Yvelines, neighborhood associations and local organizations, engineering office, structural engineer, electronics expert, fabricator, installation team, web/QR developer and sound/light/scent technicians.

DURABILITY / MAINTENANCE. Permanent work with a 10-year guarantee: durable materials, replaceable electronic components, accessible technical systems, preventive maintenance, remote content updates and protection against wear and vandalism.

OUTCOME. Permanent 10-year installation · participatory local content · continuously evolving story archive · designed for sustained public use in a high-traffic civic-commercial environment.



VILLA MEDICI

FRENCH ACADEMY
IN ROME



As she turns the corner, the façade catches her attention.
In the familiar niches, new figures appear.
Where sculpted caryatids once stood, contemporary women now look out,
in a subtle trompe-l'œil that feels both surprising and familiar.
The intervention brings the building's history back to life,
inviting her to rediscover its architecture and to see Rome's classical heritage
through a contemporary lens.

She stops, looks up and takes a photo.
From the street, the mural reveals itself gradually,
offering different perspectives as she moves.
A QR code on the façade gives her access to stories that
link the former caryatids with the contemporary women represented.
She reads, listens and learns more about the building's history,
guided by a simple gesture on her phone.

Created in collaboration with Italian influencers,
the project invited these contemporary figures to take an active role
in the work. Their involvement goes beyond representation,
bringing new voices into a historic setting and creating a dialogue
between past and present — in the heart of the city.

CARIATIDES

2023

Site-specific mural

LOCATION. Rome, Italy

SCALE. Approx. 18 × 6 m

MEDIUM. Acrylic/façade paint, spray, stencils, photography, collage, print, projection and protective varnish

COMMISSION / BUDGET. Institut français · €42,000 · semi-permanent

CONCEPT

A contemporary reactivation of the building’s former caryatids. Female figures return to the empty niches, but classical muses are replaced by contemporary Italian women and social-media figures, creating a dialogue between architectural heritage, the female body, celebrity, representation and the way each era creates its own icons.





CONTEXT & ACTIVATION

SITE-SPECIFIC APPROACH. The intervention directly revives the building's history by repopulating niches once occupied by sculpted caryatids. Trompe-l'œil figures restore a sense of presence to the façade, encourage viewers to rediscover the architecture and connect Rome's classical visual language with contemporary culture.

PUBLIC INTERACTION. The mural is experienced from the street through direct observation, photography, mediation around the building's history and digital/QR content linking the former caryatids with the contemporary women represented.

COMMUNITY PARTICIPATION / CO-DESIGN. Developed in direct collaboration with Italian influencers, turning the contemporary figures into active participants rather than simply subjects of representation.

PRODUCTION & IMPACT

ARTIST ROLE. Concept and artistic direction, historical research, selection and collaboration with participating women, trompe-l’œil design, visual creation, architectural composition, production coordination and installation follow-up.

TEAM / TECHNICAL PARTNERS. Institut français, participating Italian influencers, production team, technical partners and installation team.

DURABILITY. Exterior-grade materials, UV and weather protection, façade-appropriate fixing, regular checks and occasional retouching if required.

OUTCOME / RECEPTION. Public-space visibility · Institut français support and dissemination · audience engagement around heritage and contemporary representation · social-media circulation through participating influencers.






Ogden
UTAH™
Arts





As they arrive at Dumke Arts Plaza, a visitor discovers an open cultural space shared by residents, students and passersby.
Little by little, the plaza reveals itself as a collective landscape of light and voices.
After dark, the work becomes even more present, connecting the site to the imagination and lived experience of the local community.

They move among the modules. Recorded dreams emerge around them.
Light and sound can be felt physically in the space.
A QR code lets them access additional content, contact selected contributors and even submit a dream of their own.
They may later be notified when their contribution becomes part of the installation, inviting them to return.

They then learn that the work was developed through dream-collection workshops and audio recording sessions with Ogden residents, students, schools, associations and members of the Weber State University community.
Local voices became the evolving content of the installation.
What they experience is not a fixed artwork, but a shared space kept alive by the dreams of a community.

LIGHTS OF DREAMS

2026

Immersive light and sound installation · Participatory site-specific installation

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LOCATION. Ogden, Utah, USA · Dumke Arts Plaza

SCALE. Approx. 55 × 32 × 12 m

MEDIUM. Metal structures, rods, ropes, fiber optics, LED lighting, speakers, sensors, projections and suspended elements

COMMISSION / BUDGET. Weber State University · €40,000 · semi-permanent, 6 months

CONCEPT

An installation inviting visitors to reconnect with their inner world through the nocturnal dreams of Ogden residents. Each module carries different recorded dreams; visitors can listen, contact selected authors, record their own dreams and later return when their contribution is integrated into the work.





CONTEXT & ACTIVATION

SITE-SPECIFIC APPROACH. Created for Dumke Arts Plaza, an open cultural space shared by residents, students and visitors. The work transforms the plaza into a collective landscape of light and voices, particularly powerful after dark, while connecting the site to the imagination and lived experiences of the local community.

PUBLIC INTERACTION. Visitors circulate among the modules, listen to recorded dreams, physically experience light and sound, access additional content, contact selected contributors and submit their own dreams. They are notified when their contribution enters the installation, encouraging repeat visits.

COMMUNITY PARTICIPATION / CO-DESIGN. Dream-collection workshops and audio recording sessions were developed with Ogden residents, students, schools, associations and members of the Weber State University community, making local voices the evolving content of the installation.



PRODUCTION & IMPACT

ARTIST ROLE. Concept and artistic direction, installation design, dream-collection workshops, story selection and editing, sound and light design, scenography, interaction design, technical coordination, fabrication follow-up and installation supervision.

TEAM / TECHNICAL PARTNERS. Weber State University, Dumke Arts Plaza, participating residents and students, local schools/associations, engineering office, structural engineer, fabricator, electronics expert, web/QR developer, sound/light technicians and installation team.

DURABILITY. Outdoor-grade materials, structure engineered for extended installation, replaceable lighting/electronic components, preventive maintenance, regular checks, remote content updates and occasional technical interventions if required.

OUTCOME. 6-month evolving installation · community and student participation · new dreams added over time · strong night-time presence · designed to encourage return visits and sustained engagement.



MINISTÈRE
DE LA CULTURE

Liberté
Égalité
Fraternité





As he walks past the Ministry, a visitor slows down and looks up.
What first appears as a façade now feels like a public memorial,
bringing remembrance into the everyday life of the city.
Through its rhythm, its light and its color,
the composition speaks at once of suffering and of hope.

He comes closer. From the street, he discovers that the mural can also be read.
A QR code invites him to access the stories of participants
and a commemorative text woven into the work.

He then learns that, before the installation, Ministry employees took part in
photographic workshops.
Their portraits were transformed into scenes on the façade,
allowing some of them to later recognize their own faces in the mural.
Suddenly, the building no longer seems distant:
it holds memory, presence and shared humanity.

COMMEMORATION OF THE 2015 PARIS ATTACKS

2025

Participatory commemorative mural · Socially engaged public artwork

LOCATION. Paris, France · French Ministry of Culture

SCALE. Approx. 120 × 35 m

MEDIUM. Façade paint, adhesive print, stencils, photography, collage, cut elements, lift access and protective varnish

COMMISSION / BUDGET. French Ministry of Culture — Communications Department · €30,000 · temporary, 1 month

CONCEPT

A commemorative mural honoring the victims of the 2015 Paris attacks through shared memory, collective resilience and the refusal of fear. The work affirms the role of culture as a space for remembrance, dignity, hope and living together.









CONTEXT & ACTIVATION

SITE-SPECIFIC APPROACH. The Ministry's façade became a public memorial surface, bringing remembrance into the everyday life of the city. The composition was designed in direct dialogue with the building's architecture, using its structural rhythms to evoke both suffering and hope, with a tailored play of light and color across the façade.

PUBLIC INTERACTION. Visitors could view the mural from the street and use QR codes integrated into the façade to access participants' stories and a dedicated commemorative text.

COMMUNITY PARTICIPATION / CO-DESIGN. Ministry employees took part in photographic workshops before installation. Their portraits were transformed into the mural's visual scenes, allowing participants to later recognize their own faces on the façade.

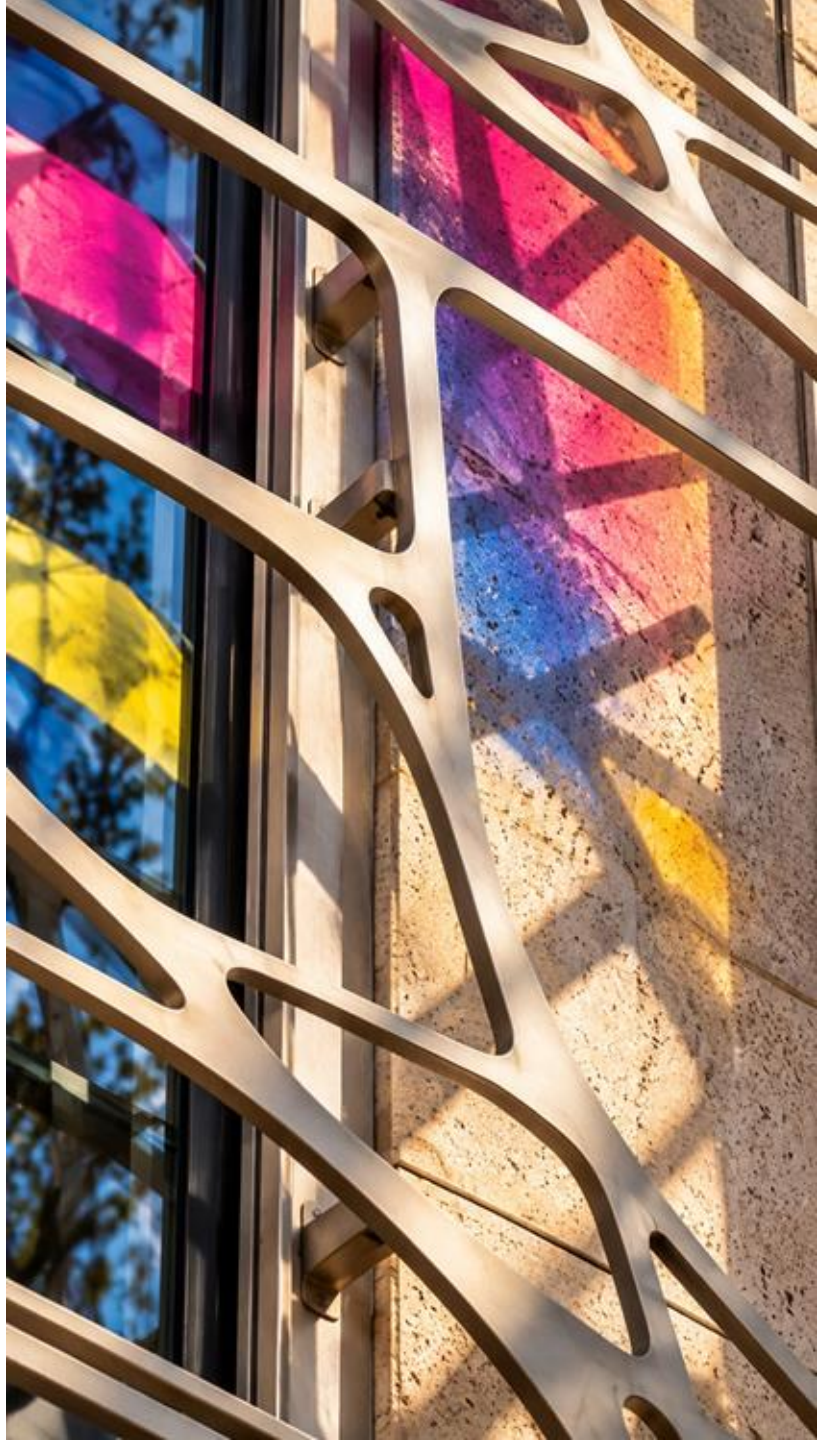
PRODUCTION & IMPACT

ARTIST ROLE. Concept and artistic direction, mural design, photographic workshops, portrait selection and transformation, visual creation, architectural composition, production coordination and installation follow-up.

TEAM / TECHNICAL PARTNERS. French Ministry of Culture — Communications Department, participating employees, production team, photographers, painters, lift operators, graphic/print partners and technical teams.

DURABILITY. Weather-resistant supports and coatings, protective varnish, secure façade fixing, regular checks, occasional retouching and fully reversible removal designed to protect the building.

OUTCOME. One-month commemorative installation · direct participation of Ministry employees · official institutional visibility · public access to participant narratives through QR codes.





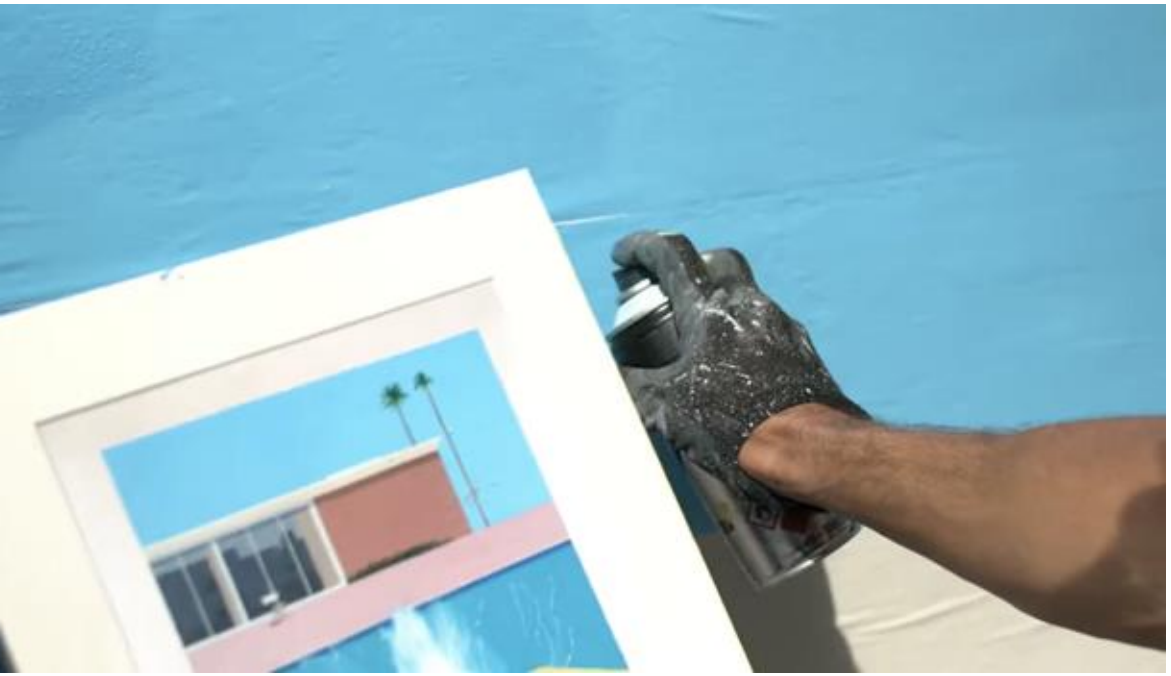

Centre
Pompidou


LIBERTÉ
FRATERNITÉ
34
RUE DU TEMPLE
LE COMPTOIR DES ARTS
livres
idées
art
rencontres
HORNEY

As he walks through the busy pedestrian area near the Centre Pompidou,
a passerby suddenly notices the mural. Its vivid colors and striking scale immediately catch his eye.
More than just a façade, it feels like a bridge between the street and the museum,
extending the exhibition into the public space and inviting people who might not otherwise enter inside.

He approaches and scans the QR code.
On his phone, he discovers a behind-the-scenes video about the mural and an introduction to the exhibition.
He then joins a photo contest, posing in front of the work as if jumping into the pool.
A few days later, he receives a message: he has won exhibition tickets.

In this way, the mural creates an unexpected encounter.
Through a simple gesture on the street, he becomes part of the experience,
turning a moment of passersby into a playful and memorable connection with the museum.





TRIBUTE TO DAVID HOCKNEY 2018

Site-specific mural · Public art intervention

LOCATION. Paris, France · near Musée Centre Pompidou

SCALE. Approx. 5 × 4 m

MEDIUM. Acrylic/façade paint, spray, rollers, stencils, projection and protective varnish

COMMISSION / BUDGET. Musée Centre Pompidou · €30,000 · temporary

CONCEPT

A street-based tribute designed to draw passers-by toward the David Hockney exhibition at the Centre Pompidou. The mural highlighted the continuing modernity of Hockney’s color and visual language, showing how naturally his universe could connect with the energy of the street and popular neighborhoods.



CONTEXT & ACTIVATION

SITE-SPECIFIC APPROACH. Located immediately near the Centre Pompidou in a highly visited pedestrian area, the mural acted as a bridge between the street and the museum. Its scale, color and direct visual impact extended the exhibition into public space and invited audiences who might not otherwise enter the museum.

PUBLIC INTERACTION. A QR code gave access to a behind-the-scenes video about the mural and to an introduction to the exhibition. A photo contest invited visitors to pose in front of the work as if jumping into the pool, with exhibition tickets awarded to participants.

COMMUNITY PARTICIPATION / CO-DESIGN. No co-design process in advance; participation occurred through the on-site QR experience, photography and public contest.

PRODUCTION
& IMPACT

ARTIST ROLE. Concept and artistic direction, mural design, adaptation of Hockney's visual language to the urban site, visual creation, production coordination and public-interaction design. Created in collaboration with Le Mouvement artists Riks and Tiez.

TEAM / TECHNICAL PARTNERS. Musée Centre Pompidou, Riks and Tiez, production team, painting assistants, graphic/video team, museum communications staff and technical partners.

DURABILITY. Exterior-grade paint, protective varnish, regular visual checks, occasional retouching if required and restoration of the support after removal.

OUTCOME. High visibility beside the Centre Pompidou · strong public interaction through the QR experience and photo contest · exhibition promotion in public space · social-media and press visibility.





Contact

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