SPLACES

art   &   science   studio

CREATING SCULPTURES
POWERED BY NEURAL NETWORKS

2021–2025

about us

SPLACES is a young art & science studio creating sculptures based on nature-driven technologies. Our primary goal is to create unique interactive sculptures that interact with both nature and people.

SPLACES.STUDIO aims to promote positive ecological transformations through scientific research and innovative artistic practices.

We believe that creating interactive objects that integrate programming, light, sound, kinetics, and living elements can forge new pathways for interaction between people, nature, and technology.

WE CREATE ART FOR SUSTAINABLE FUTURE

sevcabel port
Public Art sculpture,
LETIBIT, 2021-2024

lpm
Public Art sculpture,
LETIBIT, 2021-2024

night of light
Festival of lights,
2023

nur
International Festival of Media Art,
2023

intervals
International Festival of Media Art,
2024

evolution
Exhibition at the Zifergauz Gallery,
2024

1703
Contemporary Art Fair, Manege,
2024

holy arts
Contemporary Art Fair,
Art Gallery, London, 2024

cityoflight
International Festival of Media Art,
2024

Art-fairs, festivals and exhibitions

refest
Seul, Korea
DendroSonic, 2024

culturehub
New York, USA
DendroSonic, 2024

bolzano art week
Bolzano, Italy
NIDUM, 2024 (October)

ignite festival
Florida, USA
NIDUM, 2025 (February)

SELECTED PUBLICATIONS

antennae
Article about SPLACES.STUDIO by the curator
September 2024

al-tiba 9
Article about SPLACES.STUDIO
October 2024

creating new spaces podcast
Podcast with studio members,
Australia, September 2024

NIDUM [5-7]

HALOW soon

BLACK NIDUM [20-21]

LETIBIT [8-10]

SAULUX [17-19]

MEGALITH [11-13]

DENDROSONIC [14-16]

NIDUM (video)

nidum

Materials: selected willow, neon, electronics

Diameter: 3.5 meters

Weight: 250 kg

NIDUM is an audio-reactive installation that dynamically responds to changes in the environment with a sound and light scenario.

nidum

In Latin, nidum means nest. The principle of bird weaving nests formed the basis of the installation, which represents a giant biomorphic nest 3.5 meters in diameter and sounds like a bird.

NIDUM reacts to the emotional patterns that it scans from the sounds of human speech. The power of light is heightened by positive emotions, while negative makes it become more quiet.
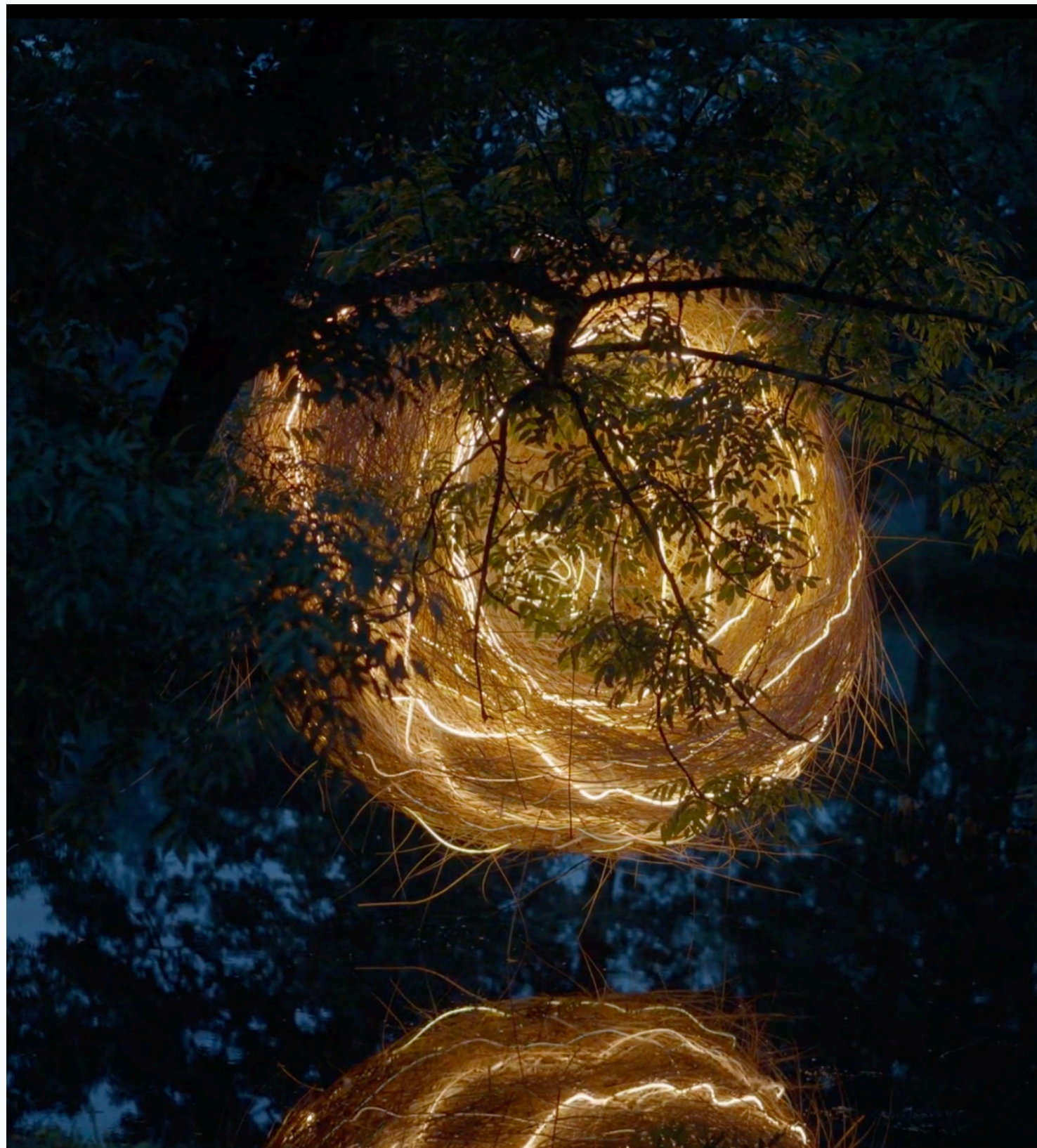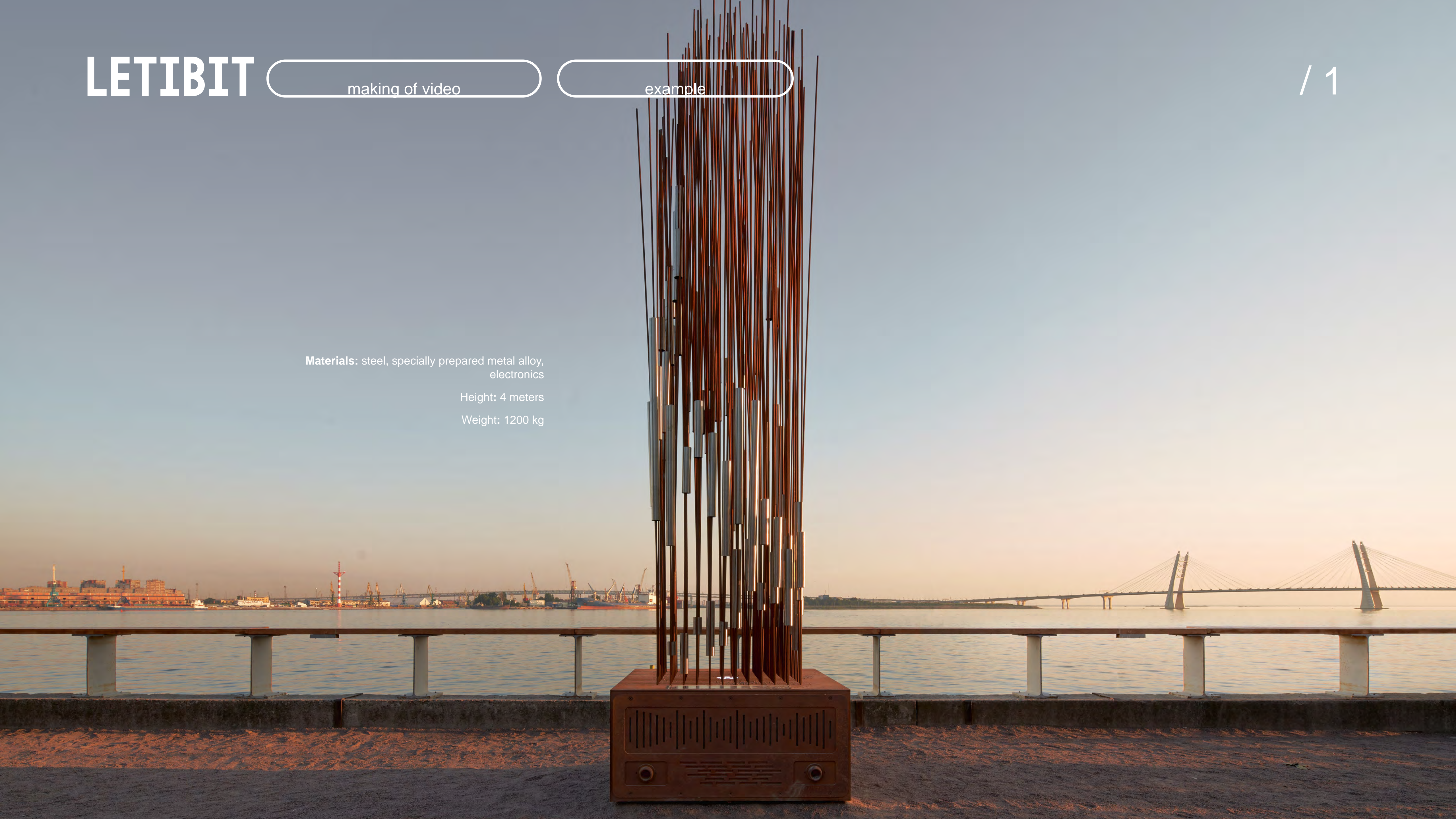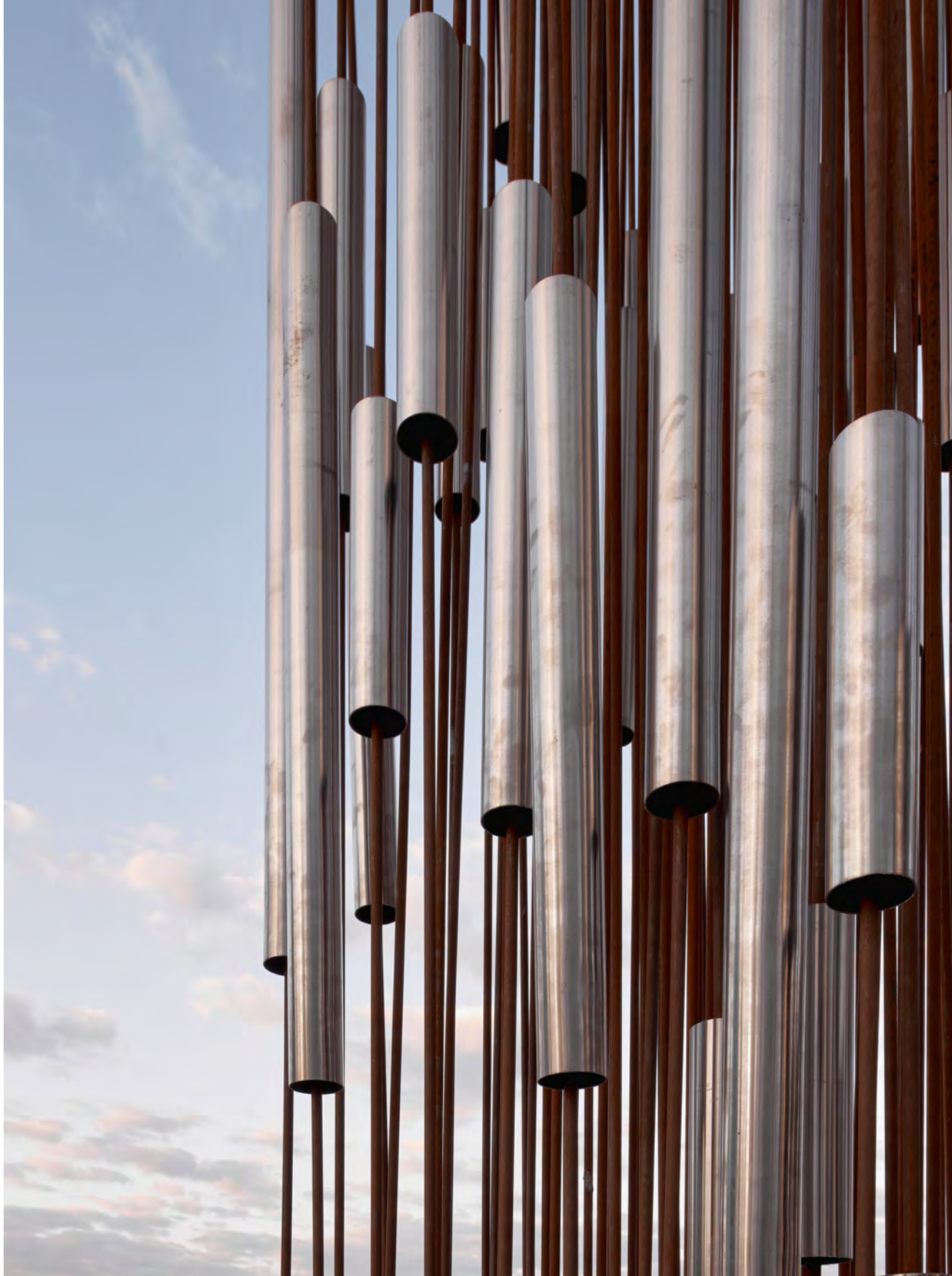
Materials: steel, specially prepared metal alloy, electronics

Height: 4 meters

Weight: 1200 kg

The LETIBIT sculpture increased public space attendance by 30% compared to the most successful year.

letibit /2

letibit

LETIBIT is an interactive sculpture controlled by AI, which converts natural impulses into sounds.

The wind sways the metal bars pointing to the sky. Rods equipped with sensors become unique sensory organs and transmit natural data to a neural network that generates a unique sound compositions.

MEGALITH

example

Materials: natural granite boulder, electronics

**Dimensions: 1x0.8x0.9** meters

Weight: 1300 kg

The Megalith is an interactive sculpture that brings back the experience of the forest to city residents. It is activated by touch and transmits natural sounds.

megalith   / 2

Based on audiovisual interaction with the audience, the artists recreate the soundscape of Karelian nature and endow the stone block with the sound of the forest.
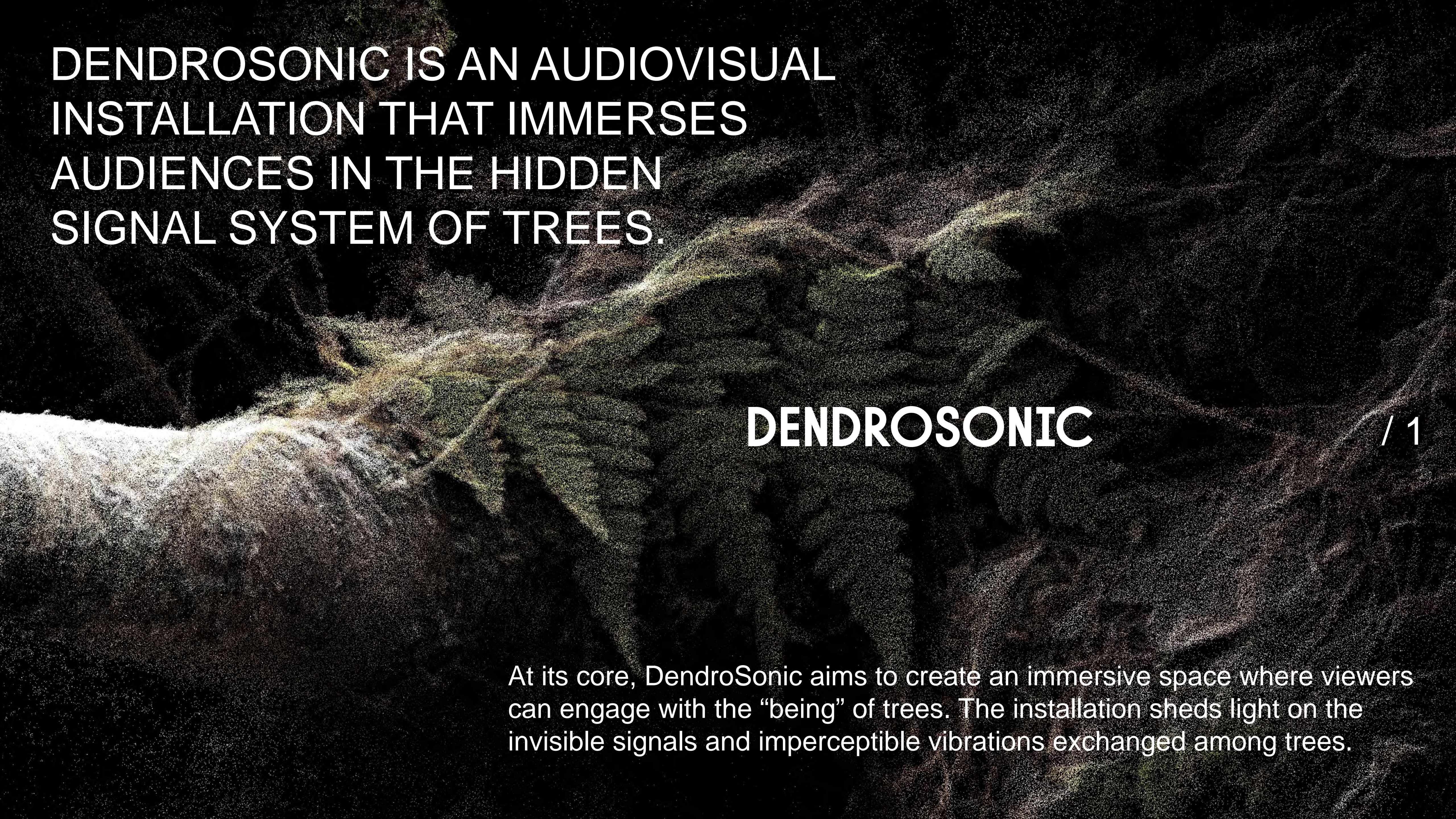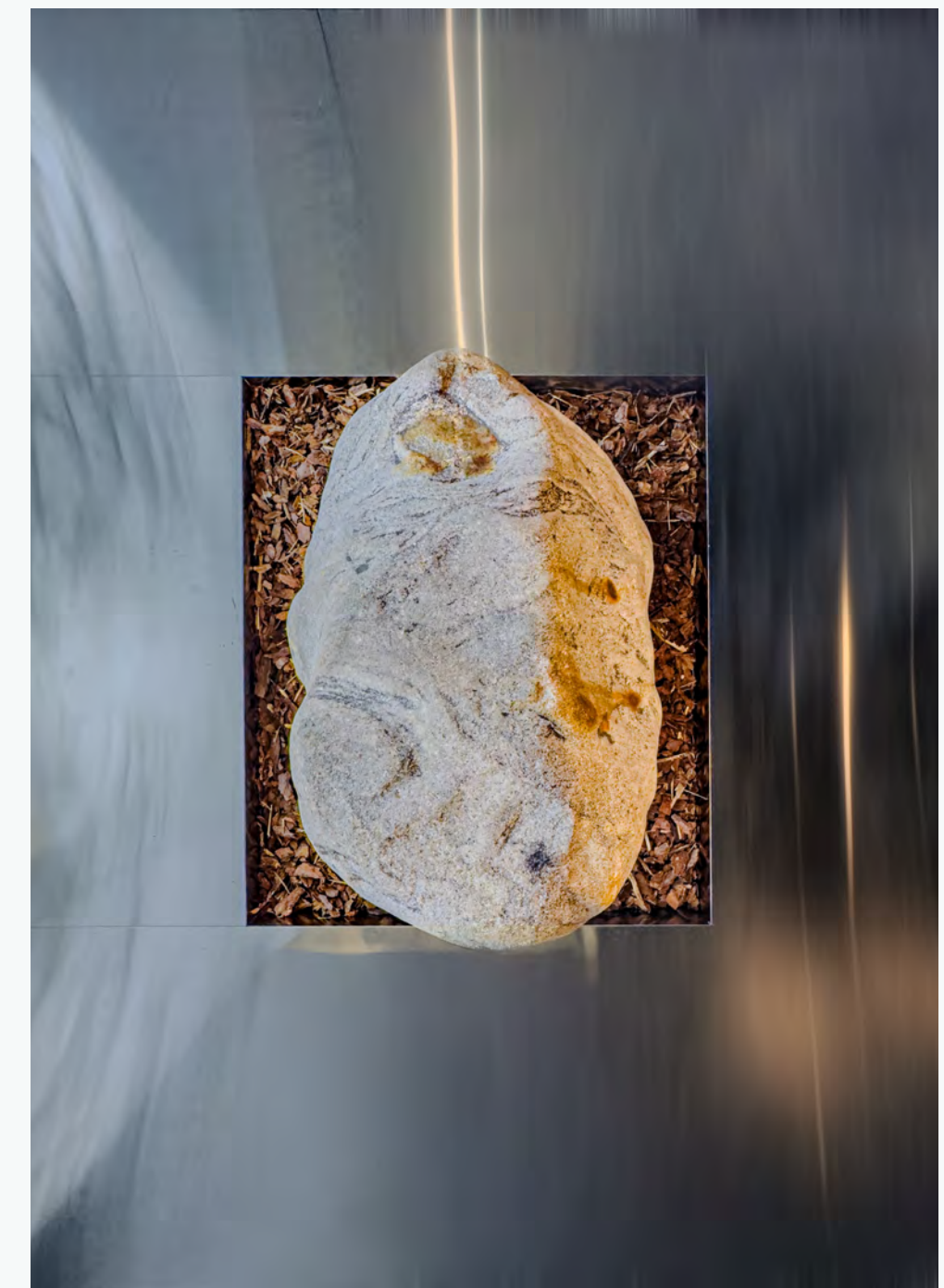
The project not only transforms the urban environment into a more harmonious place to live, but also addresses the rethinking of the meaning of nature and culture in the modern world.

Interactive dynamics is based on the principal of touch.

AI analyses type of human touch and responds with soundscapes reminiscent of Karelian forest.

DENDROSONIC IS AN AUDIOVISUAL INSTALLATION THAT IMMERSES AUDIENCES IN THE HIDDEN SIGNAL SYSTEM OF TREES.

DENDROSONIC

At its core, DendroSonic aims to create an immersive space where viewers can engage with the "being" of trees. The installation sheds light on the invisible signals and imperceptible vibrations exchanged among trees.

The rich data collected by artists of Splaces challenges anthropocentric perspectives and questions assumptions about human exceptionalism in relation to other species. The combination of natural data and innovative technologies in the project broadens our perception, paving the way for our communication with digital tree forms.
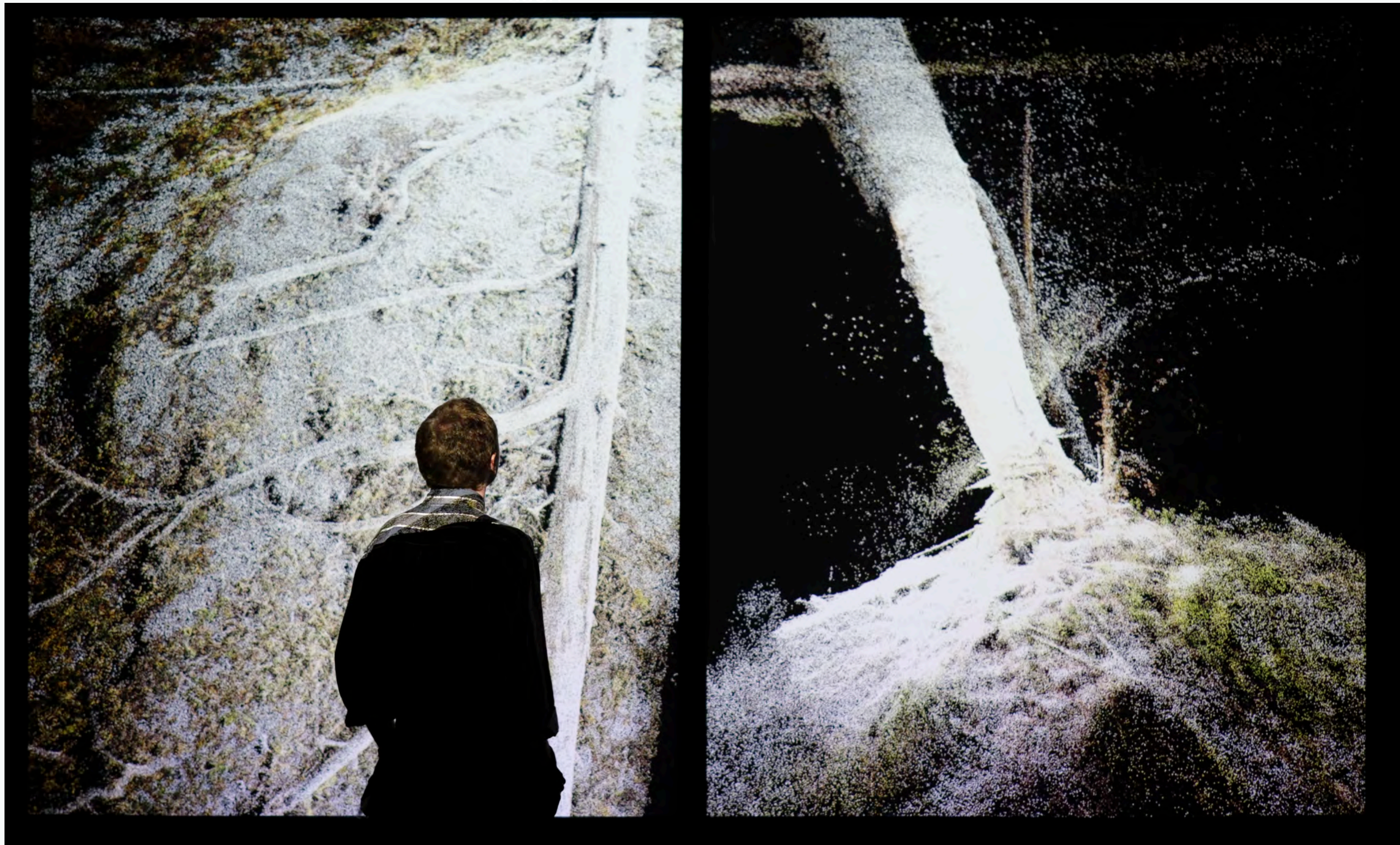
In the space of installation viewers have a synesthetic experience. Sound, visuals, and vibrations act simultaneously to tell the hidden stories of trees.

dendrosonic

This interactive sculpture transforms wind into light and music, allowing people to experience the wind not only as a sound but also as a visual and auditory sensation, reminiscent of a faintly blowing wind chime.

Saulux's name derives from "Saule," meaning willow, and "Lux," meaning light. It offers a glimpse into what the wind looks and sounds like at any given moment.

saulux

A site-specific sculpture that has
a module construction. Sculpture
transforms wind into music
and light in real-time using AI.

Materials: selected willow, neon, electronics

**Dimension:** 3x4x3 meters

Weight: 180 kg

saulux

/4

The sculpture features an AI system that reproduces sounds from extinct birds, driven by real-time environmental data to adapt its lighting according to current quantity of aircrafts in the area.

The paint that is used is the blackest paint in the world with the ability to ubsorb up to 95 % of light.

Black Nidum is an interactive sculpture crafted from 1000 willow twigs, utilizing nest-weaving techniques and integrating modern diode lighting to mimic natural environments.

black nidum
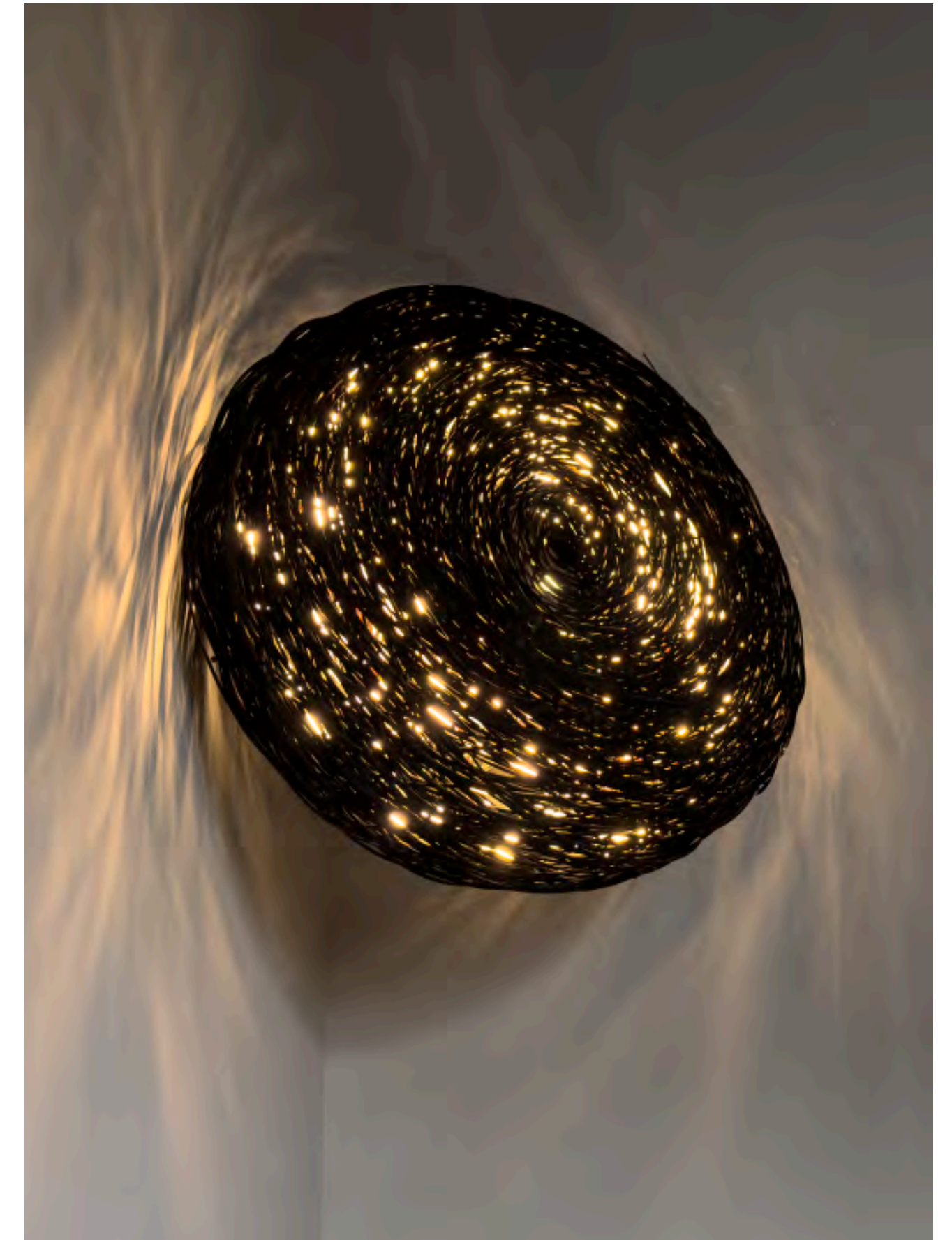
The studio has developed a mechanic that allows to track the availability of aircraft using the API, relative to the current geoposition of the art project. Using an API the sculpture scans real-time data in order to interpret it within the gallery space by changing its' behaviour.

If there are aircraft flying in this area, the nest first goes into a more active and alarming mode, and then becomes silent and fades out for a while. This project underscores the deep connection between technology and nature, reflecting on the Anthropocene's impact on wildlife and ecosystems.
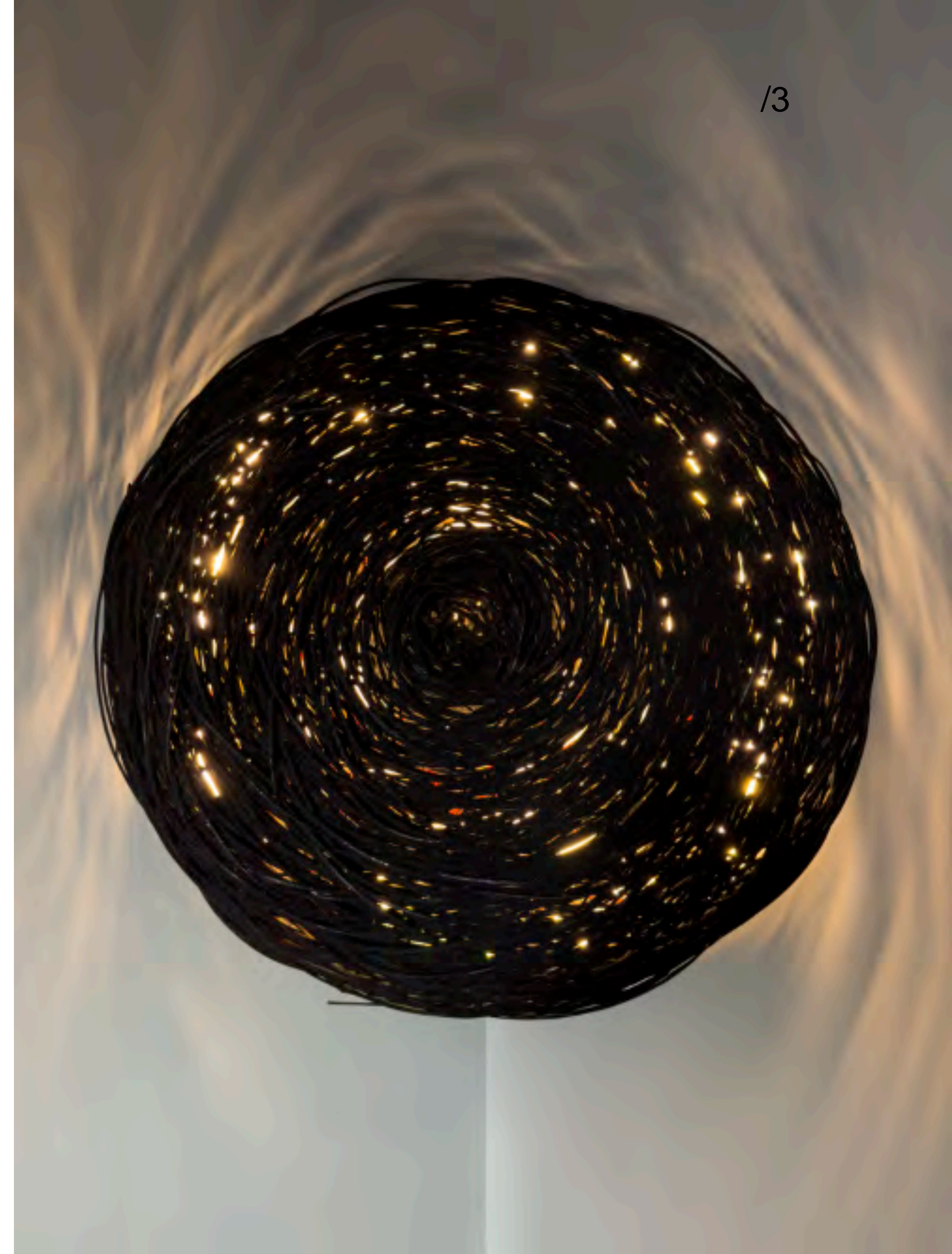
in development

HALOW

The Hallow project is an innovative ecological initiative designed to enhance the health and stability of old trees while promoting biodiversity. At its core, the project involves creating patches from recycled plastic to fill hollows in trees.

These patches are not ordinary; they are embedded with lights that emit a natural spectrum, adding both functional and aesthetic value to the natural environment.

2021

Bronze Best creative
project Big Fish

2022

Best art animation G8
Best creative idea G8
Most innovative project G8
Silver, Public art — Design New Sreda

André
Svibovich

Creative Director
and Co-founder
of SPLACES.STUDIO

An audiovisual artist and researcher in the field of synesthesia. Previously a curator and producer. Born above the Arctic Circle in the city of Kirovsk, located in the Khibiny Mountains on the Kola Peninsula. The contrasts of the Nordic nature have profoundly influenced his artistic vision. He currently lives and works in Saint Petersburg.

Founder of the international festival of audiovisual arts MEDIASPANK 2013. Laureate of numerous competitions and awards, including the Best Educational Project in Media Culture at the V International Saint Petersburg Forum in 2015, and the winner of the Sergey Kuryokhin Prize in the SKIF nomination in 2022.

Director of the first original course on art, "In Search of Modernity: Russian Art of the 20th Century 2019," from the Russian Museum.

Team

Andy Shibanov

Creative Producer and Co-founder
of SPLACES.STUDIO

Founder and Executive Producer of Cooldown.pro.
A professional in film and commercial editing and color
correction. Participated in the creation of commercials
and music videos with a total of 560 million organic
views. Winner of awards at Russian and international
advertising and film festivals, including Cannes Lions,
Cannes Short Film Festival, Manchester Film Festival,
G8 Festival, Big Fish Festival, and others.

Kristina Ots

Curator of SPLACES.STUDIO

Head of the Exhibition Department at the Art & Science Center of ITMO University, co-founder and curator of the first award in the field of scientific and technological art ASTA, researcher in the field of art & science and post-internet art, and lecturer in the Art & Science Master's program at ITMO University. Nominee for the Sergey Kuryokhin Prize. Her curatorial practice focuses on the intersection of art, science, and technology.

Khristina has curated over 20 exhibitions and more than 30 educational programs. She has organized exhibitions at the State Russian Museum, the State Tretyakov Gallery, and the Manege Central Exhibition Hall (Moscow, Saint Petersburg). Khristina has participated in festivals such as NUR (Kazan), Re-Fest (Seoul), Wrong Biennale (International), and many others with her curatorial and educational projects.

SPLACES

art & science studio

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andy shibanov

co-founder

khristina ots

curator