

NOVO

#ArtistInsight



Foto: Theo Triantafyllidis, Radicalization Pipeline, 2021, Photo The Knack Studio, Courtesy the artista and Eduardo Secci Milano

THEO TRIANTAFYLLIDIS

Theo Triantafyllidis (b. 1988, Athens, GR) is an artist who builds virtual spaces and the interfaces for the human body to inhabit them. He creates expansive worlds and complex systems where the virtual and the physical merge in uncanny, absurd and poetic ways. These are often manifested as performances, virtual and augmented reality experiences, games and interactive installations. He uses awkward interactions and precarious physics, to invite the audience to embody, engage with and challenge these other realities. Through the lens of monster theory, he investigates themes of isolation, sexuality and violence in their visceral extremities. He offers computational humor and AI improvisation as a response to the tech industry's agenda. He tries to give back to the online and gaming communities that he considers both the inspiration and context for his work by remaining an active participant and contributor.

CV.pdf

Eduardo Secci | NOVO



Exhibition view, Radicalization Pipeline, Theo Triantafyllidis, 2021, Photo The Knack Studio, Courtesy the artist and NOVO - Eduardo Secci Milano.

NOVO	Firenze		Radicalization	Pipeline
June	3	-	October	2

For the body of works presented within **Radicalization Pipeline**, the artist drew inspiration from video games and recent events of civil disorder in America. Looking at phenomena such as the rise of QAnon, he suggested connections between gamification, fantasy, and political radicalization. The project space brings together a series of ceramic weapons. These dark glazed stoneware works are adorned with decorative details like tennis overgrip tapes, hair extensions, and laser-cut acrylics. With titles such as *Chadslayer*, *Snowflake* and *Stormbringer*, they are reminiscent of the exaggerated forms often seen in video games and extremist ideologies which the internet culture has accelerated.



Exhibition view, Pastoral, Theo Triantafyllidis, 2019, Courtesy the artist and Eduardo Secci Firenze.

Eduardo **Secci** **Firenze** | **Pastoral**
September 13 - November 16, 2019

In *Pastoral, 2019* (video game), curated by THE SWAN STATION, Triantafyllidis constructs a hybrid virtual expanding landscape, a field of hay brushed by golden sunlight. The player finds himself as a muscular Ork character in the middle of the field together with an antagonist presence that relentlessly follows his every step as a contemporary version of an ancient minotaur. The character feels strangely out of place in this setting, seemingly musing or enjoying a short break before yet another battle.

Current Projects



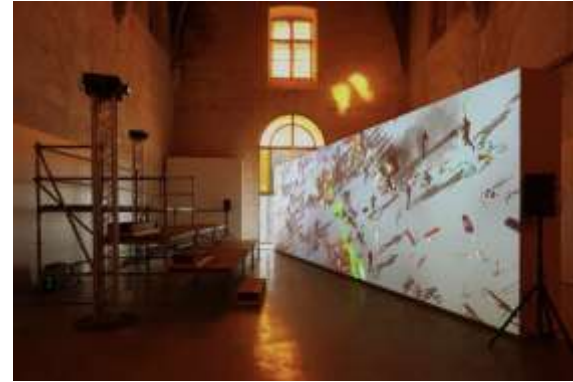
Radical Gaming

HEK Basel, September 2 - November 11
Theo Triantafyllidis' project *Pastoral* is part of "Radical Gaming: Immersion Simulation Subversion", an international group exhibition presenting artists concerned with the structures, technologies and aesthetics of the global gaming industry.

**Octobre Numérique - Faire
Monde**

October 6-24, 2021

Theo Triantafyllidis is presenting a solo exhibition inside the beautiful stone church made in the 1600s, Eglise des Trinitaires in Arles on occasion of the Festival "Octobre Numérique - Faire Monde".



World on a Wire & Rhizome New Museum

Hyundai Motor (Seul, Beijing, Moscow)

Theo Triantafyllidis features the group exhibition at Hyundai Motorstudio, Moscow, RU, co-organized with Rhizome of the New Museum.

Institutional Projects

ATHENS BIENNALE 2021 | September 24 - November 28, 2021



MEDITERRANEA 19 BIENNALE | May 5 - October 31, 2021



AR BIENNALE | August 22, 2021 - February 2, 2022



VENICE BIENNALE | 2017



Interviews

RADICALIZATION PIPELINE introduced by Matteo Bittanti

You may disagree about the root causes, but the diagnosis is clear: reality has imploded. The symptoms are everywhere. Video game fantasies, themes, characters, and narratives – which used to be confined to the imaginary – now shape our everyday life. In a world where meme presidents plan insurrections, global corporations are actively destroying the planet, social media are a toxic cesspool, a new kind of superstition – conspiracy theories, lore, false narratives – has become the dominant epistemological currency. In this uncertain, hyper violent, and chaotic scenario – complicated by metacrisis, climate catastrophe, and ongoing pandemics – artists have been among the few to clearly identify the culprits and to imagine possible alternatives (...) [click here to read more](#).

"Theo Triantafyllidis e il progetto d'artista che mescola videogiochi e ceramica" di Matteo Lupetti

Come funziona Radicalization Pipeline e come è stato realizzato?

Radicalization Pipeline è una simulazione in tempo reale [live simulation], un software comparabile a un videogioco che si gioca da solo. Per la mostra al NOVO di Eduardo Secci a Milano l'opera gira su un computer da gioco ed è mostrata su un grande schermo. Nell'opera due orde apparentemente infinite si scontrano in una violenta battaglia tutti contro tutti, agitando armi enormi e urlando con voci distorte. (...) [click here to read more](#).

Press office @theknackstudio

Eduardo Secci Milano

NOVO

Via Bernardino Zenale 3, Milan, Italy

Opening times: Tuesday- Saturday, 10 am - 1:30 pm - 2:30 - 7:00 pm

+39 02 38248728 / milano@eduardosecci.com

Eduardo Secci Firenze

NOVO

Piazza Carlo Goldoni 2, Florence, Italy

Opening times: Monday - Saturday, 10 am - 1:30 pm - 2:30 - 7:00 pm

+39 055 661356 / firenze@eduardosecci.com

www.eduardosecci.com / gallery@eduardosecci.com
Instagram @eduardoseccigallery / Facebook: eduardoseccicontemporary

hello@novo.ooo
Instagram: novo_projects / Facebook: NOVO Projects