

CLAUDE

Artist Portfolio

Artistic Practice



CLAUDE is a new media artist exploring how people experience the natural world.

The colours, shapes and rhythms he finds in nature are the starting point for his digital artworks.

Using algorithms, he combines organic forms with data to explore the emotions that nature can evoke, from quiet fascination to awe at its scale.

In Organic Form, wind and wave patterns give shape to digital sculptures exhibited at Load Gallery in Barcelona.

His practice spans gallery exhibitions, live performance and works for public screens.

Trial premiered at SAT × MUTEK in Montréal and was later shown at the Melbourne International Film Festival.

Other presentations include the INTERVALS Festival, ARTECHOUSE in Washington, DC, Times Square in New York and the Asia Culture Center.

He founded CLAUDE STUDIO to collaborate with companies and public institutions.

Studio collaborations include projects with Samsung, the Korea Exchange and the Seoul Metropolitan Government, as well as the National Museum of Korea, the National Science Museum and the National Theater.

Artist Biography

Works & Research

Elements	Moving image / Interactive visuals	03
Organic Form	Data-driven digital sculpture	04
KRX Signature	Real-time data installation	05
BLUE ELEPHANT	Moving image for a spherical display	05
Asphodel	Fulldome installation	06
Trial	Fulldome performance	06
Anyma	Live performance visuals	07
Illusion	Public screen artwork	08
Protoform	Architectural media façade	08
CLAUDE ARTLAB	Original software development	09
Selected History	Exhibitions, Performances & Projects	10
Commissions & Contact	Collaboration enquiries	11

Elements

2026 / Ongoing series







Falling

Moving image / Particle simulation

Digital artwork series · 2026

Elements imagines a world in which familiar natural objects follow unfamiliar laws of movement.

In Falling, flowers and leaves descend with the rhythm and collective force of a waterfall.

Through particle simulation, countless individual forms converge into a living landscape, opening a space between the recognisable beauty of nature and the possibilities of an imagined one.

View Project

Interactive Study

Interactive visuals

Prototype in development

Extending Elements into an interactive experience, CLAUDE explores how human gestures can shape a natural phenomenon.

Hand recognition and position influence the movement of flowers and leaves, allowing the viewer to participate in the evolving landscape.

The prototype forms part of a long-term enquiry into the aesthetics of interacting with imagined nature.

View Website

Images are stills from the Elements series.

Organic Form

2024–2027 / Digital sculpture



Wind Flow



Air



Bloom



Waveform

Unity in Variety

Environmental data / Digital sculpture

Load Gallery, Barcelona · 2024

Organic Form translates the rhythms of a place into digital sculpture.

Developed from environmental data associated with Barcelona, the series uses wind, air, wave patterns and other natural phenomena to shape the structure and motion of abstract forms.

These works give perceptible form to changes that often escape human attention, inviting a slower and more intimate observation of nature.

View Project

The Future of The Living

Digital sculpture / Exhibition

Centre des arts d'Enghien-les-Bains, France · 2026–2027

Presented at the Centre des arts d'Enghien-les-Bains, Organic Form brings together Air, Waveform, Windflow and Bloom.

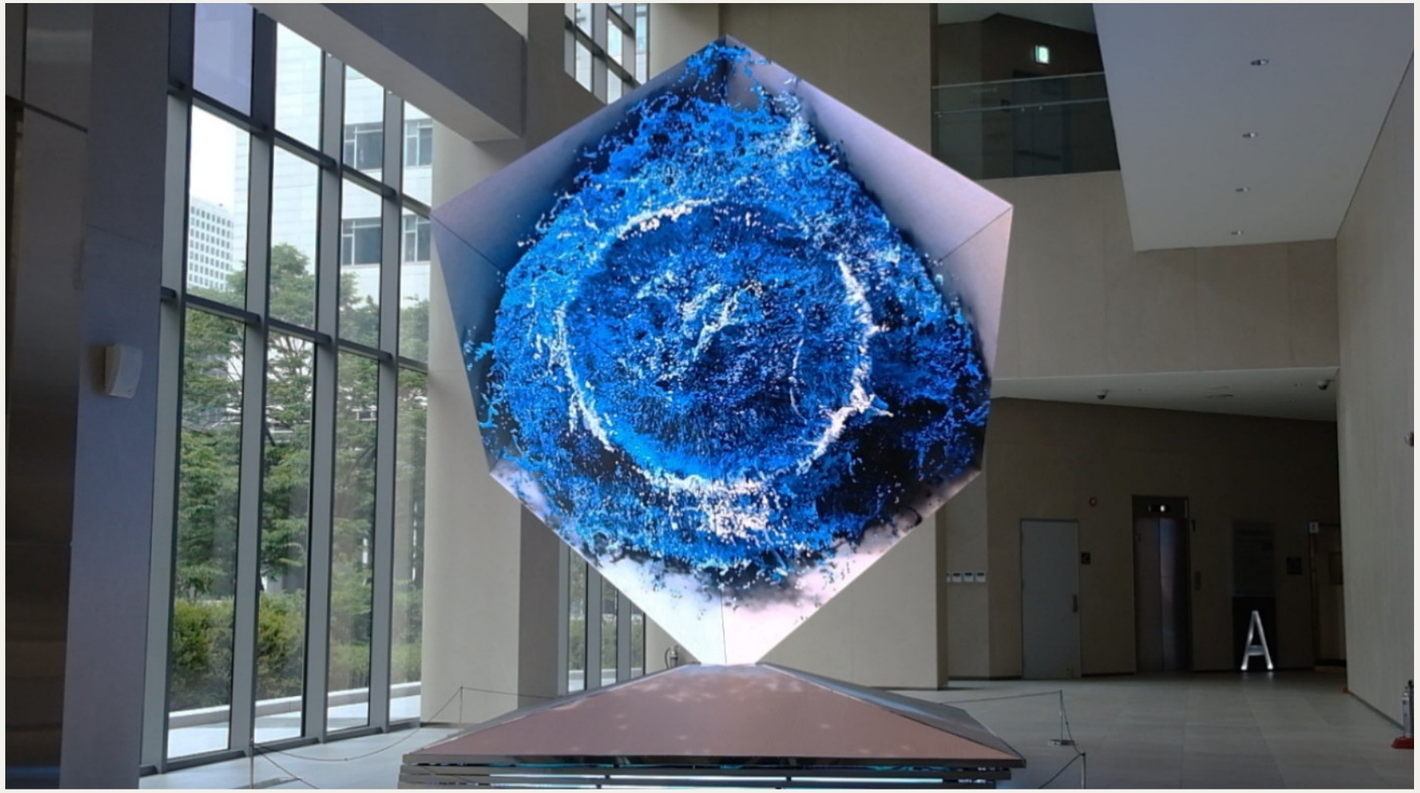
The works interpret different forces and conditions of nature through evolving three-dimensional structures.

The exhibition extends this research into a shared spatial experience, where each form offers a distinct way to sense the movement and vitality of the living world.

View Website

Commissioned Installations

2023–2025



KRX Signature

Real-time data installation

Korea Exchange · 2023

Visitors entering the Korea Exchange encounter a field of particles that changes with the KOSPI index.

As the market moves, the particles rise and fall, change colour, and expand or contract.

CLAUDE created the digital artwork, with production design by CLAUDE STUDIO and CJ CGV.

View Project



BLUE ELEPHANT

Moving image for a spherical display

Space Seongsu, Seoul · 2025

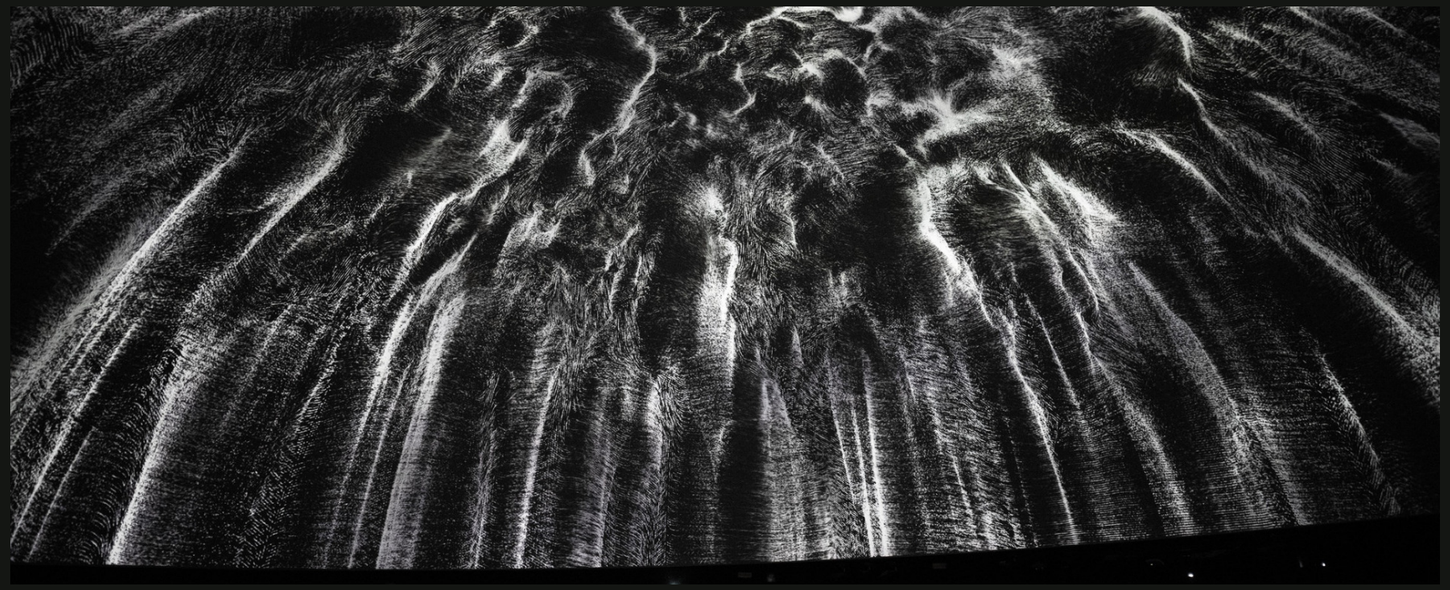
BLUE ELEPHANT commissioned CLAUDE to create a moving-image work for the spherical display at its Space Seongsu eyewear store.

Shifting textures wrap around the sphere, so a visitor sees a different part of the composition from each side.

View Website

Works For The Dome

Created with Shin Hyejin



Asphodel

Fulldome audiovisual installation · 2024

Asphodel envelops the audience in monochromatic fields
of particles, light and sound.

Dense structures unfold, disperse and regenerate across the dome,
transforming a flat visual composition into a surrounding environment.

The interplay of image and sound guides perception through changing states
of scale, tension and movement, inviting an immersive encounter
with an unfamiliar organic world.

INTERVALS 2024 / Sous dôme #3, Paris 2025

View Project



Trial

Fulldome audiovisual performance · 2019–2022

Trial reflects on the fragility of human existence
when confronted with the vastness of the universe.

In a continuously transforming audiovisual environment,
light and sound emerge, dissolve and reshape the perceived space.

The work invites reflection on what remains of human certainty,
values and attitudes when familiar systems of understanding fall away.

It premiered at SAT × MUTEK Montréal in 2022.

SAT × MUTEK Montréal 2022 / MIFF 2023

View Project

Anyma

The End of Genesys

Live performance visuals
Sphere, Las Vegas · 2024–2025

For Anyma’s residency at Sphere, CLAUDE created real-time visuals for selected sequences in the show.

Across the curved screen, organic forms extend above and around the audience.

Real-time visuals	CLAUDE
Creative direction	Michael Titze
Live operation	Dark Matter

View Project







Public Media Art

2022–2026



Illusion / K-pop Square, Seoul



Protoform / FIESP, São Paulo

Illusion

Public screen / Digital artwork

LED.ART · Artwork 2022 · Screenings 2025 & 2026

Illusion presents an abstract, continuously shifting visual form that draws attention to the instability of perception.

At the scale of the K-pop Square screen, its flowing textures and intense colour become part of the urban environment.

The work invites passers-by to encounter an unfamiliar visual phenomenon within an otherwise familiar city landscape.

View Project

Protoform

Architectural media façade

FILE São Paulo · FIESP Cultural Center, LED SHOW · 2026

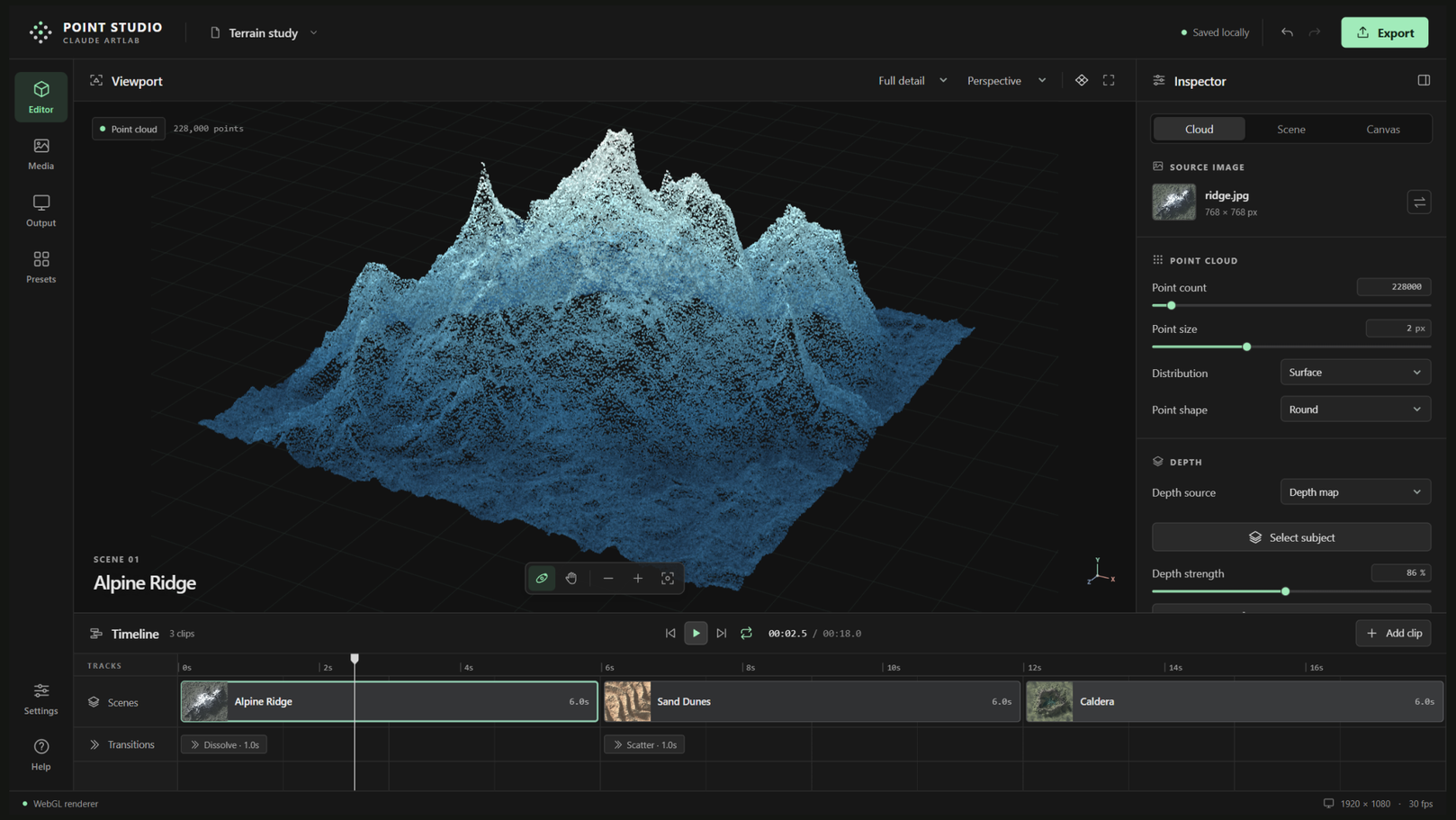
Protoform investigates primal structures and the emergence of form.

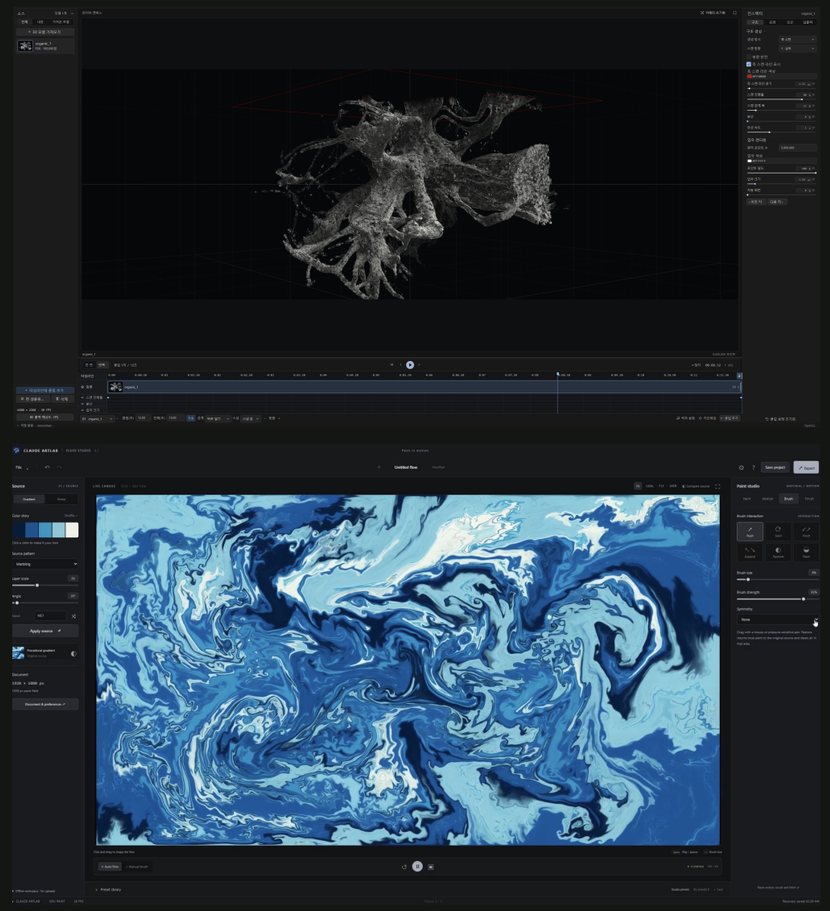
Millions of particles gather and transform into a seemingly living structure, revealing the relationships between individual elements and the collective whole.

Presented on the FIESP building’s LED façade, the work translates this microscopic language of particles into a monumental experience within the public realm.

View Website

CLAUDE ARTLAB





Software Research

At CLAUDE ARTLAB, the artist designs and builds software as part of his studio practice.
The tools take shape alongside the artworks, guided by his interest in the structure and movement of natural forms.

Explore ARTLAB

Selected History

2021–2027

Exhibitions & Performances

2026–27	Centre des arts d’Enghien-les-Bains	Organic Form, France	Digital sculpture
2026	FILE Festival, São Paulo	Protoform	Media façade
2025	Sous dôme #3, Paris	Asphodel	Fulldome installation
2024	Load Gallery, Barcelona	Organic Form	Digital sculpture
2024	INTERVALS Festival	Asphodel	Fulldome installation
2023	Melbourne International Film Festival	Trial	Fulldome performance
2022	SAT × MUTEK Montréal	Trial	Fulldome performance

Projects & Contributions

2026	BIGBANG World Tour	Associate Notch Designer	Live performance visuals
2025	BLUE ELEPHANT, Space Seongsu	Sphere content	Spherical display
2024–25	Anyma, The End of Genesys	Real-time visual contribution, Sphere, Las Vegas	Live performance visuals
2023	KRX Signature	Real-time data installation with CJ CGV	Data installation
2023	NAVER Gak Sejong		Data visualisation
2021	Evolution, Relationship, Future?	National Museum of Korea / National Science Museum	Museum project
2021	Sound Journeys, Gwanghwawon	With d’strict and Jang YoungGyu	Collaboration

Full Biography & Project History

Commissions & Contact

CLAUDE

New media artist

Have a project in mind?

A sketch, a photo of the space or a few lines about the idea are enough to start a conversation.

contact@claudeworks.com

claudeworks.com @claude_works

Commissions & Collaborations

CLAUDE welcomes opportunities to develop new artworks and site-responsive experiences with cultural institutions, fashion brands and creative partners.

A collection, material, landscape, sound or dataset can become the starting point for an original visual language.

Digital artwork	Digital sculptures and moving-image works
Interactive visuals	Visual environments shaped by a viewer’s gestures
Art direction	Visual concepts for brand commissions and live shows
Audiovisual artwork	Compositions for image and sound, from live sets to fulldome works
Data-responsive art	Forms that change with wind, waves or live market data
Immersive installations	Site-specific works for galleries, retail spaces and public venues

Selected existing works are also available for exhibition, adaptation or licensing, subject to discussion.