

Theo Triantafyllidis
Pheromone Spa
November 10, 2022–December 10, 2022
The Breeder, Athens

The Breeder is pleased to present *Pheromone Spa*, Theo Triantafyllidis' new solo exhibition, presenting a rich audiovisual experience. Consisting of two performative systems, *Bugsim* (Pheromone Spa) and *Ork Haus*, running in parallel, each a distinct world governed by its own rules, each completely unaware of the others existence. Presented at The Breeder Gallery as immersive installations, including sculptural furniture, custom electronics and a homebrew pheromone aroma in collaboration with artist and scent creator Labrilena Konstantelou, the digital worlds bleed out into the physical emanating a foreboding feeling of entrapment within a system with opaque rules.

In his exploration of social technologies and the communities they enable us to create, Theo Triantafyllidis grapples here with the ethical question of how individuals can assume social responsibility amid the overwhelming demands of the present moment. In a constantly shifting world where the very definition of what it means to be human, what differentiates us from the non-human and how our relationship to our natural environment is changing, the artist proposes new posthuman ecosystems inhabited by hybrid beings as the solution. These worlds, that act as parallel universes within the exhibition, are autonomous ecosystems, systems that function on their own without acknowledging the viewer or any other external factor, creating a polarity between an aesthetically pleasing experience and a feeling of anxiety and isolation.

In *Bugsim (Pheromone Spa)*, a precious slice of microscopic life preserved in an intensive care terrarium is contemplating the paradox of environmental repair. Through a moist glass surface and within lush vegetation expands a busy Colony of Ants. Slowly and painstakingly the Ants are working to form a brittle purple mud into a structure they can call home. From this structure grows an entire forest of tiny flowering plants. Branching and blooming in every direction, they are calling to be pollinated by buzzing Honey Bee replicas. All but self-sustaining, this closed terrarium system is engineered to simulate all the necessary natural cycles for the fragile community of organisms. The flow of nutrients, hormones, moisture and temperature constantly regulated under the sound of insects buzzing. An experiment in resilience and entropy carefully monitored by a mysterious figure.

Meanwhile on the lower gallery, a family of Orks trapped in a domestic space perform the rituals of modern life. *Ork Haus* is a nightmarish vision of the metaverse in which the truly grotesque aspects of working from home and the technology that continues to enable us to do so are the subject of a work that is part live simulation, part experimental theatre. These moments of technologically mediated Ork domesticity, though in many ways mundane, are elevated in their monstrousness to symbols of the contemporary human condition . Surrounding the live simulation is a sculptural hand built furry sofa for the audience to sit on and a series of fabric wall works, co-created with an Artificial Ork Intelligence and presented here in all their uncanny logic.

Theo Triantafyllidis (b. 1988, Athens, GR) lives between Los Angeles and Athens and holds an MFA from UCLA, Design Media Arts and a Diploma of Architecture from the National Technical University of Athens. His work has been the subject of solo exhibitions

internationally including *The Metaverse and How We'll Build it Together*, Meredith Rosen Gallery, New York, (2022), *Radicalization Pipeline*, Eduardo Secci, Milan, (2021), *ON Faire Monde*, Eglise des Trinitaires, Arles, (2021), *Pretzel Twist*, The Breeder, Athens, (2017). Selected group shows include: *Worldbuilding: Gaming & Art*, Julia Stoschek Foundation, Düsseldorf, (2022), *Grief and Pleasure*, (OMM) Odunpazarı Modern Museum, Eskişehir (2022), *Among the Machines*, Zabłudowicz Collection, London, (2022), 7th Athens Biennale: *Eclipse*, Athens, (2021), *Radical Gaming: Immersion Simulation Subversion*, House of Electronic Arts, Basel, (2021), *AR Biennale*, NRW Forum Dusseldorf, (2021), *Anti-Gone*, Sundance New Frontier Exhibition, Park City, (2022), *Game Art Festival*, Hammer Museum, Los Angeles, (2017), *Hyper Pavilion*, Venice Biennale, Venice, (2017).

List of Works:

BugSim (Pheromone Spa), 2022

Theo Triantafyllidis

Live Simulation

Ultra Widescreen Display, Gaming PC

Sound by Holly Waxwing

Originally commissioned by M. Museum, Almere, NL

Pheromone Spa, 2022

Theo Triantafyllidis & Labrilena Konstantelou

Olfactory Installation

Handmade and Synthetic Essential Oils, Human Pheromones, Sculptural Diffusers

Ork Haus, 2022

Theo Triantafyllidis

Live Simulation

4K Display, Gaming PC

Music by Daniel Burley & Gobby

Ork Kouch, 2022

Theo Triantafyllidis

Sculptural Furniture

Synthetic Fur & Leather on Upholstered Wood Frame

3.00 x 1.12 x 2.08m (height)

Daddy's Mining Rig, 2022

Theo Triantafyllidis

Sculptural Gaming PC

Computer Hardware in Found Object (Promotional Croc)

1.05 x 0.43 x 0.38cm

Malformed Thought (Ork Tapestry I), 2022

Theo Triantafyllidis

Woven Tapestry, Synthetic Fur & Fabrics, Wood Frame

1.85x1.35m

Malformed Thought (Ork Tapestry II), 2022

Theo Triantafyllidis
Woven Tapestry, Synthetic Fur & Fabrics, Wood Frame
1.85x1.35m

Ork Haus (LED Sign), 2022
Theo Triantafyllidis
Custom LED Sign, Pulley, Rope, Wood Bark, Ceramic
Dimensions Variable (longest diagonal of given room)

Self Portrait (Frog Kingpin), 2022
Theo Triantafyllidis
Acrylic on Woven Tapestry
1.75x1.25m

Sneeze Ink Woundwort, 2021
Theo Triantafyllidis
Glazed Stoneware
25x10x10cm

Photos By Thanassis Gatos