A progressive artistic and conceptual research that includes phenomenons, installations, sculptures, electric circuits, happenings and auto critic.

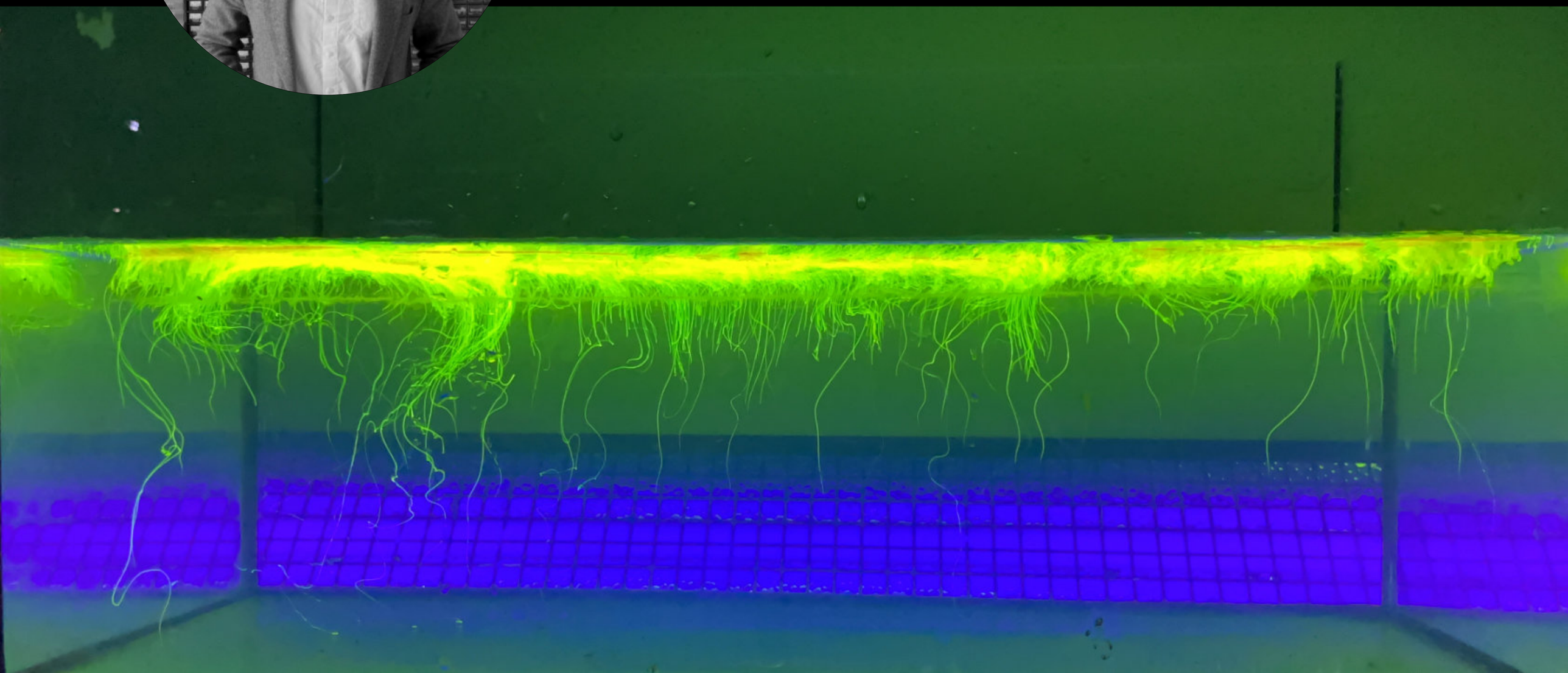
I have also worked with the digital world exploring the possibilities of 3D and Virtual Reality and their rapid popularisation in the modern world.

LEWIS BEAL

PORTFOLIO

My name is Lewis, and I dwell in the world of art and electricity. My primary focus has been human behavior, the world we live in, and how we perceive it. I have therefore focused my work on different phenomena that are omnipresent throughout every dimension. From my personal understanding of the observations I have made, I re-enact these phenomena by creating sculptures mostly built from recovered materials. They are then brought into movement with the help of various electronic circuits and devices I design and build myself.

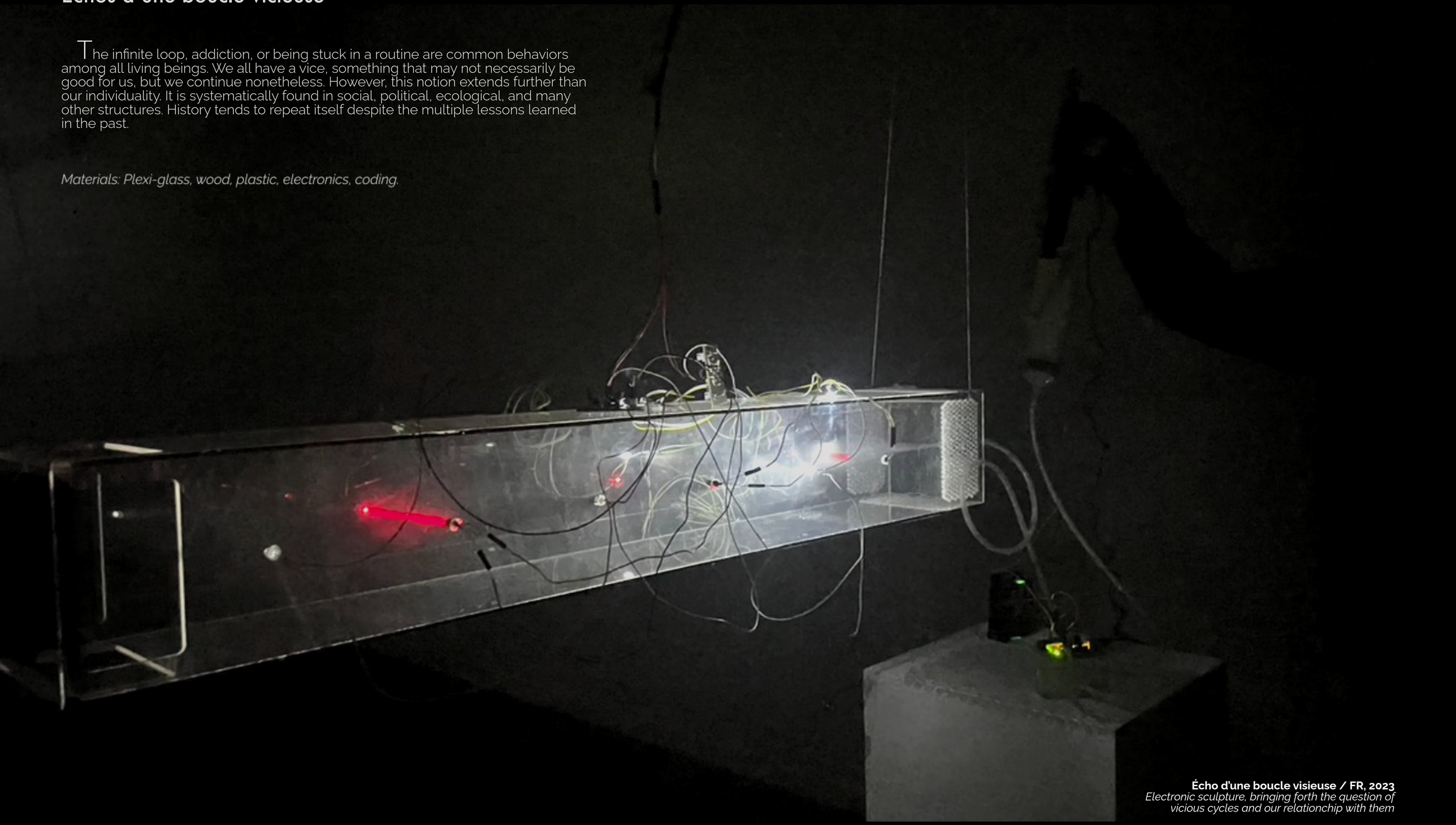
I mostly work in the dark to immerse spectators into my installations, but this also allows me to control the environment to my will. I can turn on lights, create sounds, move objects, among other things, and play with the spectators' senses. I use the term "play" because it is a necessary component of the work method I use, not only in the process of creation but also during the exhibition of my work.



Échos d'une boucle vicieuse

The infinite loop, addiction, or being stuck in a routine are common behaviors among all living beings. We all have a vice, something that may not necessarily be good for us, but we continue nonetheless. However, this notion extends further than our individuality. It is systematically found in social, political, ecological, and many other structures. History tends to repeat itself despite the multiple lessons learned in the past.

Materials: Plexi-glass, wood, plastic, electronics, coding.

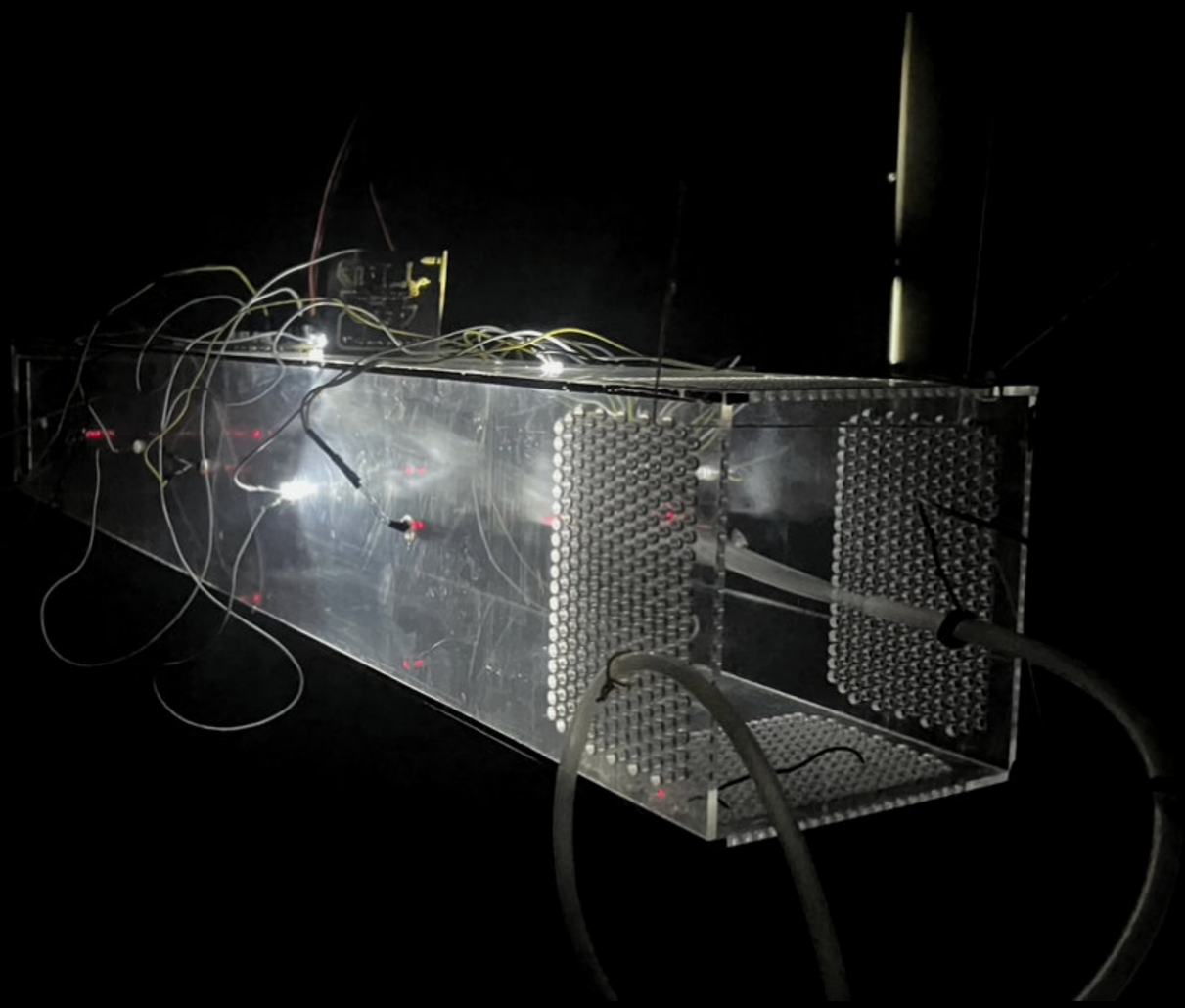


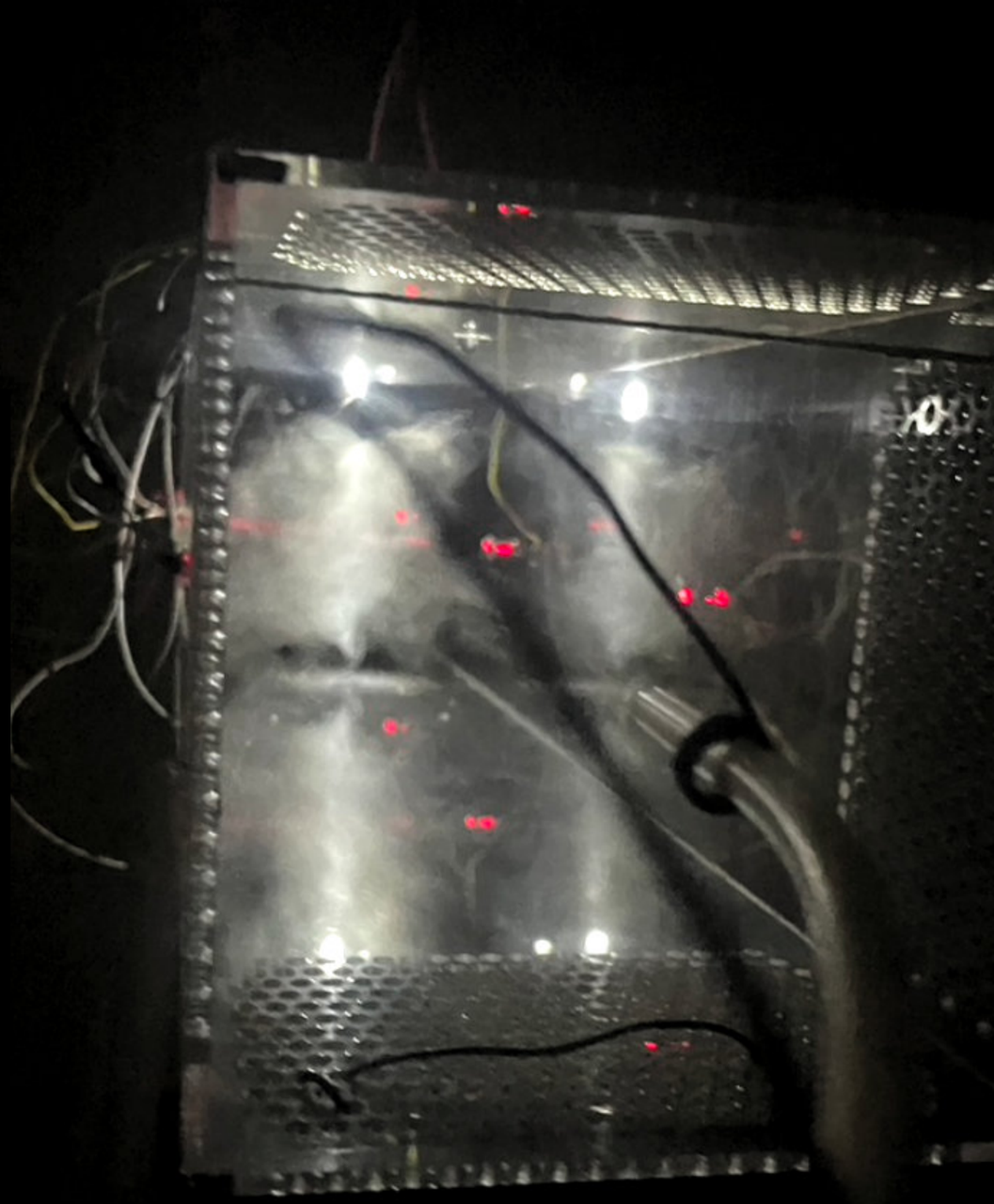
Écho d'une boucle visieuse / FR, 2023
Electronic sculpture, bringing forth the question of vicious cycles and our relationchip with them

The sculpture, a poetic fusion of plexiglass and light, mirrors life's rhythmic repetition, echoing the tangled loops that surround us.
At its core, a syringe gracefully extends and retreats, evoking addiction's grasp. It extracts the essence of an e-cigarette, a fleeting mist that dances through the plexiglass. Opacity sensors reveal its presence, illuminating the clear surface, while a fan orchestrates a mesmerizing motion.

In this dance of light and smoke, each movement of the syringe plunges the scene into shadow, a reminder of addiction's entanglement. LEDs trace the wisps of smoke, creating enchanting patterns. The ensuing darkness underscores the struggle of these loops, cycles that resist escape.

Thus, "Échos d'une boucle vicieuse" becomes an artistic meditation, capturing life's fleeting moments and revealing the complexity of repetition. Each pulse of the syringe is a silent plea within the enigma of existence.





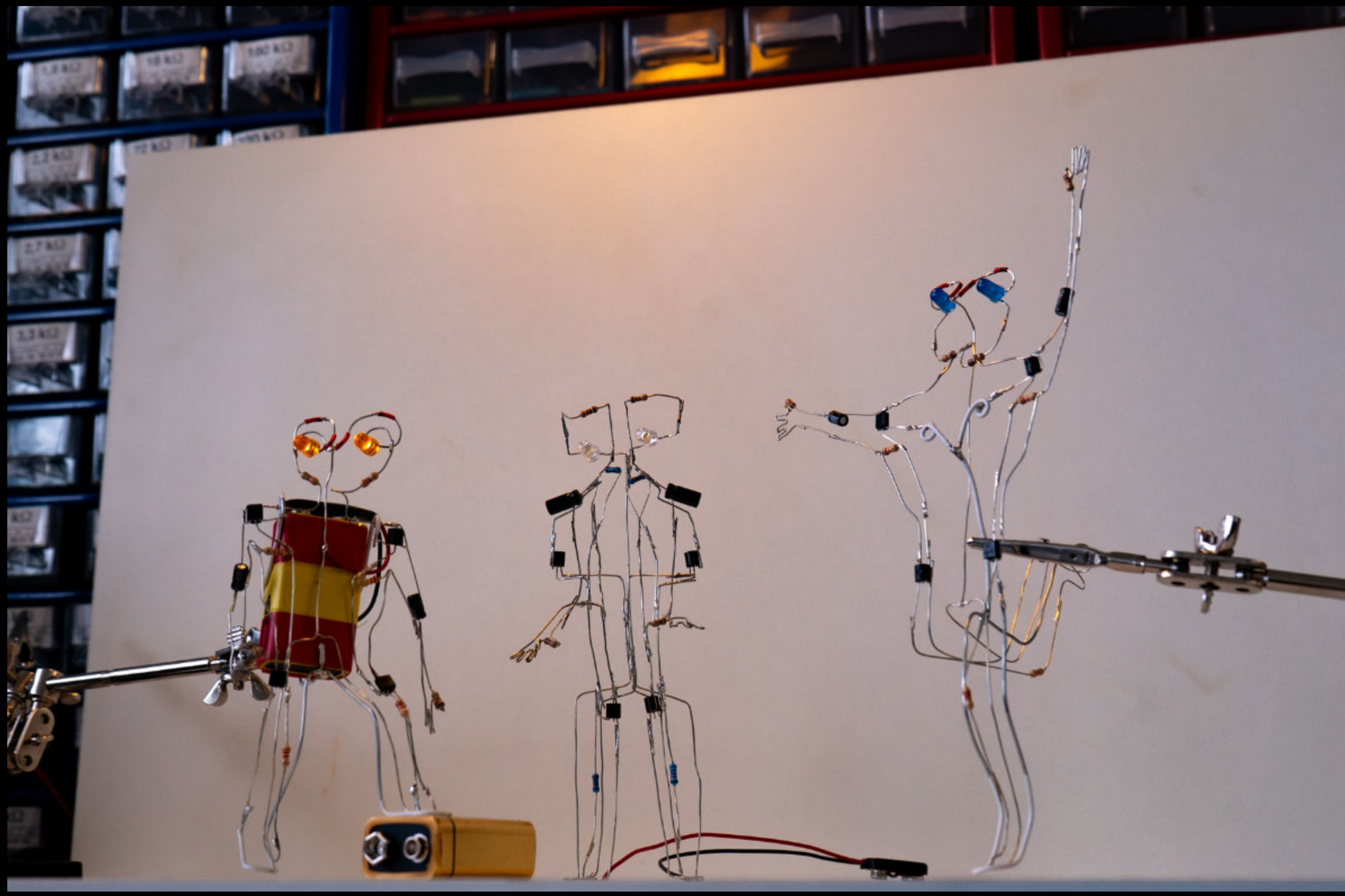
Electric Models

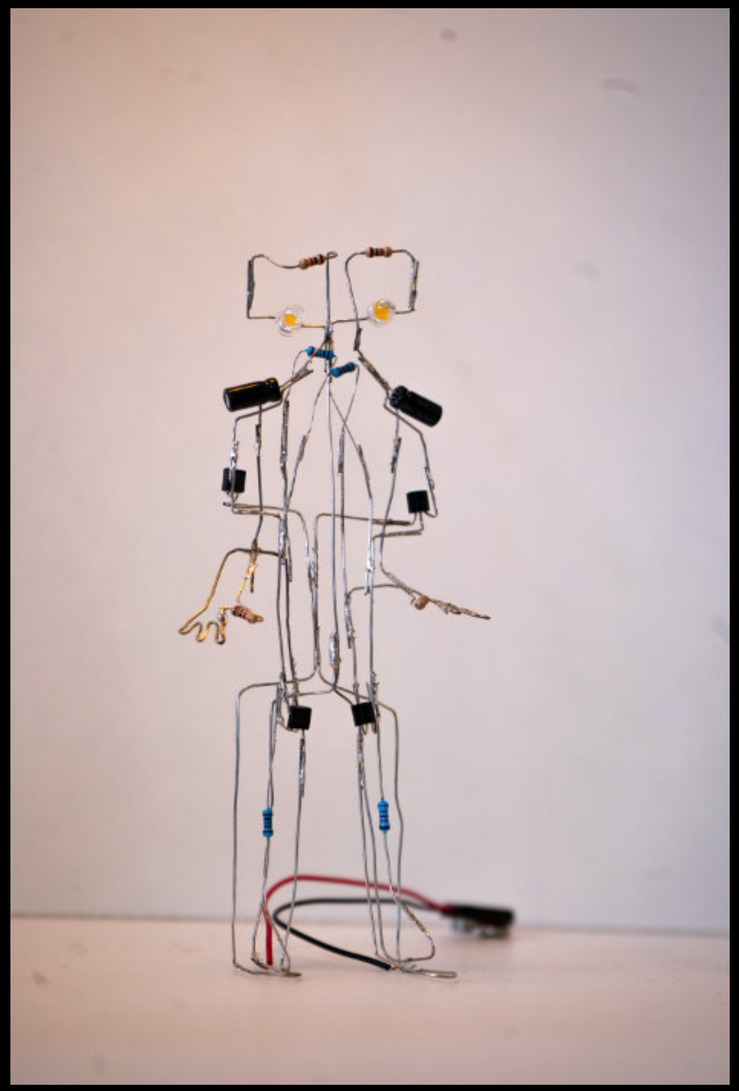
I have tried exploring the world of electronics in a new dimension, and by that, I mean literally.

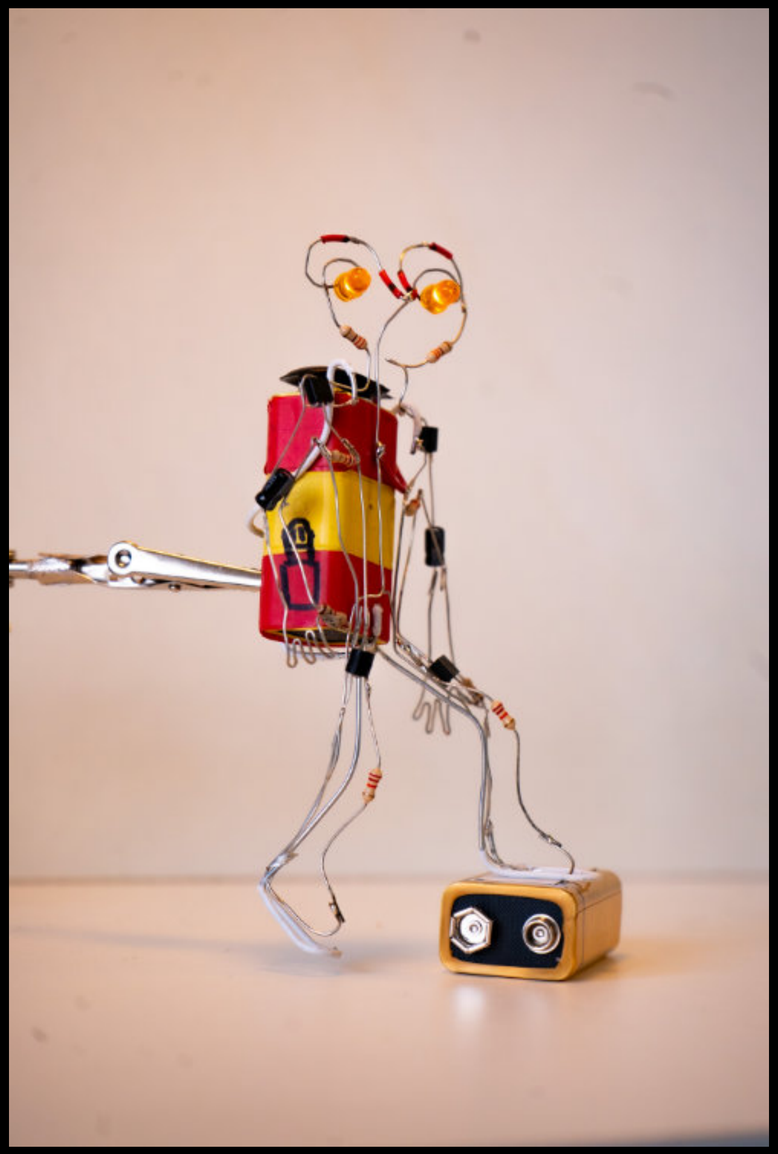
Through my years of building simple circuits for testing or simply reminding myself of the basics on little breadboards, I came upon the idea of rebuilding them into miniature three-dimensional sculptures, completely sustained by the connection of wires between the different components. Thus, I created these various electronic models, blinking their eyes.

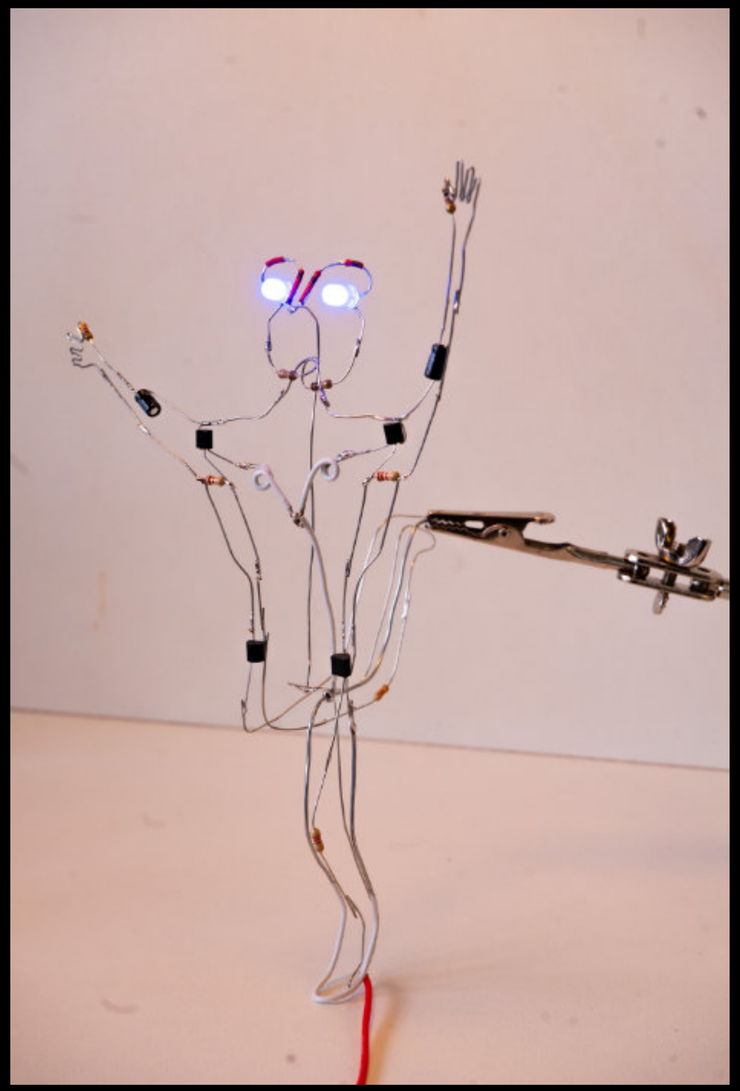
This project is ongoing, as I still wish to continue building more of these miniature 3D characters based on basic electronic circuitry, with a lot of diversity in expression.

Materials: Electronic componants









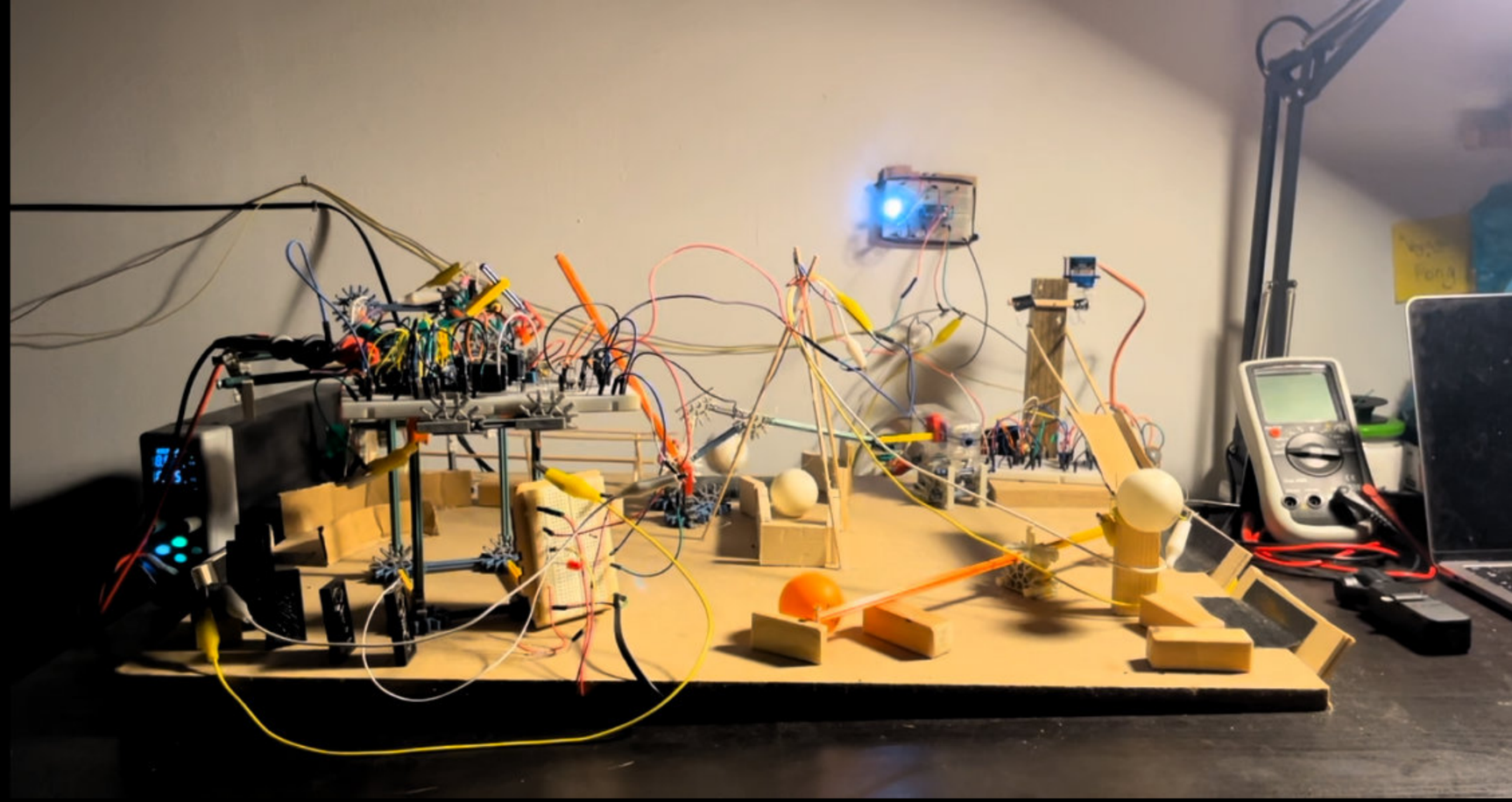
Model Circuits / NL, 2024 - on going
3D electric curcuit. Fully autonomous sculpture built from the electic schematic

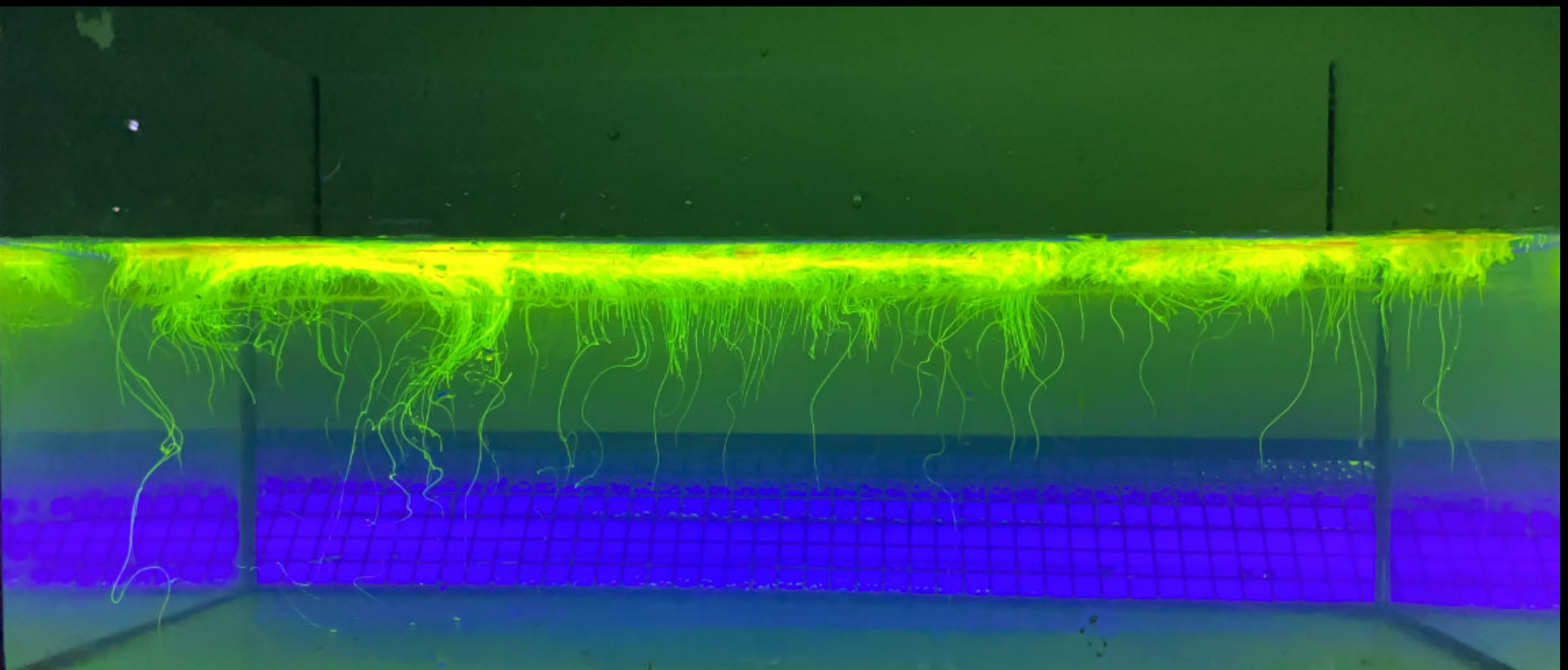
Calamities' Path

We influence everything around us, and everything around us influences us. In a positive or negative manner, we are all the result of billions of micro-events—chain reactions over which we don't always have control or have very little control. At certain moments, catastrophic events occur in these chain reactions, and sometimes there are incredible moments. However, we are rarely witnesses to these exclusive events.

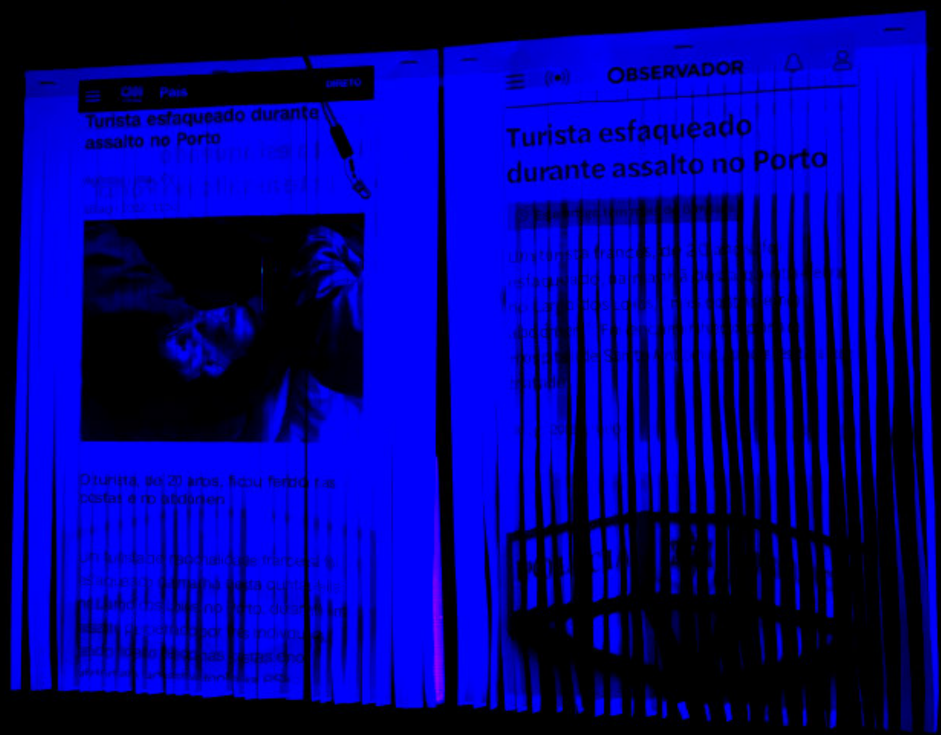
With the project Calamities' Path, I aim to take spectators through a short immersive performance consisting of a series of chain reactions built from everyday objects or reclaimed items. I want the spectators to be curious, captivated, content, surprised, shocked, and frightened—taking them on an emotional roller coaster.

Materials: Wood, electronics, water, glass, sound..





The integration of digital elements allows me to manipulate light, sound, and smell, as well as control timing, move motors, fans, pumps, and much more. Through sensors, I can also alter the scale of captured materials and manipulate size and strength ratios. Subsequently, I can play with the spectators' different senses, making them believe things that may not be true.



The concept of chain reactions has always been a subject of fascination for me, as it transcends disciplinary boundaries. Chain reactions are ubiquitous in nature, science, technology, and human culture. They can take the form of successive events, social phenomena, environmental repercussions, and much more.

But this project has also been a source of understanding and meditation for myself after being subjected to a violent attack in 2022. The articles above are the news reports of the attack, an Easter egg hidden within the art piece. Being a victim of such an act, I needed a way to elevate what happened from my consciousness, so I used this project as a meditative and creative way of externalizing what I understood.

Calamities' path / FR, 2022-2023
Large chain reaction using electric curcuits, water, sound, light & chemistry

Calamities' path / FR, 2022-2023
Performance of a large chain reaction using electric curcuits, water, sound, light & chemistry

Revolving Berries

The infinite loop, repetition, and being stuck in routines.

This notion extends beyond our individuality, manifesting systematically in biological, ecological, social, political, and many other structures.

Inspired by the works of Giovanni and the Studio Immagineria, I created three light sculptures representing the evolution of a strawberry.

Each sculpture uses wood to represent different stages in the strawberry's natural cycle: flower (freshly cut wood), fruit (wood bark), and decay (rotting wood). Light symbolizes the transition between these stages, emphasizing the continuous cycle of life, death, and rebirth.

Materials: Wood, electronics, coding.

Revolving Berries / IT, 2024
Representation of the cycle of life going through three stages : Life, Death & Rebirth

MUD

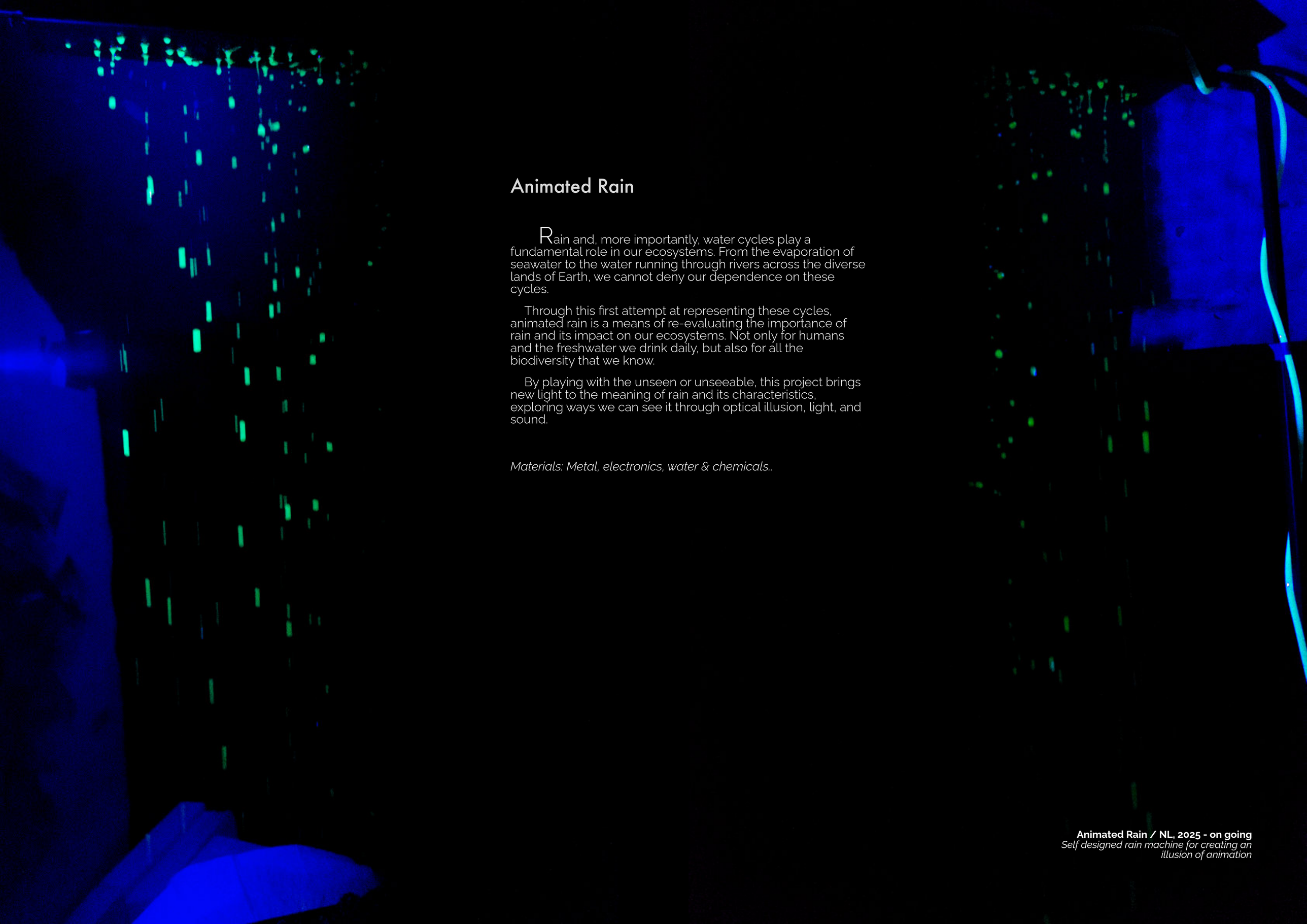
These two sculptures represent the feeling of being stuck in a loop, continuously taking the same paths and roads to the same destination without feeling like you have gotten any further in your life as an individual. The impression of dragging yourself through the mud all the time without arriving at where you want to be.

These are daily struggles of my life, but I have no doubt that I'm not alone in this situation. In this work, I also wanted to give some lightness to the project and find a way of making it a little funny in some ways or even satirical. In this sense, you can smile at these sometimes depressing notions while still being conscious of their existence.

Even though these body parts are merely a simple mechanism of metal and electronics, you find yourself feeling compassion for them through the simple repetitive action of never completing their task.

Materials: Metal, electronics, coding.

MUD / NL, 2024
Representation of the cycle of life going through three stages : Life, Death & Rebirth



Animated Rain

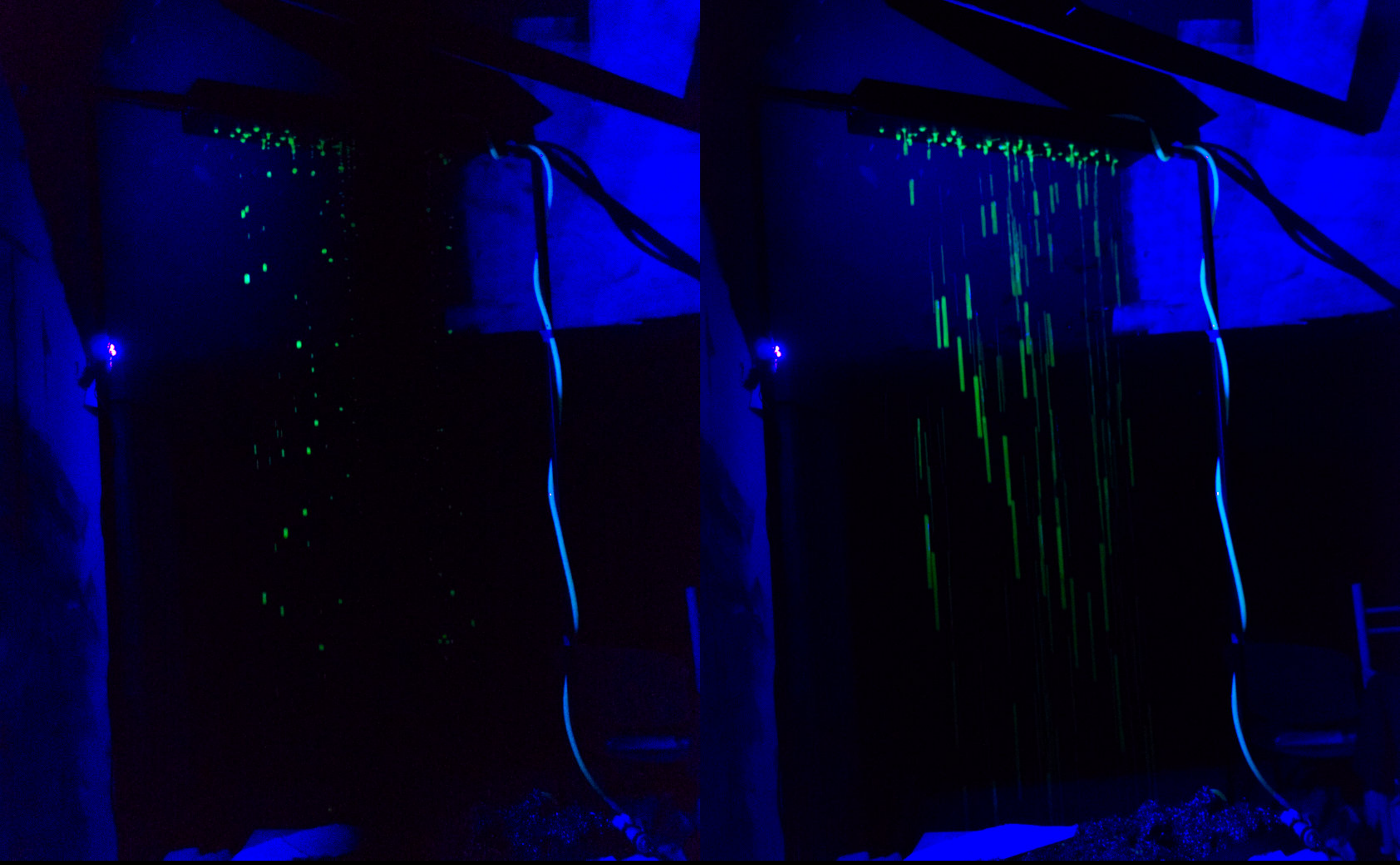
Rain and, more importantly, water cycles play a fundamental role in our ecosystems. From the evaporation of seawater to the water running through rivers across the diverse lands of Earth, we cannot deny our dependence on these cycles.

Through this first attempt at representing these cycles, animated rain is a means of re-evaluating the importance of rain and its impact on our ecosystems. Not only for humans and the freshwater we drink daily, but also for all the biodiversity that we know.

By playing with the unseen or unseeable, this project brings new light to the meaning of rain and its characteristics, exploring ways we can see it through optical illusion, light, and sound.

Materials: Metal, electronics, water & chemicals..

Animated Rain / NL, 2025 - on going
Self designed rain machine for creating an illusion of animation



Animated Rain / NL, 2025 - on going
Self designed rain machine for creating an illusion of animation

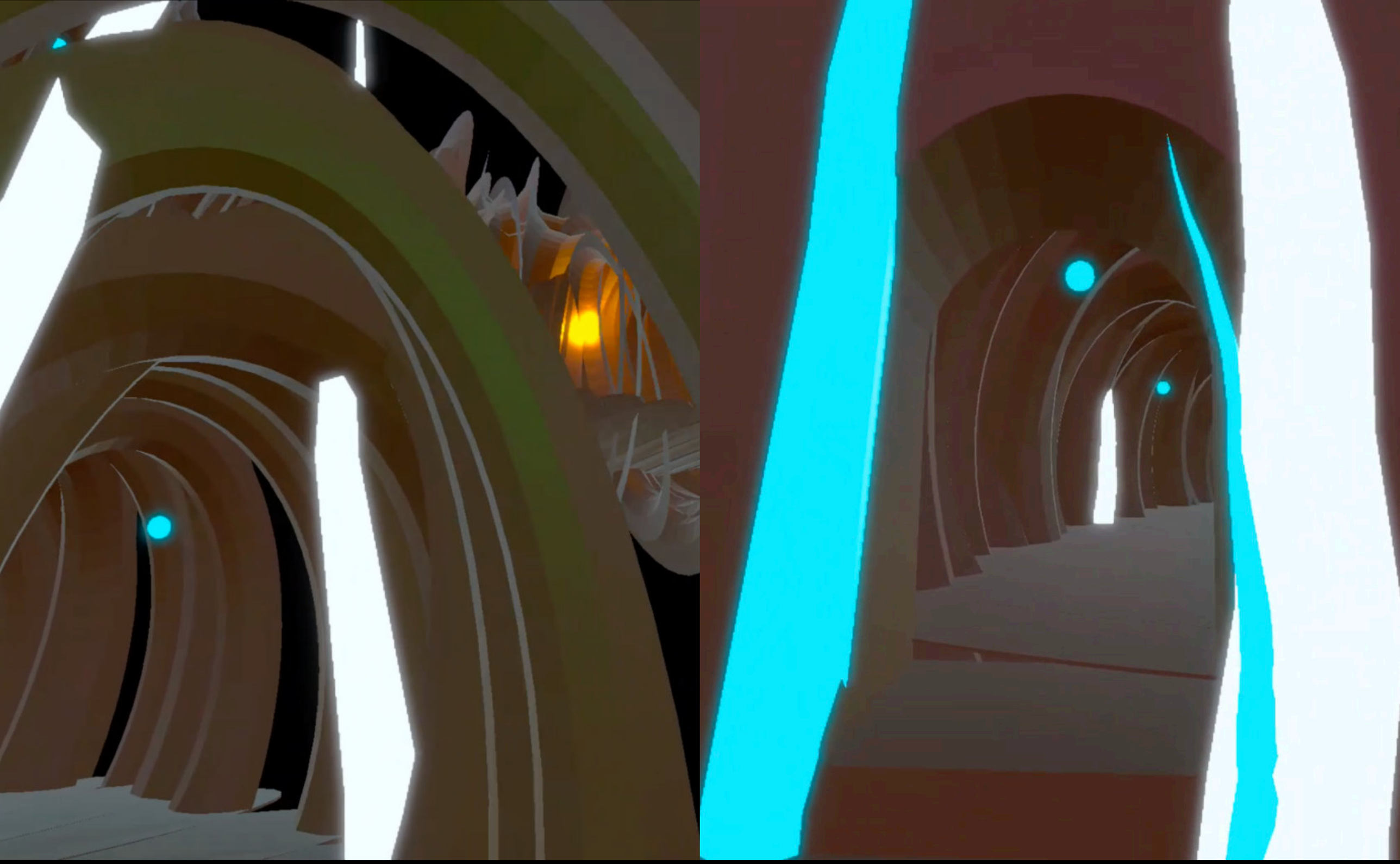
Untitiled / FR, 2021
VR game/simulation, created in blender & Infinity

Virtual Reality Projects

With the various VR projects I've worked on, my goal has been to immerse the viewer in a new environment, one in which we can become lost through immersive designs and spaces.
By crafting 3D worlds using video game and VR technology, we open a door to a new reality with fresh rules, expectations, and objectives. With this opportunity, I create unique experiences for the viewers, transporting them into situations they've never encountered before. Through the use of a VR headset, we trick the human mind, making it believe that its body is physically present in another space, even though it's simply sitting next to a computer in an ordinary room.

The work on the left and on the next pages is the creation of a twisting and turning labyrinth of tunnels, lights, and weary sounds, immersing you in a peculiar digital space.
With the use of physics within a digital world, we can really create lifelike sensations. Additionally, giving the liberty of movement to the spectator allows them to connect more profoundly with the game.
I decided to exhibit this piece within the constraints of a staircase, a sort of association with the artwork itself—dark, turning and twisting, strange sounds…

Materials: 3D modeling, Unity.



Untitiled / FR, 2021
VR game/simulation, created in blender & Infinity

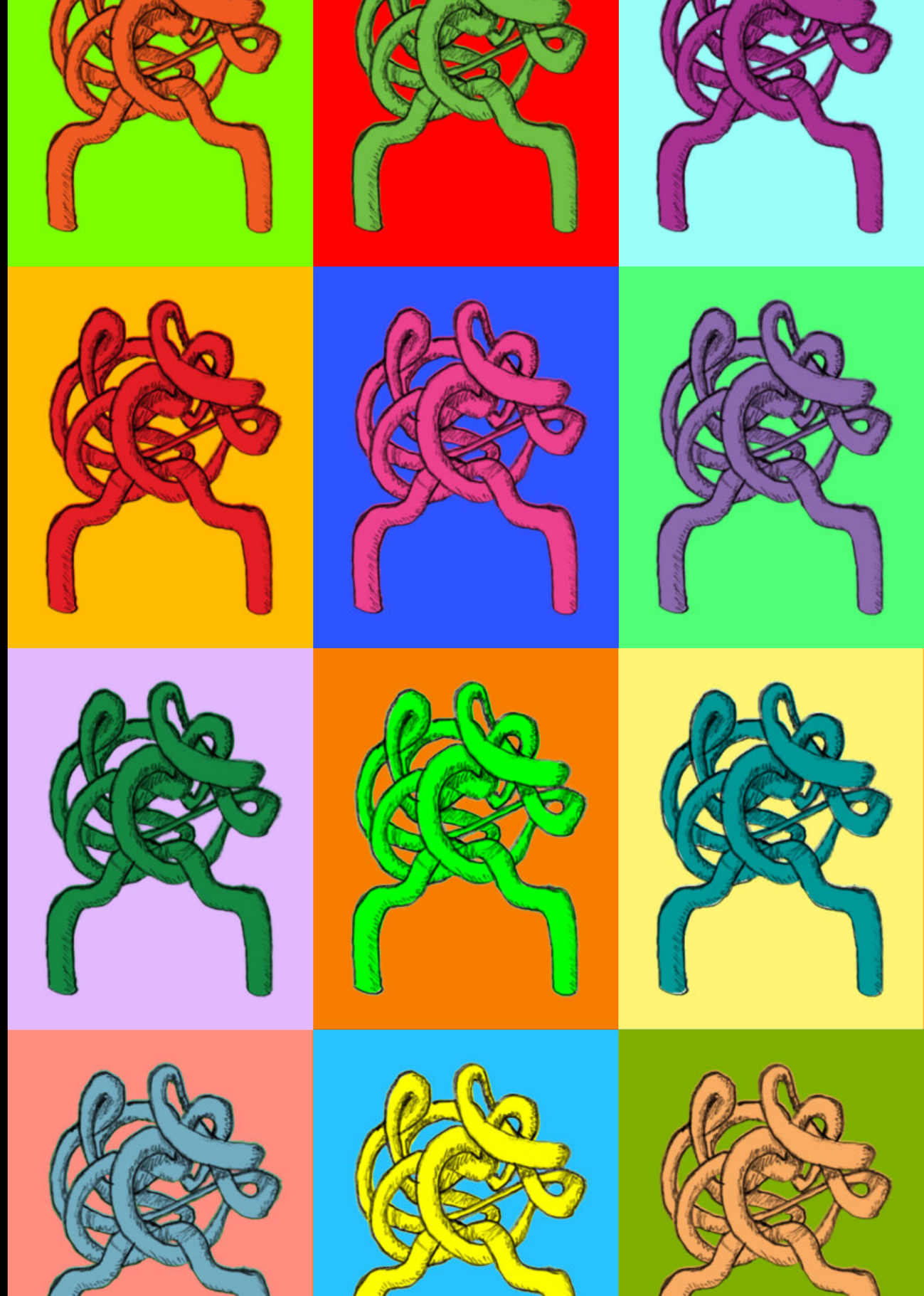
SCIBBLERS

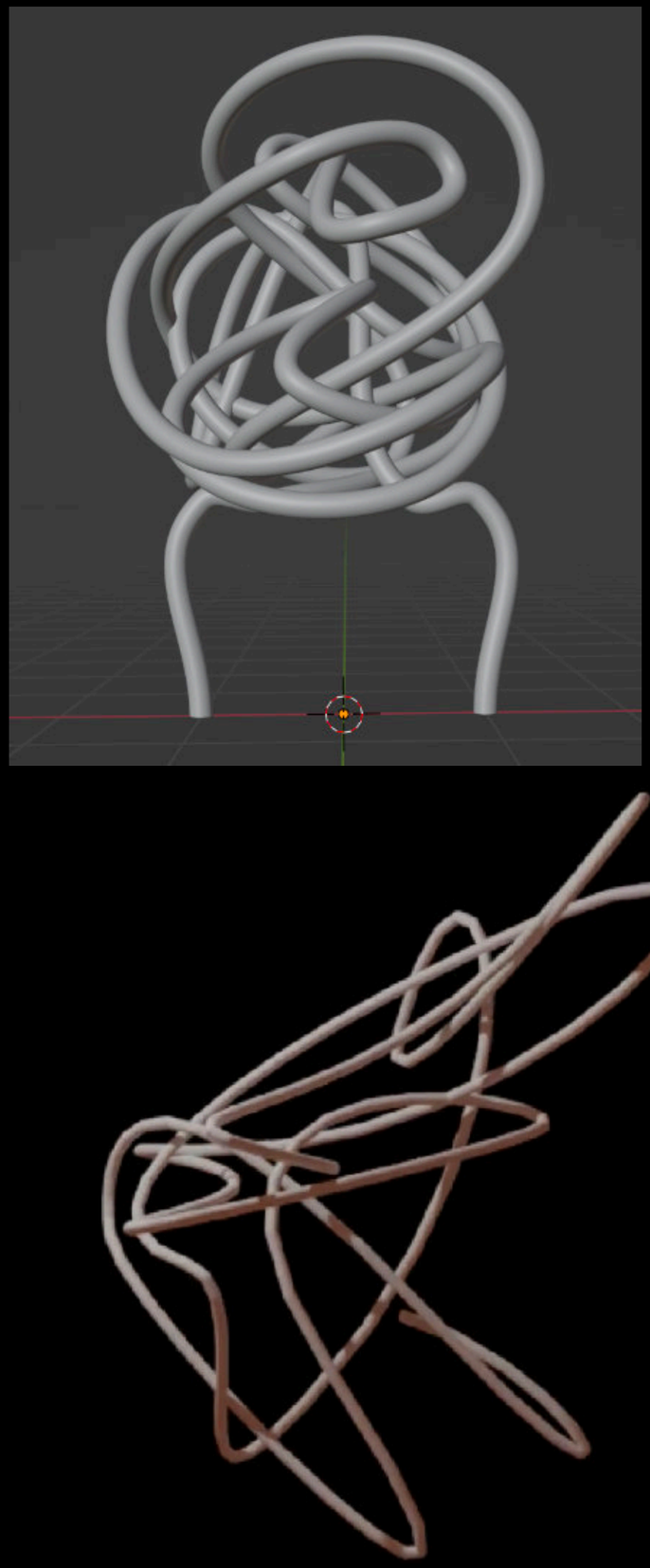
Scribblers is a critique project inspired by the NFT trend that emerged in the early months of 2021, specifically focusing on the creator groups CryptoPunks and Bored Ape Yacht Club. The project involves creating a collection of randomly generated "Characters" based on the value of Ethereum during a specific period of time. Each character was composed of different features, such as thickness, texture, color, or background, chosen to resemble popular projects. By using the minimum, maximum, and average values of Ethereum recorded every minute, I end up with three values that form a coordinate point in a 3D space.

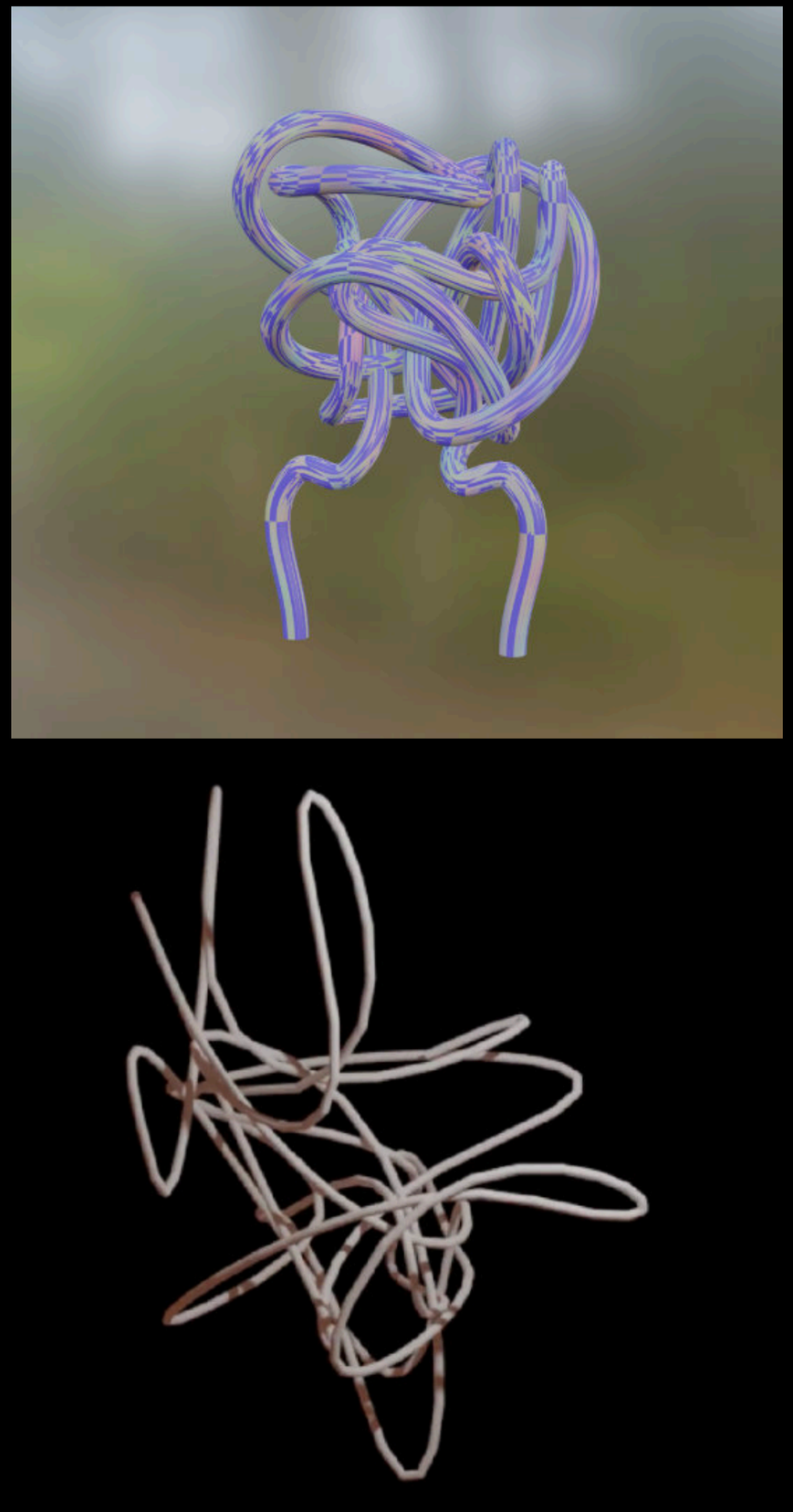
Minute by minute, point by point, a Scribbler emerges due to the market fluctuations, but what will it turn out to look like?

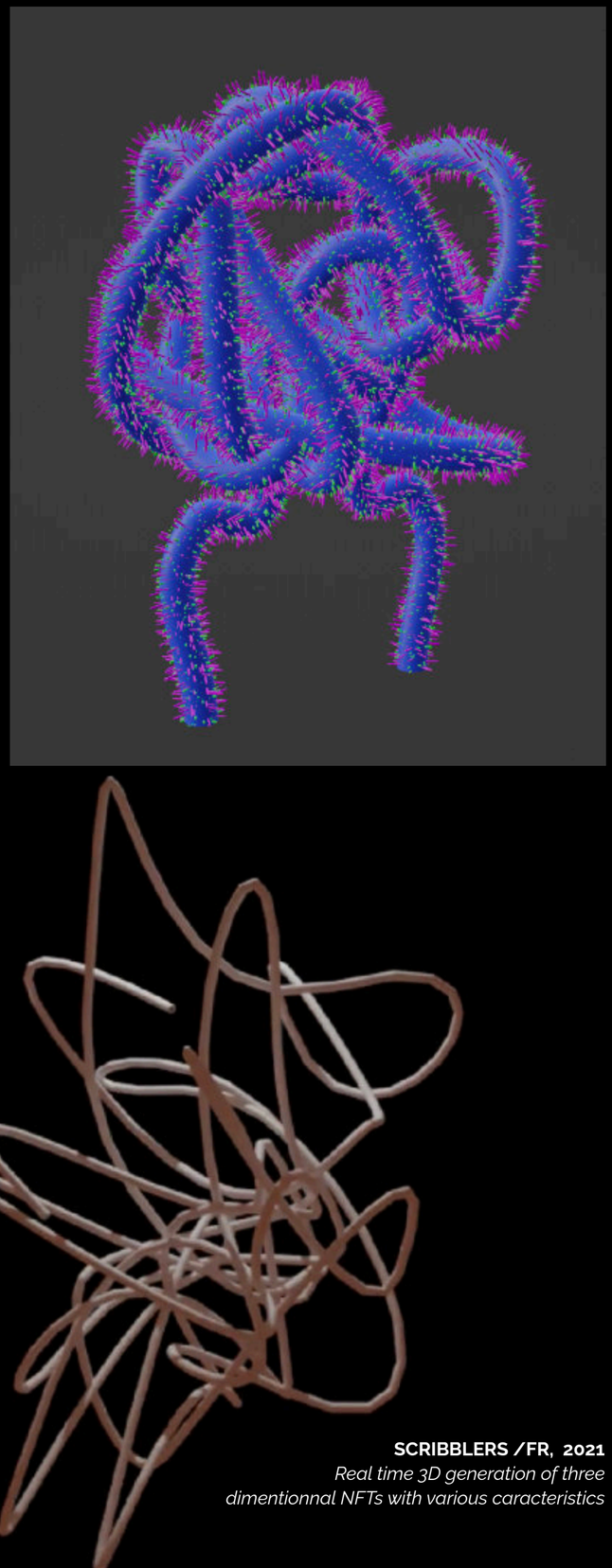
The idea behind the project was to critique the highly fluctuating nature of the cryptocurrency and NFT markets. It aims to highlight how unstable this environment is and how it is built upon superficial aspects.

Materials: 3D modeling, data retreiving.









SCRIBBLERS /FR, 2021
Real time 3D generation of three dimentionnal NFTs with various caracteristics

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