



(Lisa: {(Jamhoury)*

trans [disciplinary] artist

creating interactive art with body, computation, and care



(



Performance :

{ (Work) * }



('Maquette');

Xtensions (New York, 2022), IDFA (Amsterdam, 2022), DEMO (New York, 2023), MAXlive (New York, 2023)

Maquette is a hybrid physical-virtual performance combining motion capture, contemporary circus and gaming technology to explore how the human body is perceived, interpreted, and reimagined by both the physical and the programmed eye. Orchestrated, captured and rendered in real time, each performance is unique, providing *Maquette*'s audience with a never-before-seen experience.

Inspired by research in figurative sculpture, design principles, and algorithmic bias, *Maquette* unfolds across six scenes simultaneously in physical and virtual space. The performance begins by examining how art, science, and technology can create false ideals and perpetuate social bias when left unchecked, then evolves to explore how virtual representation can authentically reflect the nuance of human physiology through contemporary research in embodied cognition.



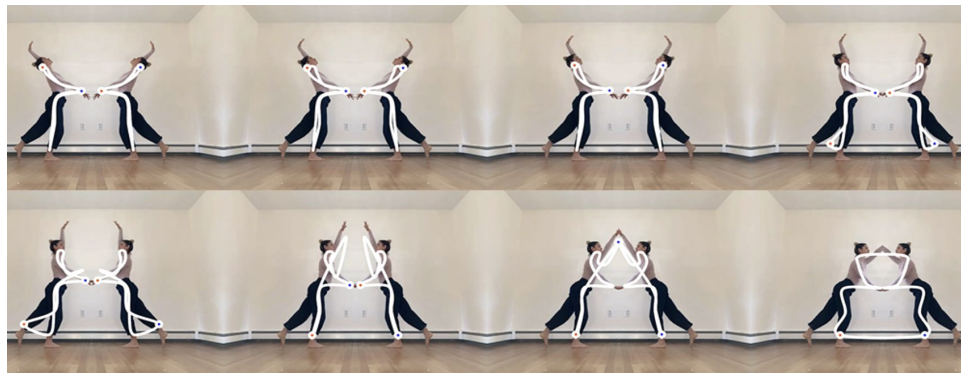
('You are the only one here');

ConcreteHouse, Ars Electronica, Linz, Austria
DesignSpace, Phoenix, AZ (2021)

You are the only one here is a performance set inside a one-person video call. Inside the call, the performer and her mirror image are tracked as two separate people by a machine learning algorithm. As they move closer toward each other, their two bodies combine into one, and the algorithm creates an abstract shape based on the combined body's movements.

A meditation on virtual presence in the COVID pandemic era, *You are the only one here* dives into the solitary moments people experience online just before joining video calls. Rather than watch her virtual self sit quietly, the performer meets her counterpart inside the online waiting room for an unexpected playful interlude.

[website](#)



('Threads');

IAC Media Wall (2016),
Streb Lab for Action Mechanics (2017)

Threads is an interactive performance that visualizes live sensor readings from contemporary circus performers. The performers wear custom-built cardiac and muscle electric sensors that wirelessly transmit small body electric readings into a graphics program. The performance is lit by a large projection or LED wall displaying black and white graphics representing the performers' data.

Threads exemplifies an empowering relationship between the body and technology, in which movement artists control and create their performance environment in a unique way.

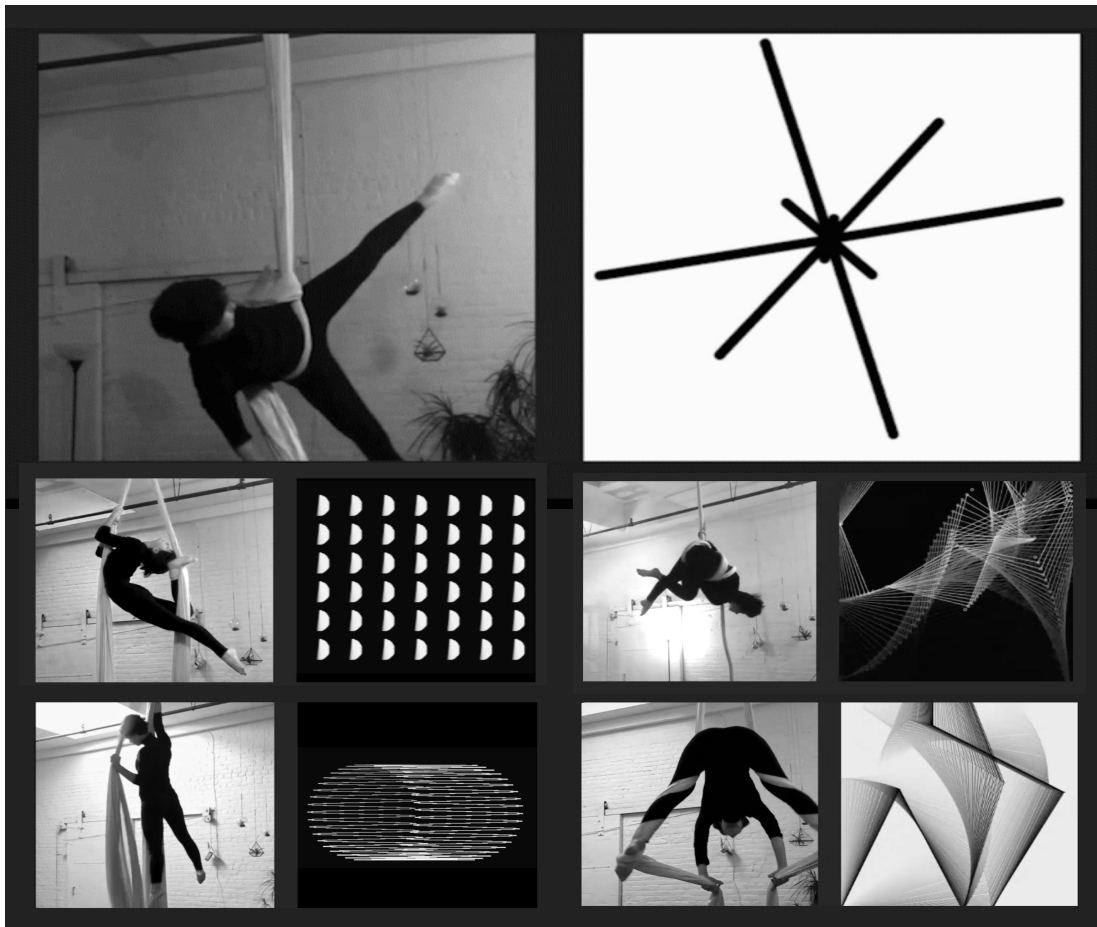


('Movement & Code');

Daily Practice Project, Online (2017)

Movement and Code is a daily practice project. Every day for 100 alternating days I improvised and recorded an aerial acrobatics sequence, then programmed a visual sketch inspired by the movement. I documented the 50 movement and code pairs each day on a Tumblr blog. As a result of years of acrobatics and yoga training, I can easily find creative inspiration when working on my rope, silks, or yoga mat. My goal with this project was to inspire my creative coding practice through the creative ease I find through body movement.

[website](#)





(Experiential:
{ (Work) * }



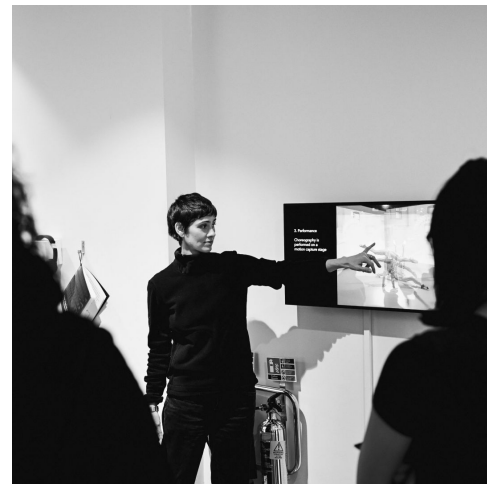
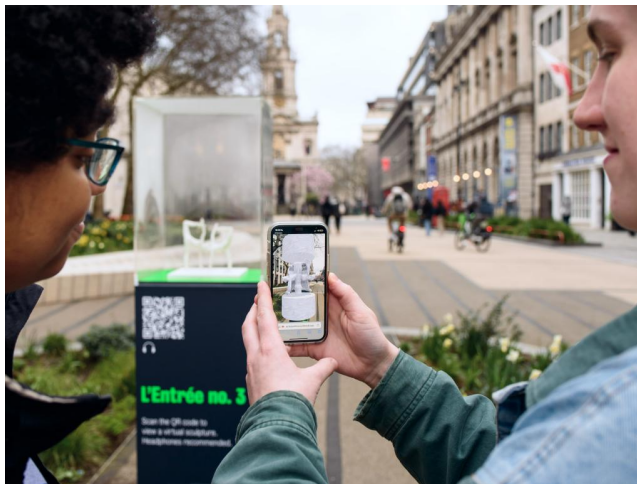
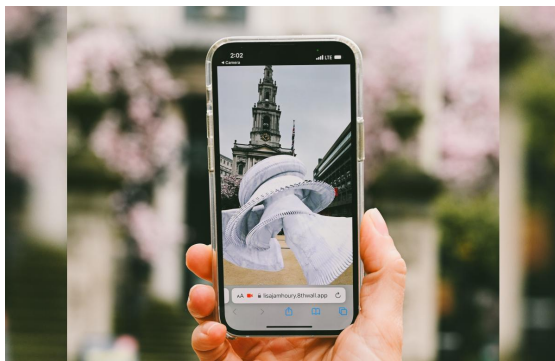
</L'Entree >

Glow: Illuminating Innovation (London, 2024), LAB7 Forum (Montreal, 2024), Digital Body Festival (London, 2024), [see additional exhibitions](#)

Amid the global migration between physical and virtual worlds, *L'Entrée (The Opening)* delves into the desire to capture, understand, and keep unchanged the vital human body. An augmented reality (AR) experience, *L'Entrée* reveals virtual sculptures situated in pedestrianized areas humming with human movement.

The sculptures, created in a gaming engine with photogrammetry, motion capture, and computational averaging, each perform a virtual “dance” immersing viewers in their unique forms. The experience pulls viewers between their tangible environment and the intangible world of Web3/XR technologies, ultimately begging the question: what is the purpose of the human body in an increasingly virtual existence?

[website](#) | [deck](#)

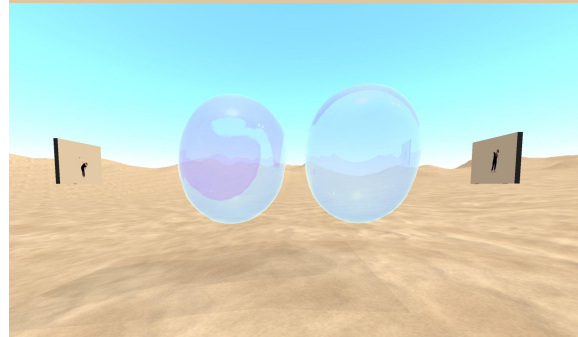
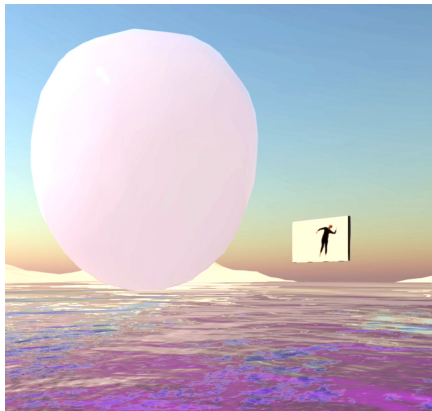


</“Ολος”>

Meta Open Arts Next Web Residency
Burlington, VT & Santiago, Chile (2022)

“Ολος (pronounced “olos”), meaning “whole” in ancient Greek, reimagines the internet as a space allowing for embodied togetherness. Through a series of immersive websites, “Ολος envisions how the internet can allow for entirely new ways for people to come together physically over distance. In these experiences two or more people connect online using body movement and gesture. Their bodies are attached, combined, and overlapped in ways impossible in the physical world in order to encourage intimate, playful, and even awkward moments. Through these experiences, “Ολος explores breaking down virtual personal space in creative exploration of what intimacy, togetherness, and wholeness can feel like online.

[website](#)

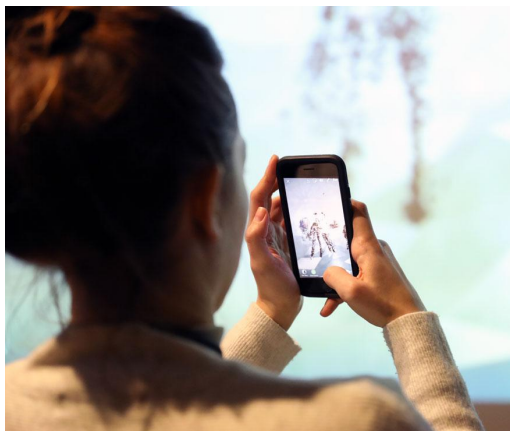


</ The Flow Room >

New York University
Shanghai & New York City (2018)

The Flow Room is an interactive installation in which groups of people in two different physical locations create a shared, virtual visual- and sound-scape with their physical presence. Referred to as the Fourth Industrial Revolution, the age of virtual reality, augmented reality and connected spaces is upon us, but the hardware and processing power required to run such systems makes virtual experiences often inaccessible to the general public. Using immersive projection and markerless motion capture, as opposed to cumbersome headsets or complex capture suits, *The Flow Room* creates an accessible environment that invites audience members to creatively and playfully interact using body movement with their counterparts across the world. *The Flow Room* employs low cost computer vision cameras and open source web frameworks to model how even independent creators can access immersive technologies.

[website](#)



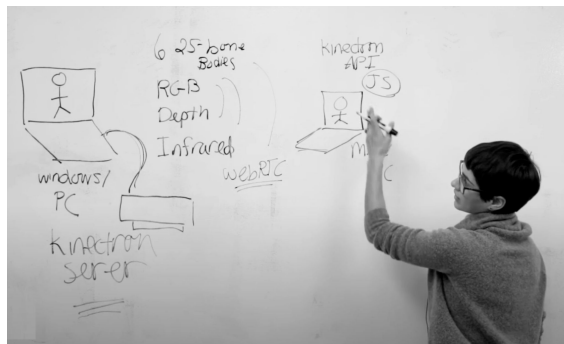
</Kinectron >

Google NYU xStory Grant
Open Source Toolkit (2015 - present)

Kinectron is an open-source toolkit that brings realtime, motion capture data into the browser. *Kinectron* uses the same networking technology as common video calling software, like Zoom or Facetime. Rather than broadcasting video from a webcam, Kinectron broadcasts unique three-dimensional pose and image data from the Microsoft Kinect, a lightweight and inexpensive motion capture camera.

Kinectron is a tool for artists, activists, and educators, who use it to make interactive sketches, to teach about computation and the body, and to create both in-person and telematic performances.

```
▼ 2 example/package.json
...  ...  @@ -1,7 +1,7 @@
1 1  {
2 2    "name": "simple-peer-server-example",
3 3    "description": "An example of a signaling server
4 4 -   "version": "0.0.8",
5 5 +   "version": "0.0.11",
6 6    "scripts": {
7 7      "start": "node app.js",
      "watch": "nodemon --inspect app.js"
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(Teaching : { (Public Speaking)*



</ Teaching NYU ITP Graduate Program :// Tisch School of Arts >

Experiments on the Embodied Web

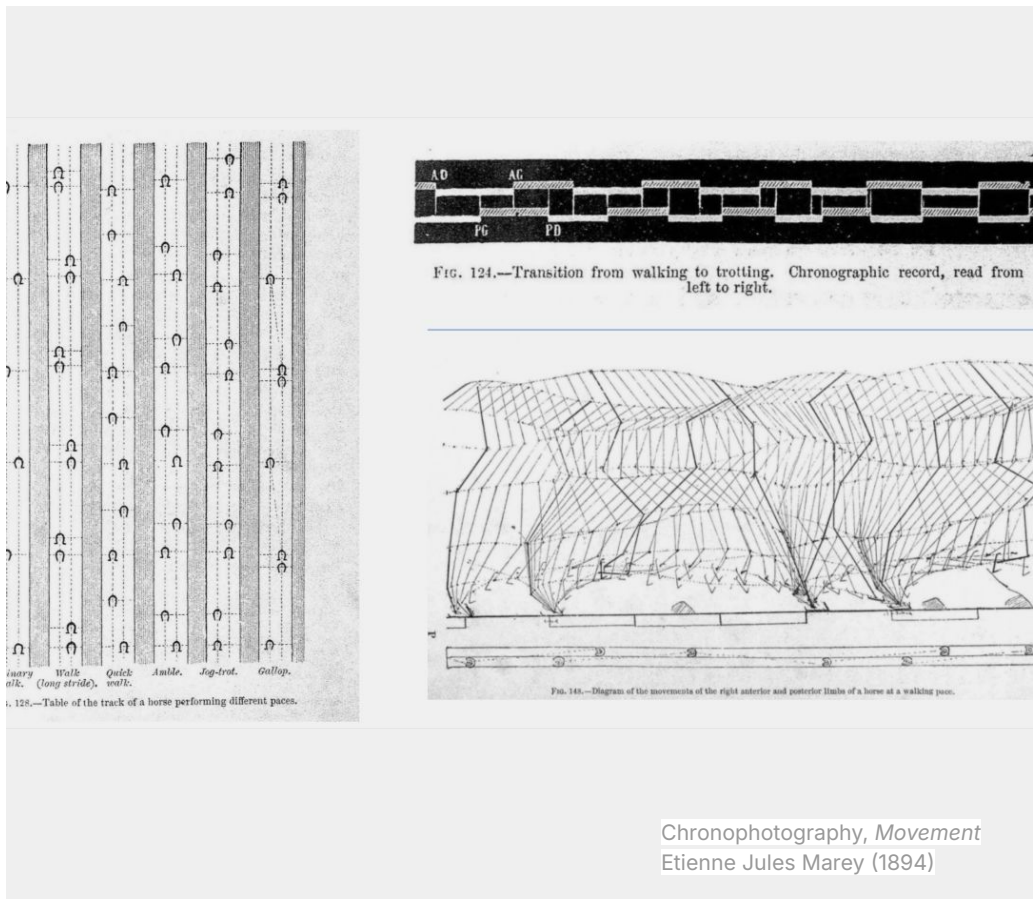
A graduate elective course that encourages students to explore embodied interaction on the web.

The Body Everywhere and Here

A graduate elective course that encourages students to explore embodied interaction on the web.

Introduction to Computational Media

Introduction to Computational Media: Media, NYU ITP, A graduate foundation course that focuses on applying fundamental programming concepts to generate and manipulate various media including imagery, sound and text and data.



Chronophotography, *Movement*
Etienne Jules Marey (1894)

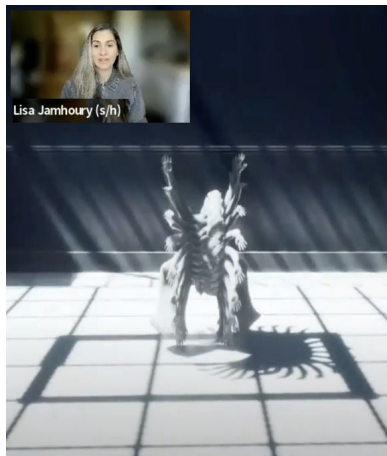


</ NEW INC DEMO >

Presented by New Museum, New Museum Theater | New York

Invited by NEW INC to present portfolio and work-in-progress at DEMO 2023 festival in New York, to highlight the next generation of creatives at the intersection of art, technology, and design.

[learn more](#)



</ Total Museum Seoul >

Presented by Total Museum | Seoul, South Korea (Virtual)

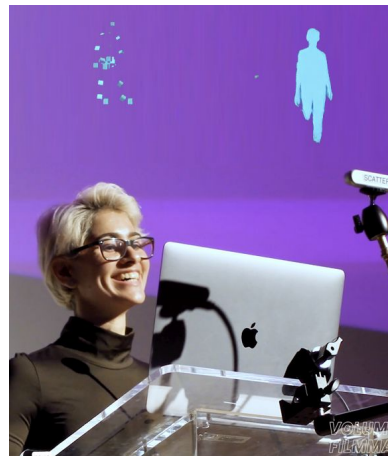
Invited by curator Joanne Kim to present her live motion capture performance *Maquette* as part of the panel on "Seeing Metaverse as a Public Art Space" at Total Museum in Seoul, South Korea.



</ ONX Studio MAXForum >

Presented by Media Art Xploration (MAX) with NEW INC and Onassis ONX | New York

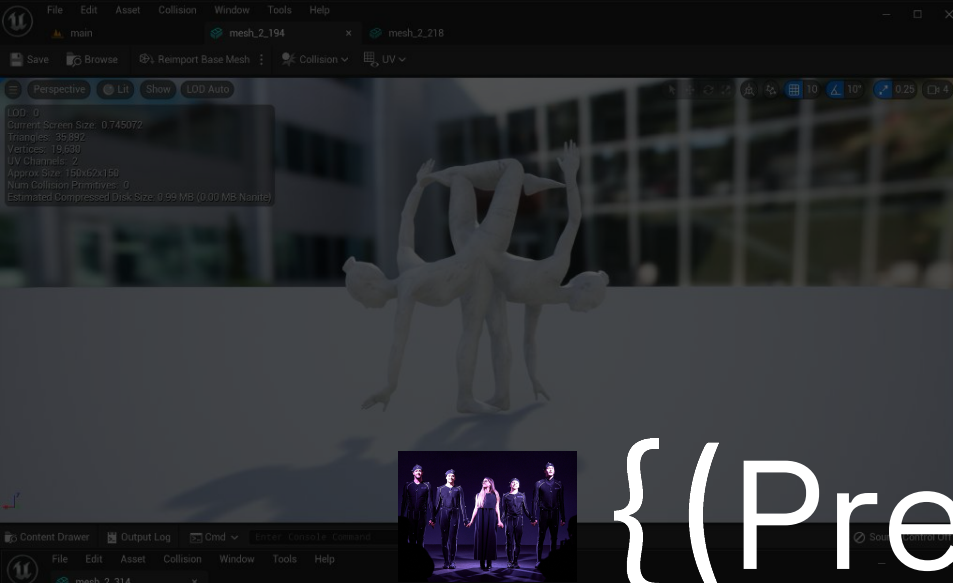
A conversation series at MAXForum with fellow panelists artist-technologist Mimi Yin, and neurobiologist Dr. Ryan York to discuss the creative constraints and possibilities of working with AI and movement mapping on humans (and other organisms!).



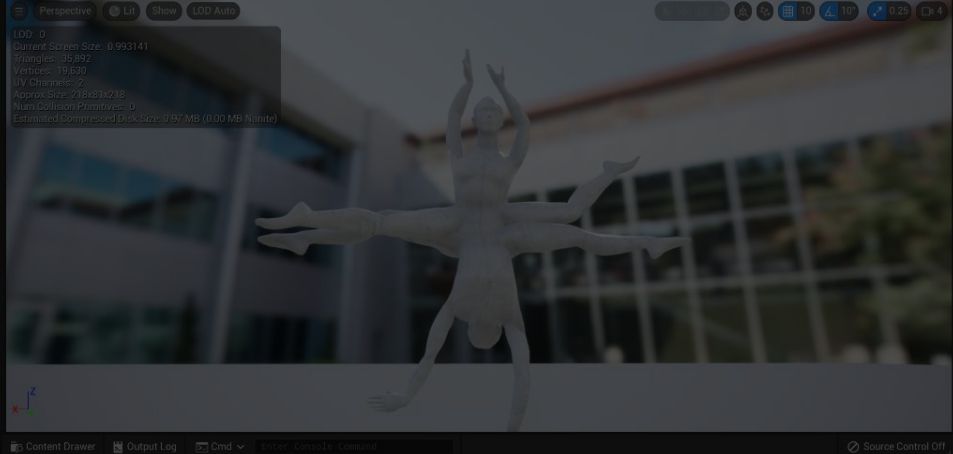
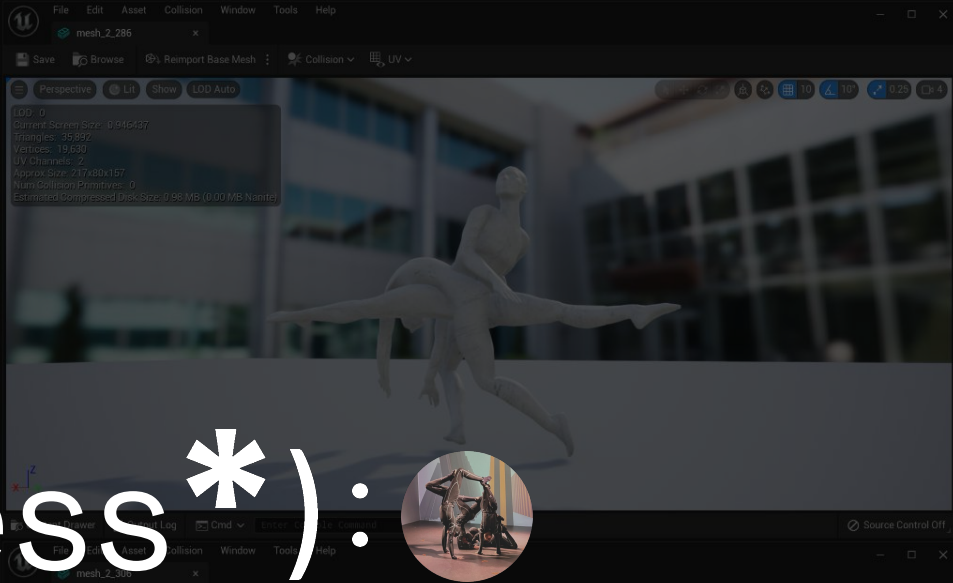
</ Volumetric Filmmakers >

Presented by VFNYC, New Museum Theater | New York

Invited by Volumetric Filmmakers of NYC to present her Volumetric Media Tool "Kinectron" as co-creator of Kinectron and Senior Experience Designer for Machine Intelligence at Adobe.




{(Press*)}:



{('Notable Press');}

- Zelia ZZ Tan, [Crossing Realities: From Code to Choreography](#), Dance Journal Hong Kong, Aug. 20, 2025
- APossible, [Artist Interview: Lisa Jamhoury](#), Aug. 15, 2025
- [Maquette Success Story](#), OptiTrack, Oct. 2024
- [September Artist Spotlight: Lisa Jamhoury](#), Vision Media, Sept. 1, 2024
- Claudia Montes, [Exhibition Brightens London with Cutting-Edge Immersive Artworks by International Women Creators](#), XR Must, Mar. 26, 2024
- [Celebrate the work of women in digital creativity](#), Londonist, Mar. 9, 2024
- Kent Bye, [Live XR Performance Experiments with ONX Studios and DocLab Motion Capture Stage at IDFA 2022](#), Voices of VR, Dec. 22, 2024
- Lance Weiler, [2022 list of 50+ Immersive Things that mix storytelling, performance, play, design & code](#), Columbia DSL, Dec. 28, 2022
- Daniel Shiffman, [“Guest Tutorial #10: Kinectron with Lisa Jamhoury”](#), The Coding Train, April 11, 2018
- Thomas Rotenberg, [“Expanded Cinema, Volume Two – Opening Reception Recap \(Video\)”](#), Made in NY Media Center by IFP Blog, May 3, 2017
- Kate Hartman, [“Beats Exposed #WearableWednesday”](#), Adafruit Blog, Jan. 20, 2016,
- Bill Spindle, [“Dysturb Protests at Paris Climate Talks”](#), Wall Street Journal, Dec. 8, 2015
- [“Dysturb x Magnum Foundation Cop21”](#), L’Oeil de la Photographie, Dec. 14, 2015



(Thank:
{(You)*

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