



S H U M



SHUM is a team of interdisciplinary artists who create physical art objects and digital content.

—ABOUT US—

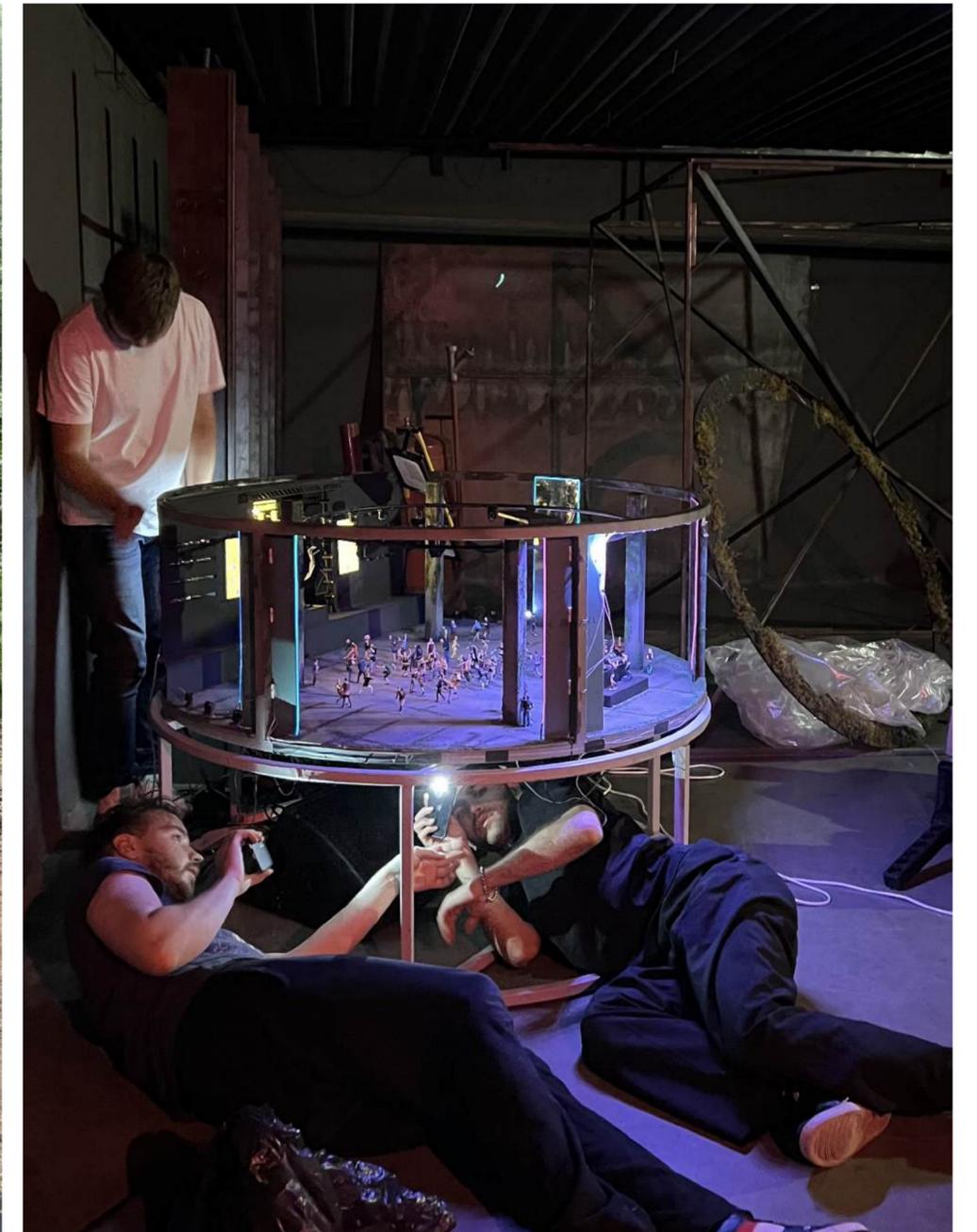
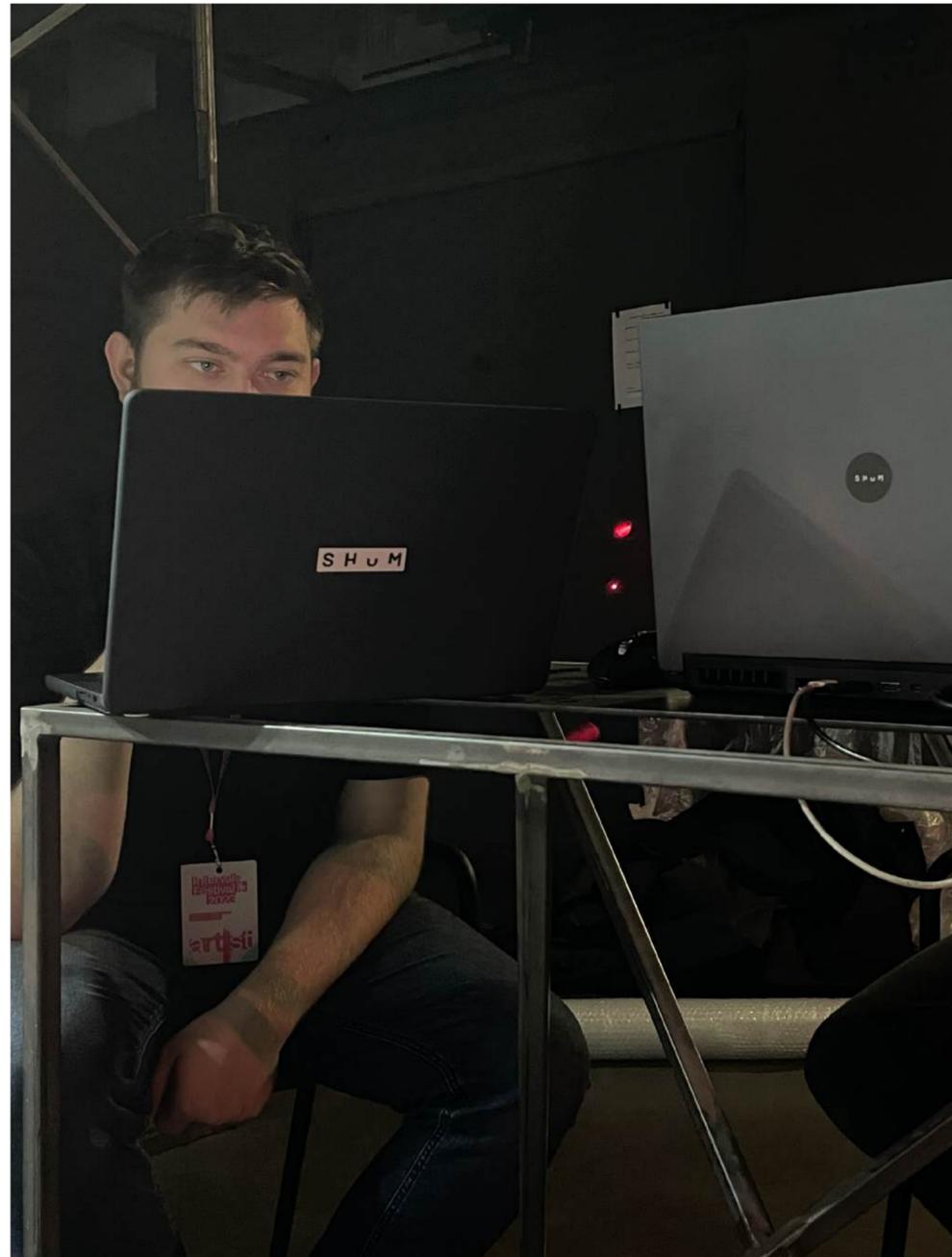
Both our commercial and artistic projects arise from sincere passion and mind games, with experimentation and irony as central elements.

MICRORAVE

Festivals and parties strive to be bigger and bigger every year, but we've fit the rave into one of the abandoned wells of the Outline 2023 festival.



VIDEO



FACTORY NIGHT

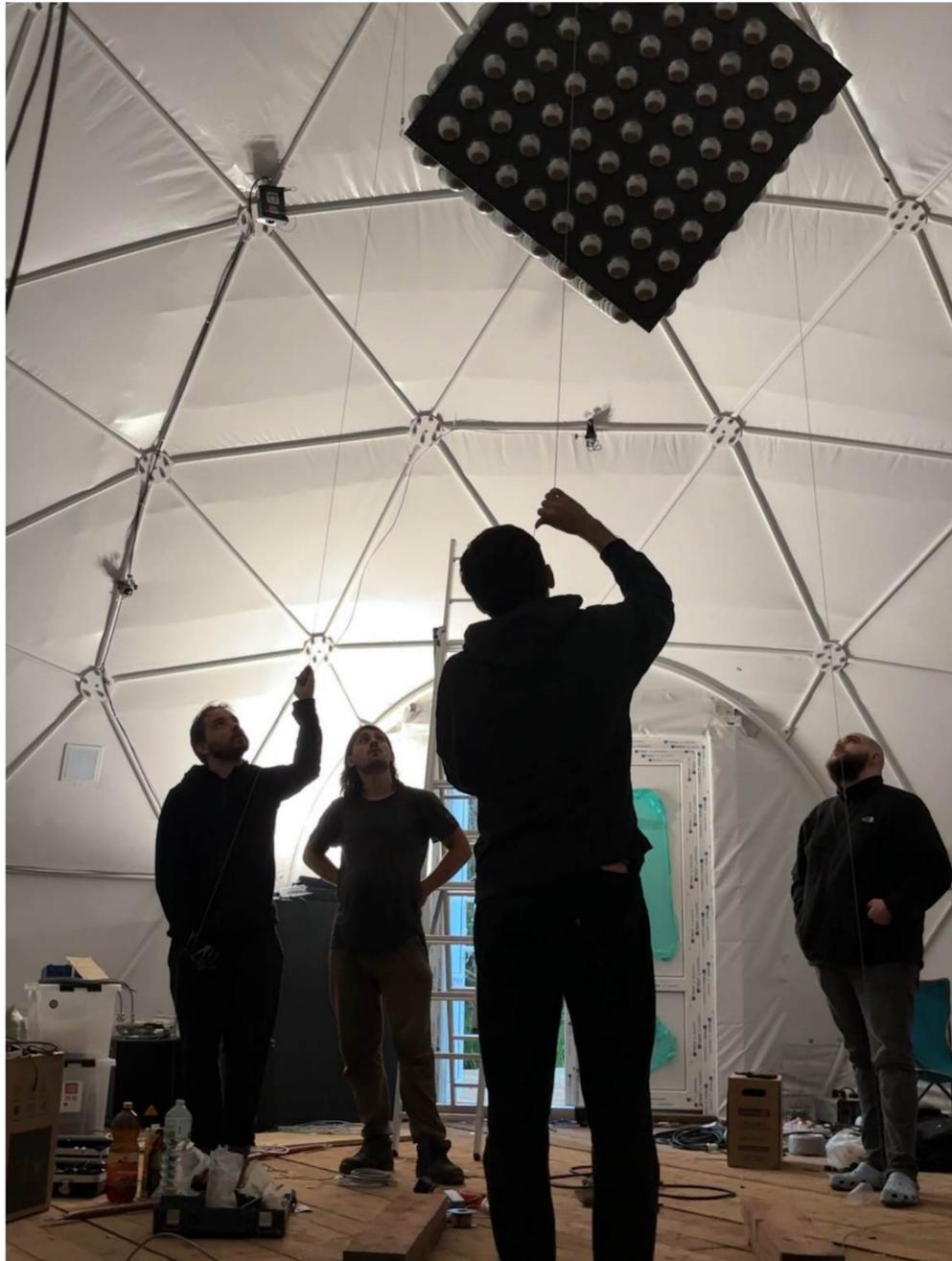
We were responsible for the stage design, content and music at the festival, which combines art and industrial locations. The music, by the way, was played by our team live on analog synthesizers.



NEUTRINO

The interactive installation transforms a spherical space into a laboratory where each participant can experience being a scientist searching for unique elementary particles.

[VIDEO](#)



ANEMOIA

3D mapping dedicated to nostalgia for places
where we have never been to.



Created as a part of the annual National Open
Championship of Creative Competences "ArtMasters" in 2024



VIDEO

THE SOURCE

COLLABORATION WITH SOMA LABORATORY

An exhibition of electromagnetic fields and ceramic objects premiered at the Outline 2024 festival.



PARADOXES

Based on the optical illusions of Maurits Escher, we reflect on how art and the world around us are changing under the influence of AI and neural networks.



KIRIGAMI



The story of a prisoned girl is told with the instruments of contemporary dance, video and Stable Diffusion neural network.

This is our first artwork created in collaboration with AI, which has been exhibited numerous times in Russian exhibitions, as well as in the USA and Spain.



VIDEO

MOSS ROOM

Each of us sometimes feels the need to relax. The Moss Room is literally a living art object that provides the audience with such an opportunity through a combination of media art, natural plants and sampled sounds of nature.



VIDEO



MAP OF NOISE

The video art is based on the study of the sound environment of Moscow city center and bird migration map data.



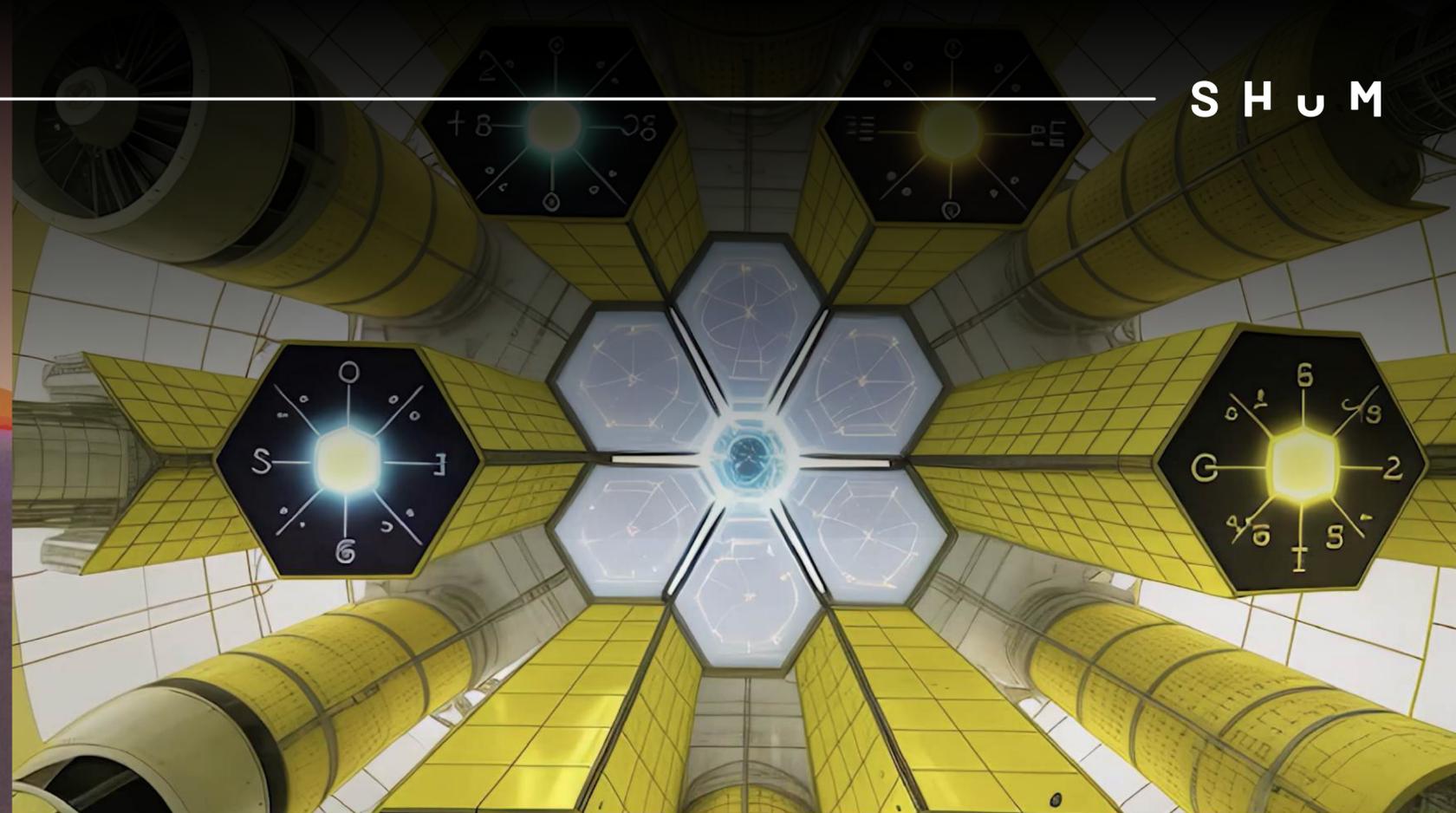
VIDEO

THE HEART OF INDUSTRY



An interactive exhibition stand for one of the largest expos in Russia.

CONTENT



We connected and programmed LED strips, screens, spatial sound, then linked it all together in TouchDesigner and produced content.



TOUCH

An immersive show, that is created through the interaction of audience, performers and sensors that respond to movement, touch and other factors.



VIDEO

INSERTION LOSS

Our imagination on how people could share their feelings, emotions and thoughts to each other without the use of words.

This video art has been frequently exhibited in Russian exhibitions, as well as in the USA and Indonesia.



IN ADDITION

We curate digital art exhibitions

We offer consulting services for businesses to integrate multimedia technologies

We design stages for theaters, clubs and events

We participate in educational processes such as teaching at institutes, online courses and lectures



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