

Echoes of Archs presents

# [ CAPTURES ]

Owelle x Structuralis - A/V immersive performance

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## 01 -

**ECHOES OF ARCHS:  
OWELLE X STRUCTURALS**

Owelle x Structural is a collaboration between a sound artist and a visual art duo. Together, they design immersive performances where music and visuals dialog and construct temporary architectures. Their work combines spatial audio, real-time visual systems, and 3D scans of real environments, building digital landscapes that fluctuate between the tangible and the virtual.

Captures continues this research on scale and perception. The piece moves between micro and monumental dimensions, transforming and recomposing architectural details. Large-scale projections interact with layered textures, surrounding the audience in a shifting environment that questions how space is experienced and remembered.

Owelle is a Swiss electronic music producer and live performer. Her work spans club-oriented sets and experimental formats, with a strong interest in spatial sound and immersive listening experiences.

Structurals is a Geneva-based duo working with light, projection, and generative visuals. They use real-time tools and 3D captures to create environments that merge architectural references with evolving generative forms.

Captures is a new project, born out of an ongoing research between Owelle and Structural on the relationship between architecture, sound and image. It has been developed through residencies at Stereolux (Nantes, 2025) and first presented at CULTVR Lab in Cardiff (UK, April 2026).



## 02 —

**CAPTURES - A RECOMPOSED JOURNEY**

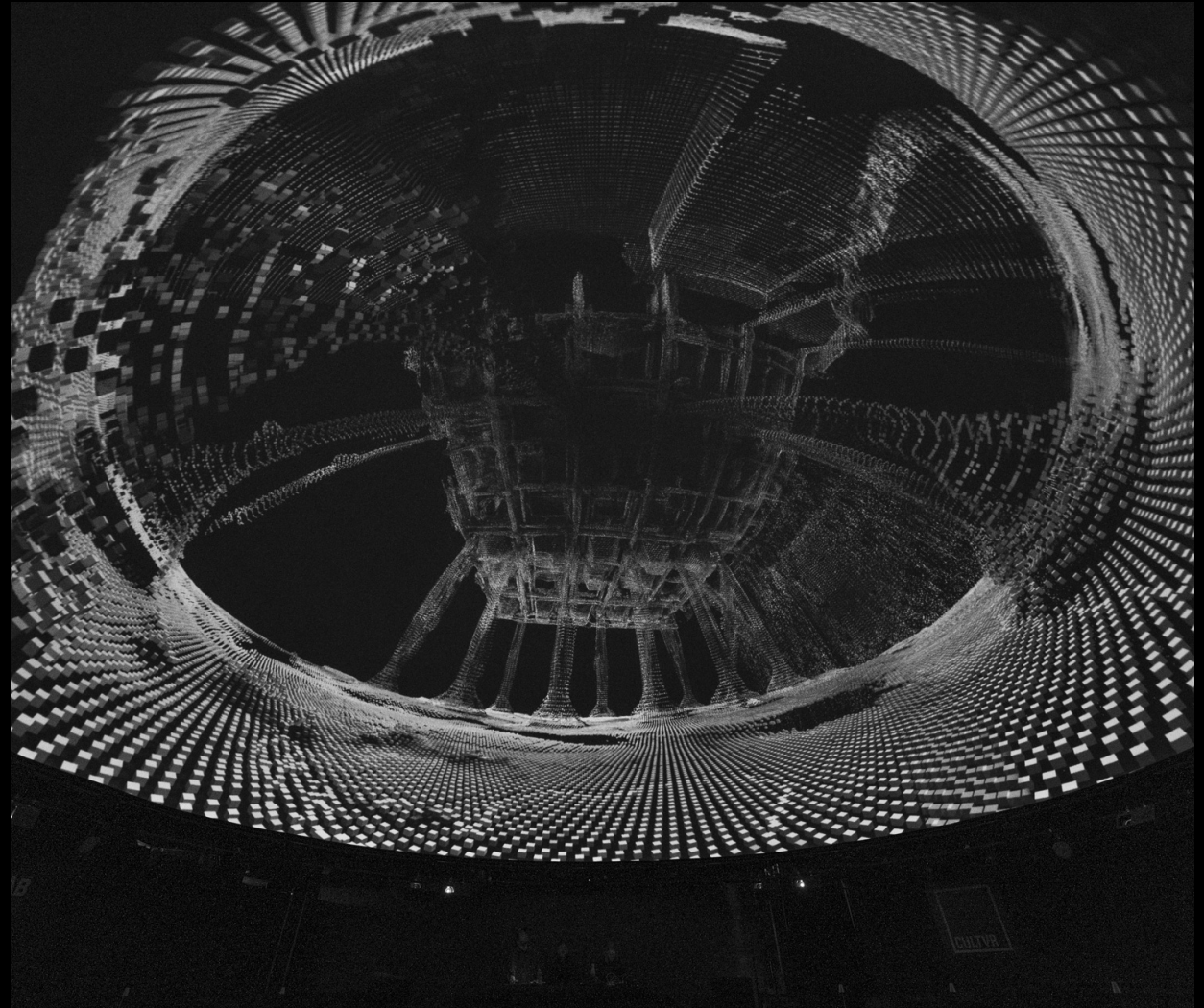
Captures is a series of immersive explorations at the intersection of digital art, architecture, sound creation, and multi-sensory perception. The project sets up a journey through fragments of space - observed, crossed, documented - then reconstructed and recomposed.

We begin by collecting traces and impressions left by places: lidar scans, photogrammetry, field recordings. These data are gathered on-site, in locations chosen as much for their architectural singularity as for the sense of disorientation they provoke: industrial wastelands, urban interstices, disappearing buildings or abandoned sites. Each location is approached as raw material, with a method that moves between archive and fiction.

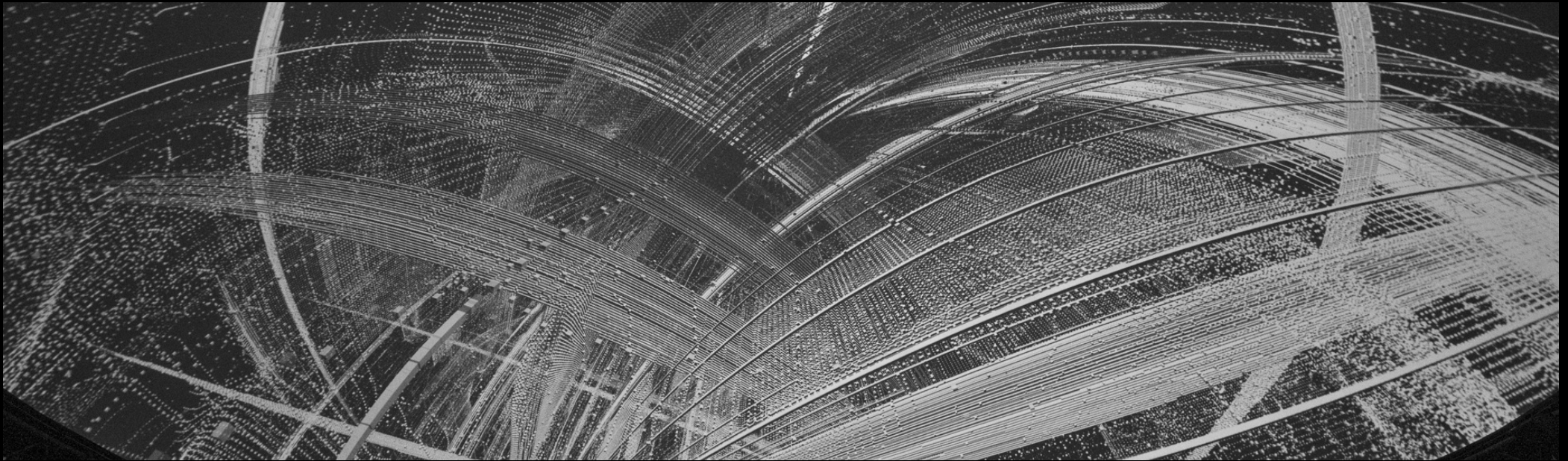
From these fragments, we construct hybrid environments where markers of scale, function, or origin are deliberately blurred. A railway tunnel may extend into the nave of a cathedral, a stairwell becomes the skeleton of a fictional building. Volumes, textures, and sounds are all reshaped and reconfigured.

This process gives rise to composite spaces where the real blends with generative elements. What feels familiar begins to shift and gradually dissolves into more abstract forms. The act of digitization itself becomes a central theme. Like a heliographic mission adapted to the digital age, we document the world in order to propose a transformed and displaced reading of it.

Developing this project for immersive projection allows us to move beyond the frontal image and into a narrative space that is spatial and embodied. It gives audiences a deeper sense of the scales, architectures, and environments they pass through.



Pointcloud composite - Captures, CULTVR Lab, 2026



## CAPTURES

*Like a heliographic mission in the digital age, Captures constructs a journey through deconstructed architecture, gradually shifting from reality to abstraction.*

### CAPTURING THE ENVIRONMENT

Scanning real environments makes it possible to integrate raw reality into a virtual world, to model and abstract it. Starting from reality allows the audience to relate to certain spaces or details, either because they recognize the place, or because it feels familiar. The goal is not simply to lose the viewer in abstraction or to reproduce the world as they know it, but to move between both - amplifying a sense of disconnection and opening the door to new worlds.

Scanning brings in technical imperfections: an element hidden and not captured, a gyroscope losing tracking. In those moments, the computer compensates and invents data. These system errors become the first cracks in reality. They are the kind of artistic glitches we want to amplify and rework - misuses of technology that lead to new aesthetics and imagined realities.

### TRANSFORMING PERCEPTION

Once digitized, objects and spaces lose any fixed sense of scale. It becomes possible to resize them, mix them with other forms and architectures, and create new environments. Through this gathered material, the journey becomes modular. A chair can be as large as a building, then shrink into a blade of grass. Dome projection reveals its full potential here, offering an immersive trip through all scales.

Sound plays a central role, directly influenced by the scanned environments. The soundscape changes depending on which scan we choose to fly through, with each space carrying its own acoustic identity. Conversely, when the visual structure collapses, the sound can take on a fully abstract quality. Moving between these almost opposite sound approaches is a way to lead the audience through layers of reality and fiction.

### AT THE EDGE OF THE VIRTUAL

As the performance progresses, the scans and reconstructed audiovisual worlds begin to dissolve, giving way to programmed, procedural environments that react and morph in response to sound impulses and signals. During our residency at Stereolux, we focused on building generative environments that could adapt to the scale and structure of our scanned scenes, and gradually blend with them.

To do so, we study recurring elements found in real spaces: their positioning, frequency, and how they can be integrated. A key part of the visual programming process is defining rules and behaviours for constructing these artificial environments. The challenge lies in mixing logic and intuition, simulation and invention.

## 03 —

**TECHNIQUES & TECHNOLOGIES****CAPTURES BANK**

By collecting environmental captures, the artists are building a bank of audiovisual material. The performance can therefore evolve over time: once the timeline and base are built, it becomes easy to draw from the capture bank and replace the 3D scans with new ones. This procedural and generative working method keeps the piece in constant transformation.

**LIDAR SCANS & FIELD RECORDING**

We use smartphone lidar scans for flexible capture in almost any location. Larger spaces are scanned through photogrammetry. This process often produces glitches that become interesting raw material to explore. In parallel, field recordings are made using contact mics and various recording devices to capture the sonic dimension of these environments.

**REAL TIME**

By programming the entire performance system in TouchDesigner and Max/MSP, we create a flexible, live-generated system that allows us to manipulate collected and generated material directly - like playing an instrument. Each show is unique. Several timelines run in parallel to synchronise specific visual effects with the musical composition.

**LIGHT & LASER INTEGRATION**

When the venue allows it, we can connect our system directly to the room's lights or lasers, using them as an extension of the performance. This opens space for special formats where the architecture itself becomes part of the show, and brings surprises during the live.

**VISUAL CREATION [ TOUCHDESIGNER ]**

TouchDesigner is the main engine for visual creation. It processes captured data (lidar, photogrammetry, textures, point clouds) in real time and transforms them into evolving environments at the border between the real and the generative. The modular system dynamically adapts compositions to the technical characteristics of each projection space (field of view, projector layout, resolution, dome geometry).

**SOUND PROCESSING [ MAX/MSP, ABLETON LIVE ]**

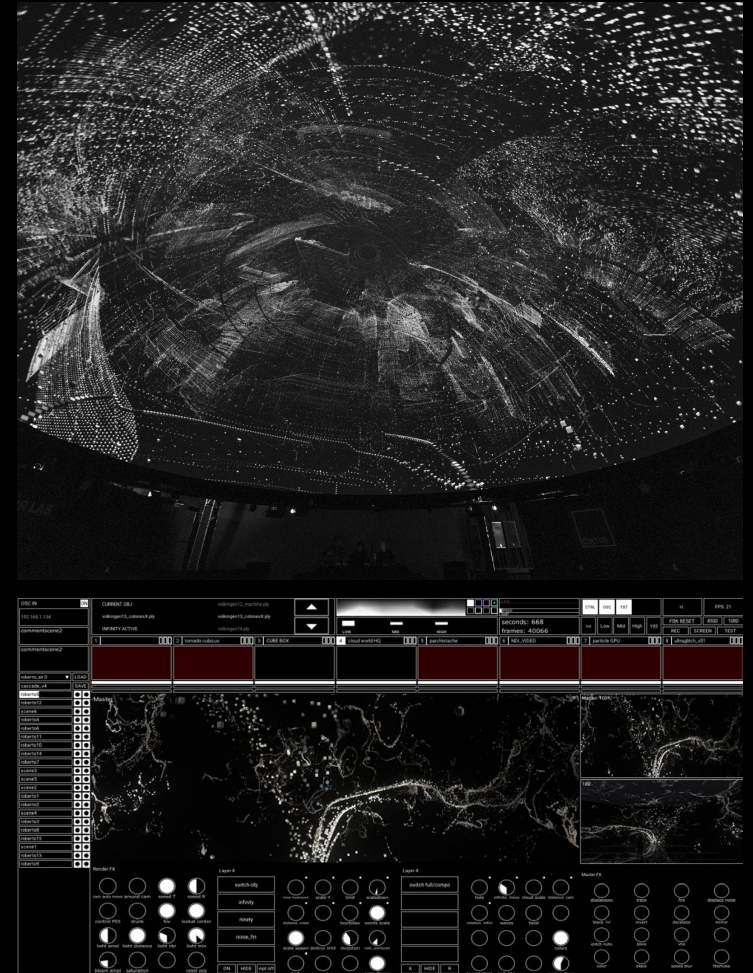
Max/MSP hosts the sound processing chain for field recordings and acts as the interface for dialogue between audio and visuals. The system is bidirectional: certain sound textures affect visual parameters, while some visual events trigger or modify sound treatments. This constant dialogue between sound and image is a core element of our interdisciplinary approach.

**AMBIANCES & SPATIALISATION**

We are experimenting with an adaptive system for managing ambient sound based on the architectural properties of the explored locations: dimensions, materials, openings. The goal is to simulate resonance and spatiality specific to each captured environment, in relation to the morphology of the reconstructed virtual spaces. In domes and immersive spaces, we aim to develop precise and adaptable spatialisation across different systems.

**SEQUENCING A/V**

Ableton Live handles the A/V sequencing - narrative transitions, melodic and harmonic layers, the emotional tone of the spaces we traverse. On top of the sequence, Owelle also plays hardware machines and custom instruments with contact mics, keeping the performance organic and reactive throughout.



Top: Captures dome render. Bottom: custom TouchDesigner control interface.

## 03 -

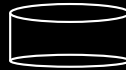
**ADAPTATION TO DIFFERENT FORMATS**

A key aspect of the Captures project is its ability to adapt to various presentation formats. Aware of the diversity of existing immersive setups, we are developing a modular visual and sonic system designed to adjust to different types of screens: domes (full or partial), cylindrical structures, U-shaped 2D screen configurations, and more conventional 2D formats.

Our visual engine, developed in TouchDesigner, is responsive and adaptable to various resolutions and geometries. The sound side can be adapted from a simple stereo setup all the way to a full multichannel spatialisation through Dante, depending on the venue and format.

**We have two modes of presentation:**

- A live version, in which we manipulate visuals and sound in real time, offering a sensitive and improvised performance tailored to the venue.
- An exported or pre-rendered version, designed for domes or setups that cannot accommodate a full live configuration.



Citern - 360°



Dome - 360°



Circular - 180°



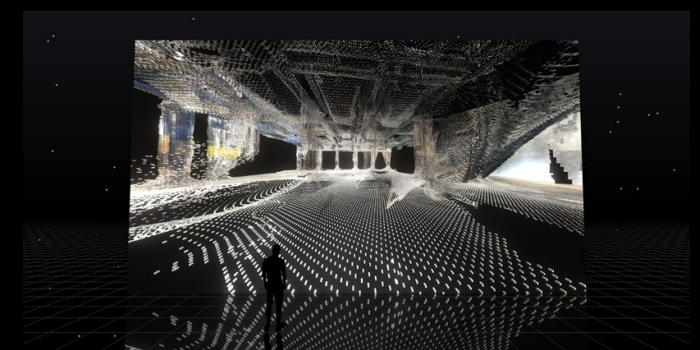
Square immersive - 270°



V screens - 180°



Rectangular - 2D



3D previews of interchangeable render styles programmed in our TouchDesigner system.

# 04 -

## VIDEOS

### Captures - first live A/V dome screening @ CULTVR Lab

Excerpt of our first live A/V dome screening at CULTVR Lab (Cardiff, April 2026). The show had previously been screened in a dome only as a pre-recorded version. <https://www.echoesofarchs.ch>

### Architectural/environmental blending - 180° dome test

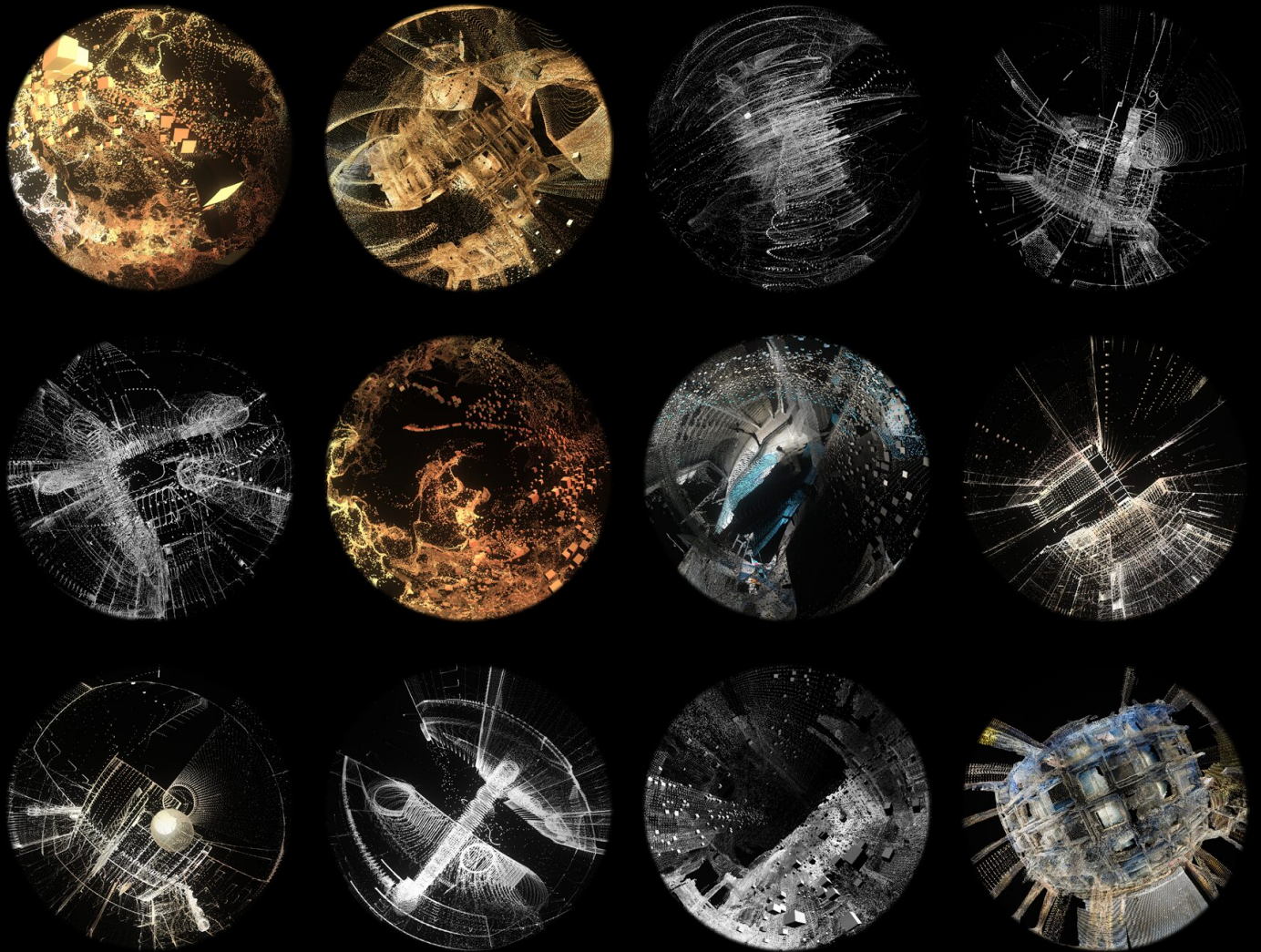
Early tests of our blending system in a 180° dome format. [https://www.instagram.com/structurals\\_/p/DJD5fSAoK0u/](https://www.instagram.com/structurals_/p/DJD5fSAoK0u/)

### Captures - 2D in-progress preview

Short 2D excerpt of in-progress visuals where field recordings and sound are modulated by visual changes (currently in black & white). <https://www.youtube.com/shorts/oJGdzXpDdVg>

### Echoes of Archs - Syllepse (previous A/V piece)

Excerpt from our previous immersive performance in Syllepse, Geneva. A key inspiration and starting point for the development of Captures. [https://www.youtube.com/watch?v=84\\_nuGIM\\_MM](https://www.youtube.com/watch?v=84_nuGIM_MM)



Dome-format renders from our Stereolux residency week - first tests in 180° fisheye.

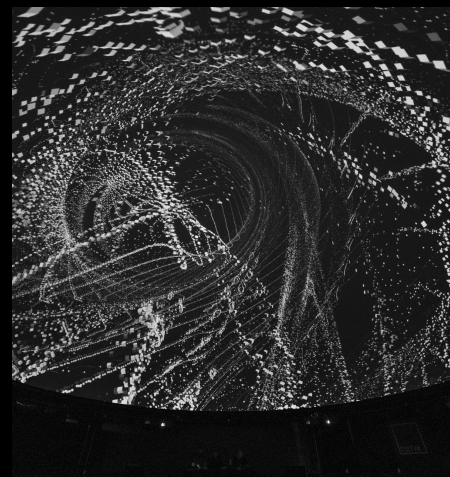
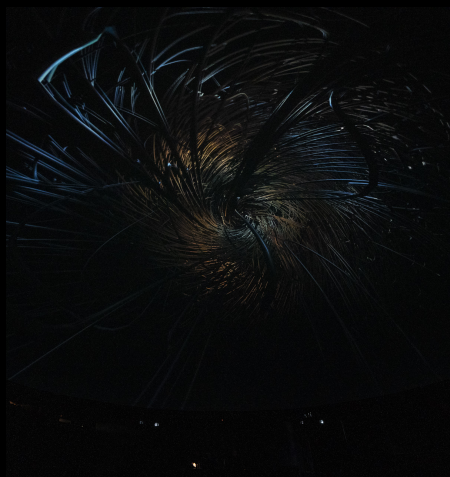
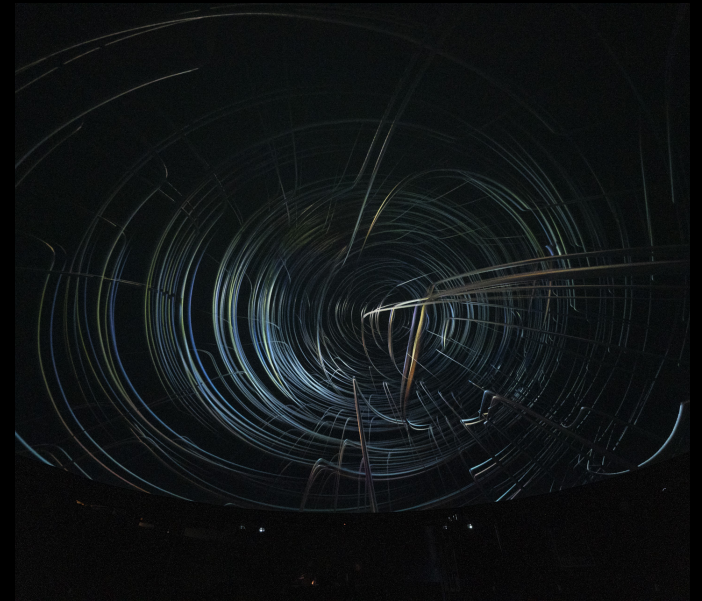
# 05 -

## PUBLIC SHOWCASES

Captures has been presented in four different venues so far, each in a different format. The system is designed to adapt to each setup - from a stereo 2D live to a fulldome live A/V show - while keeping the artistic intent intact.

- 05-07.09.25 **Digital Dreams Festival**  
Lausanne, Switzerland *Fulldome - Sequence*
- 02.10.25 **FOG Festival**  
Basel, Switzerland *2D - Live A/V*
- 29.11.25 **Biennale Son**  
Sion, Switzerland *180 - Live A/V*
- 17.04.26 **CULTVR Lab**  
Cardiff, Wales (UK) *Fulldome - Live A/V*

The April 2026 showcase at CULTVR Lab in Cardiff was the first fulldome live A/V presentation of the project, in a 360 dome with dedicated sound and dome technicians. We also incorporated a new part of the show, playing with POP (Pointcloud Operators) to build more organic spaces and shift between captured architecture and freeform composition.



06 —

**PARTNERS & SUPPORT**

Captures is built through a network of residencies, festivals and venues that support the development and presentation of the project. The following partners have hosted, commissioned or supported the work since 2024.

**MAPPING FESTIVAL**

Geneva, Switzerland

**Long-term partner**

Festival dedicated to digital and audiovisual creation. A long-time partner of the collective, supporting the development of our work around immersive A/V performances.

[mappingfestival.com](http://mappingfestival.com)

**STEREOLUX**

Nantes, France

**2025 - core creation residency**

Centre dedicated to contemporary music and digital arts. Hosted the core creation residency of Captures in 2025; this is where we built most of the visual programming and audio/visual system of the project, in TouchDesigner and Max/MSP.

[stereolux.org](http://stereolux.org)

**CULTR LAB**

Cardiff, Wales (UK)

**2026 - residency & public showcase**

Immersive dome venue and research lab. Hosted the first public showcase of Captures in a 360° dome in April 2026, with dedicated sound and dome technicians.

[cultvrlab.com](http://cultvrlab.com)

**BERN13**

Geneva, Switzerland

**Production & administration**

Independent production structure run by Melina Johnsen. Handles coordination, logistics, administrative and financial follow-up for the Captures project.

[bern13.ch](http://bern13.ch)

**VOLKLINGEN IRONWORKS**

Volklingen, Germany (UNESCO site)

**Origin of the project**

Former ironworks listed as a UNESCO World Heritage Site. The very first scans and field recordings of Captures were captured here, making this place a starting point and a recurring reference for the visual and sonic material.

[voelklinger-huette.org](http://voelklinger-huette.org)

**STRUCTURALS / OWELLE**

Geneva, Switzerland

**Self-production**

Captures is produced by Structurals (SARL, Geneva) in collaboration with Owelle. A large part of the equipment, software development and travel has been covered through the artists' own studio resources.

[structurals.ch](http://structurals.ch)

**PROJECT SUPPORTED BY**

Pro Helvetia · Services Industriels de Geneve (SIG) · City of Geneva · Canton of Geneva

## 07 —

## TEAM

Captures is led by a multidisciplinary team combining visual, sonic, and technical expertise. The project embraces an experimental approach rooted in collaboration across artistic domains.

## [ STRUCTURALS ]

*Visual creation (TouchDesigner)*

**Pablo Felley & Théo Phildius**

[structurals.ch](http://structurals.ch)

[studio@structurals.ch](mailto:studio@structurals.ch)

+41 79 739 10 79

Through their studio Structurals, Pablo and Théo handle the visual dimension of the project. Their work explores the reconstruction of landscapes based on real-world data (lidar, photogrammetry), transformed into immersive, generative environments built in TouchDesigner.

## [ BERN13 ]

*Production*

**Melina Johnsen**

[bern13.ch](http://bern13.ch)

[melina@bern13.ch](mailto:melina@bern13.ch)

+41 78 240 69 09

## [ OWELLE ]

*Sound creation (Ableton, Max/MSP)*

**Valérie Siron**

[owelle.ch](http://owelle.ch)

[music@owelle.ch](mailto:music@owelle.ch)

+41 78 705 03 61

Owelle, musician and programmer, is in charge of the sound design. She works with field recordings and environmental ambiences, processed and spatialised in real time using Max/MSP. She has developed an interactive audio/visual system where sound and image influence each other, with semi-modular machines for live control.

## [ JUL.BELLARD ]

*Video documentation*

**Julie Bellard**

[julbellard.ch](http://julbellard.ch)

+41 76 409 94 89



## Pablo Felley & Théo Phildius

TouchDesigner, VVVV, MadMapper, MadLaser, Cinema4D, Fusion, Webflow, Adobe suite

[structurals.ch](http://structurals.ch)

New Media Artists · Based in Geneva, Switzerland

### [ EDUCATION ]

1997 - ... PABLO FELLE

2020-23 **ECAL - Bachelor Communication Visuelle (Graphic Design)**  
*Avec mention*

2019-20 **ECAL - Année propédeutique**  
*Media et Interaction Design*

2015-18 **CFPA Genève - CFC Interactive Media Designer**  
*Avec mention*

2018 **CAD School - modul8 & MadMapper**

2013-15 **Collège Voltaire**  
*Option art*

2000 - ... THÉO PHILDIUS

2020-22 **ESBDI - Diplôme en communication visuelle (Illustration)**

2015-18 **CFPA Genève - CFC Interactive Media Designer**  
*Avec mention*

### [ RESIDENCIES ]

2026 **CULTVR Lab [Cardiff, UK]**  
*2 days + public showcase*

2025 **Stereolux [Nantes, France]**  
*10 days*

2023 **IBug Festival [Leipzig, Germany]**  
*1 week*

### [ TEACHING ]

2025 **Bureau Culturel Genève**  
*Introduction à TouchDesigner*

2023 **CFPA - Introduction à MadMapper & TouchDesigner**

2022 **CFPA - Volumetric Mapping**

2021 **CFPA - Introduction à Modul8 & MadMapper**

### [ A/V SHOWS & LIGHT INSTALLATIONS ]

2026 **Captures - CULTVR Lab [Cardiff, UK]**  
*Dome A/V live with Owelle*

2025 **Morphosis - Geneva Lux Festival [Geneva]**  
*Immersive LED installation with cie MoSo*

2025 **Captures - Stereolux [Nantes, FR]**  
*Residency outputs - dome tests*

2024 **Ghost Farm - Collex-Bossy [Geneva]**  
*360 A/V laser show*

2024 **Folnui - Arbracable [Geneva]**  
*Light tree - scenography*

2024 **Geneva Lux Festival - Ecllosion [Geneva]**  
*Light O.V.N.I with Folnui*

2023 **Julienne - Nebula [Geneva]**  
*Live architecture video mapping*

2023 **IBug [Leipzig, DE]**  
*A/V 360 video mapping*

2023 **BIG Biennale - Pissenlight [Geneva]**  
*Kinetic LED with Folnui x Pavillon Bleu*

2023 **Mapping Festival x Perception Scaled [Geneva]**  
*360 A/V live show with Owelle*

2023 **Pavillon Sicli - Black Hole [Geneva]**  
*Roof video mapping & live visuals*

2023 **Geneva Lux Festival - Lightscape [Geneva]**  
*Kinetic LED with Folnui*

2022 **Festival la Bâtie - Dimensional Convergence [Geneva]**  
*360 video mapping & A/V live show with Owelle*

2022 **Mapping Festival - Square Distortion [Geneva]**  
*Mapping & laser show on monument*

2022 **Mapping Festival - Falling Ceiling [Geneva]**  
*Scenography with Folnui - live visuals & LED*

2022 **Geneva Lux Festival - 5ème Saison [Geneva]**  
*Installation with Folnui - 360 mapping*

2022 **BIG Biennale - Tunnel [Geneva]**  
*Interactive LED installation with Folnui*

2020 **Unagi - Pavillon Bleu [Geneva]**  
*LED installation with Folnui*

### [ CONCERTS & SELECTED FESTIVALS ]

2025 **Balelec Festival [Lausanne]**  
*Charlie Sparks, Lessss*

2024 **Nordstern x Unreal Germany [Basel]**  
*Somewhen, future666, Caravel*

2024 **Supermarket x Adroit [Zürich]**  
*KS012, I-RO, Stef Mendesidls*

2024 **Supermarket x BCCO Berlin [Zürich]**  
*Clara Cuvé, Gigola, future666*

2023 **Nordstern x R-Label Group 10y [Basel]**  
*Kobosil, Clara Cuvé, Somewhen*

2023 **Sonic Festival #32 [Wolfwil]**  
*999999999, Paula Temple, La Penderie Noire*

2023 **Church Festival x Adroit [Basel]**

2023 **Les Docks - ECAL [Lausanne]**  
*Tam Bor, Sunny*

2023 **Nordstern - Kraftnacht x NAKT [Basel]**  
*Alignment, Nikolina, Warin D*

2023 **Le Groove - Mapping Festival w/ Felix [Geneva]**

2023 **HALL 622 Insanity Festival [Zürich]**  
*Stella Bossi, I Hate Models, Regal*

2023 **Nordstern [Basel]**  
*Amélie Lens*

2023 **FriSon - Octagon [Fribourg]**  
*MindWalker, Tracer, Qo, Sylek*

2023 **Zinkbad - Hot Fragments [Zürich]**  
*Afem Syko, Kander, Don Woezik*

2022 **Nordstern [Basel]**  
*I Hate Models*

2022 **Nordstern [Basel]**  
*999999999*

2020 **Le Zoo - LPN Residency [Geneva]**  
*Otta, Pawlowski, La Penderie Noire*

## Valérie Siron

Ableton Live, Max/MSP, Spat5, Multichannel installations, Hardware machines, Sound design & synthesis, Djing

[owelle.ch](http://owelle.ch)

Sound Artist & Musician · Based in Geneva, Switzerland

### [ EDUCATION ]

1999 - ... **VALÉRIE SIRON**

2022-24 **CFMS [Lausanne]**

*Certificat d'assistante Audio*

2018-21 **HEAD - Bachelor en Art Visuel, Inter[action]**

*Avec les félicitations du Jury*

2020-21 **Erasmus - Hochschule für Grafik & Buchkunst [Leipzig]**

2014-18 **CFP Arts [Geneva] - CFC Interactive Media Designer**

*Avec mention - prix du meilleur CFC*

### [ SOUND TECH ]

2023 - ... **Centre d'Art Contemporain [Geneva]**

*Ingé son for performances & conferences, exhibition setup*

2023 - **Makaronic [Geneva]**

*Sound installation, recording & post-production*

2022 - **Hybrid\_surrogate, Ensemble VORTEX [Geneva]**

*Sound engineering*

### [ TEACHING ]

2024 - ... **Workshop Bern13**

*Electronic music live & djing*

### [ OTHER PROJECTS ]

2021-22 **The Attic**

*Co-creation of a streaming platform for local electronic artists*

2019 **Expose Festival**

*Co-creation of the festival*

### [ SELECTED DATES ]

2025 **Captures - CULTVR Lab [Cardiff, UK]**

*Dome A/V live with Structurals*

2025 **Captures - Stereolux [Nantes, FR]**

*Residency*

2024 **Fri-Son [Fribourg]**

*LIVE - first part of Jacques*

2024 **Bar Hund [Zürich]**

*DJ - Ecstasy w/ Helena Hauff*

2023 **Les Docks [Lausanne]**

*DJ - Festival de Sevelin - w/ The Lady Machine*

2023 **Paléo Festival [Nyon]**

*DJ - w/ Helena Hauff, Daniel Avery, Belaria*

2023 **Tiff [Leipzig, DE]**

*LIVE - Substituier Bar*

2023 **Mjut [Leipzig, DE]**

*DJ - Owelle b2b sophiise*

2023 **Salle de spectacles de Renens**

*LIVE - Hyper Ouest Festival w/ The Young Gods*

2023 **La Vapeur [Dijon, FR]**

*DJ - SIRK Festival w/ Jeff Mills*

2023 **Gasskessel [Basel]**

*DJ - Fleur de Lune w/ u.r.trax & Sakura*

2022 **Le Zoo [Geneva]**

*DJ - w/ Helena Hauff & Alienata*

2022 **Electron Festival, Palladium [Geneva]**

*DJ - w/ Ben Klock, Ellen Allien, Phantom Rings*

2022 **Track's Club [Granada, ES]**

*DJ*

2022 **La Gravière [Geneva]**

*DJ - Playground w/ Hermeth, Jensen Interceptor*

2022 **Antigel, Musée d'Histoire Naturelle [Geneva]**

*LIVE - Sacrée Bestioles*

### [ MUSIC RELEASES ]

2025 **Dramatic Purpose**

*PULSE VA 2 / Digital - 1 track*

2024 **Entwined Synergies**

*Creaked Records / Digital - 3 tracks*

2023 **It's Okay**

*Dee Dee's Picks / Vinyl - 7 tracks*

2023 **Detuned Leashes**

*Creaked Records / Digital - 5 tracks*

2021 **Glue**

*Self released - Single*

### [ RESIDENCIES ]

2026 **CULTVR Lab [Cardiff, UK]**

*Captures - dome A/V*

2025 **Stereolux [Nantes]**

*Captures - Max/MSP development*

2023 **E-LIVE Residency, Canal54 [Geneva]**

*Monthly electronic live jam*

2022 **Acousmonium Estival, La Fonte [Geneva]**

*Residency and acousmonium setup*

2021 **Basecamp [Locarno]**

*Music creation at Locarno film festival*

### [ EXHIBITION ]

2024 **Résonances Artificielles, eeeeh! [Nyon]**

*Interactive sound installation with AIs, in collaboration with Max Mackenzie*

08 —

## WHAT'S NEXT

Captures is a living project. The live A/V show is its main form today, but we see the work as a continuous research that can extend into other formats. A few directions we are currently exploring:

### [ INTERACTIVE INSTALLATION ]

An exhibition format where the audience can navigate the captured archives themselves, moving through point cloud environments at their own pace. The system would react to presence and movement, blurring the line between performance and installation.

### [ OBJECTS FROM SCANS ]

We're starting to play with the idea of producing physical objects from the captured data - 3D printed fragments, etched plates, or sculptural prints that bring a piece of the digital archive back into the physical world.

### [ VIDEO CLIPS & VISUAL RELEASES ]

Short videos built from the same material as the live show, designed to live online and to extend the project beyond the performance moment. A way to share the audiovisual language of Captures with a wider audience.

### [ MUSIC RELEASE ]

Owelle is working on a release of the Captures soundtrack, with field recordings, synthesis and processed textures from the live performance. The release would stand on its own as a record while staying connected to the project's wider universe.

### [ NEW SCANNING TRIPS ]

Captures keeps growing with each new location we scan. We are looking for opportunities, residencies or partnerships that would let us capture more sites, expand the bank of material and keep the show evolving from one venue to another.

### [ LARGER DOME / PLANETARIUM TOUR ]

After Cardiff, we'd like to keep developing the fulldome live A/V version on larger domes and planetariums. The dome format is where Captures truly comes to life, and every new venue brings its own specific spatial dialogue.

Echoes of Archs presents

# [ CAPTURES ]

Thank you for taking the time to look through Captures.  
We look forward to bringing the piece to your venue.