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Theodoros Giannakis

Artist Profile as part of Processing Space–Times

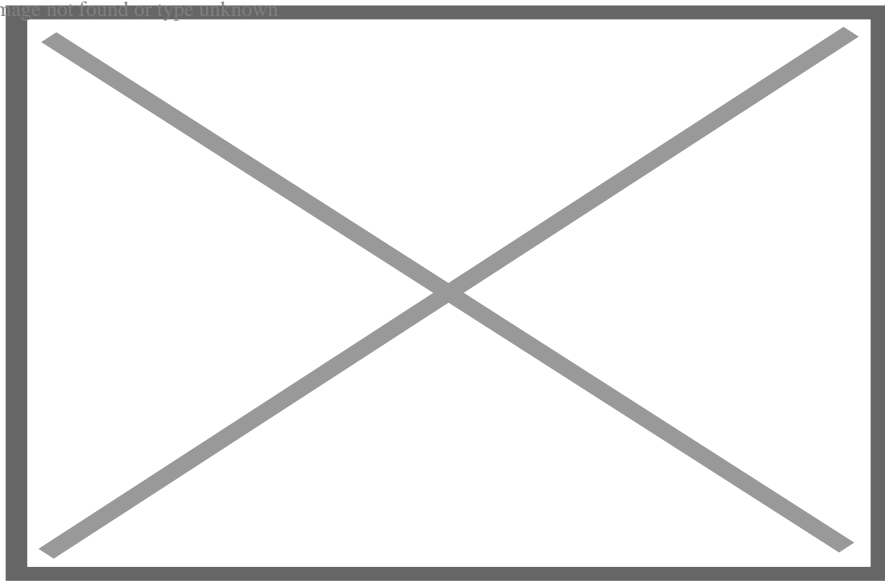
Theodoros Giannakis (Greece) is interested in working in the intersections between physical and digital space, and how this hybrid area allows communication and collective thinking to come together. His video work is projected onto texts reflecting his ongoing research. The protagonist is a figure with a shared head and double body, which refers to ancient creation myths, cyberculture, and the relationship between artist and technology. The narrative is based on machine learning algorithms and game engines, in a process that may eventually enable the AI to make physical works for and with the artist.



Theodoros Giannakis, *'How Great'*

(still), 2021. Video capture of game engine AI, 25.15 min.

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(still), 2021. Video capture of game engine AI, 25.15 min.

Giannakis is a graduate of the Athens School of Fine Arts and the MA in Digital Media Management at London Metropolitan University in London. He is a Ph.D candidate at the Athens School of Fine Arts. He has presented his work in solo exhibitions at Union Pacific, London; Eleni Koroneou Athens; Radio Athènes, Athens and SPACE, London. He has taken part in international group exhibitions at the New Museum, New York; the National Museum of Contemporary Art, Athens); Fondazione Prada, Milan; Ontario College of Art and Design, Toronto; V22 Collection, London and Futura Center for Contemporary Art, Prague. As a member of KERNEL art collective, he has curated exhibitions and presented his research at the ICA, London; the National Museum of Contemporary Art, Athens; and the National Hellenic Research Foundation, Athens.

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2. [Launch Creator Doctus](#)