

**MAURIZIO MARTINUCCI (aka TeZ)**

Italian interdisciplinary artist, producer and independent researcher, living in Amsterdam (NL) since January 2002.

In 1990 he attended the school for Computer Music Programmers in Rome with many of Italy's best known specialists in sound and art technologies. He participated in workshops at the "Centro di Sonologia Computazionale" of the University of Padova, and at the "Tempo Reale" institute in Florence directed by Luciano Berio. Since the late eighties TeZ has been composing electronic and experimental music and has released records with various projects (M.S.B., DoseZero, Nukleus, Clock DVA). In 1995 TeZ established the multimedia research laboratory "Sub" in Rome involved in audio-visual creative experimentations with digital media for interactive applications.

TeZ uses technology as a means to explore perceptual effects and the relationship between sound, light and space. He focuses primarily on generative compositions with spatialized sound for live performances and installations. In his works he adopts custom developed software and hardware, featuring original techniques of sonification and visualization to investigate and magnify otherwise impalpable manifestations of vibrational phenomena. In recent years his research has extended to the ideation and creation of specific environments, architectural structures and unconventional sound and light propagation methods to enhance immersivity and multisensory perception.

In 2006 TeZ has initiated the Optofonica - platform for Synesthetic Media and Sound Spatialization - which showcased installations, screenings and performances at international festivals, museums and other venues. In 2009 Optofonica became also a "Laboratory for Synesthetic ArtScience" located in the centre of Amsterdam and aimed at facilitating the cooperation between artists and scientists. Empirical BioArt inquiries and experiments with living material led TeZ to become permanent member of the HACKTERIA International Society.

In 2010, TeZ has become permanent member of the Clock DVA multimedia ensemble, British pioneers of industrial music and electronic art since the late 70's.

Since 2011, in collaboration with artist and professor Chris Salter, TeZ has created a number of unique installations and performative/reactive environments to explore cross-modal perception and sensory plasticity, through Wearable and Body Area Network technologies. With Canadian artist / professor Sofian Audry TeZ is currently exploring the potential of interactions between living microorganisms and artificial intelligence..

TeZ is also an international collaborator member of Hexagram at Concordia University in Montreal (CA), senior researcher at Art + Artificial Agents Lab at University of Maine (USA) and guest teacher at various international schools including ArtScience Interfaculty (Den Haag / NL), Minerva Academie (Groningen / NL), Rietveld Academie (Amsterdam / NL), CommDe - Chulalongkorn (Bangkok / TH).



**born**  
29/08/1968 Salerno (IT)

**address / resident**  
Albert Cuypstraat 31-II  
1072 CL, Amsterdam  
The Netherlands

**email**  
tez@tez.it

**telephone**  
+31 (0)6 44 211 195

**website**  
www.tez.it  
www.optofonica.com

**SELECTED RECENT WORKS**

TeZ works have been shown at prestigious art venues and festivals such as: Ars Electronica en Lentos Kunstmuseum (Linz/AT), Eye FilmMuseum (Amsterdam), Martin Gropius Bau Museum (Berlin/DE), Dali's Museum (St Peterburg/USA), ArtScience Museum (Singapore), Biennale of Digital Art (Montreal/CA), Roma Europa Festival, NIMK (Amsterdam, NL), Transmediale (Berlin/DE), Wood Street Galleries (Pittsburgh/ USA), \_V2 (Rotterdam/NL) and Le Cube (Paris/FR).

TITLE	DESCRIPTION	VENUE	DATE
AQUATIC STATE	AudioVisual Installation	Laznia Centre - Gdansk (PL)	2020
AQUATIC STATE	AudioVisual Performance	Eye FilmMuseum (Amsterdam)	2019
PLASM	Immersive a/v installation	Kunstkraftwerk Museum, Leipzig (DE)	2019
DISSENSE	Immersive interactive performance	Today'sArt Festival, Den Haag	2017
HAPTIC FIELD 2.0	Immersive multisensory installation	Gropius Bau Museum, Berlin (DE)	2017
OTHER/SELF	Immersive multisensory installation	STRP Festival, Eindhoven	2017
PV868 (rev 3)	Immersive a/v performance	CynetArt Festival, Dresden (DE)	2016