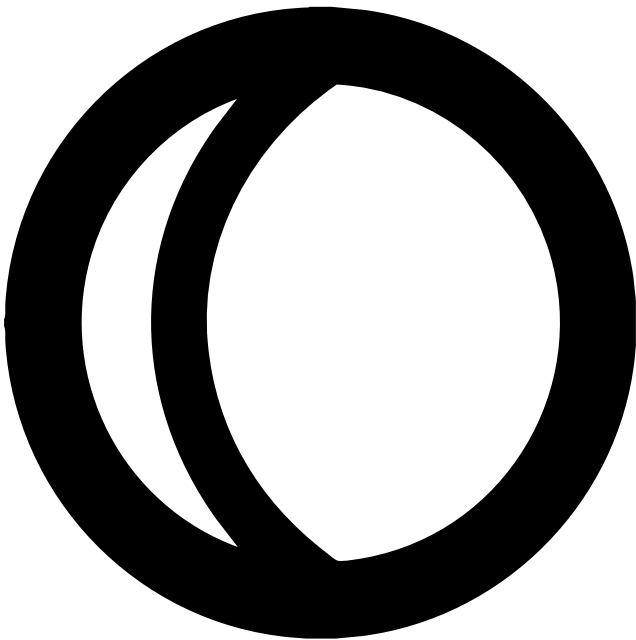


OMAN
SOUNDS

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Connor Oman

Portfolio



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**Interdisciplinary
artist, focusing on
the intersection of
science, technology
and experimental
design.**



25.02.24
Live A/V with ..o
Manifest:io @ Alte Münze Berlin



28.04.24
A/V Presentation with ..o
Sónar Istanbul

 [Click Here to Watch](#)

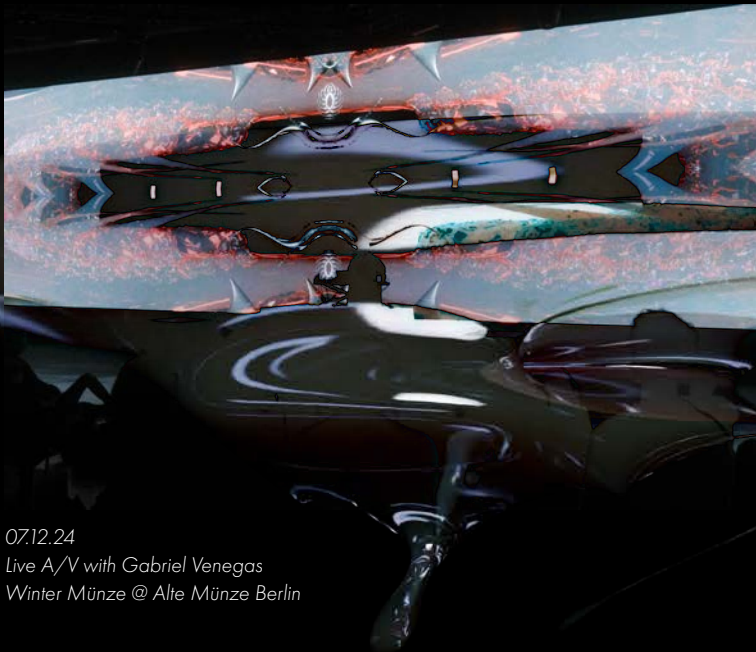


Disintegration

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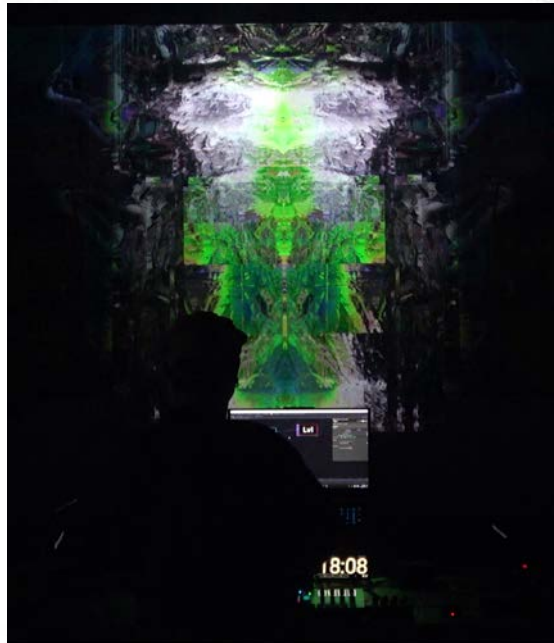
07.12.24
Live A/V with Gabriel Venegas
Winter Münze @ Alte Münze Berlin



 [Click Here to Watch](#)



VIRUS911



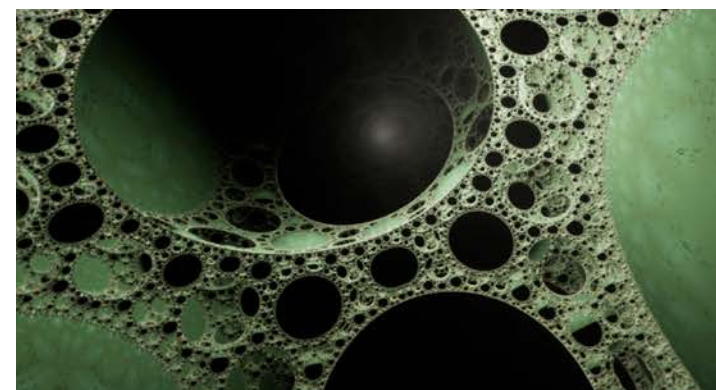
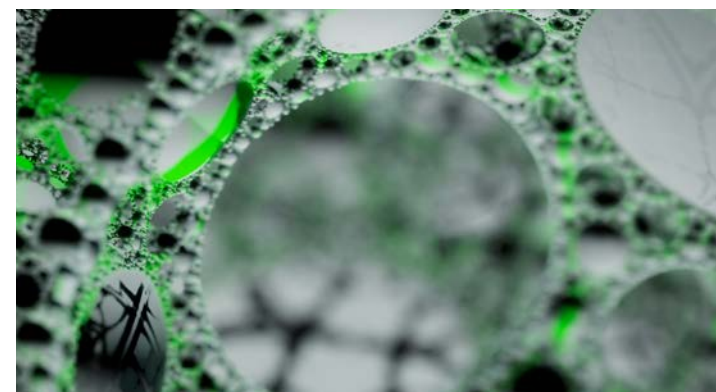
 [Click Here to Watch](#)

10.10.24
Live A/V with ..o
FUBAR Glitch Festival Zagreb, Croatia

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Fractal Landscapes designed
in Unreal Engine.

Fractals

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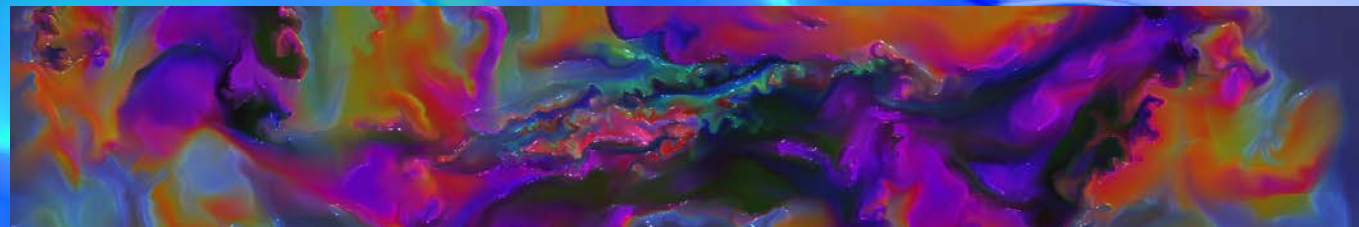
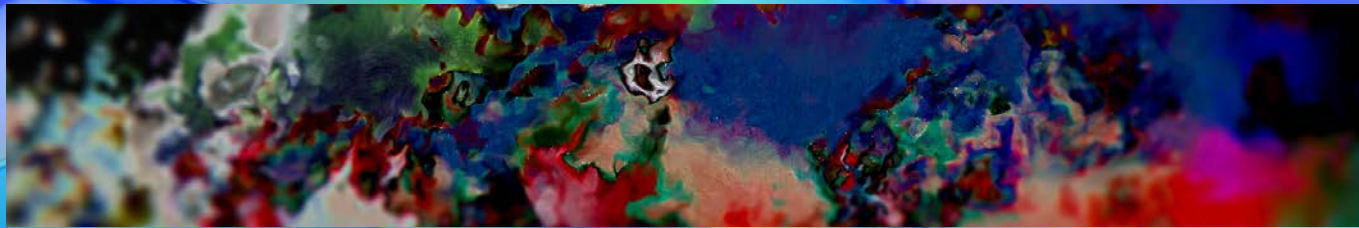
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Space scenes designed
in Unreal Engine.

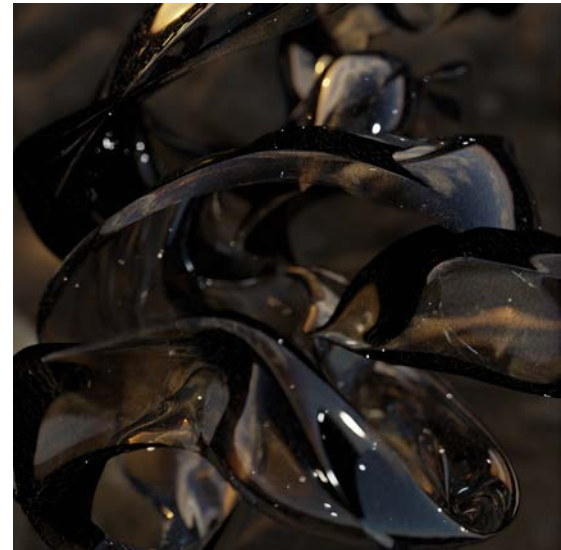
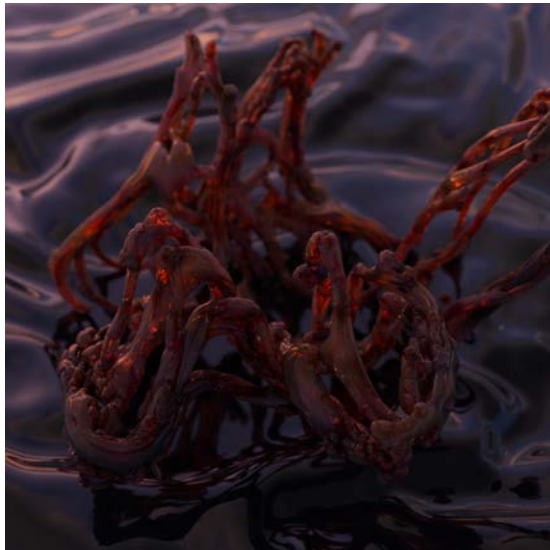
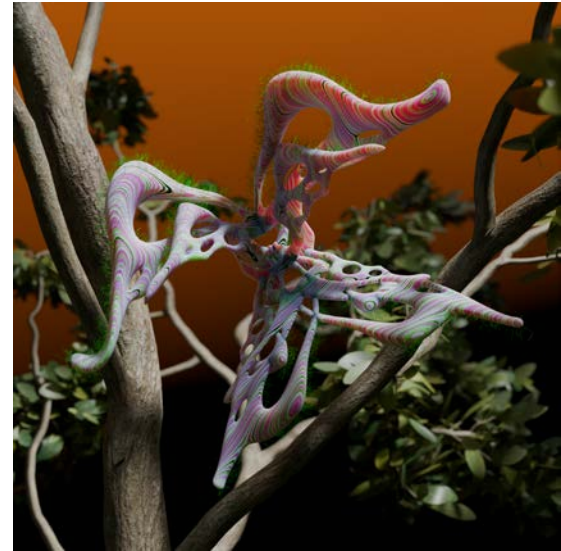
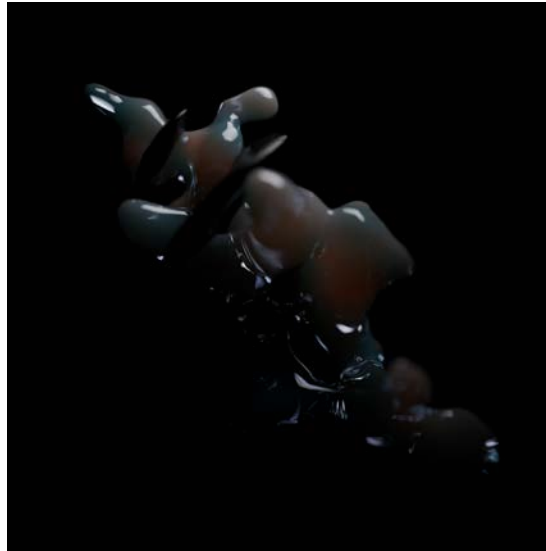
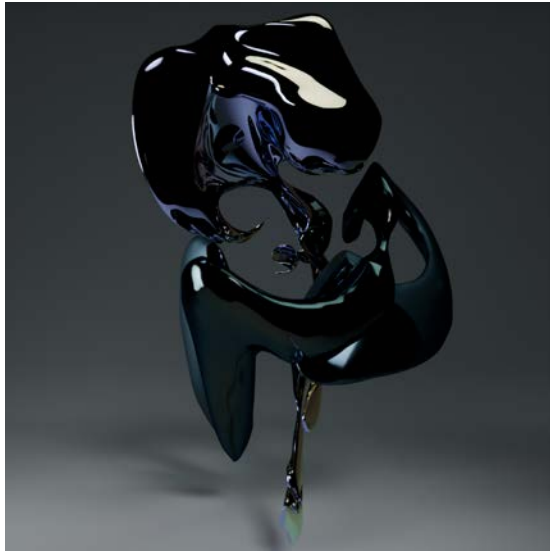
Space

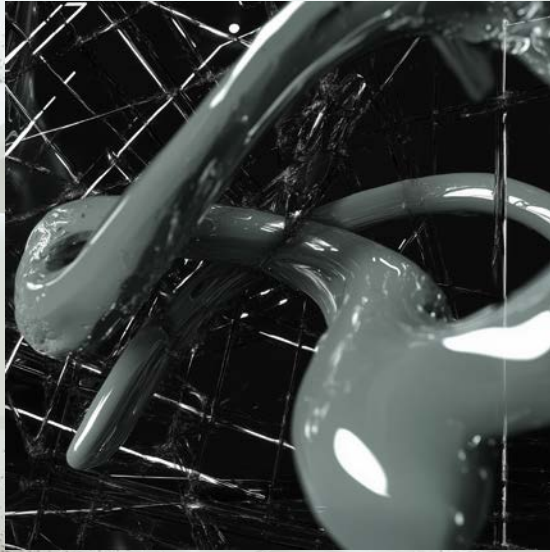




GLSL shaders compiled
in TouchDesigner

Generative Shaders





Performed at various venues and festivals across Berlin and Europe.

Some of these festivals and venues include:

Sónar Festival - Istanbul

FUBAR Glitch Art Festival - Croatia

SO36 - Berlin

Alte Muenze - Berlin

Madame Claude - Berlin

KWIA - Berlin

Loophole - Berlin

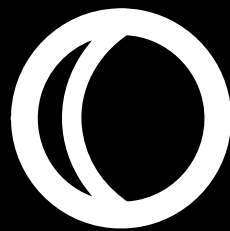
Manifest:io - Berlin

Arkaoda - Berlin

Void Club - Berlin

Clärchens Ballroom - Berlin

...and many more.



Contact

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