m.code

AKA MATTEO SCANDOLA — VISUAL ARTIST · RESEARCHER · VJ

VERONA — PARIS · 2025–2026

SIGNAL MATRIX // CH 01 — 10



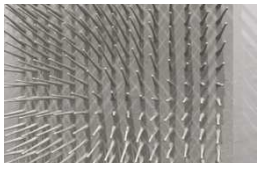
CH 01



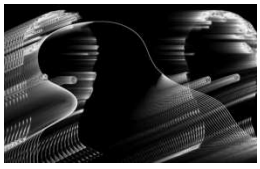
CH 02



CH 03



CH 04



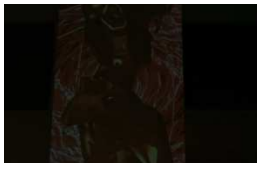
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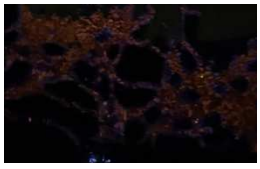
CH 06



CH 07



CH 08



CH 09



CH 10

CH 01 // INSTALLATION

Messico e Nuvole

la faccia triste dell'America

ALCOVA STAGE · KOMOREBI 2026
4–6 SEPTEMBER 2026
FORTE DI VINADIO · IT









Suspended in space, a constellation of inorganic elements waits to be inhabited. At first the sculpture appears compact and solid, yet light passes through it. The metal mesh becomes an iridescent membrane: where the light touches it, it glows like cloud; where it passes through, it lands on the stone arch as shadow, as rock.

Messico e Nuvole surprises and disorients, inviting the gaze to lose itself among matter, light and music. Lying down, visitors let the music carry them into a liquid, dilated journey, where the perception of time slowly fades and no ending is needed.

A site-specific installation created for the Alcova stage at Komorebi Music Festival 2026, at Forte di Vinadio. The fort is undergoing a transformation: its historical function is gradually giving way to new inhabitants, to a new community. The installation sits between the material and the immaterial, between memory and transformation.









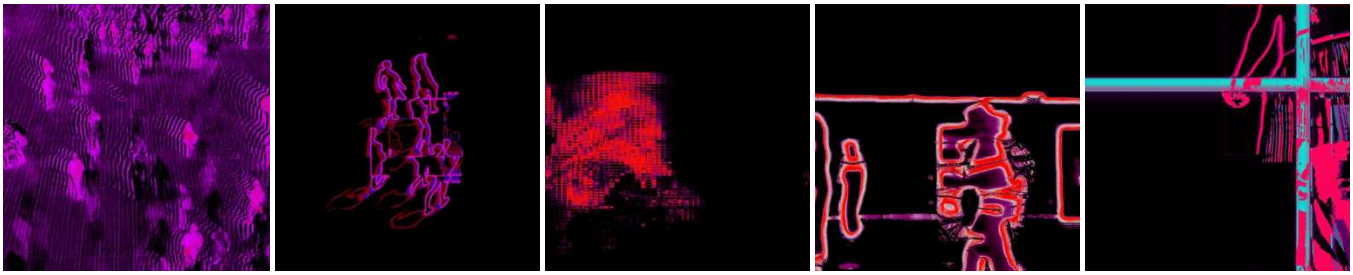
CH 02 // INSTALLATION

States of Motion

MART MUSEUM
30–31 MAY 2026 · ROVERETO IT
POPLAR–UTOPIA FESTIVAL

“Rebuild it with the materials of your time.”

— GIACOMO BALLA, FOUND BY ELIO MARCHIGIANI UNDER A CARDBOARD FLOWER



I ACCUMULATION

WARP FEEDBACK MACHINE

The present is fed back into itself until the image no longer resembles what entered. Memory is not stored — it is metabolized.

II DURATION

SLITSCAN / TIME DISPLACEMENT

Every position a body has occupied, held simultaneously. Past and present occupy the same surface.

III DEGRADATION

OPTICAL FLOW + COMPRESSION

Only the parts of the signal that move survive. The rest decays into blocks — data corruption as the truest portrait of flux.

IV CONTOUR

EDGE DETECTION + FEEDBACK TRAILS

The body reduced to the line where it ends and the world begins. That line accumulates, and persists after the body has moved on.

V PRESENCE

BLOB COMPOSITE + TIME MACHINE

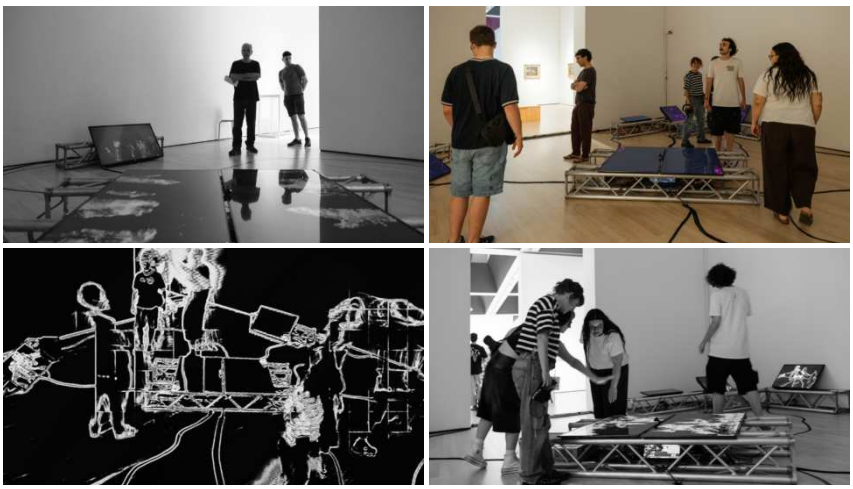
The same figure shown now and a few seconds ago, in the same frame. You are here, and you were here, and both are true at once.

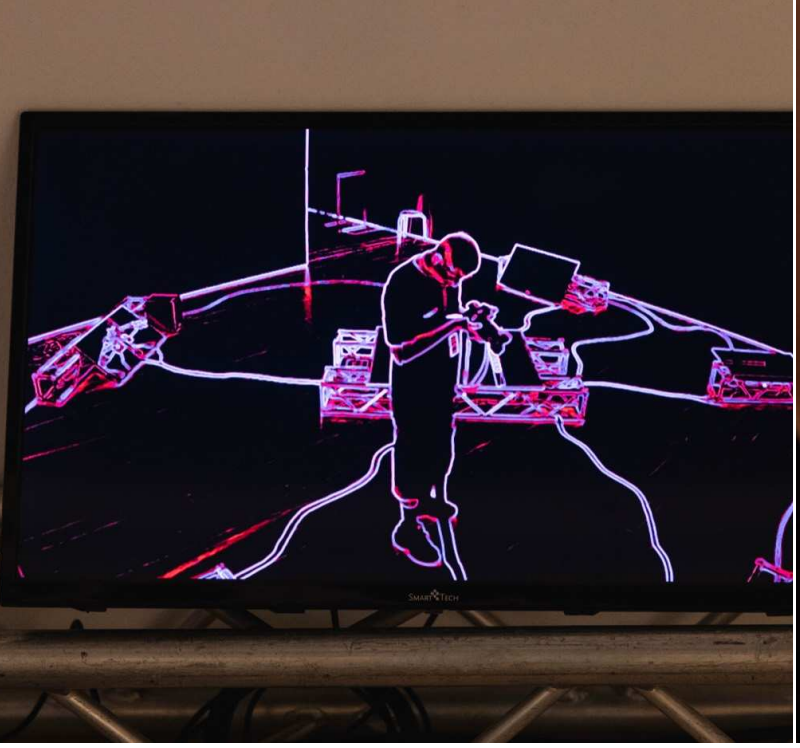
A live audiovisual instrument that processes the present through feedback, temporal displacement, and signal degradation. A live camera enters the system and is acted upon immediately — accumulated, run back through itself, distributed across screens in space.

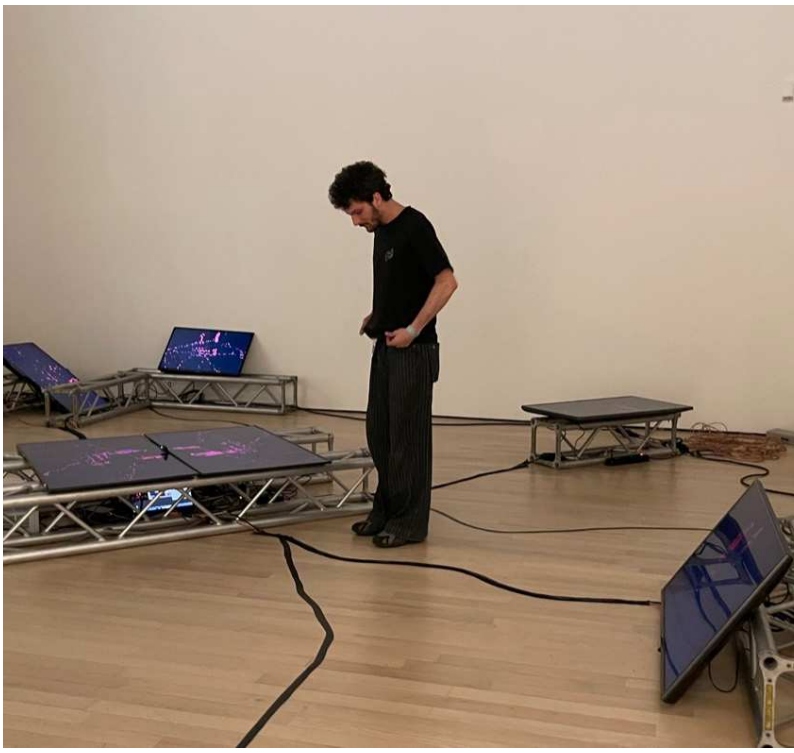
Your body is the input. The system does the rest.

With Consuelo Donati & Luca Richelli

Photo: @raw_sario / Rosario Multari









CH 03 — PROXIMITY

Proximity

GENERATIVE PIECE · 2025

Complex spatial structures emerging from extremely simple primitives: points, agents, and the connections between them. The visual language is built entirely from relationships — proximity, neighborhood, and their motion in space. Not representing objects in space, but making relationships in space visible.

S/01

Field

Points sample a 3D texture field and are displaced by what they read. A feedback-slope-displace network introduces temporal memory — space shaped not only by the field, but by the history of the system.

S/02

Swarm

Flocking behaviors — alignment, cohesion, separation. The connections, not the particles, reveal the emergent collective structure: patterns of organization and self-regulation.

S/03

Attractor

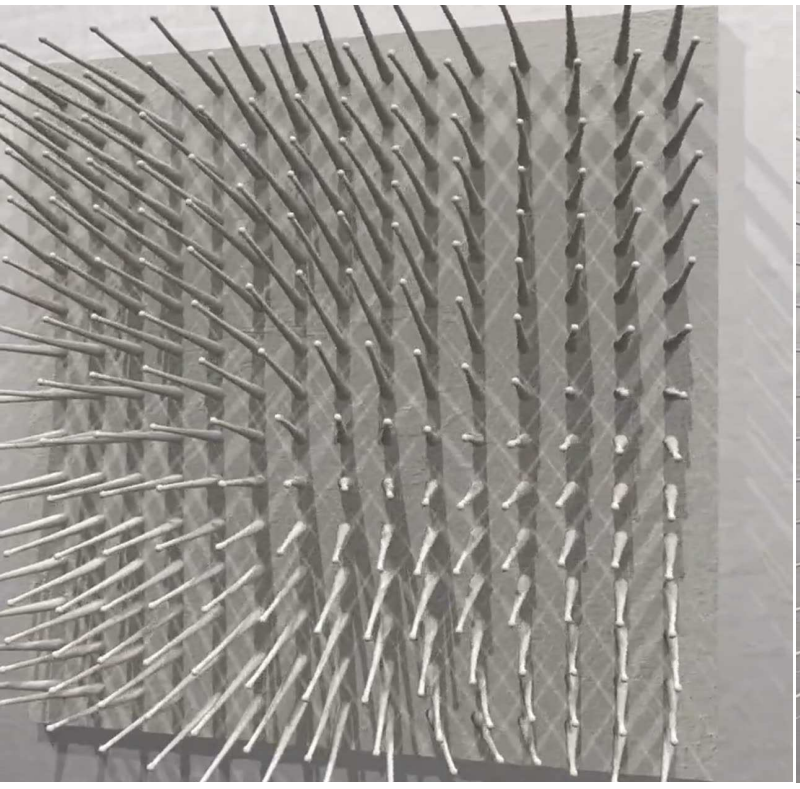
Trajectories constrained by deterministic equations — chaotic but structured motion. The connected points expose the hidden geometry of the attractor over time.

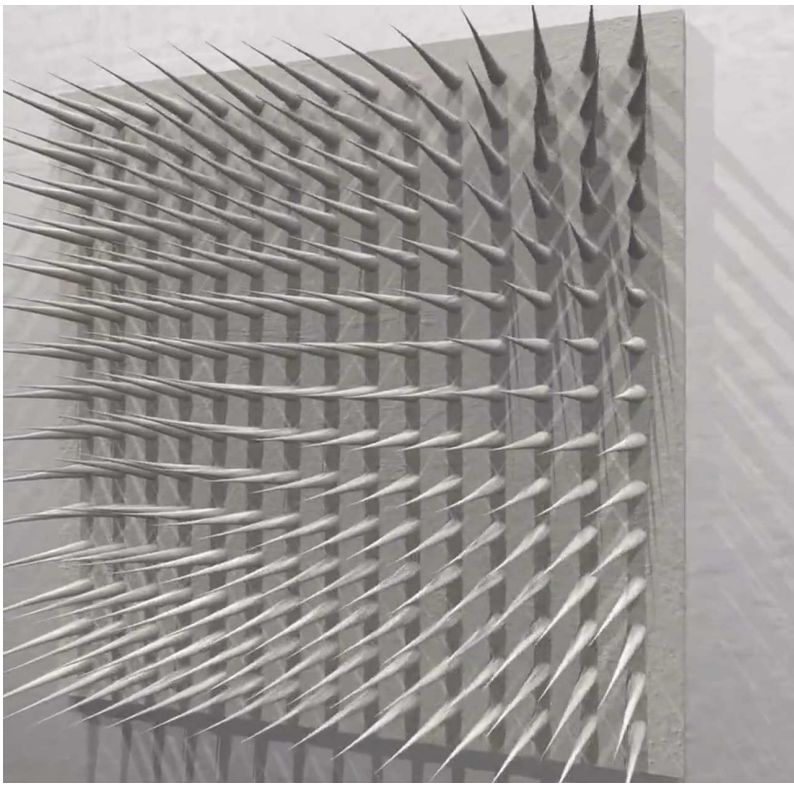
CH 04 — NAILS / LANDLORD

Nails / Landlord

Uecker nails to fix memory

ART PIECE · 2025



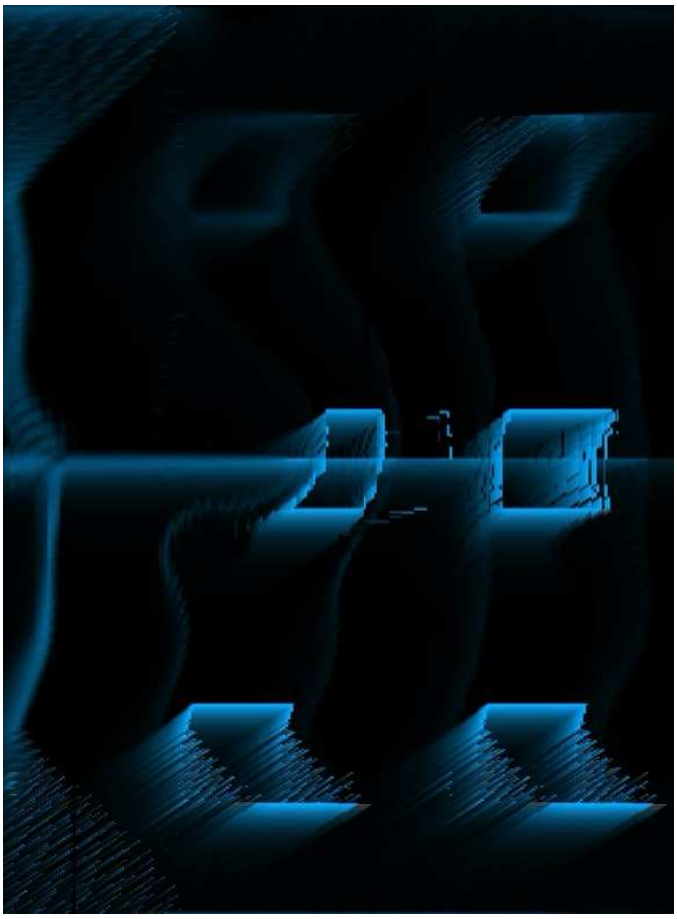


CH 05 // VJ PACK

Inwards

FOR INWARDS · COMPOSER, UK
MARCH–APRIL 2026









CH 06 // VJ SET

25 APRIL 2026
PARIS · FR

bette2rave



















CH 07 — 10 // LIVE VJ SETS

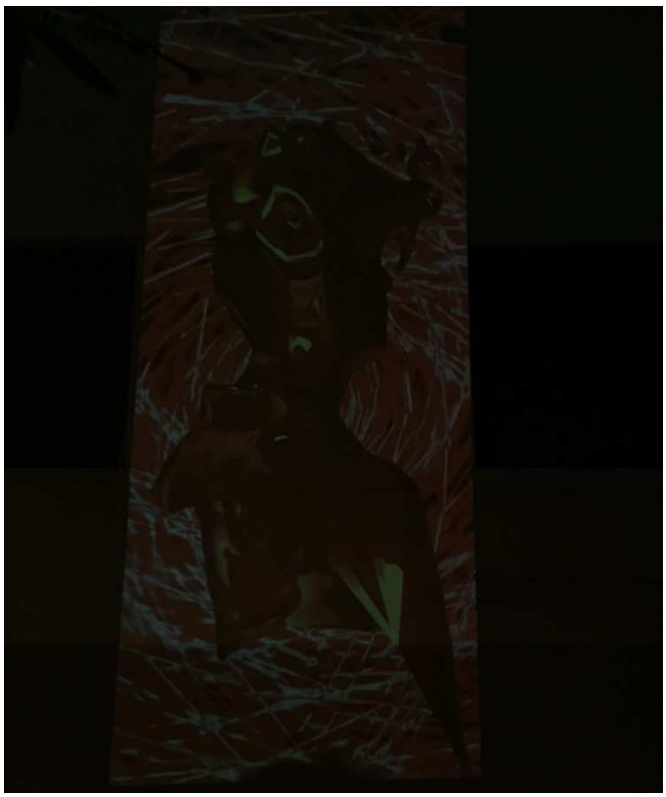
Setlist



CH 07

Poplar Festival

12–13 SEP 2025 · TRENTO, IT



CH 08

One Size Fits None

22 JUN 2025 · TRENTO, IT



CH 09

Follow the Pig

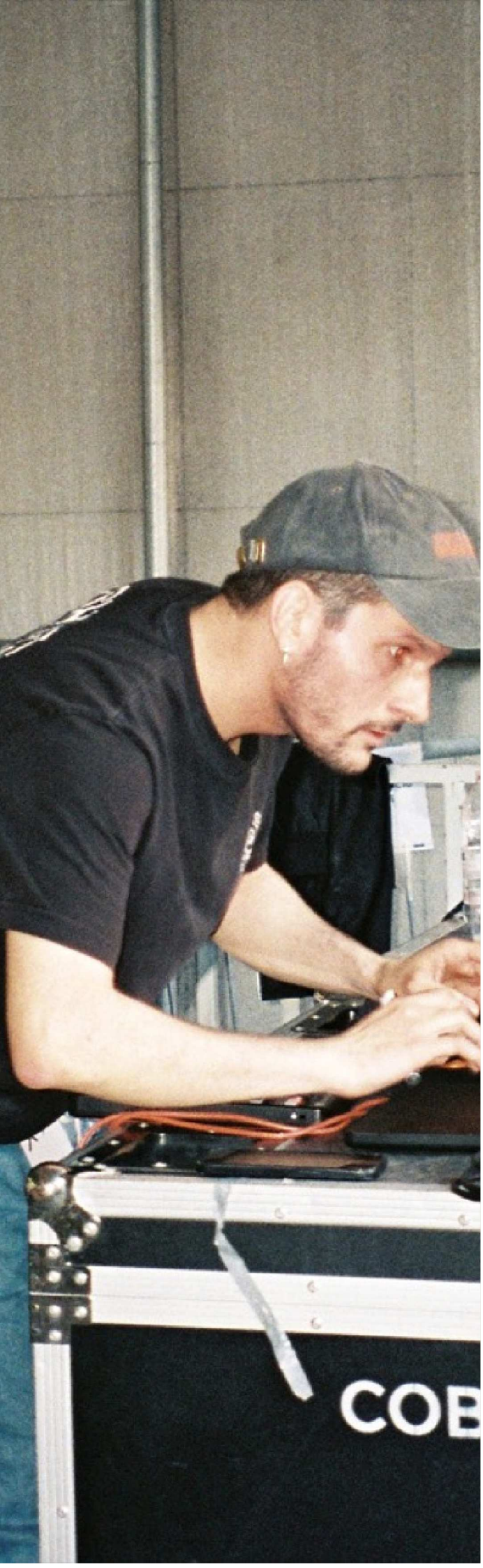
12 JUL 2025 · TRENTO, IT



CH 10

Mesiano 2025

10 MAY 2025 · FEELTHEF · TRENTO, IT



SIGNAL // ABOUT

Matteo Scandola

Matteo Scandola aka m.code (Verona, 1998) is a visual artist and researcher based in Paris, exploring emergence, feedback, and spatial relationships through real-time audiovisual systems.

With a background in physics, he later shifted his focus toward audiovisual art through the discovery of TouchDesigner. His work investigates how structure and complexity can emerge from interaction, motion, and accumulation through experiments with code and algorithms.

SIGNAL // CONTACT

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