

VIDEO INSTALLATION
PHOTOGRAPHY
INSTALLATION
SCULPTURE
URBAN ART

PORTEFOLIO

NATHALIE MAUFROY

VISUAL ARTIST

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ABOUT

Belgian multidisciplinary artist trained in scenography. Her creations, spanning video installations, sculpture, and urban art, explore the connections between bodies, spaces, everyday objects, environments, and social relationships. With a humanistic, experimental, and poetic approach, she develops sensitive and immersive works that transform our surroundings into sensory experiences, inviting us to reconsider our relationship with the world.



«Nathalie Maufroy invites us to view the world with poetry.» Marseille Culture

«Both humorous and catastrophic.» Le Progrès

«A sensory 'mapping' (...) transcending the ordinary 'to reveal the hidden beauty behind every urban wall.'» El Periódico

«... Her living artworks on building walls are each time met with undeniable success.» L'Avenir

«Poetic and unsettling.» Journal Saône et Loire

«Nathalie Maufroy, young Belgian artist (...) reimagines the everyday and shakes up our environments ...» Journal 1030 Culture

«How to bring life to the inanimate while shifting our perspective on everyday gestures and objects associated with our homes – this is Nathalie's artistic and intellectual approach.» La Montagne - Moutier d'Ahun

[>>> More press](#)

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SUBMERSIBLE ZONE is a surreal vision of our cities in the face of climate change, but also a poetic metaphor—a flood of our personal worlds, like an emotion that suddenly rises, a vision that fills our shared spaces. The water rises, then recedes, awaiting the next flood. The installation repeats infinitely like a breath, an endless loop, mirroring floods, tides, and the cycles of life.

A contained catastrophe that adapts to each space it occupies, taking on a form that can be expansive, immersive, or even monumental.

The installation is accompanied by the sound of water, a deep murmur that builds to an overwhelming roar before returning to calm, until the next storm arrives.

*Car-mounted video installation.
Digital and climate-focused artwork. 2024.*

Z O N E S U B M E R S I B L E

[>>> Video link](#)

For the duration of a single breath, a head rises from the water—spirit of the water, giant creature, Loch Ness monster, or mermaid.

*Digital, audiovisual, and aquatic artwork.
2024.*

[>>> Video link](#)

BAIN DE MINUIT





NATURE VIVANTE

This in situ creation explores the relationship between nature and architecture, offering visitors a sensory experience born from the encounter between the artist and the lush natural surroundings of the Luxembourg Belgian Art Center in Montauban.

It is also inspired by places suddenly abandoned by people, where nature has reclaimed its rights.

The work invades the sterile museum space, blending vegetation with architectural elements, evoking the idea of a living nature taking over the surroundings.

This creation questions our relationship with nature in a constantly evolving world, where our furniture contri-

*Immersive digital and audiovisual artwork.
2024.*

[>>> Video link](#)

ON FIRE

*Oeuvre numérique et audiovisuelle sur
voile de bateau.
2024.*

[>>> Lien pour visionner les vidéos](#)

Cette installation présente des flammes dansantes projetées sur la voile d'un bateau, symbolisant la fragilité de notre environnement face aux incendies et aux changements climatiques. Entre destruction et renaissance, les flammes incarnent la dualité de notre planète en péril, évoquant à la fois désolation et espoir. Par sa simplicité, l'œuvre capte une émotion profonde, invitant à la contemplation et à une prise de conscience de notre responsabilité face à l'urgence climatique.





This installation presents dancing flames projected onto a boat sail, symbolizing the fragility of our environment in the face of wildfires and climate change. Between destruction and rebirth, the flames embody the duality of our endangered planet, evoking both desolation and hope.

Through its simplicity, the work captures a deep emotion, inviting contemplation and raising awareness of our responsibility in the face of the climate crisis.

ALIVE

*Digital and audiovisual artwork,
projection on the treetops.
2024.*

[>>> Video link](#)

On the ledge of a building, a small silhouette hangs suspended. It tries to climb up, stubbornly, yet cannot succeed. Despite its constant efforts, it remains stuck, suspended in mid-air. This installation explores human stubbornness in the face of obstacles and the perseverance required to confront the impossible. It poetically questions our relationship with effort and failure, highlighting the tenacity that drives us to keep going, time and again.

S U S P E N D U E

Digital and audiovisual artwork.
2024.

[>>> Video link](#)





A nocturnal urban mural that reinterprets a piece of architecture, a facade, or a wall with a sense of detachment, simplicity, and poetry. It is a tactile exploration of our urban spaces that emphasizes touch as much as strangeness. Is this thing trying to break free? Giant hands blindly explore the surrounding stone, seeking to grasp the accessible relief in order to comprehend the outside world.

«A unique and contemplative audiovisual work that creates just the right amount of disorder in our perception, making a familiar landscape feel unusual.»

*Digital and audiovisual artwork.
In situ creations since 2017.
Presented in Spain, Italy, Switzerland, France, and
Belgium.*

[>>> Video link](#)

BEHIND THE WALLS

>>> LLUM, Barcelona, 2024.

Evoking porcelain, the blue and white patterns come to life on the table and its plates. Projected animals and landscapes invite themselves into the dishes, echoing the presence of the living in our daily lives. Fragments of natural elements, including animals and plants, each remind us of our connection to the complexity of ecosystems that end up on our plates. Here, the living intersects with the art of the table to question our relationship with what we consume.



*Audiovisual digital artwork
Installation, mapping on table and dishware.
Project in development.
2024.*

[>>> Vidéo link](#)

P O R C E L A I N E



*Audiovisual digital artwork
Installation, video mapping
Project in development.
2024.*

[>>> Video link](#)

CELLES QU'ON NE VOIT PAS

embodies the discreet presence of those often overlooked in our societies. Inspired by invisibilized female figures—guardians, cleaners, beggars, homeless individuals, refugees—this work poetically and politically addresses the issue of social invisibility.

The projection of feet at the base of this mass of fabric, accompanied by a soft sound of breathing, lends a subtle life to this presence, allowing it to exist.

Before it, we are invited to reconsider our gaze and question the place and value of those who are too often relegated to the shadows.





HUMAN BEING

Digital artworks - Video installations

«When I was a child and the light went out, it was as if I was not alone... yet when I turned on the light, there was just a pile of clothes on the chair...»

This residency project, carried out at La Métive in Moutier d'Ahun in 2023 and 2024, has given rise to various installations that blend the body with objects or spaces around the home, the dwelling, and the bedroom, seeking to bring forth presences within these domestic spaces.

The project is still evolving, employing similar projection principles, with the current aim of questioning certain social invisibilities, particularly focusing on the occupation of temporary shelters for refugees.





B O O K

*Digital artworks
Video installations centered around books
2023, 2024, 2025.*

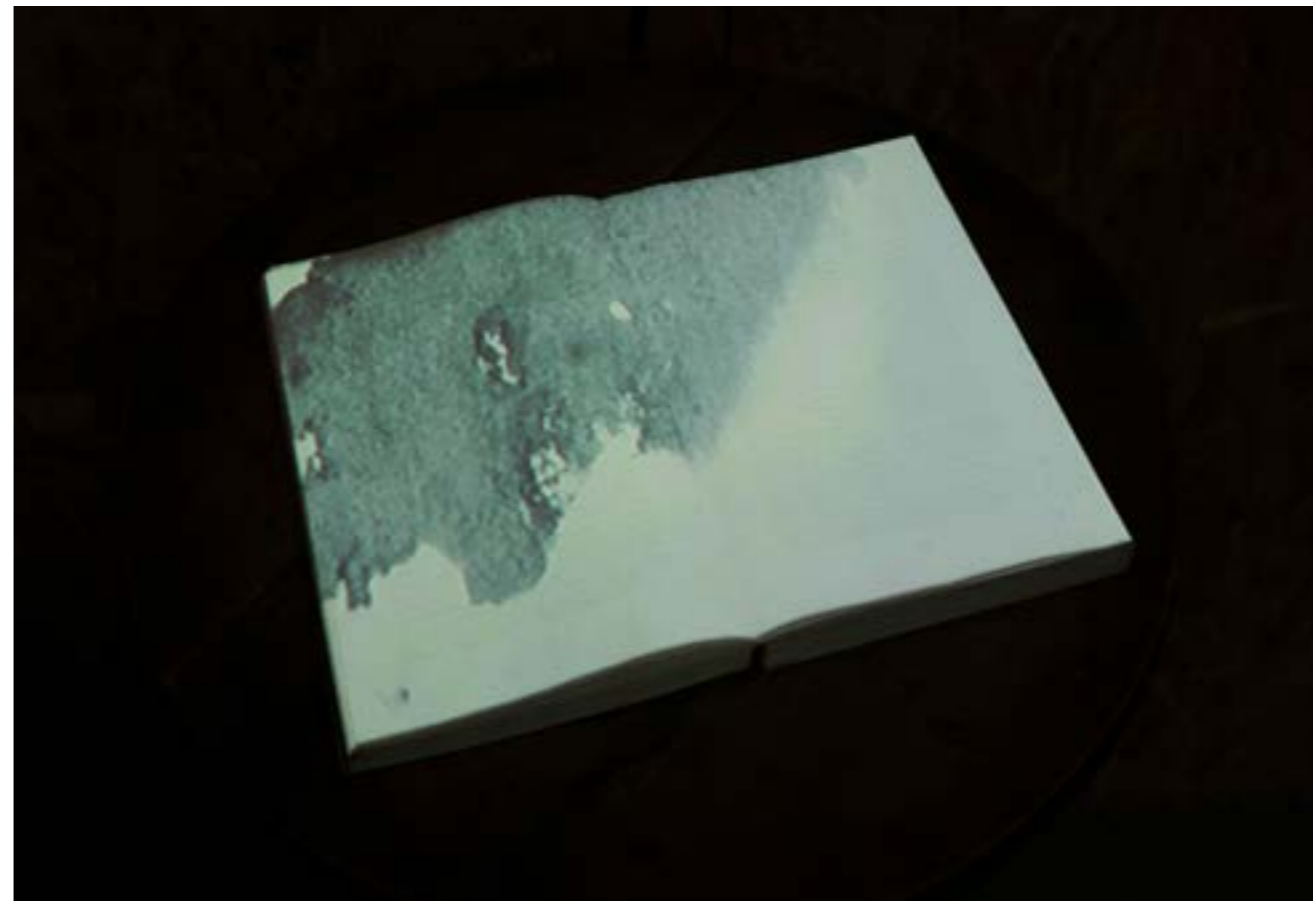
[>>> Video link](#)

The book as a bridge to the imagination.

A blue dream unfolds.
Disquiet.
A dark, viscous mass engulfs me.

A hand caresses me.

The sea rises.
Shore and drift.
A wave.



THROUGH THE WALLS

Audiovisual digital artwork, 2022.

[>>> Video link](#)

The white wall and the blank page crack and tear.
A breach between two worlds where large, blind hands fumble to break free.

This artwork is a variation of Behind the Walls.





CERAMICS

A touch of surrealism joins the table. This installation is part of a series that reexamines the sensitive relationships between the body and everyday objects. With humor, this small installation reveals the sensory and gustatory connection our taste buds have with a cup—a small, discreet, and luminous ceramic object—inviting the viewer to humorously immerse themselves in it for a moment.

*Digital artwork
Video installation for a cup
2022.*

[>>> Video link](#)

1 MINUTE

*Digital artwork
Video installation for a chair
2021.*

An uncomfortable seat revealing our inability to remain still and quiet for even a minute without moving. This installation draws inspiration from the weight of our bodies as they stick to the chair in the summer, unabashedly analyzing the impressions on our skin and the gestures left by our hands on our bodies in this daily choreography. Inertia meets the living, and the living breathes life into the inanimate without shame.

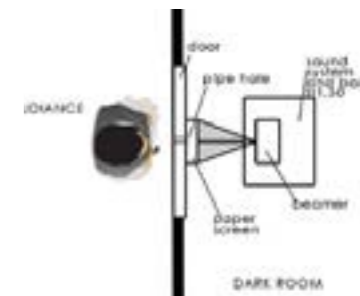
[>>> Lien pour visionner les vidéos](#)





The sound calls to us with powerful hammer blows coming from beyond the illuminated door in front of us. A bull's-eye window is set in its center. Invited to immerse our gaze, with our eye pressed against the door, we find ourselves on the other side of the peephole, facing a creature that is part human, part animal, observing us before suddenly smashing the walls that surround it with a sledgehammer. Calm and serene for a moment, then in total implosion the next.

The installation humorously invites us to witness a sudden loss of control, a completely impulsive act, encouraging us to reconsider our own emotions, which can be both explosive and restrained at the same time.



[>>> Video link](#)

BURN OUT

*Digital artwork
Video installation, door and peephole
2018.*

CONVERSATION

*Digital artwork
Video installation for a table*

[>>> Video link](#)

On a table, identical hands engage in an infinite conversation. The language of the body is at the heart of the artwork, unfolding a continuous choreography that evokes a dialogue with oneself in a suspended time. The tactile and corporeal dimension explores habits and seeks to question this unconscious language of our bodies.





PANORAMA

*Digital artwork
Panoramic viewpoint video installations
2018.*

[>>> Video link](#)

The sea has flooded the railway tracks, a meteorite has fallen from the sky, a caravan is on fire... elements are integrated into the landscapes like surreal disasters that traverse our realities.





GIANTS

*Digital artwork
Video mapping installations
2018.*

[>>> Lien pour visionner en vidéo](#)

Games of scale and exploration of buildings.

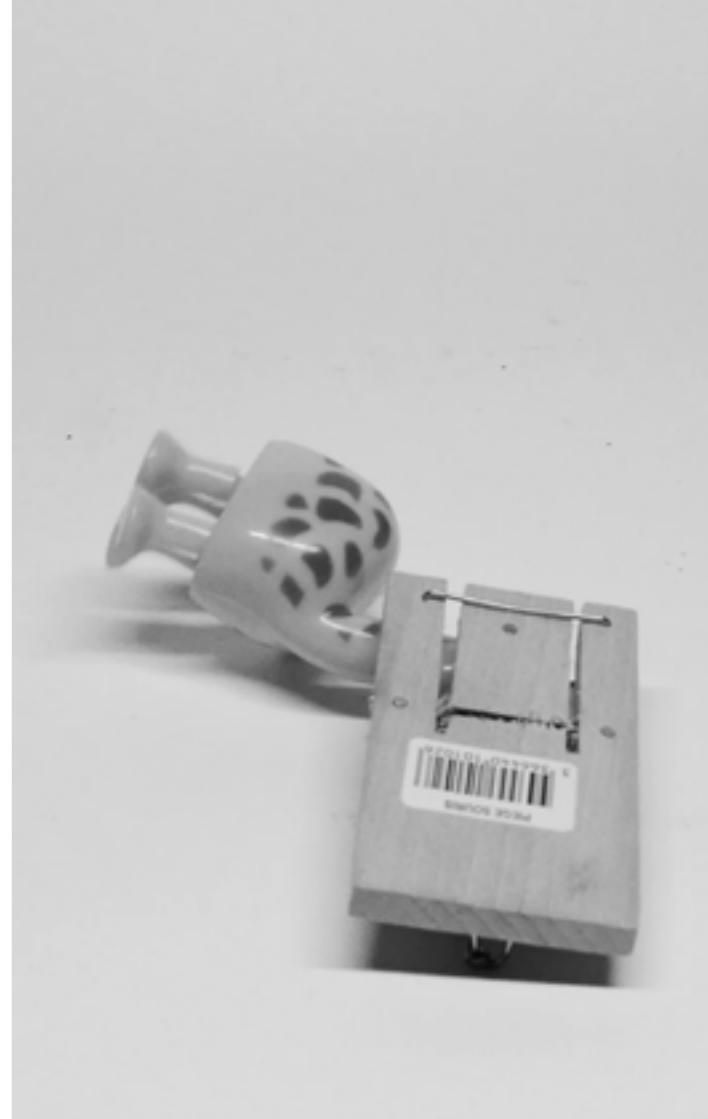
[>>> Video link](#)

HAPPY MURDER

*Digital artwork
Series of short video formats
2016.*

Murders and suicides of mechanical toys.
Poetic, catastrophic, and absurd.
Silly and wicked, this series questions
the inevitability of existence with humor
and derision.

Duration of the selection: 1'08"
Ecran Total Festival, Utopia Montpellier 2022
La vitrine de l'astrelier, Sète 2021
Galerie Nanoh, Paris 2022





G O D I S A D J

*Digital artwork - 2'35
2016*

It is a collection of anonymous, unidentified, dancing buttocks, devoid of modesty or eroticism. The naked body dances in spontaneous choreographies. Each body possesses its own individuality, uniqueness, and expressiveness.

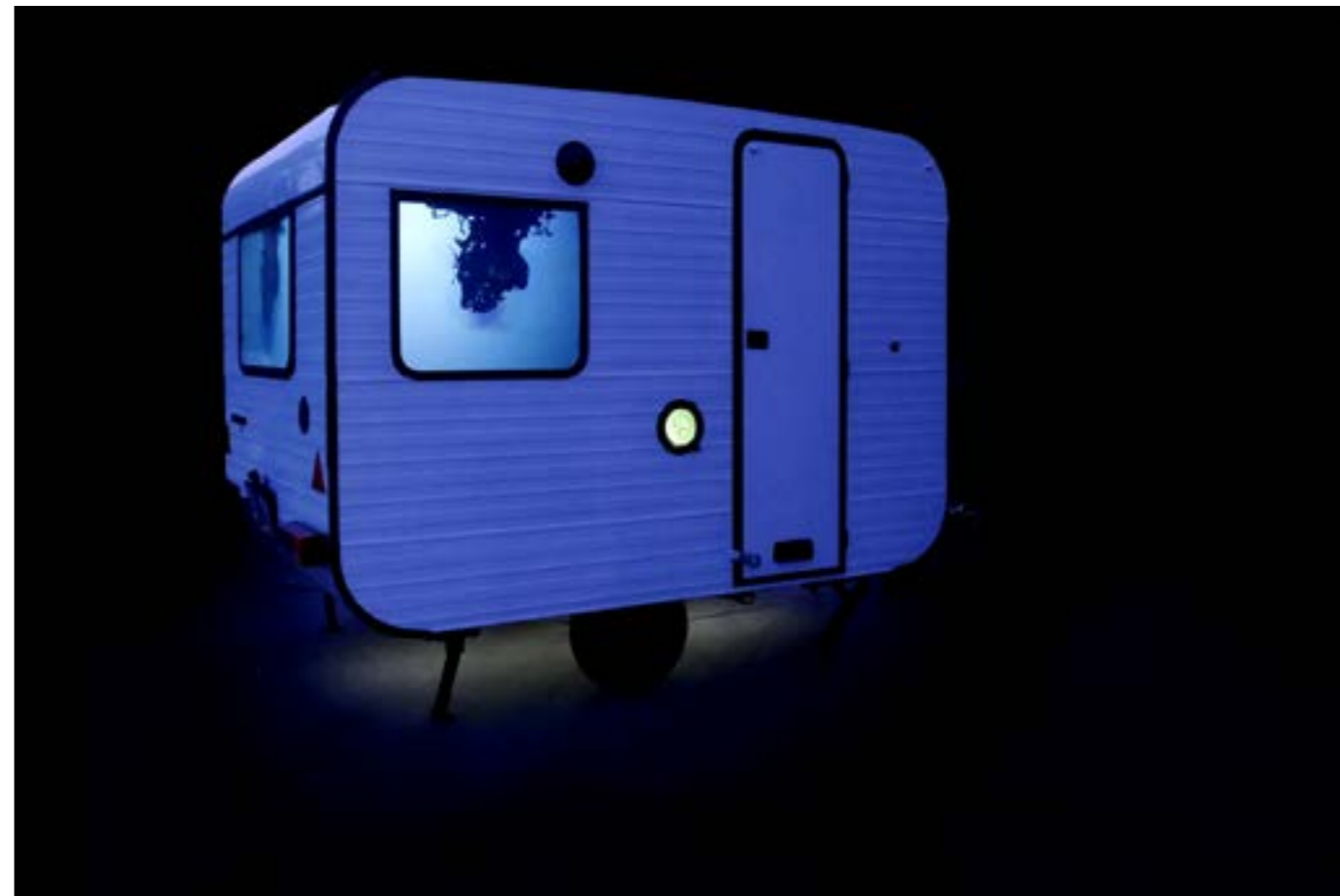
[>>> Video link](#)

P L A Y

*Audiovisual installation in a caravan
Experimental mobile studio
2016-2018.*

PLAY is primarily a playground for experimentation that takes the form of an evolving audiovisual installation in a caravan.

It serves as both a «mobile studio» by day and a nighttime installation featuring synchronized projections cast on the windows, portholes, and through small peepholes.





ANTICHAMBRE

*Digital artwork
Installation for a box
2016*

*Loop duration: 9'23''
Large format: 220cm x 220cm x 220cm
Small format: 40cm x 40cm x 40cm*

[>>> Video link](#)

«The anteroom is the space that precedes other rooms. It seems to lack status in itself; it is a waiting room for something else.»

A narrative of images inside boxes of different scales. Here, our mind wanders in this confined space, taking the form of multiple, almost ghostly apparitions where time and our relationship with space deconstruct, leading us to lose ourselves in a white box.

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HORS CADRES

A series of small photographic formats also visible in augmented reality, derived from gigabytes of video footage and gathered here around the question of architecture, the frame as the fourth wall, and the imaginary space it contains.



*Exhibition of augmented reality photographs
20 formats, 20x20cm
2024.*

[>>> More](#)

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SURREALIST HUMAN NATURE

*Series of in situ photographic installations
PANORAMAS.*

[>>> More](#)

A series of photographic installations for telescopes featuring various panoramas that present a surreal, catastrophic, or futuristic vision of the landscape.
A focus on another reality that is already ours.



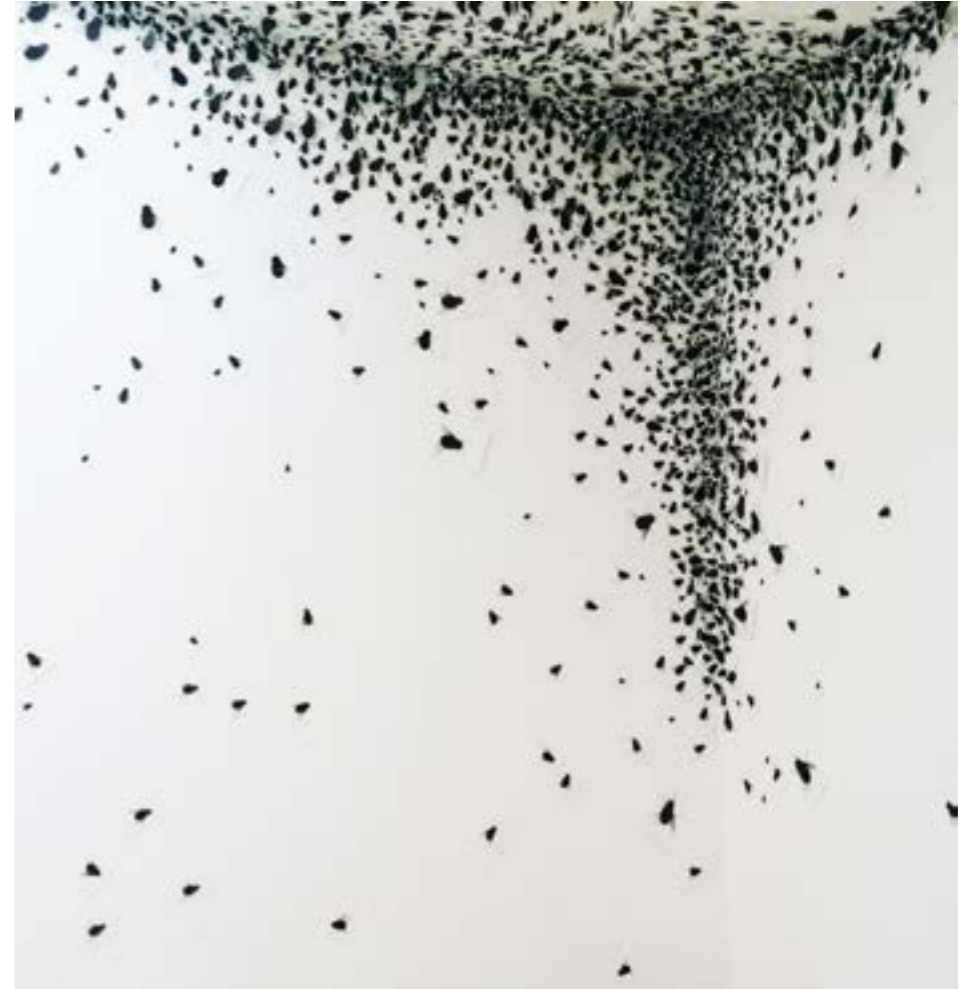
FLIE'S CORNER

*In situ installation
Paper mural*

*Winner of the 1st prize at the NANOH competition 2022.
Paper, printing, collage.*

An invasion of flies in a corner of architecture.

The insect is excessively multiplied to form an overwhelming and dynamic mass, rendered fascinating by its density. What is almost disturbing is also sublimated; the harmful or the monstrous is magnified through meticulous work that becomes a lace of paper. The artwork presents a form of imbalance related to our ecosystems, where horror and beauty intertwine, confronting us with our duality. This piece also questions our Western relationship with animals, insects, nuisances, and living beings that we prefer not to see in our sanitized, overprotected, and regulated society. Just as we no longer see our dead, we chase away any other form of life that could harm us, put us in danger, or simply disturb us.



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LA PLONGEUSE

*Urban aquatic sculpture
Installation.*

Diver's legs seemingly frozen mid-dive at the water's surface.

A prolonged, infinite breath-hold.

A suspended moment.

An aquatic, poetic, and anthropomorphic work that proposes a dialogue between the body and urbanism.

This sculpture is part of the Gargoyles series, an anthropomorphic collection that questions presence and the memory of what remains of a past moment, exploring what makes the inanimate come alive or renders the living inert.

Dimensions: 50cm x 25cm x 120cm

Materials: acrylic resin - fiberglass - stainless steel
2022.



LANGUES DE BOIS

*Series of sculptures
Installation.*

A sculptural installation that blends architectural ornamentation with human expression. It questions our relationship to language, truth, and social conventions.

Dimensions: 20cm x 20cm x 20cm
Materials: plaster - acrylic resin - 2023.

DO YOU HEAR
ME?

Tile 13x13cm.

This time the walls have ears.
It is about reinterpreting architectural classics while
questioning the representation of the body in architec-
ture.

Dimensions: 13cm x 13cm x 5cm
Materials: plaster - acrylic resin - 2023.





M O U E S

Sculpture La rosace mêle ornement architectural et expression humaine grimaçante. Elle interroge aussi notre rapport au langage et aux conventions sociales.

Dimensions : 30cm x 30cm x 6cm
Matériaux : plâtre - résine acrylique - 2023



PORTRAIT DE TERRITOIRE

*Sculptural installation
Participatory artwork.*

This work was created with the participation of around thirty residents from the ESCAUT ARCHITECTURE neighborhood in Molenbeek, Brussels, involving the collaborative molding of their hands.

The expressions of their hands are displayed here as a military square or a sign language table. This collection or sampling of gestures, captured at a specific moment in a defined territory, forms a kind of neighborhood portrait that carries a sensitive, collective, anonymous, and universal humanity. Each individual's uniqueness is valued equally, highlighting the importance of each person's contribution to the community.

64 hands cast in acrylic resin
Dimensions: 360cm x 360cm x 25cm.



PASSE-PASSE

Sculptural installation

The instruction during the molding process was «the passing of an object to someone else.» Each hand participates in the same collaborative action to construct this sculptural mural «in motion.»

16 hands in acrylic resin.





EN S U S P E N S I O N

Urban sculptural installation.

Suspended hands.
Placed here and there in the street to cling to the edge of a window, above a fence, or to the relief of an architectural feature.

Concrete or acrylic resin.



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TRANSIT

*Monumental ephemeral participatory mural
Collective performance*

At the beginning, there is nothing but a street, its cobblestones, a pile of chalk, and a large gathering. Everyone is invited to trace a simple, repeated geometric shape with chalk. Little by little, the isolated act multiplied gains significance through the group; urban poetry takes shape, and the fleeting artwork takes over the neighborhood with just a bit of white chalk left by each person on the black pavement. The pattern spreads like soap bubbles in a breath, and the drawing quickly extends as far as the eye can see. In less than an hour, the place is completely transformed. The participation of each person makes the work possible, surprising, impressive, monumental.

TRANSIT is a collective, urban, ephemeral work, a tribute to the act of doing together, and an invitation to change our daily lives through a very simple action in a remarkably short period of time.





SCARABEES

Ephemeral Urban Mural

This artwork features beetles that enter and exit the corners of the streets, temporarily and freely invading the neighborhood. It was created during the restrictions on movement and curfews in France during the health crisis, highlighting the limitations on individual freedoms related to the pandemic. The piece questions free movement, territorial boundaries, and the relationship between nature and urban space, while also prompting reflection on ecological imbalances, migratory movements, and the notion of belonging in public spaces. Given its expansive urban dimension, the collective action aimed to symbolize a reclaiming of freedom in the context of a health crisis, where the government imposed authoritarian and restrictive measures reminiscent of dictatorship. The beetles, symbols of good fortune, were strategically chosen as a talisman for passersby.



An invasion of jellyfish, these brainless and lungless marine creatures that inspire fear or fascination, enter the room by the hundreds, flooding us with scattered deep blue as they come between the light and us.

This installation also alludes to those particular times when jellyfish swarm the beaches or fill the ports.

NUÉE DE MÉDUSES

Mural fresco, linocuts



The video installations are viewable in augmented reality via the Artivive platform.
Scan the QR code. Install the app. Open it. Scan the images.

SOLO EXHIBITIONS

Chiasso Perduto, Firenze (IT) - 2025

MCA / CACLB (Centre d'Art Comtemporain du Luxembourg Belge), Arlon (BE) - Hors cadres - 2024

Musée Gaumais, Virton / CACLB (BE) - Nature vivante - 2024

Escout architectures, Bruxelles (BE) - Gargoyles - 2023

Laboratoires numériques éphémères Centre Art du Luxembourg Belge / Festival Chassepierre (BE) - 2022

RANDOM/LASTATION, Gagliano del Capo (IT) - 2018

FESTIVALS

Nuit numérique, Saint-Ex, Reims (FR) - Behind the Walls - 2025

Incandescente, Theatre Principal d'Inca, Mallorca (ES) - Behind the Walls - 2024

Mairie de Perols (FR) - Zone submersible - 2024

Festival de Chassepierre, Florenville (BE) - Suspendue - 2024

La Festive - La Métive, Mouthier d'Ahun (FR) - Alive - 2024

LLUM, Barcelona (ES) - Behind the walls - 2024

Un(Holy)Light, Leuven (BE) - Behind the walls - 2023

Festival international de Chassepierre (BE) - Behind the walls - 2023

Festival Ecran Total ; Cinéma de Pezenas, Utopia Montpellier, Latelier à Sète (FR) - Happy murder -2022

Soirée des arts, Foire «Art Montpellier» - Through the walls - 2022

La mêlée, Nyon (CH) - Behind the walls - 2022

Nuit des Arts Numériques / Biennale, Mons (BE) - Behind the walls - 2021

Chalon dans la rue, Chalon-sur-Saône (FR) - Behind the walls - 2021

Les Halles de Schaerbeek, Bruxelles (BE) - Behind the walls - 2019

Wintervonken, Brugge (BE) - Behind the walls - 2019

Les fêtes romanes, WOLUBILIS, Bruxelles (BE) - Behind the walls - 2018

Citizen Light, Bruxelles (BE) - Play - 2018

Theater op de markt / Dommelhof, Neerpelt, (BE) - Play - 2017

ESPACE PERIPHERIQUE, Paris, FR - Panorama - 2017

Theater op de markt / Dommelhof, Neerpelt, BE - PLAY - 2017

Scène nationale de Tarbes, Arudy, FR - Play - 2017

Latitude 50, Marchin, BE - Play - 2017

Cellule 133a, Bruxelles, BE - Play - 2017

LookIN'OUT / BAMP, Bruxelles, BE - PLAY - 2016

MiramirO, Gent, BE - PLAY - 2016

OUTSIDE COLLECTIVE EXHIBITIONS

Arts éphémères et itinérances, Marseille (FR) - La plongeuse - 2024

A Ciel Ouvert, Riorges (FR) - Panorama Surrealist Human Nature - 2024

Sporen, Ypres (BE) - PANORAMA#Surrealist Human Nature - 2022

Entre-lacs, Villeneuve d'Asq, FR - La Plongeuse - 2022

COLLECTIVE EXHIBITION

La Vitrine de l'Astrelier, Sète (FR) - 2023

AR7, Foire «Art-Montpellier», Montpellier (FR) - 2022

BAMP, Bruxelles (BE) - 2022

NANO, Paris (FR) - 2022

7galerie, Sète (FR) - 2022

OPEN SPACE, Sète (FR) - 2021

PARTICIPATIVES PERFORMANCES

Festival de Chassepierre, Florenville (BE) -Transit

Biennale d'art contemporain - Appel d'air, Arras (FR) - Transit - 2024

Latitude 50, BE - Transit - 2023

La mêlée/la criée, Nyon, CH - Transit - 2022

Ouverture de saison culturelle UCLouvain/Cie Claudio Stellato, Louvain, BE - Transit - 2021

RESIDENCIES

Chiasso Perduto, Firenze (IT) - 2025

La Métive, Mouthier d'Ahun (FR) - 2024

Biennal d'art contemporain, Arras (FR) - 2023

L'Escaut architectures, Bruxelles (BE) - 2023

LIBITUM Belgium's (BE) - 2023

Latitude50, Marchin (BE) - 2023

La Métive, Mouthier d'Ahun (FR) - 2023

TMS, Scène Nationale de Sète (FR) - 2022

Laboratoires numériques éphémères, Centre d'Art du Luxembourg Belge (CACLB) (BE) - 2022

Sporen, OPEN SITE, Ypres (BE) - 2022

Court-circuit OPEN SITE, Comines (BE) - 2022

Le Château de Monthelon (FR) - 2022

Galerie NANO, Paris (FR) - 2022

L'escaut architectures, Bruxelles (BE) - 2021- 2022

BAMP, Bruxelles (BE) - 2021 -2022

RANDOM/LASTATION, Gagliano del Capo (IT) - 2018

Wolubilis (BE) - 2018

Artiste associée au BAMP, Bruxelles (BE) - 2016-2018

DOMMELHOF, Neerpelt (BE) - 2017

ESPACE PERIPHERIQUE, Paris (FR) - 2017

ANIMAKT, Paris (FR) - 2017

LATITUDE50, Marchin (BE) - 2016 - 2017

FEES D'HIVER, Crévoux (FR) - 2017

LIBITUM/AD.LIB (BE/FR) - 2016

GRANTS

Mobility grant for Chiasso Perduto residency from Wallonie Bruxelles International (WBI) - 2025
Project grant from the Art Numérique Fédération Wallonie Bruxelles for Nature vivante - 2024
Grant research La Métime, Lieu international de résidences artistiques - 2023 et 2024
Residency grant from Biennale Appel d'Air, Arras - 2024
Grant research from l'Escaut architecture - 2023
Grant creation Commune de Molenbeek - 2023
Grant research from Centre d'Art Contemporain du Luxembourg Belge (CACLB) - 2022
Grant residency from Château de Monthelon - 2023
Mobility grant from Wallonie Bruxelles International (WBI) - 2018 - 2021 - 2022
Research grant from the Pluridisciplinary Fédération Wallonie Bruxelles - 2022
Individual research grant from Fédération Wallonie Bruxelles - 2018
Espace périphérique, Paris (FR) - 2017

WORKSHOP

Digital Workshops and Augmented Photography, Ages 12-18, MCA (BE) - 2024
Digital Workshops and Architecture, Ages 6-12, PECA, Gaumais Museum (BE) - 2024
ICCAR Workshop, International Circus Centre for Artistic Research (ES) - 2023
Digital Workshops, Mapping, Ages 6-12, for CACLB/Chassepierre Festival (BE) - 2022
Visual Arts and Scenography Workshop at AKDT, Children and Teens (BE) - 2017
Workshop on Installation/Performance at EPS St-Luc Scenography, Brussels (BE) - 2015/2016
Assistant for the Scenography Workshop at La Cambre ENSAV, Brussels (BE) - 2011
Visual Arts and Theatre Workshops in Hospitals, ACTIF CLUB (BE) - 2005/2012

[Other collaborations >>>](#)

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