

ARTIST STATEMENT

VALERIA ABENDROTH

VISUAL ARTIST

My artistic practice moves between body, technology, and spirit. With a background in dental technology, I developed a special interest in artificial materials and the reproduction of the human body and in how new technologies shape, extend, or even redefine what it means to be human.

I explore how transhumanism and our increasingly virtual world affect the body, consciousness, and identity.

What does it mean to be human today? How are our thoughts and feelings changing in a time of AI, biotechnology, and constant digital stimulation?

My work is interdisciplinary and includes installations, sculptures, and video works. I often use discarded materials from medical contexts, things from labs, clinics, and dental practices, and turn them into speculative, hybrid forms. These objects move between biology and technology and are designed to enter into a direct relationship with the human body.

Currently, I'm working on a new body of work that turns inward, toward the spiritual and the non-material. After focusing on the outer, physical, and technological aspects of the human body in the past, I now explore the quieter, inner side of being.

I create works that evoke ambiguity, between attraction and irritation, beauty and discomfort. These tensions raise questions without giving clear answers, allowing space for personal reflection.

At the center of my work is a question that concerns us all: how is human life changing in a time of major technological and social change? Technology not only shapes our surroundings, but it also changes how we see ourselves and others. With my art, I explore who we are, who we might become, and what we might lose if we forget our inner selves.

For me, art is a space for deeper reflection, a place where we can pause, question, and search for orientation in a world that is constantly shifting.

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LABORATORIUM SUGGERERE

Exhibition View, Anna Nova Gallery-St.Petersburg
2020

Result of the Art & Technology funding program of
S+T+ARTS, an initiative of the European Commission.

Laboratorium suggerere mimics a medical development lab — a clinically artificial environment inhabited by 3D-printed organs, veins, bones and techno-biological objects.

The installation explores the transformation of the human body through technology, medicine and artificial reconstruction. Objects resembling organs, prostheses or biological fragments appear suspended between medical specimen, synthetic lifeform and speculative future.

The installation can be physically entered and explored through touch, sight and smell, confronting visitors directly with an artificial and speculative bodily environment.

Installation video: <https://www.youtube.com/watch?v=ki0mCaBqmaI&t=1s>

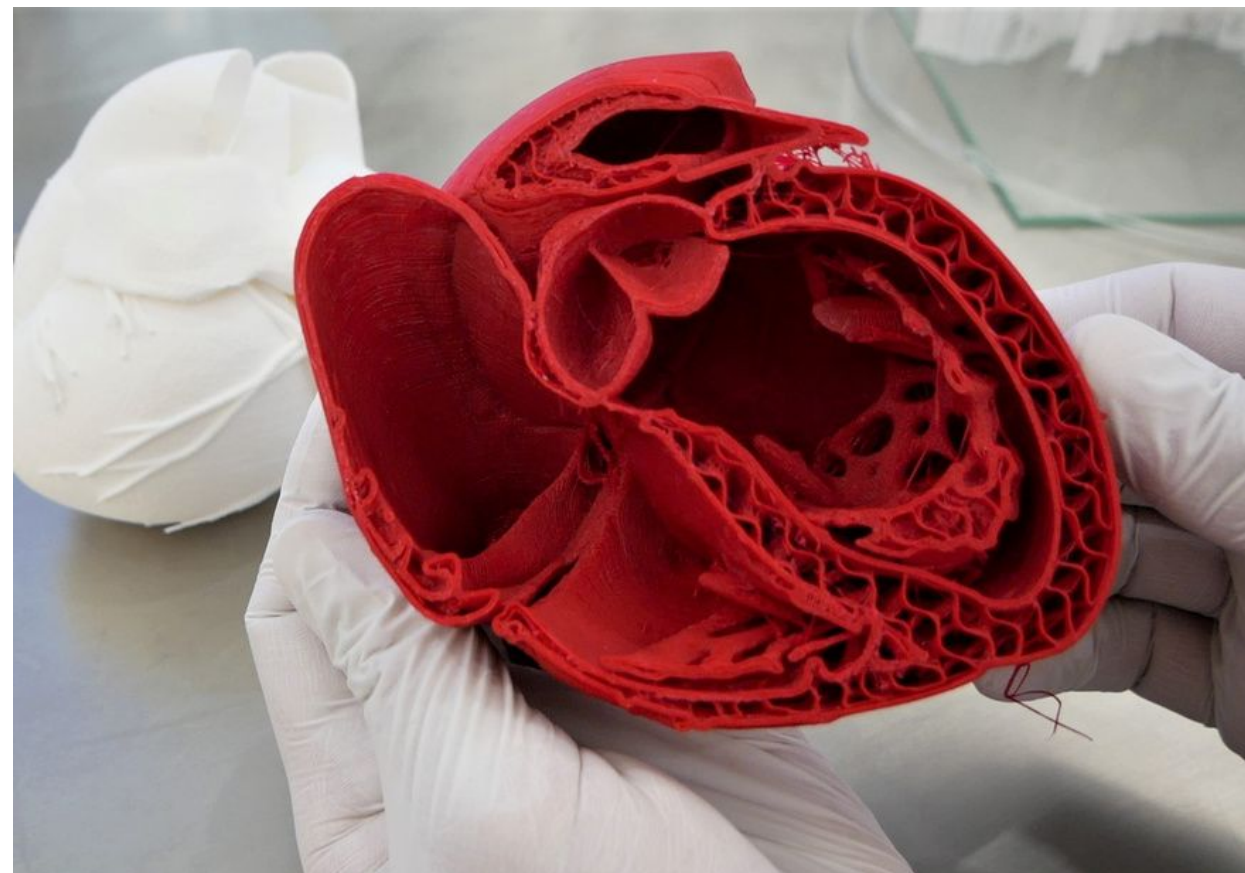
LABORATORIUM SUGGERERE

Selected details



Table:
Various 3D printed organs in plastic and silicone
Video: Organs - 3.50 min

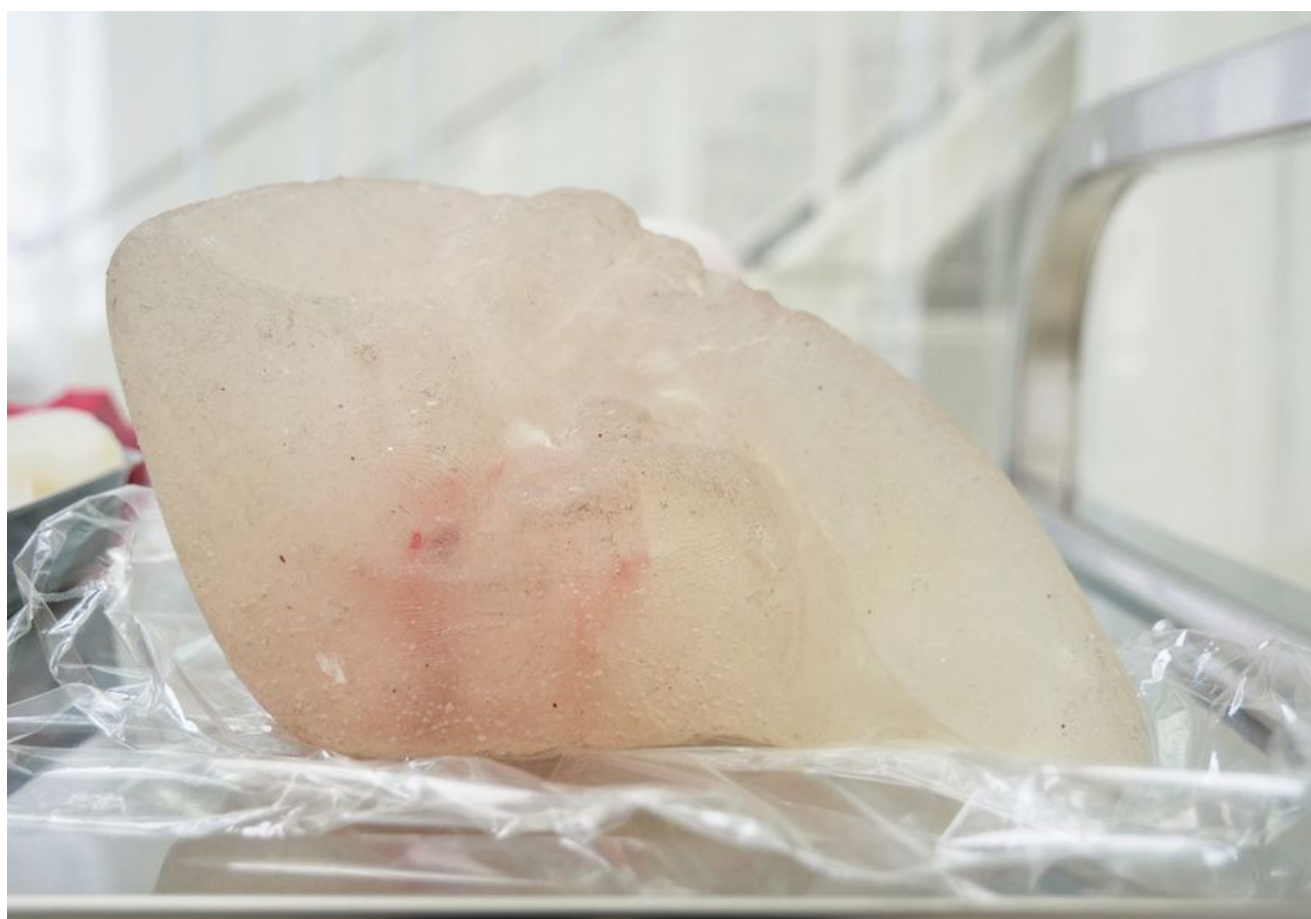
Link to Video: <https://www.valeria-abendroth.com/portfolio-collections/my-portfolio/organ-video>



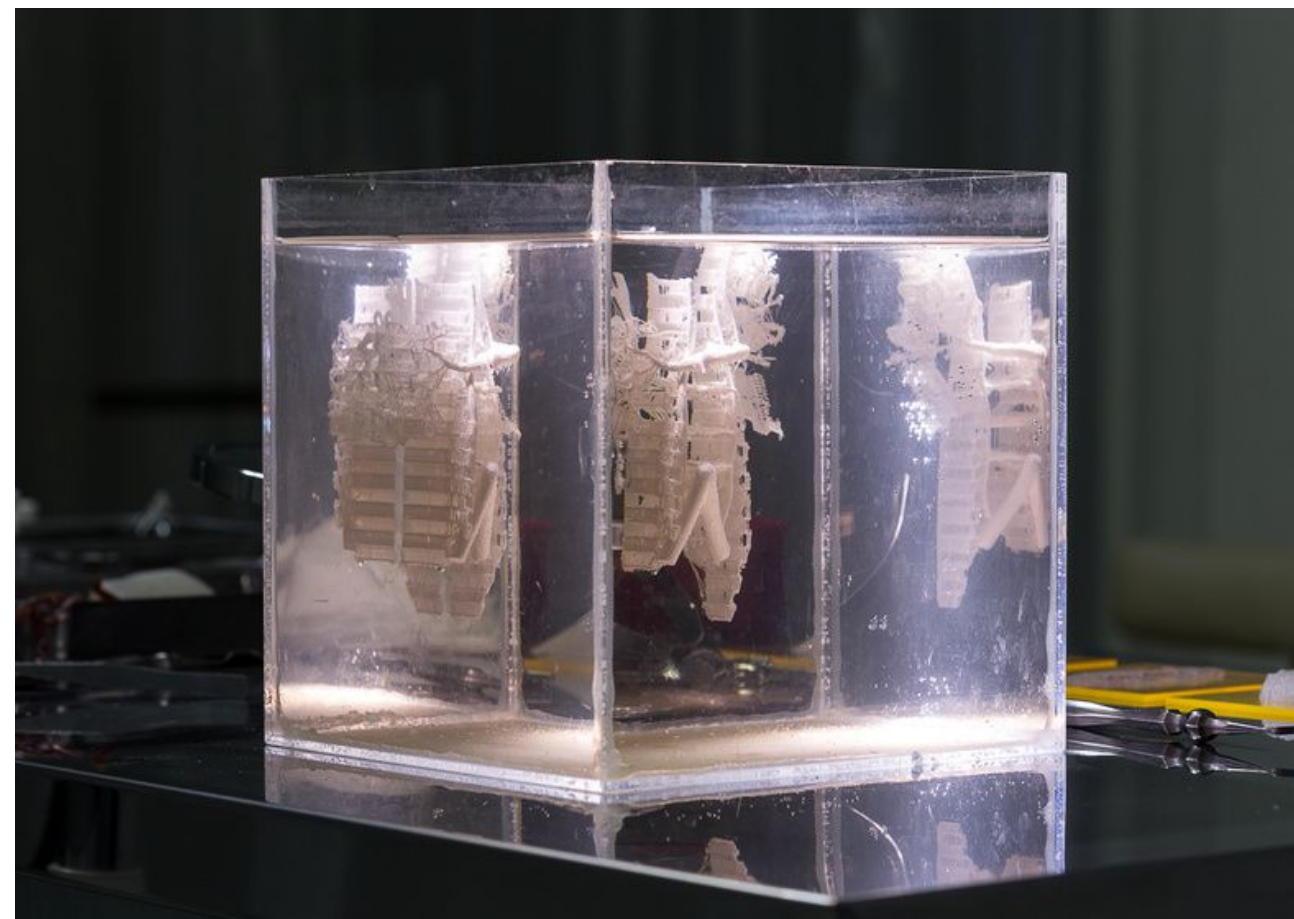
3D printed heart - 14x10 cm



OP bowls with gel balls, gelatine and zirconium blanks from the dental laboratory



Silicone organ, Liver - 18x10 cm



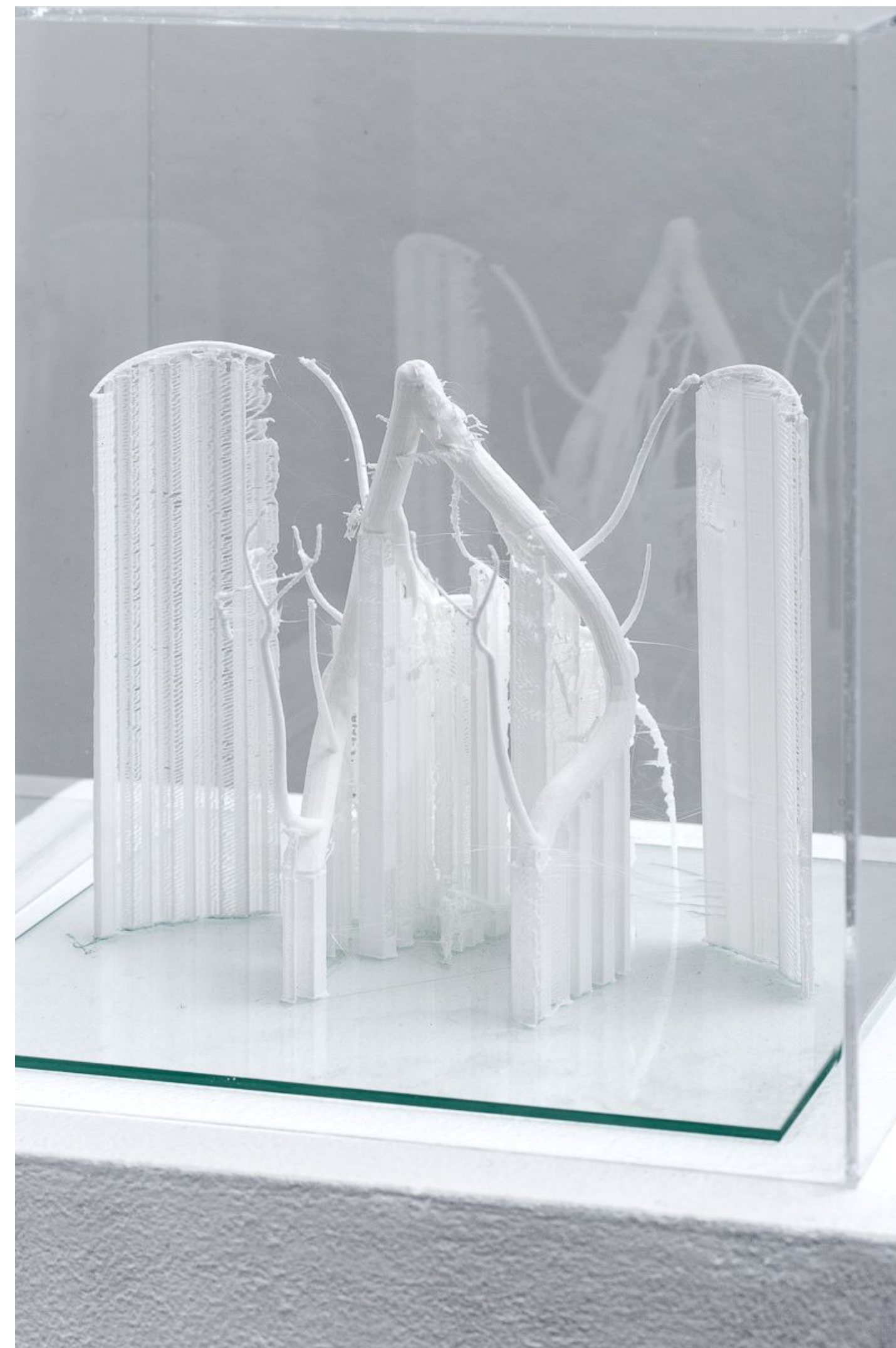
Acrylic pool with 3D printed renal veins and arteries



OP bowl, medical instruments, silicone veins, tubes, test objects



Vena portae - 22 x 22 x 17cm



Pelvic veins of a woman - 22 x 22 x 17cm

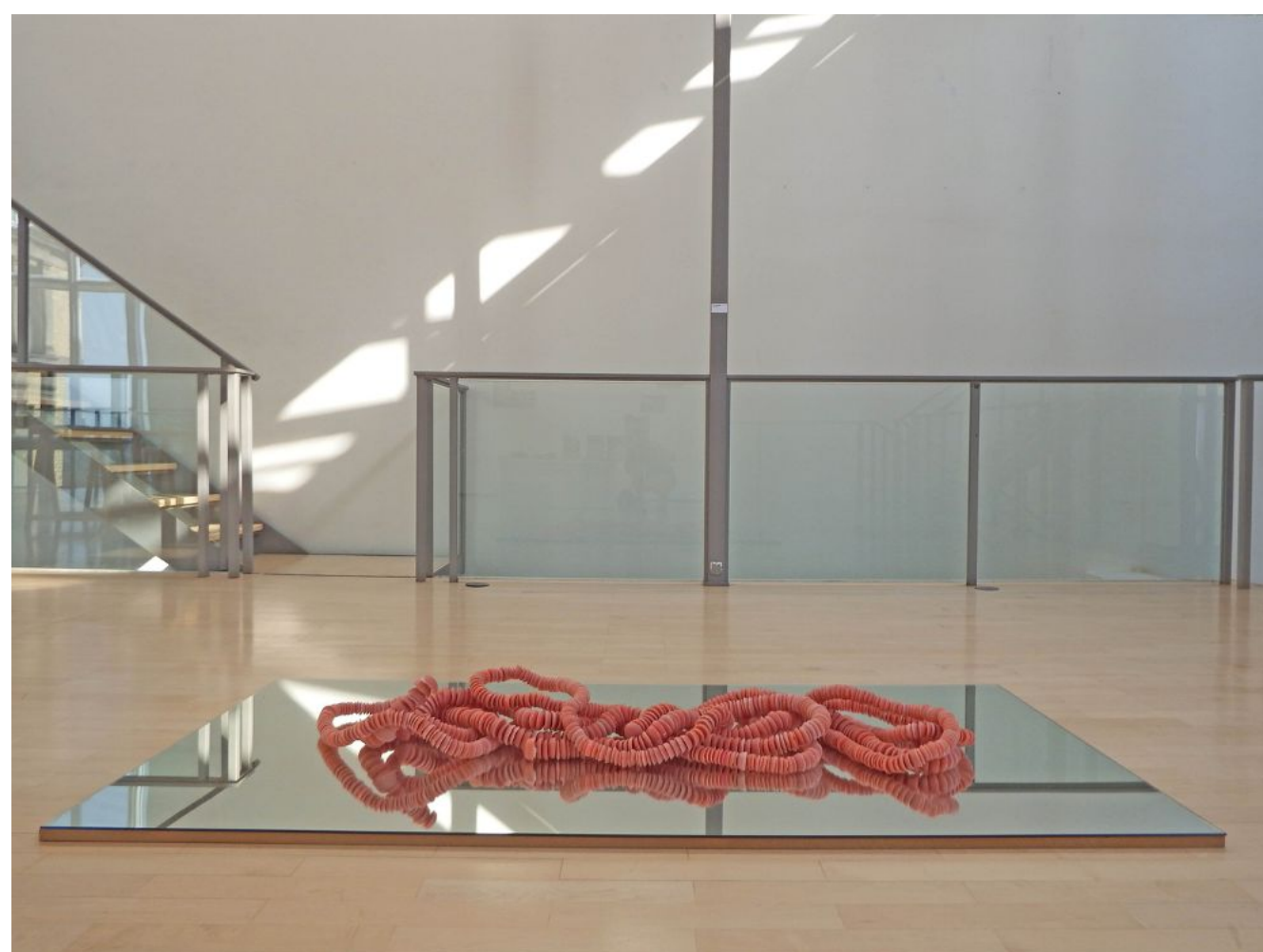
VEINS

Material: PLA, glass

Technique: 3D print

2020

3D printed vein and artery structures generated from real human body data.
Organic systems translated into fragile technological objects.



Exhibition View – Museum for Sepulchral Culture, Kassel

POLY

Media: Sculpture made of dental plastic

Material: Polymethylmethacrylate, wire

Size: variable, 10m x 5cm

2017



SYNTHETIC FLESH

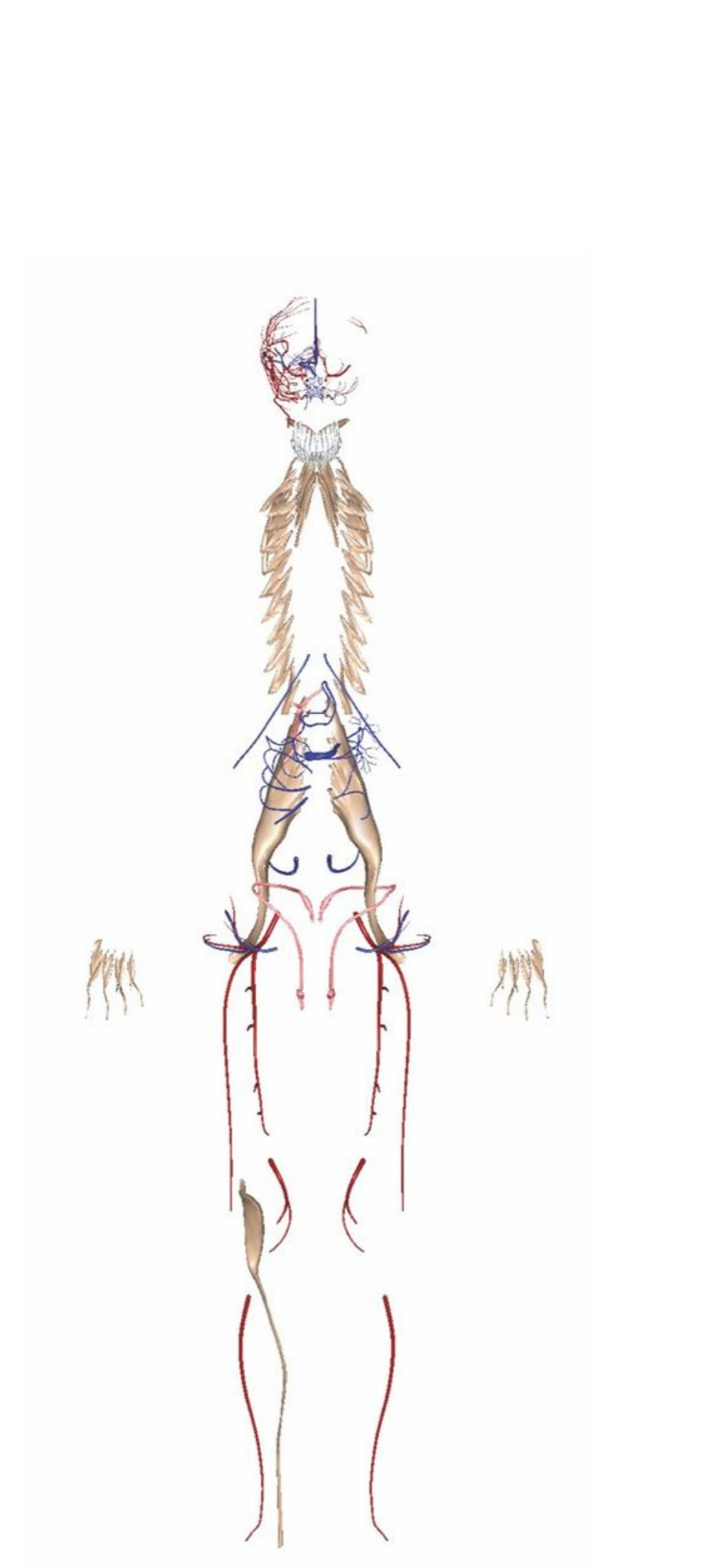
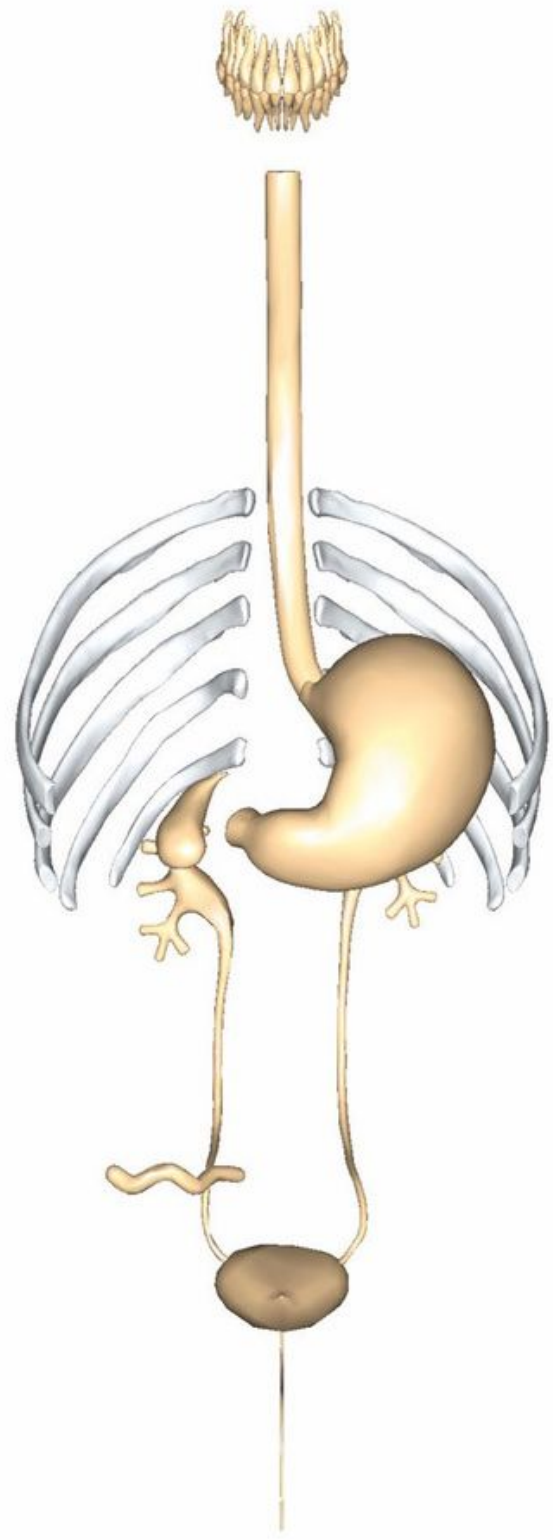
Media: Mixed media installation

Material: 3D prints, silicone, sterilization bags

Size: variable

2021

Wall installation combines 3D-printed anatomical objects with handcrafted silicone forms.



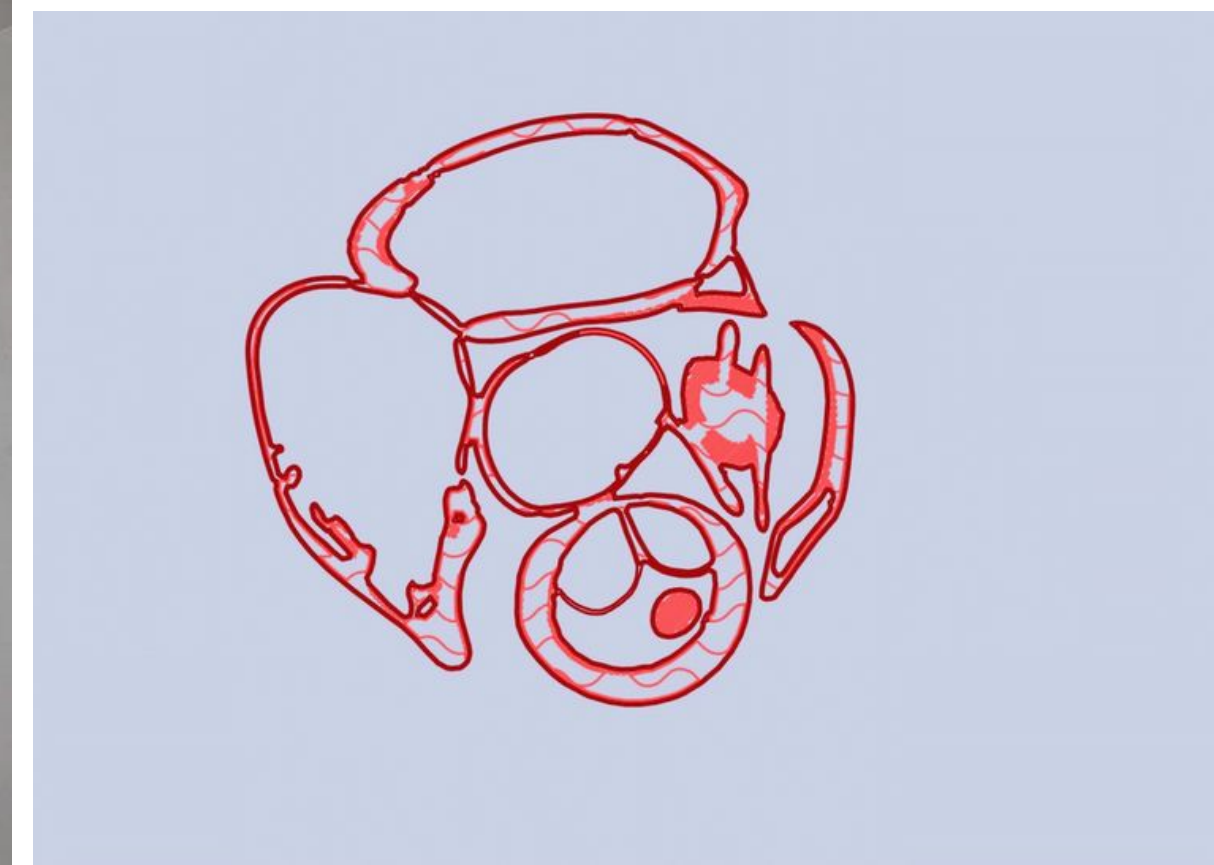
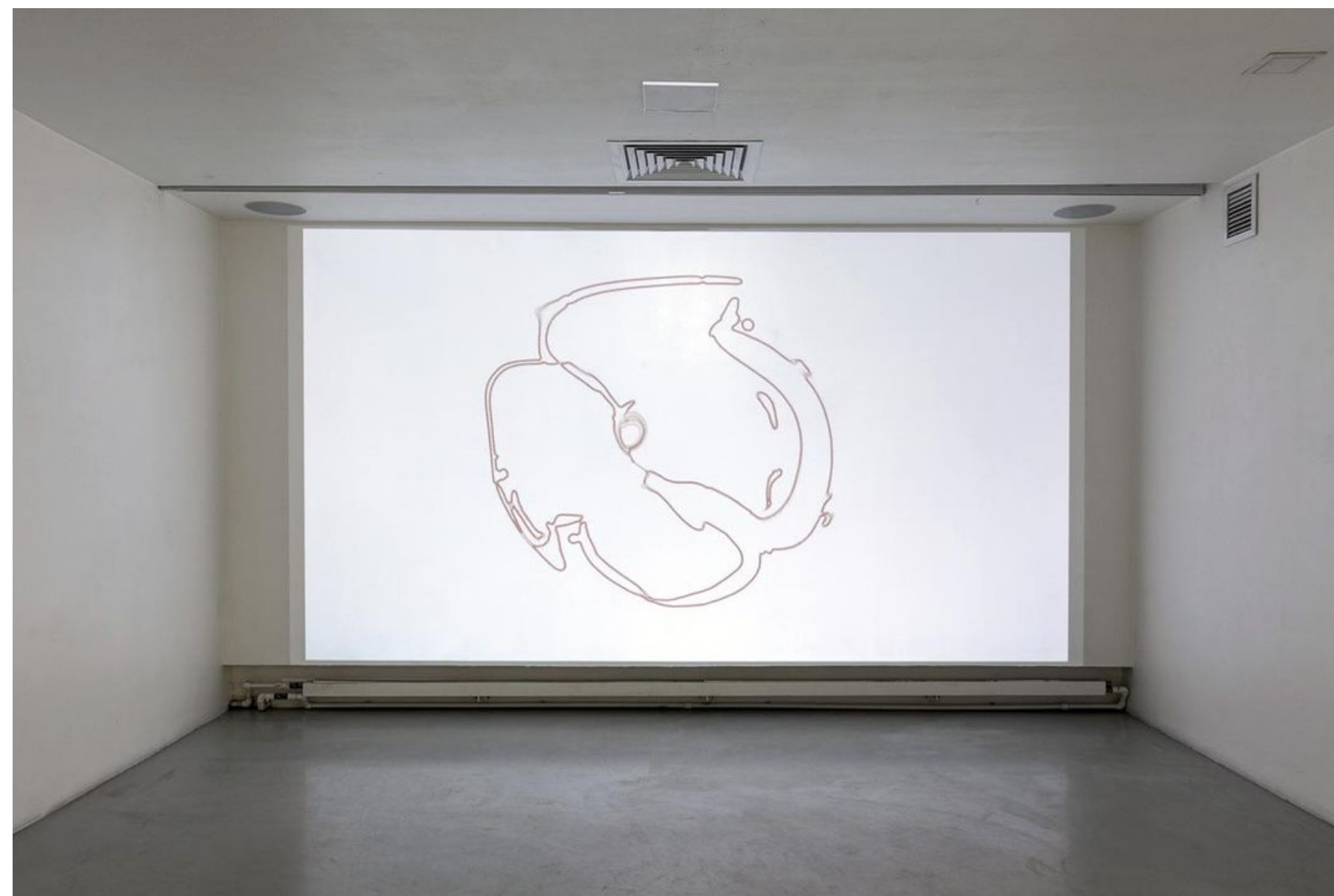
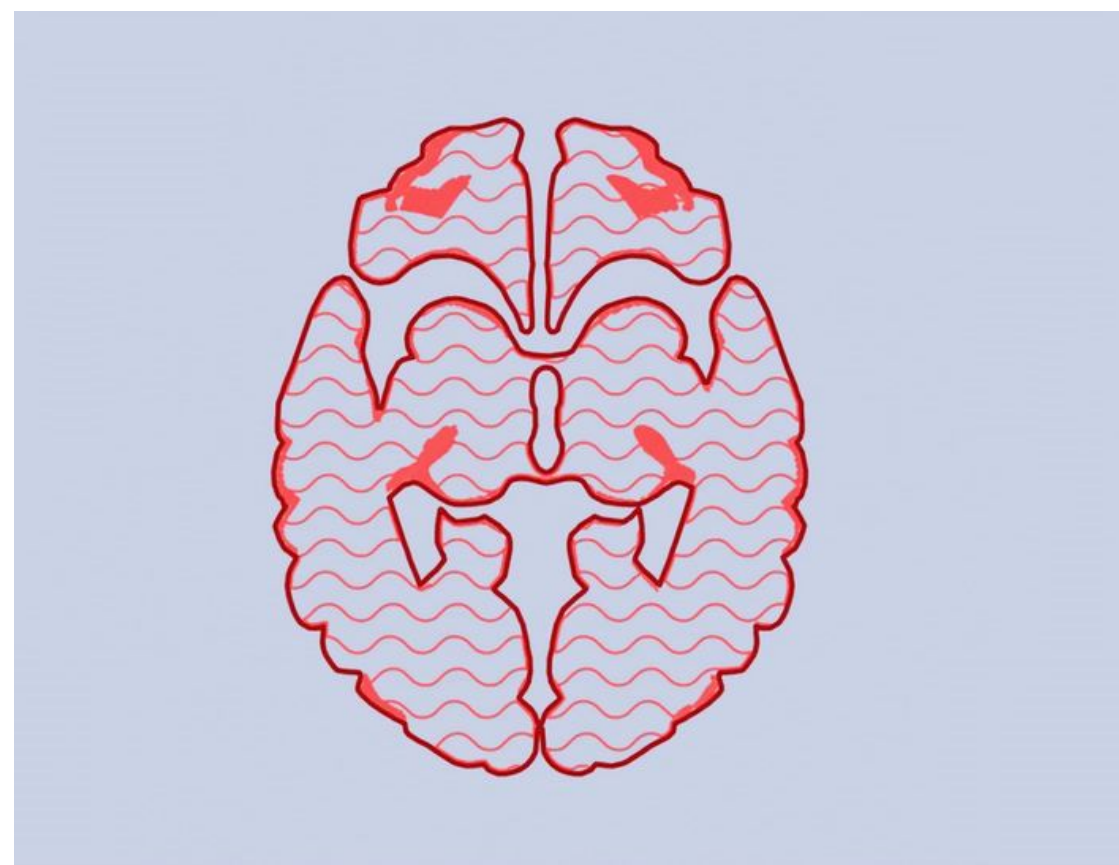
BODY

Media: Digital Assemblage, UV print

Material: Mirrowpaper, Pearlpaper

Size: variable, 70cm x 50cm

2024



Exhibition View- Anna Nova Gallery, Saint Petersburg

ORGAN SLICE

Media: Video, 3.50 min

Link: <https://www.valeria-abendroth.com/portfolio-collections/my-portfolio/organ-video>

2020

'Organ Slice' captures the 3D printing of an organ in time-lapse, revealing its layered construction.



Exhibition View- Anna Nova Gallery, Saint Petersburg

VERTEBRA

Media: 3D print

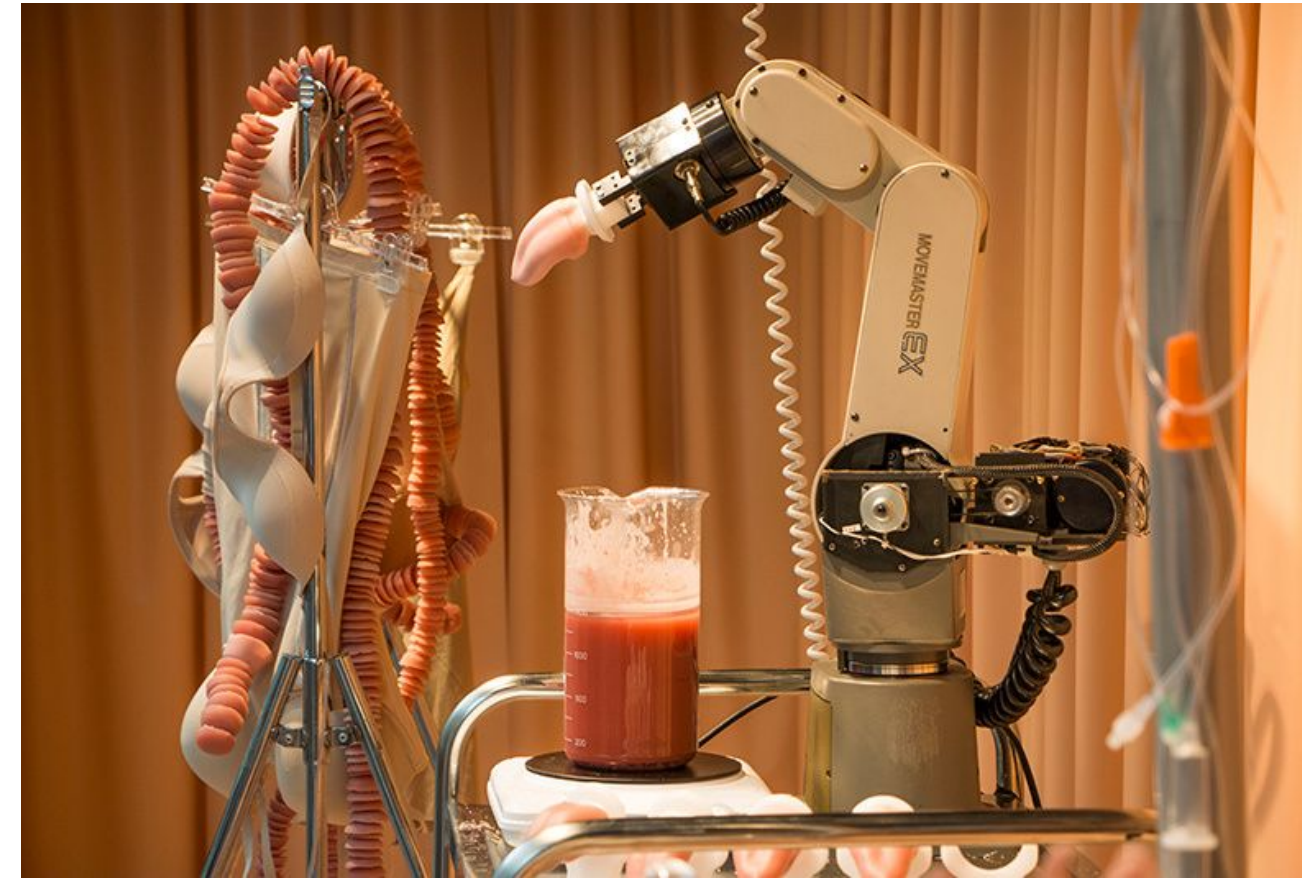
Material: PLA, wire

Size: 180cm x 10cm

2020



Exhibition View- Galeria Kaufhof, Kassel



Robotarm is dipping tongues into hot dental wax



Plaster casts of real tongues coated with dental wax.



Table with beauty products, dental wax sculpture, artificial teeth



moving animatronic



Garment rack, shapewear, dental plastic sculpture

COSTRUZIONI DEL CORPO

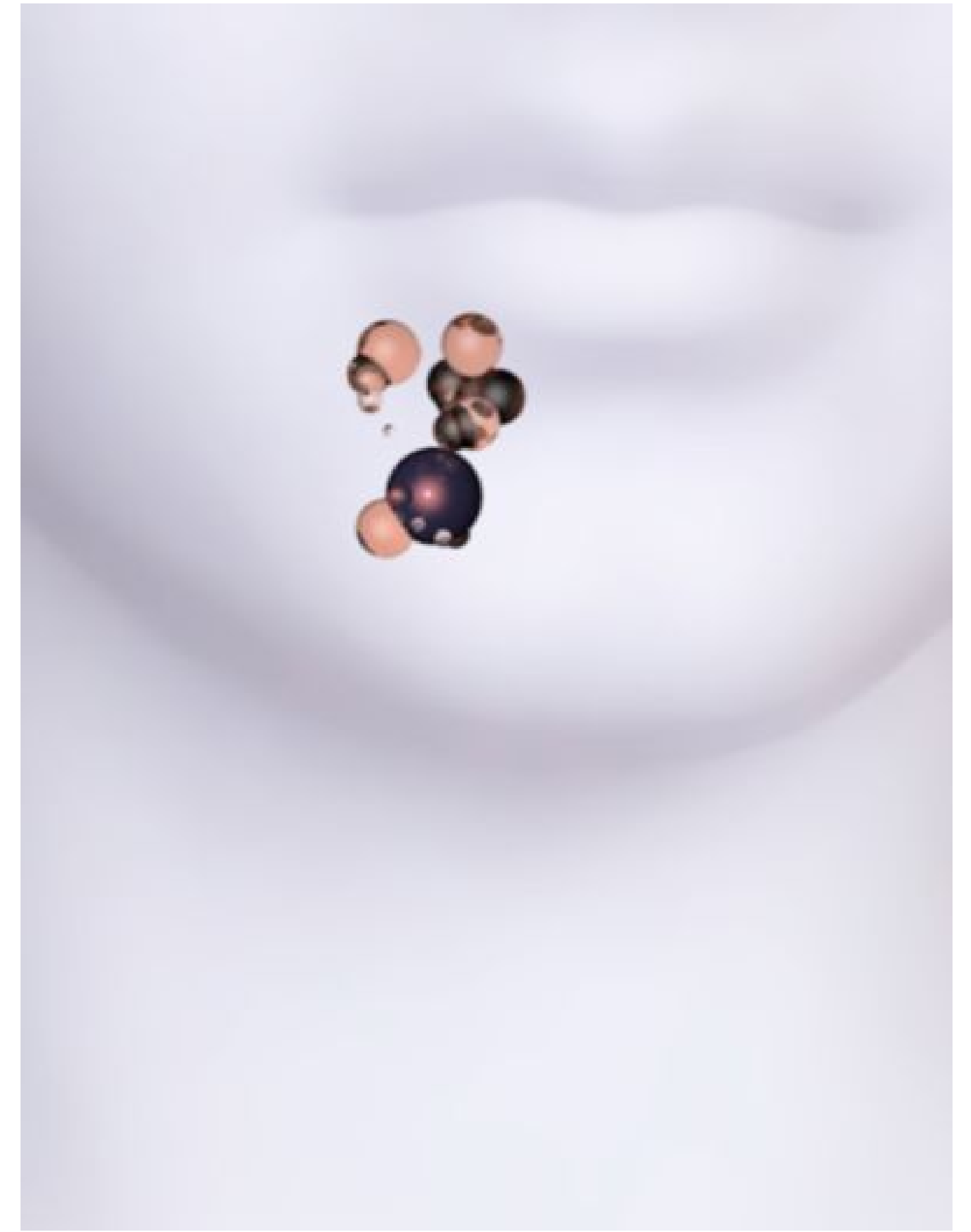
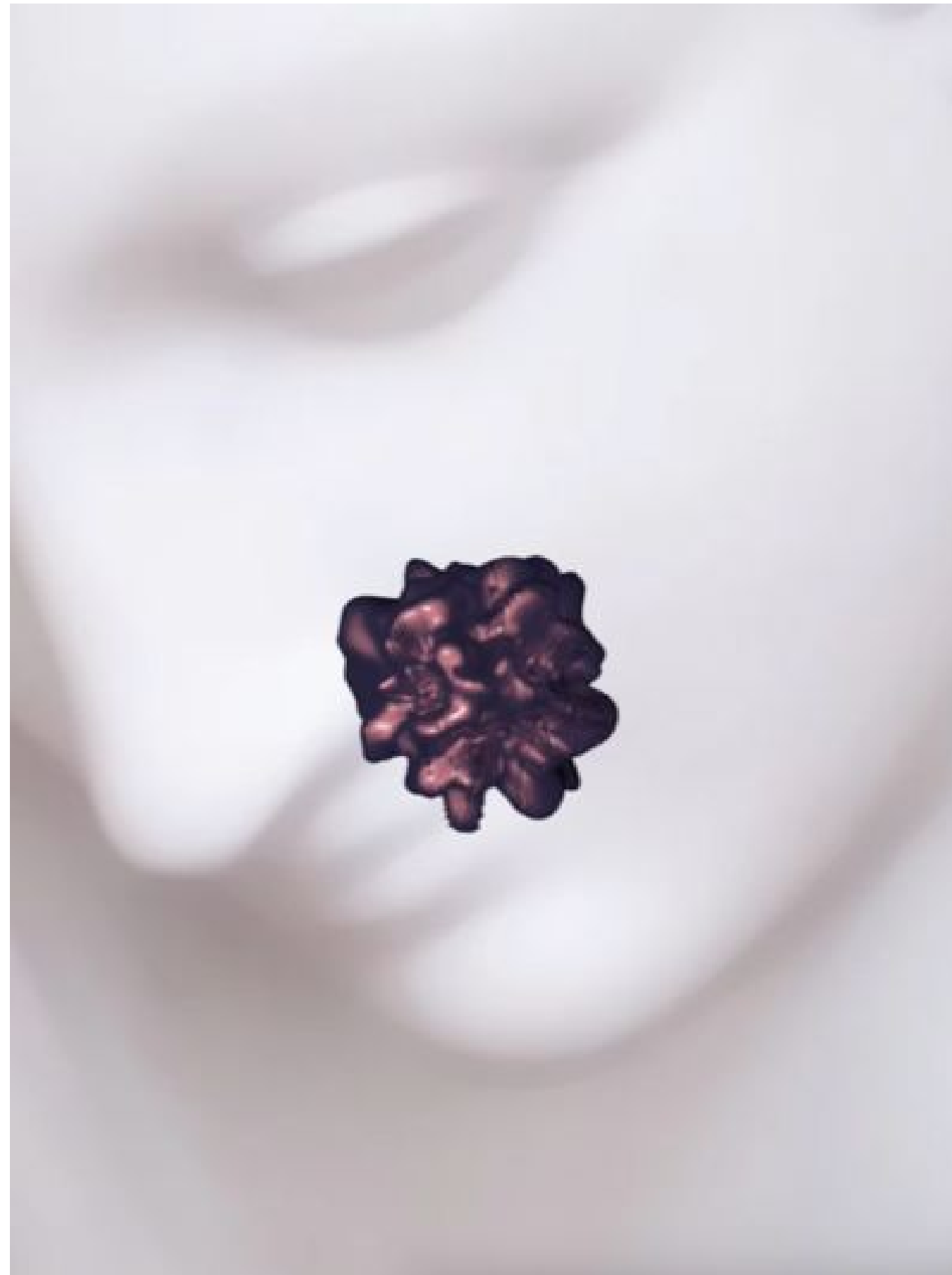
Media: Installation

Link to presentation: <https://www.valeria-abendroth.com/portfolio-collections/my-portfolio/project-title-2>

Link to report Plot Magazine: <https://www.plotmag.com/blog/2017/09/costruzioni-del-corpo/>

2017 (presented as part of a side program during documenta 14)

The installation stages the body as something modifiable, reproducible and technologically constructed. Between cosmetic desire, artificial enhancement and mechanical control, human fragments become part of a speculative bodily system.



OBJECT MORPH

Media: 3D animation, 1 min

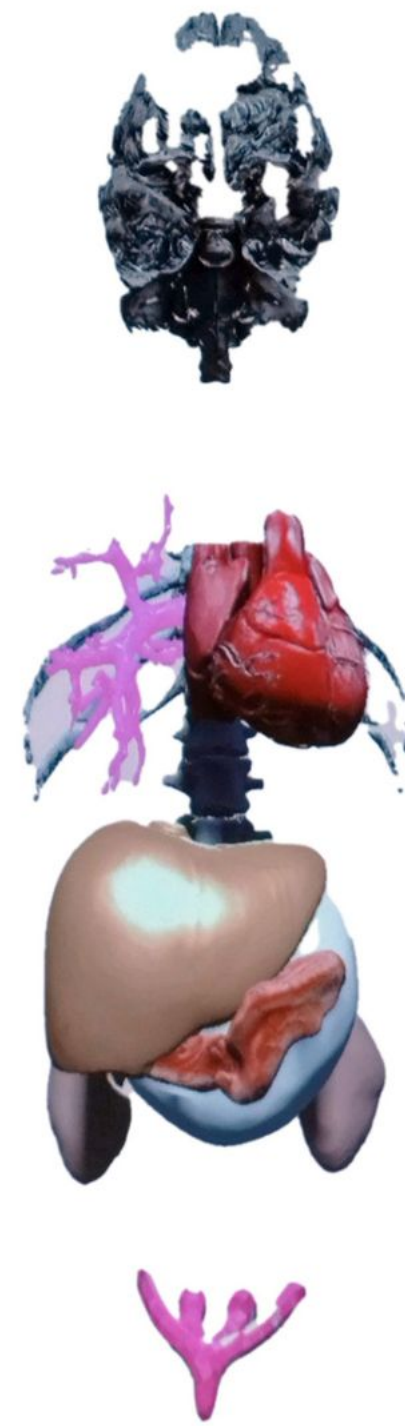
Link: <https://opensea.io/collection/valeria-abendroth>

2021

Animated techno-biological structures moving across classical sculptural forms.



Visitor controls a 3D-scanned organ model with a Leap Motion sensor.



Exhibition view- MMC Kibla, Maribor/ Slovenia

INTERACTIVE 3D VISUALIZATION

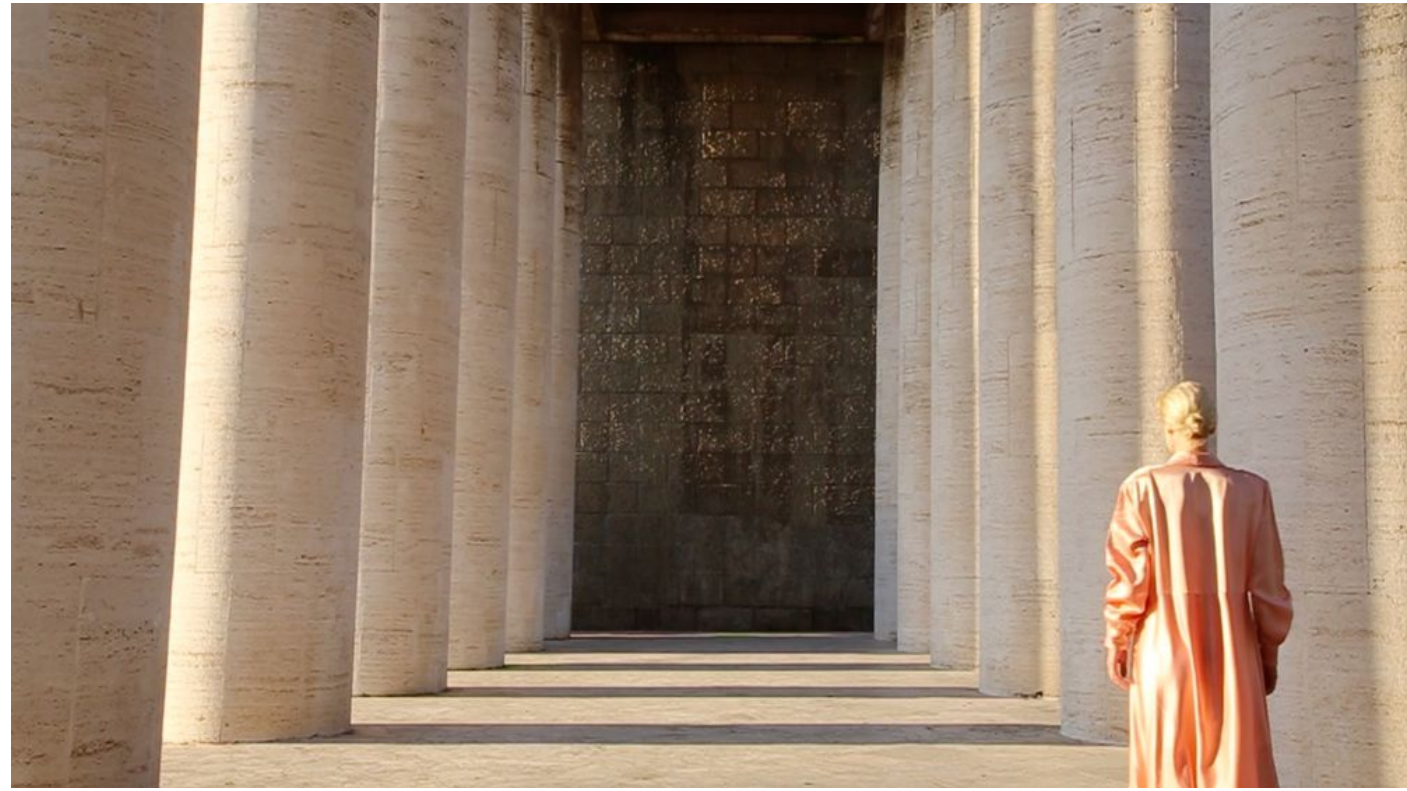
Media: Interactive digital installation

Material: 3D-scanned organ models

Created in collaboration with Ziga Pavlovic, MMC Kibla

2023

Animated scans of real human organs navigated through hand movement and Leap Motion sensor technology.



Videostills

ONGOING PROJECT / WORK IN PROGRESS

Media: Videoperformance

Filmed at: Esposizione Universale di Roma, 2018

Filmed within the monumental architecture of Rome's EUR district, originally built during the Fascist era, the work stages an isolated figure moving through monumental spaces, suspended between historical structures and uncertain futures, fragile, displaced, and searching for orientation.



Videostills

ONGOING PROJECT / WORK IN PROGRESS

Media: Videoperformance

Filmed at: Città dello Sport in Rom (Tor Vergata) - Rome 2018

Filmed within the unfinished architecture of Città dello Sport in Rome, the work follows a posthuman figure moving through a vast environment caught between construction and decay, quiet, undefined and vacuum-like, existing in a state of transition, uncertainty and becoming.