

PORTFOLIO | Sharon Paz

—

In my work, I use visual and textual layers to build non-linear narratives. This fragmented visual language creates tension between stillness and movement. My installations often search for the meaning of home, not only as an individual, but also in relation to global, social, and political discourse. In the last years I have been exploring diverse interactive and multilayered formats of new digital media, creating alternative storytelling and promoting critical thinking. The projects often link the past and the present, hoping to impact our future.

<http://www.sharonpaz.com/>



the one who thinks differently, 2024/5

Video Installation + AR (Augmented Reality)
Single Channel 4k, Sound, collage and
drawings size various

The project begins with the following question: what makes someone a rebel? Through observing rebellious women throughout history, Rosa Luxemburg was chosen for a number of reasons: her fascinating life, bold ideology, courageous actions, beautiful writing, tumultuous time in prison, and her tragic political murder. Like a detective the artist has been following her life, looking for clues, and using contemporary journalistic methods to create an alternative nonlinear storytelling.



Installation View, D21 Kunstraum, Leipzig 2025





BROKEN SKY, 2024/2025

Cardboard Painted Signs, acrylic, wood, different sizes.
Photos, framed 40x50 cm. Printed text A3

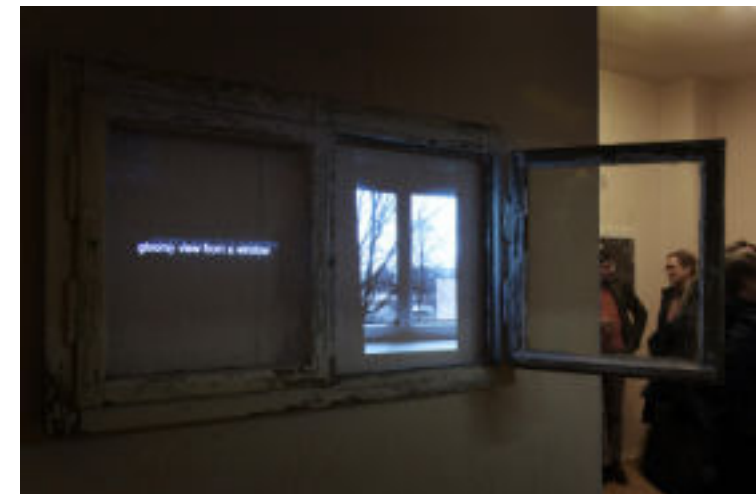
"Your body was found floating in the nearby canal, it was not a pretty scene. Your calm face was blown out, distorted by the water's diffusion. A week before your murder, you were released from prison for the fourth time and immediately joined the protest. You went on stage and called for the revolution, inciting people to stop this madness, stop the war!"

> [Full Text](#)





BROKEN SKY, framed photo 40x50 cm, Meinblau Projektraum, Berlin 2025

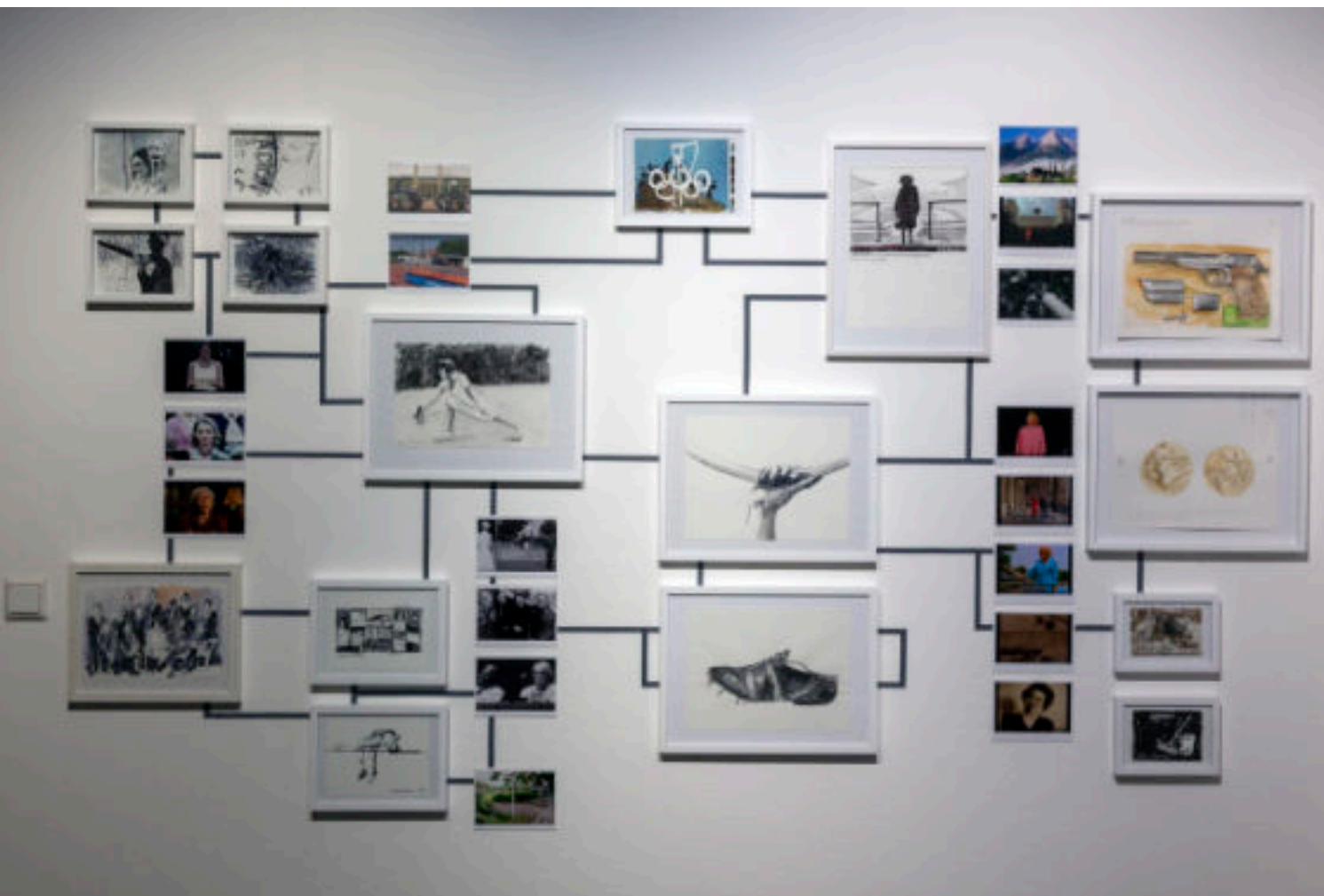


If you look out of the window, what do you see?, 2023

Video Installation, An old wooden window
180b x 60h mm, Single channel 4K, 11:00
minutes

A real window, A projection, A slide show clicks, snapshots images who look real but are generated by AI, as in computers screen saver, the view is constantly changing. Distorted, impossible architecture, the familiar artificial environment deceives us into believing the fictional image to be real.

> [Video Documentation](#)



DARE to DREAM, 2020-25 Interactive Video, HD, Variable length

The interactive video installation positions the viewer in-between reality and fiction, based on research into the Olympic games in 1936 Berlin, focusing on two very different women who were eventually used for fascist propaganda. The video is shot like an interview, addressing past events, partly as a reenactment of the archival testimony and interviews with Margaret Lambert (Gretel Bergmann) and Leni Riefenstahl, later in their life. In the exhibition the project has two parts, the visual research including drawings and prints an the interactive video.



DARE to DREAM, Installation View
Meinblau Projektraum, Berlin 2025

> [Video teaser](#)



DARE to DREAM, 2020, Installation View, alpha nova & galerie futura, Berlin



The Secretary Story, 2022-24

Story + Performance, 21 postcards, card stand, 1 Performers, about 25 minutes

The story is based on both historical research on propaganda and contemporary use of commercial advertising. The protagonist is based on several secretaries of historical figures, including Brunhilde Pomsel, secretary of the Nazi propaganda minister Joseph Goebbels. The short story has twenty chapters that combine text and drawings, in between real and fiction, accompanied by footnotes linking to historical information. The Secretary Story was developed for the web and social media and also has a physical version of printed postcards. The idea of both the postcard stand and the online presentation is that the readers can choose the chapter order, exploring the idea of flexible narratives, questioning linear thinking and the absolute truths.



"You are his secretary. You keep his secrets in order. He likes to lie, big, big lies, and you choose to believe his lies. " > [read more](#)



A conversation with John Blue (*they, them), 2023

Video Installation + Performance, Single
channel 4K, 13:30 minutes

The video installation takes the viewer on a journey in between the physical home and the digital space, where our attention is short and information is constantly flooding us. The world of screen addiction and consumption is transformed into a real space. The video is a collage of screen captures, moments of reality and augmented reality which is accompanied by AI-generated text and images. The dialog between the AI and the human creates an environment that is both familiar and distorted. The images are never the same; a repeated question will receive a different answer each time. In between truth and lies, who do we believe?

> [Video Documentation](#)



A conversation with John Blue (*they, them), 2023, Performance View, Kurt-Kurt, Kunst und Kontext, Berlin



The game is not over, 2022

Audio Visual Dance Performance,
In collaboration with Sasa Queliz
3 channel video, 8 Performers, 60 Minutes,
Uferstudios Berlin

The audiovisual performance is based on the interactive game "Stormy Night" in which viewers choose their path through a three-dimensional space. The performance blurs the border between private and public. It brings questions about the perception of reality, belonging, society, the system and the growth of immersion in technology. The constant input we receive from the outside world inside our own home, what is truth, what is fiction?

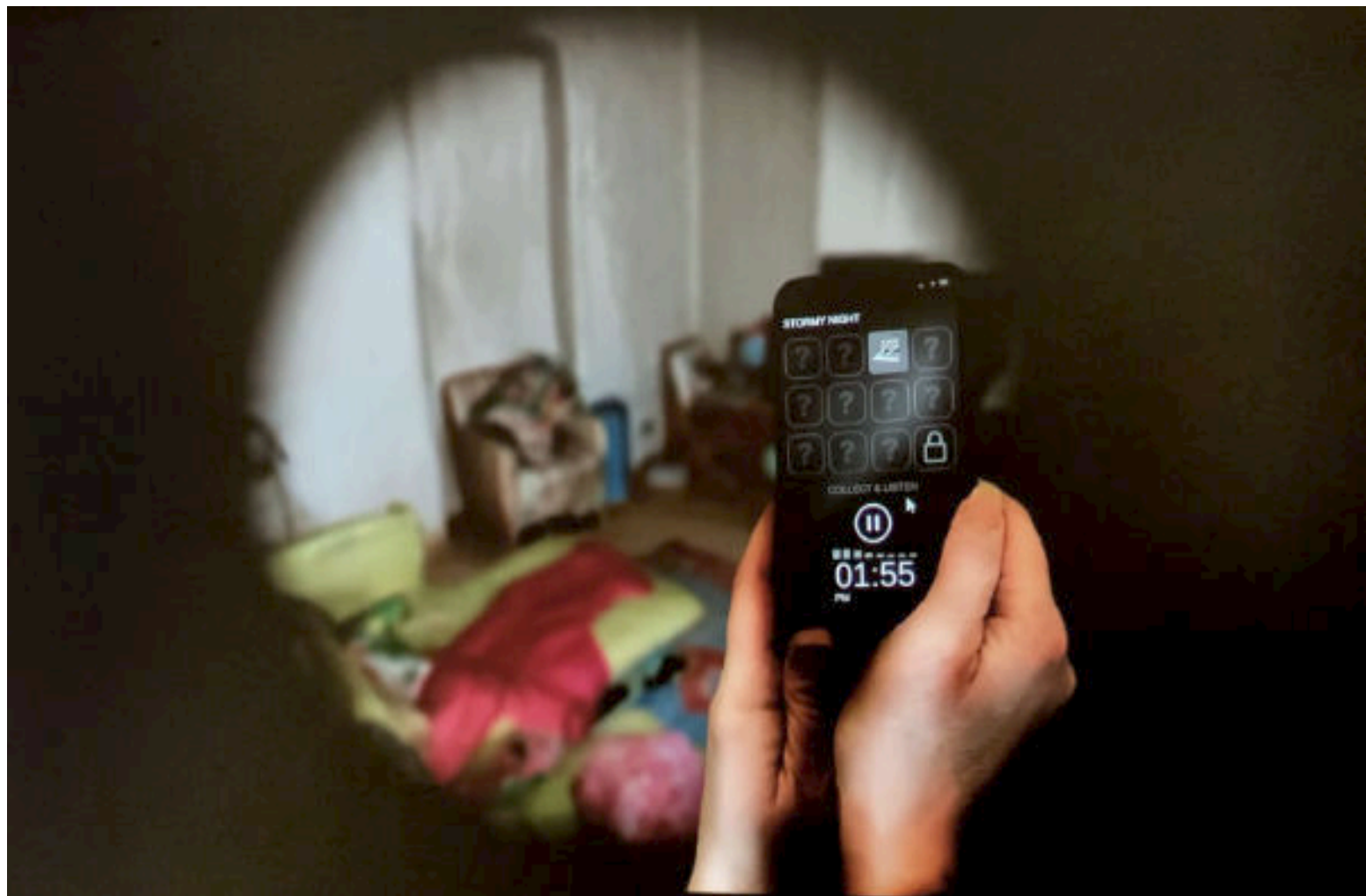
> [Link to video](#)

STORMY NIGHT, 2022

Interactive video game

Stormy Night is an interactive game in which the viewer chooses their path inside a three-dimensional space. Each room hides one of the story chapters. Navigating their way through a sleepless night, the participants unfold a flexible narrative, questioning the online space, linear thinking and truth. The multi-layered story reveals the tension between the personal inner world and the outside virtual one, while the journey through the sculptural 3D architecture resembles the labyrinth of online information. In between reality and fiction, processed media images from the physical and virtual world peep through the windows.

[> Video Documentation](#)



STORMY NIGHT, 2022, Video game Still



STORMY NIGHT, 2022, Video game Stills



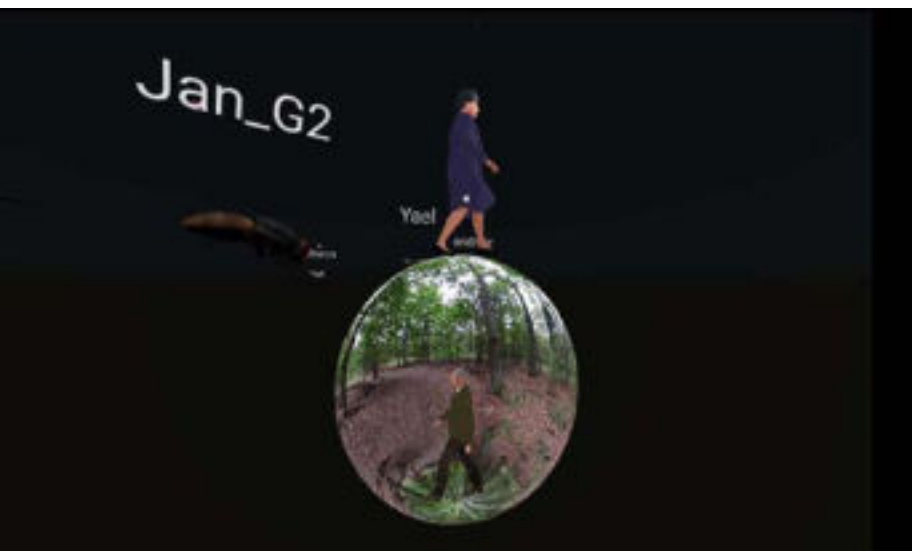
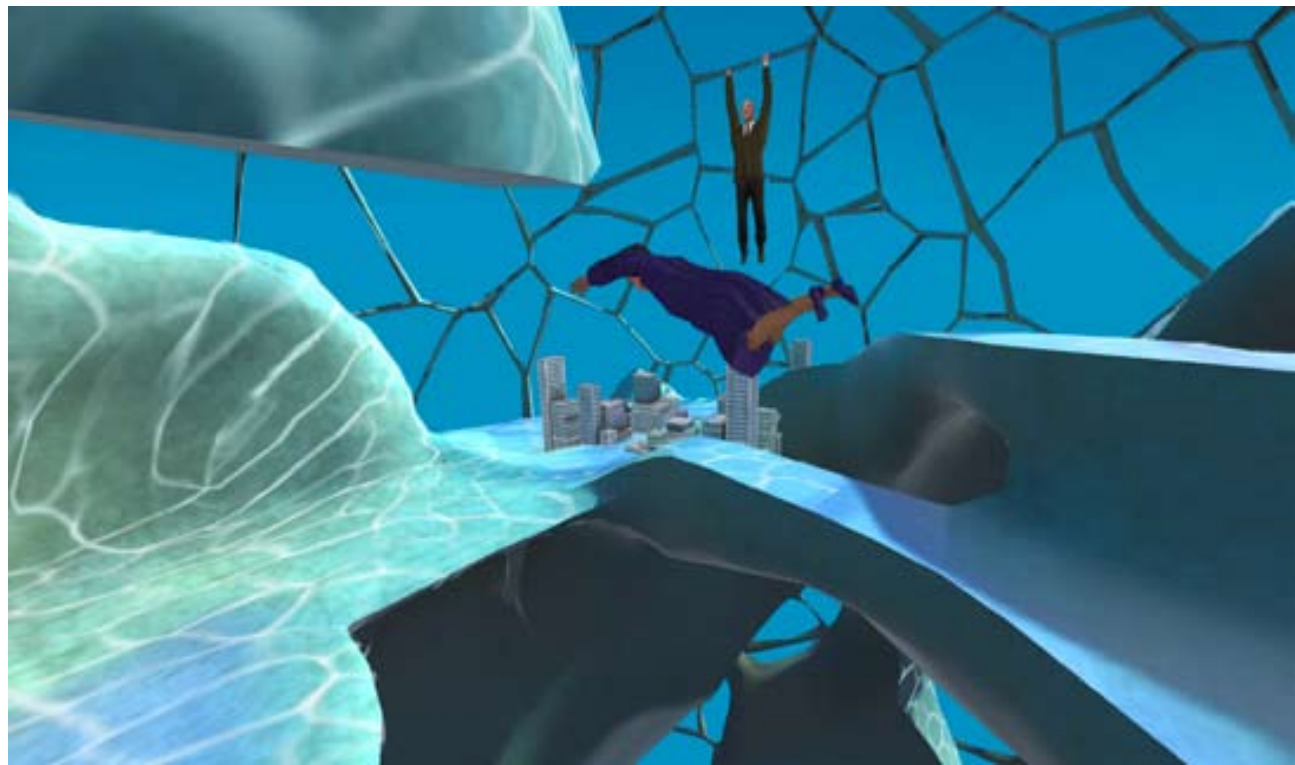
Hannah and Martin | Post Normal, 2021

Virtual Performance, 17:30 Minutes

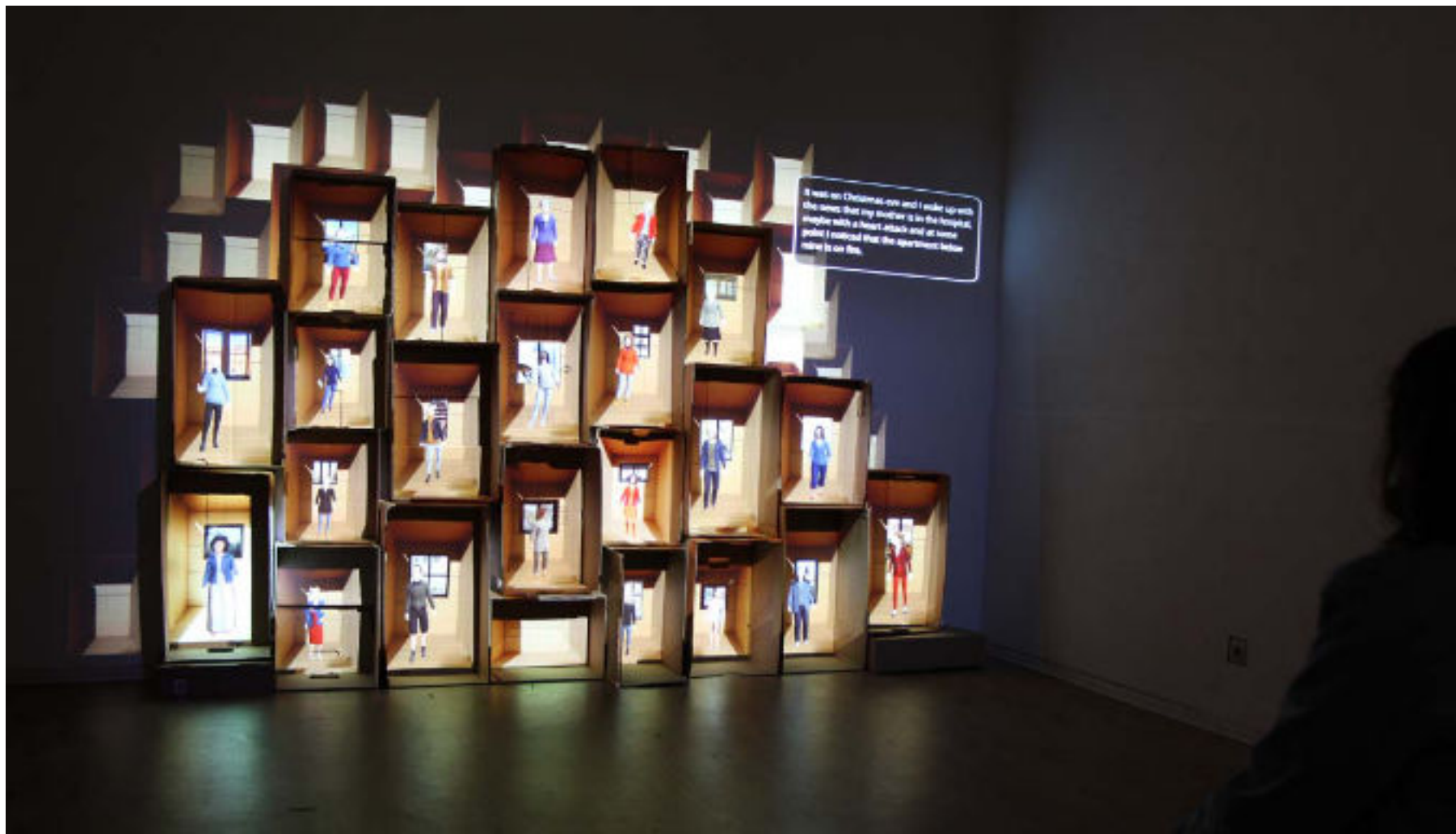
A performative action based on imaginative conversation revealing different aspects of the complex relation between Hannah Arendt and Martin Heidegger, two very important thinkers who represent politically contradicted views but at the same time had a strong personal connection. The virtual audience follows 3D avatars in eight different environments, based both on existing theoretical and invented text, the work constructs an imaginative journey, in between truth and fiction. The work experiment formats of multi-layered thinking, manipulating the history with contemporary images.

> [Link to website](#)





Hannah and Martin | Post Normal,, 2021, Online performance view, Prater Digital



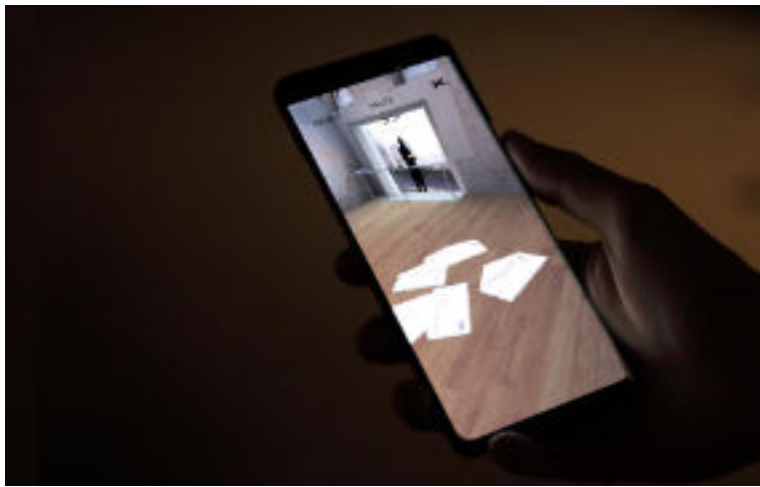
#distance, 2021

Video Installation, Single Channel HD Video,
10:30 Minutes

The video installation deals with loneliness and isolation. Inspired by Hannah Arendt's essay in *The Origins of Totalitarianism* that addresses loneliness as the common ground for terror and tyrannical regimes' use of isolation as a means of oppression. The work is made from a collection of voices from all over the world reacting to our current condition and transforms the answers through avatars into a virtual space.

> [Video Documentation](#)

#distance, 2021, Installation View, Kurt Kurt Project space, Berlin



CARRY ON 2022

Interactive Augmented Reality App
(iOS/ Android), 2022

CARRY ON is an interactive Augmented Reality art project dealing with past experiences of migration - forced and chosen - which shaped Jewish life in Staudernheim in relation to present migration. The project captures the unique Synagogue space with its historical wall layers creating an interactive journey based on stories of both the Jewish families that lived in the village and contemporary migrants.

> [Link to website](#)



* 1969 Ramat-Gan ,Israel
1996-2003 New York, USA
since 2003 in Berlin

EDUCATION

1997-2000 MFA Studio Program, Hunter College, New York, USA
1994-1996 Independent Study Program, Beit Berl College of Art, Israel
1990-1994 Bachelor of Science in Technical Education (B.Sc.Te)
HIT, Sponsored by Tel Aviv University, Israel

EXHIBITIONS (SELECTED)

2025 *ALIENS ANYWHERE*, Meinblau Projektraum, Berlin
Disruptive structures, D21 Kunstraum, Leipzig
2024 *WINTERSCHLÄFER*, StrouX, Berlin
2023 *Reisen in der Stadt*, Kurt-Kurt, Kunst und Kontext, Berlin
Blickwechsel, Kunststation Kleinsassen, Hofbieber-Kleinsassen
2022 *HISTORIES OF VIOLENCE*, Meinblau Projektraum, Berlin
2021 *The Way We Survive*, Petach Tikva Museum of Art, Petach Tikva, Israel
2020 *Fragmented Narratives*, alpha nova & galerie future, Berlin
bis hierher und nicht weiter, Galerie Nord Kunstverein Tiergarten, Berlin
2018 *REMEMBER - Memory Path*, Kunst im öffentlichen Raum, Campus Charité Mitte, Berlin
2017 *Homesick*, uqbar, Berlin (solo)
2015 *Marks of Existence*, Hansen House, Jerusalem, Israel (solo)
2014 *Restraining Motion*, Verein zur Förderung von Kunst & Kultur am Rosa Luxemburg-Platz e.V., Berlin (solo)
2013 *NO WALLS - After Work*, Kunst im Untergrund, nGbK, Berlin (solo)
2011 *This is a Good Day to Start a War*, transmediale, Festival for Art and Digital Culture, Berlin
2009 *Is This a Good Day to Start a War*, arttransponder, Berlin (solo)
2006 *Restless: Photography and New Media*, The Museum of Contemporary Art Shanghai, China
Art of Living, The Contemporary Jewish Museum, San Francisco, USA
2004 *New Exposures: Recent Acquisitions in Photography*, Israel-Museum, Jerusalem, Israel
2003 *Wandering Home*, Herzlyia Museum of Contemporary Art, Israel(solo)
INNENraeumeAUSSENstaedte, ZKM Medialounge, Karlsruhe
2002 *Blinder*Codes #1992-2002*, Staatliche Akademie der Bildenden Künste, Karlsruhe
New Views, Open Studios Exhibition, DUMBO, New York
AIM 22, The Bronx Museum of the Arts, New York
Dangerous Beauty, JCC Manhattan, New York
ArtAttack Project, Gwangju Biennale, Gwangju, South Korea

PERFORMANCES (SELECTED)

2024 *The Secretary Story*, Reading performance, Malmö Artist's Book Biennial, Malmö, Sweden
2023 *The Secretary Story*, TRACES and PLACES, Tsundoku Art Book Fair, Dublin Irland
2022 *The game is not over*, Uferstudios Für Zeitgenössischen Tanz, Berlin
2015 *We Forgot*, DOCK11, Berlin, Forum Freies Theater (FFT)
Düsseldorf und Studiobühne Köln
2011 *The King is Blind*, 100 Grad Berlin 2011, Sophiensaele und Look Galerie, Berlin
2008 *Be-Longing*, Kulturwochen Nahost – radius of art, Kiel, Acco Festival of Alternative Theatre, Acco, Israel
2005 *How Long*, DOCK11, Berlin

PRIZES AND SCHOLARSHIPS (SELECTED)

2024 Recherchestipendium Bildende Kunst, Senatsverwaltung für Kultur, Berlin
2023 NEUSTARTplus-Stipendium für freiberufliche bildende Künstler:innen, Stiftung Kunstfonds, Bonn
2022 NEUSTART KULTUR "Innovative Kunstprojekte" (Modul C), BBK
2021 Prater digital residency, Bezirksamt Pankow
2020 NEUSTART KULTUR Digitale Vermittlungsformate, Deutschen Künstlerbundes
2019 Projektstipendium, Stiftung Kulturwerk , VG Bild-Kunst
2017 „Erinnerungsweg“ GeDenkOrt.Charité – Wissenschaft in Verantwortung, erster Preiswettbewerb, Campus Charité Mitte, Berlin
2016 New Media Project Fund, Israel National Lottery Council for the Arts
2015 Künstlerinnenprogramm in film/video, Senatsverwaltung für Kultur, Berlin
2014 The Israeli Video Art and Experimental Cinema Award, Jerusalem International Film Festival, Israel
2012 Projektstipendium Senatsverwaltung für Kultur, Berlin
2010 Goldtausch Künstlerinnenprojekt, Berlin
2008 The Israeli Fund for Video Art and Experimental Cinema
2007 The Rabinovitch Foundation for the Arts, Israel
2005 Residency Programme, Irish Museum of Modern Art, Ireland
2004 Hauptstadtkulturfonds, Berlin
2002 New Views – DUMBO Residency, The Lower Manhattan Cultural Council, New York, USA
2002 Artist in the Marketplace Program, The Bronx Museum of Arts, New York, USA
2001 Skowhegan School of Painting and Sculpture Fellowship, New York, USA

COLLECTIONS (SELECTED)

Neuer Berliner Kunstverein, Video-Forum, Berlin
Israel-Museum, Jerusalem
The Brandes Family Art Collection, Tel Aviv

Contact Info:

DunckerStr. 3, 10437 Berlin

Studio: Schwedter Straße 262, 10119 Berlin

+49(0)176.6517.4848

info@sharonpaz.com