



Self-taught artist from Luxembourg (b. 1994)

Gilles Lanners is a visual artist whose work explores abstraction through a futuristic lens. His visual language draws from graffiti, mixed with architecture and the aesthetic worlds of science fiction and cyberpunk. The result is a body of work that feels rooted in street culture but shaped by imagined futures.

A central theme in his current work is the pervasive influence of screens and social media on our perception of reality. Rather than offering clarity, these digital interfaces distort and fragment our understanding of the world, blurring the lines between the tangible and the virtual.

The finished works however don't offer a fixed message. Rather, they are open systems, more atmospheric than narrative. The artist sees them as maps of the process itself: tension, movement, distortion, silence. They leave room for viewers to interpret freely, to revisit and find something new each time.

Gilles' body of work spans a variety of mediums, including canvas paintings, paper collages, wood assemblages, and mural projects. His artistic practice combines techniques such as traditional painting, aerosol, stenciling, and the use of tape to build layered, textured surfaces.

Over the past years, Gilles has taken part in multiple exhibitions in Luxembourg and Germany.