

REALITY CULT



Stephanie Smit (Giek)

Multidisciplinary artist combining performance, voice, sound, installation, and textile within research-driven practice

REALITY CULT

Artist Statement

My practice is multidisciplinary and research-driven, using performance as a primary mode of inquiry. I work across theatrical performance, music composition, voice, sound, textile, and installation to explore time, identity, and embodied memory.

My work is strongly narrative yet situational and interactive, unfolding through performances and participatory formats in which story responds to space, audience, and presence. Rather than presenting closed narratives, these works operate as lived situations in which meaning emerges through experience.

The resulting performances and environments invite audiences into states of attention, reflection, and presence, foregrounding embodiment, and shared temporal experience.



REALITY CULT

Research Framework

My practice is anchored in an ongoing artistic research project exploring reincarnation, memory, and repetition as conceptual and investigative frameworks. Across performance, voice, music, and costume-based works, I investigate how identity, authorship, and experience can be understood as layered, continuous, and symbolically structured rather than fixed or strictly biographical.

Earlier projects such as *A New World*, *Kybalion the Musical*, and *A Soul's Journey* engage these questions through theatrical, musical, and ritual-oriented formats, frequently foregrounding processes of self-actualization, transformation, and esoteric narrative structures.

More recent developments in my research extend this inquiry toward examining patterns of recurrence and recognition across perceived identity lineages and relational constellations. A central focus of my current and forthcoming work is the articulation of these investigations through performative structures, visual mappings, sound works, and spatial propositions operating across symbolic and experiential registers.

Rather than presenting conclusions, the works remain deliberately open, inviting audiences into states of recognition, ambiguity, and reflection.



IWasJimMorrison is an ongoing artistic research platform that collects personal narratives from participants who experience resonance with a specific historical figure. Rather than claiming identity, the project investigates recognition, projection, and repetition as cultural and psychological phenomena.

The platform functions as a living archive and research infrastructure, informing performative, sonic, and installation-based works and installations. It contributes to the development of computational and spatial constellations that explore how identity and authorship circulate across time.

The platform collects narratives through an online interface, functioning as a participatory research tool.

Research platform: www.iwasjim Morrison.com



Interface view — IWasJimMorrison.com



Printed artifact — participatory prompt used within the IWasJimMorrison research platform

Lineage, Continuity, and Myth-Making at a Cultural Threshold (2026)

Vision Lab Salon Series (Harvard Collective)

Conceptual lecture-performance / Invited presentation
Presented at Vision Lab Salon Series
(Harvard Divinity School Collective)

The work investigates how myth, symbolic systems, and narratives of continuity organize identity, culture, and lived experience. The presentation combines theoretical reflection with performative strategies, foregrounding cyclical time, cultural transition, and shifting meaning structures.

It functions as an open inquiry into how realities stabilize and reorganize at moments of cultural transformation.

Project page

REALITY CULT



Lineage, Continuity, and Myth-Making at a Cultural Threshold

REALITY CULT

What if remembering isn't about the past, but about recognizing what keeps returning

REALITY CULT



When I looked across many cases, similarities did not appear randomly.
Patterns clustered.
Roles, themes, and relational dynamics behaved more like networks than isolated stories.

Working together
Creating art / culture / change

Reincarnating together: soul groups

REALITY CULT



Myths are not just stories — they are tools cultures use to organize experience.
They help stabilize identity, meaning, and reality during periods of change.

Myths are not limited to traditional stories or religions — they also appear in contemporary forms such as media, ideology, and art, whenever culture organizes experience symbolically.

What myths do

REALITY CULT



Poetic Fragment: A Soul's Journey

REALITY CULT



When symbolic systems stop filling lived reality, culture experience crisis.

Collapse, in this sense, is not simply breakdown. It marks reorganization.

Collapse as Reorganization of Meaning

REALITY CULT

This ongoing research environment presents material from my reincarnation research through facial recognition mappings, printed archives, and participatory prompts. Rather than functioning as a finished installation, the work operates as a field display: a temporary spatial arrangement in which research is made visible, discussable, and open to interpretation.

The project is intended as a prototype for a future installation format, to be further developed through institutional support, production resources, and spatial refinement.

The research has also been presented in expanded discursive form through lectures and talks.

Online research archive



Decoding the Past is a lecture-format research presentation in which I articulate the conceptual and methodological foundations of my reincarnation research. The talk introduces a hybrid approach that combines intuitive research methods, astrological pattern analysis, and AI-assisted data mapping to examine recurrence, authorship, and creative lineage across time.

Rather than positioning reincarnation as belief, the lecture frames it as an investigative framework through which patterns of identity, memory, and cultural transmission can be analyzed. The presentation situates my broader practice at the intersection of mysticism, technology, and artistic research, functioning as a discursive counterpart to my performative and installation-based work.

Video documentation (excerpt)



REALITY CULT

Long-form vocal and performative work integrating voice, poetry, composition, costume, and projection.

A site-responsive performance combining composed and improvised elements, treating voice as a spatial and narrative instrument. The work stages shifts in perception and identity, moving between theatrical presence, ritual gesture, and musical structure.

Rather than following a linear narrative, the piece unfolds as a sequence of psychological and symbolic fast transitions, where sound, text, and embodied character continuously reorganize the viewer's sense of meaning and position.

Developed in dialogue with sacred and architecturally charged spaces, engaging ritual, acoustics, and visual culture as experiential structures.

Presented at the Spirituality & the Arts Conference, Harvard Divinity School (2025); Occulture Conference (Berlin); SIGN Projectspace (Groningen).

[Video documentation \(excerpt\)](#)
[Full performance documentation \(45 min\)](#)



REALITY CULT

The initial presentation of the work, establishing the performative and spatial framework that later evolved into expanded, site-responsive iterations, including a subsequent development and recording within a church environment.

Video documentation (excerpt)



REALITY CULT

The 5th Dimension and Beyond (2023-2024)

Bauhaus Berlin 2023, Death & Rebirth Festival

Amsterdam 2024

Live performance with voice, movement, costume, and sound

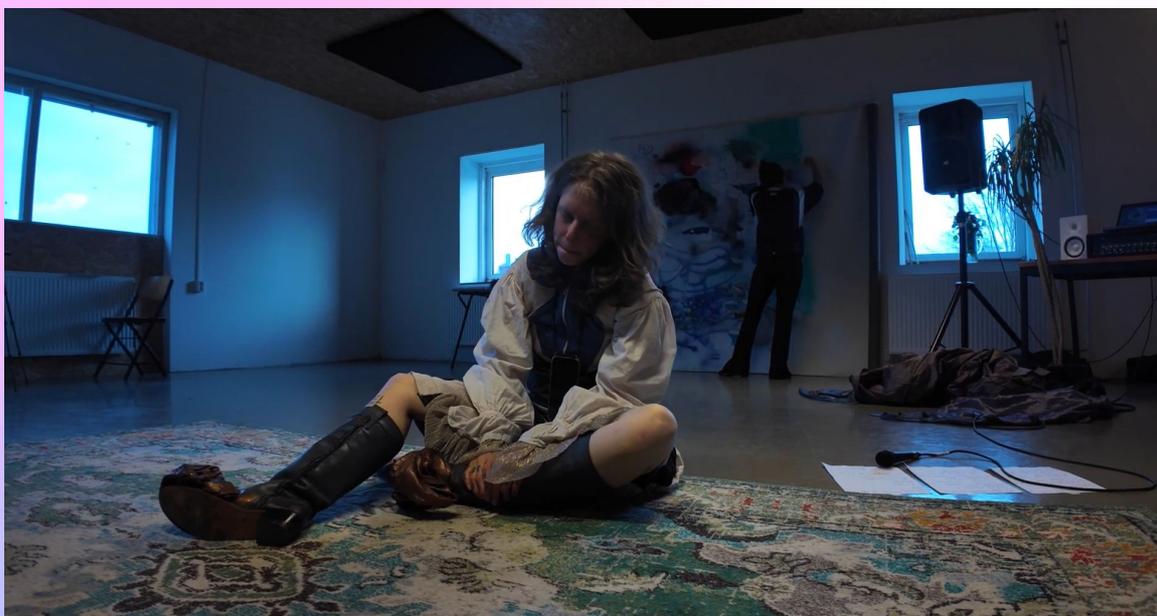
Collaboration with visual artist Frederique Jonker

Presented at Bauhaus (Berlin); Arti et Amicitiae (Amsterdam); Death & Rebirth Festival (Amsterdam).

A semi-improvisational performance unfolding in which each iteration adapts to its spatial and social context, foregrounding intuition, co-creation, and embodied presence.

Video documentation (excerpt) — Bauhaus (Berlin)

Scene excerpt — Death & Rebirth Festival (Amsterdam)



REALITY CULT

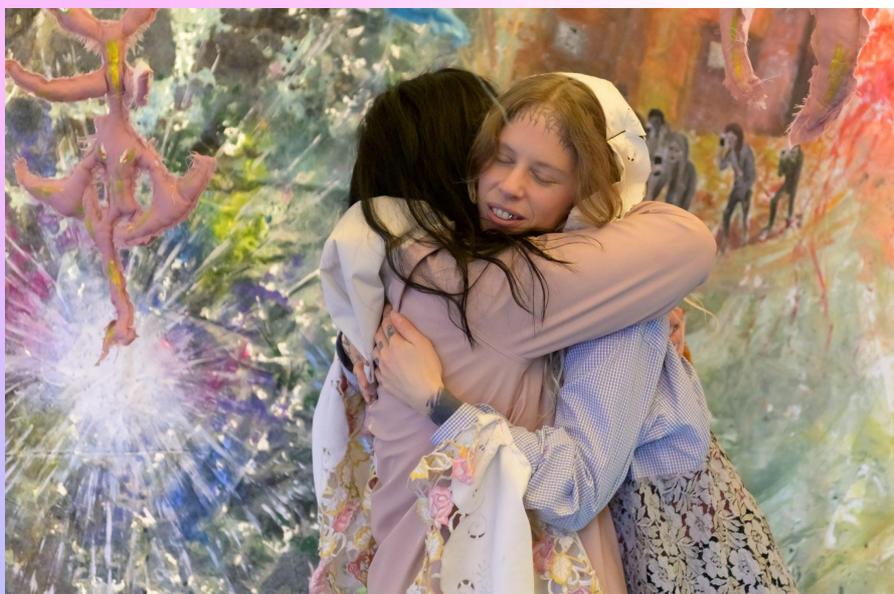
Participatory installation and live performance, painting, costume and audience interaction.

A New World unfolds as an immersive environment combining painted scenography, costume, and live presence. Visitors are invited to enter, sit, and engage in direct exchange, where conversation, intuitive reading, and performative interaction become part of the work itself.

Rather than fixed spectatorship, the installation functions as a relational space in which meaning emerges through dialogue, attention, and embodied encounter.

The work has been presented in multiple institutional contexts, including Design Museum Den Bosch, Museum De Lakhall, and an earlier iteration at the Van Gogh Museum.

Video documentation (excerpt)



REALITY CULT

A New World – Transcending Time and Space (2023)

Manifestations, Dutch Design Week (Eindhoven), 2023

Participatory installation and live performance with painting, costume, video, and audience interaction.

This iteration of A New World expands the project into an exhibition-oriented environment foregrounding costume, scenography, and moving image. Painted surface, suspended garments, and video elements construct a spatial narrative through which visitors physically navigate the work.

The installation is activated through live encounters and intuitive readings, allowing visitors to engage directly with the performative and symbolic dimensions of the project.

Presented at Manifestations, Dutch Design Week (Eindhoven), 2023.



REALITY CULT

Long-form musical and performative project integrating voice, composition, sculptural costume, and painted scenography.

KYBALION the Musical is an evolving performative work structured around reinterpretations of Hermetic philosophy, symbolic transformation, and mythic narrative. Through original compositions, voice, and theatrical staging, the project explores how esoteric systems of knowledge can be translated into contemporary performative form.

Each presentation adapts to its spatial and cultural context, shifting between gallery, festival, and site-responsive environments.

Presented at Death & Rebirth Festival Amsterdam; Occulture Conference Berlin; Nartex Festival France; Slug Gallery Leipzig; St.-Martin-Kirche Potshausen.

For later iterations, the performance was situated within a scenographic environment incorporating the A New World painted décor piece (2 × 8 meters), functioning as the visual and spatial framework of the musical.

Video documentation (excerpt) Nartex Festival 2023



REALITY CULT

Kybalion the Musical (2022-2024)
Fragmented iteration at Reclaiming the Church -
St.-Martin-Kirche Potshausen Germany, 2022

Site-responsive iteration developed for a church environment, constructed as a live collage of voice, sound, movement, and ritualized action. The work engages the spatial acoustics, symbolic architecture, and embodied presence of the site.

Created in collaboration with Abbess NuN (movement and voice) and an organ player, the performance unfolded through shifting constellations of sound, improvisation, position, and interaction within the church space.

Video documentation (excerpt)



REALITY CULT

Kybalion the Musical (2022-2024)

Premiere at KAOS KIA - SLugg Gallery Leipzig Germany, 2022

Premiere presentation of the project, staged within a gallery context and establishing the musical, visual, and performative framework that later evolved into site-responsive and festival iterations.

The performance was accompanied by violinist Victor Evink. Sculptural objects and visual elements were developed specifically for the work, forming the spatial environment of the performance.

Video documentation (excerpt)



REALITY CULT

Rembrandt (2025)

Sculptural costume constructed from reclaimed textiles with embroidered elements.

Developed within the ongoing Giekonstrukt series and activated in the performance A Soul's Journey (2025).



REALITY CULT

The Sovereign (2024)

Sculptural costume constructed from reclaimed textiles with embroidered elements and treated footwear.

Part of the ongoing Giekonstrukt series; activated in A Soul's Journey (2025).



REALITY CULT

Shakespeare (2024)

Sculptural costume constructed from reclaimed textiles with embroidered elements.

Part of the ongoing Giekonstrukt series; activated in A Soul's Journey (2025) and 5th Dimension (2024).



REALITY CULT

The Piscean Age (2024)

Sculptural costume constructed from reclaimed textiles with embroidered elements.

Developed within the ongoing Giekonstrukt series; activated in A Soul's Journey (2025).



The Alchemist (2022) and The Initiate (2022)
Sculptural costume constructed from reclaimed textiles.
Part of the ongoing Giekonstrukt series; activated in Own Reality (2023)
and A New World – Transcending Time & Space (2023).



REALITY CULT

Image-Based Costume Studies (2022)
From the Giekonstrukt series.

Staged photographic works from the Giekonstrukt series investigating constructed identity, archetypal gesture, and symbolic codes of authority, ritual, and presence. Activated in *Kybalion the Musical* (2023).



REALITY CULT

Long-form composition exploring voice, classical influences, and narrative structure.

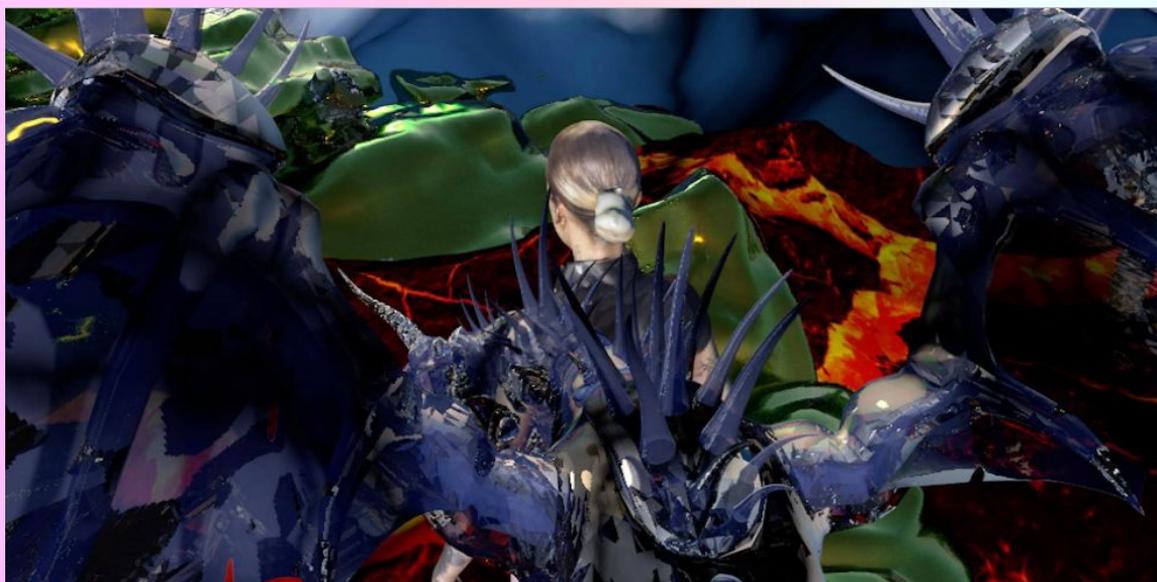
The work established compositional and emotional frameworks that continue into later performative projects.

Selected sonic elements reappear in *A Soul's Journey* (2025).

Supported by Fonds Podiumkunsten and Sena (2020–2021); recorded in 2022.

3D visual environment in collaboration with Mary Ponomareva.

Spread My Wings excerpts



Sound and performance collaboration with Jasper Griepink

Collaborative audiovisual and performance project developed with artist Jasper Griepink (concept by Jasper Griepink).

Contributed to composition, sound production, and performative development for the STONE ORGY EP, an experimental work examining collective movement, ritualised gathering, and embodied energy through sound and live activation.

Presented at Garage Rotterdam, Impakt Festival, and MU Eindhoven. The music video Dirty was exhibited as part of EARTHSHRINE at MU Eindhoven.

Stone Orgy - Full Album
DIRTY (2022) - Excerpt



Commissioned online audiovisual environment and live performance

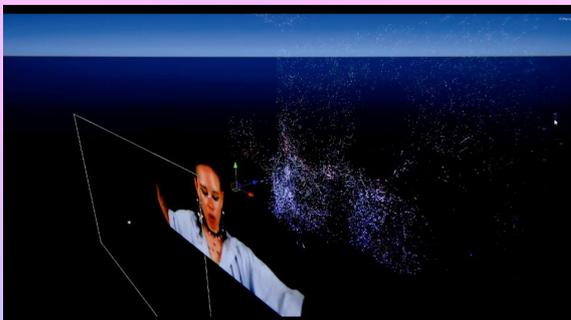
Commissioned contribution to the LEF Global Lab conversations hosted by
Rijkswaterstaat.

Developed and presented an immersive 3D audiovisual environment alongside
video work and two live performances. The project examined the relationship
between internal affective states and broader ecological and climate conditions.

Created in collaboration with Chabela Maturana Parraguez and Enrique Arce
Gutierrez.

Selected video material later forms part of the Spiritual Ecology Trilogy.

Inner Climate – Rijkswaterstaat (2020) video excerpt
Spiritual Ecology Trilogy (selected video work)



Composition and live performance with Jazz Orchestra of the Concertgebouw, Amsterdam

Selected in 2018 for a collaboration with the Jazz Orchestra of the Concertgebouw Amsterdam within a project initiated by Company New Heroes.

Developed a 15-minute experimental composition and performed live with the orchestra. The collaboration resulted in a documentary release.

Material from the project was later developed into the EP Unified Self, released via Soulfeeder.

Video Documentairy
Unified Self

