



Press Release

FUNNY WEATHER



Theo Triantafyllidis, preview still for *Funny Weather*, 2026. Courtesy the Artist and The Breeder, Athens.

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- **New screen based digital artwork by Theo Triantafyllidis uses real-time weather data and a custom simulation system to create multiple layers of generative storytelling.**
- **The work makes its world premiere at Aviva Studios, home of Factory International from 11 November, with following presentations in New York, Hong Kong and Melbourne, each using unique site-specific live data.**
- ***Funny Weather* is the first commission from Behind the Screen, a new initiative to support the development of digital art and the evolution of screen based practices from Factory International, Australian Centre for Moving Image (ACMI), Onassis ONX and M+.**

Funny Weather by Theo Triantafyllidis is a screen-based simulation staging humorous sky-based interventions. The inaugural commission from **Behind the Screen**, the work makes its World Premiere presentation at the landmark cultural venue **Aviva Studios, home of Factory**

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International in Manchester from **11 November**, with complimentary programming to be announced.

Funny Weather is about navigating a new era of climate uncertainty in which the weather becomes a main character in our lives. It is a weather forecast for a world changing faster than it can be predicted.

The new digital work is a screen based live simulation that plays with the format of a weather forecast. Visuals slowly transition from quiet cloud formations into epic sunsets, while migrating flocks transform into colourful kites. Combining real-time atmospheric data with recent bird sightings and a bespoke locally hosted AI Oracle, *Funny Weather* creates a constantly evolving picture of the skies above us.

Long before satellites, the sky was our first forecast. Birds were read for omens, clouds for portents, and wind for what was to come. Today, simulations and datasets, like those used in *Funny Weather*, are relied upon to predict future patterns, however with our changing climate predictive models built from existing knowledge and patterns can be limiting. *Funny Weather* explores this tension through a living, unpredictable, and at times darkly comical weather forecast.

Following its run in Manchester, *Funny Weather* will present at **Onassis ONX** (Athens and New York), **M+** (Hong Kong) and **ACMI** (Melbourne), with each contributing their own site-specific data sets to further drive *Funny Weather*'s playful narrative.

Theo Triantafyllidis creates darkly playful worlds across a range of mediums from games and live simulations to performances and installations. He uses the logic of play to tackle complex ideas including ecological collapse, social entanglement and networked desire. Triantafyllidis has exhibited in museums and at festivals around the world including the Whitney Museum (New York), Centre Pompidou (Metz) and Buk-SEMA (Seoul). He will debut a new artwork *Feral Metaverse (Spider)*, at Frieze **London 2026** after winning this year's **Frieze London Artist Award**.

Theo Triantafyllidis said: *"The key message of the work can be condensed into a tension: a world approaching ecological collapse, interpreted through systems that remain playful, unreliable, and strangely hopeful. In this sense, Funny Weather is less about climate itself than about the conditions under which climate is perceived, narrated, and collectively understood, and about sexy airplanes."*

Gabrielle Jenks, Digital Director at Factory International said: *"Factory International initiated the Behind the Screen collaboration to support the evolution of screen-based work and the boundary-pushing practices of digital artists. We wanted to support the distribution of this work, helping to strengthen the sustainability and longevity of these practices. We're thrilled that Theo is the first artist to be presented through the collaboration. His work is a fantastic example of an artist exploring both the form and subject of AI, simulation and networked systems."*

Seb Chan, ACMI Director & CEO said: *"A sustainable future for screen culture relies on institutions working together across borders, sharing knowledge, and supporting the experimentation that drives all kinds of new creative practice. Behind The Screen establishes an international framework that nurtures talent and increases the visibility and understanding of emerging screen-based art. As Australia's national museum of screen culture based in Melbourne — a city famous for four seasons in one day — we're especially delighted to welcome Funny Weather in 2027."*

Afroditi Panagiotakou Artistic Director of the Onassis Foundation said: *"When digital technology becomes so prevalent and ubiquitous that we cease to notice it, digital art needs to move beyond form and format. It needs to seek out the relationships, interconnections, and deeper currents that define creativity in a post-human world. Behind the Screen does precisely that. We are*

proud to collaborate with Factory International, ACMI, and M+ to launch this new international commissioning platform, opening with Theo Triantafyllidis' Funny Weather. A sharp and apt commentary on the strangeness of our time and on planetary transformation, it is also a hymn to resilience and the imperative of co-existence in a world that desperately seeks more human art."

Ulanda Blair, Curator, Moving Image, and Sunny Cheung, Curator, Design & Architecture at M+, Hong Kong, added: *"M+ is delighted to be part of Behind the Screen, a transnational network of institutions reshaping the landscape of digital art. M+ will feature Theo Triantafyllidis's work on the M+ Facade, one of the largest media facades in the world, as well as on the Grand Stair screen. Triantafyllidis's Funny Weather is a fitting commission for Behind the Screen, connecting its four far-flung partners through a shared, data-driven atmospheric encounter. Together, we can provide the collective expertise and infrastructure necessary to realise this ambitious work, which brings into focus the fragile planetary climate systems that bind us across continents."*

Funny Weather is the first commission by **Behind The Screen**, a brand new initiative to support the development of digital art and the evolution of screen-based practices. A global commissioning network to support international artists, Factory International leads a collaboration with three of the world's leading institutions in this field - **ACMI** (Melbourne), **M+** (Hong Kong), and **Onassis ONX** (Athens + New York) . Designed to address a gap in the contemporary arts landscape, it is united around a commitment towards the production of digital art and the development of artists working in virtual media. The programme recognises that art, gaming, film, architecture, simulation and artificial intelligence are converging rapidly, and that cultural institutions have a responsibility to respond and to take on custodianship of this work, which so often occupies public space.

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LISTINGS INFORMATION

Funny Weather

By Theo Triantafyllidis

Presented by Factory International in collaboration with Australian Centre for the Moving Image, Onassis ONX and M+

Media Wall at Aviva Studios, home of Factory International, Manchester

11 November – 6 December 2026

19 January – 26 March 2027

Complimentary programme to follow January 2027

Australian Centre for Moving Image (ACMI), Melbourne

Autumn 2027

M+, Hong Kong

Autumn 2027

Onassis ONX, New York

To be announced

Funny Weather is a free, unticketed experience.

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NOTES TO EDITORS

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Artist Biography

Theo Triantafyllidis builds performative systems where natural and synthetic intelligences rehearse their coexistence. Working with games, live simulations, performances, and installations, he creates volatile arrangements presented as darkly playful procedural worlds. His work uses the logic of play and simulation to approach phenomena too vast to narrate: ecological collapse, social entanglement and networked desire, turning them into experiences that can be felt rather than verbally explained.

At the centre of the practice is the body: primal, sexual, comedic, and often overwhelmed. Triantafyllidis explores the uneasy fit between our ancient instincts and the accelerating systems we inhabit, exposing the eternal absurdity of that mismatch. His characters: human, animal, monster, or machine, balance between control and surrender, humour and dread, intimacy or spectacle. The outcome is a continuously evolving ecosystem of works that is searching for a tender, hormonal core inside an overstimulated world. He holds an MFA from UCLA, Design Media Arts and a Diploma of Architecture from the National Technical University of Athens. He has shown work in museums, including the Whitney Museum in New York, Centre Pompidou in Metz, Buk-SEMA in Seoul, House of Electronic Arts in Basel, Ujazdowski Castle in Warsaw, Sapieha Palace in Vilnius and NRW Forum in Dusseldorf and galleries such as Meredith Rosen Gallery, The Breeder and Nagel Draxler. He was part of the 2021 Athens Biennale: Eclipse, Berliner Festspiele 2021, Sundance New Frontier 2020 and Hyper Pavilion in the 2017 Venice Biennale. He recently received the Frieze London Artist Award 2026.

About Factory International

Factory International is the organisation behind Manchester International Festival and the city's landmark cultural space, Aviva Studios. Factory International commissions, produces and presents a year-round programme of original creative work and special events at Aviva Studios, online, and internationally through its network of co-commissioners and partners. It also stages the city-wide Manchester International Festival (MIF) every other year.

Factory International builds on the legacy of Manchester International Festival, one of the world's leading arts festivals, and the first to be entirely focused on the commissioning and producing of ambitious new work. Staged every two years in Manchester since 2007, world-renowned artists from different art forms and backgrounds create dynamic, innovative and forward-thinking new work in venues and spaces across Greater Manchester.

Aviva Studios was designed by the world-leading practice Office for Metropolitan Architecture (OMA), with Ellen van Loon as lead architect – their first major public building in the UK. Its development was led by Manchester City Council, with backing from HM Government and National Lottery funding from Arts Council England.

Ultra-flexible in design, the building is based around large, open, adaptable spaces that can be constantly reconfigured, enabling artists to develop and create large-scale work of invention and

ambition of a kind not seen anywhere else in the world. A unique canvas to make, explore and experiment, audiences can enjoy the broadest range of art forms - from major exhibitions and concerts to intimate performances and immersive experiences.

Factory International plays an important role in the lives of Greater Manchester residents, bringing jobs, skills, training and creative opportunities. Through the Factory Academy, Factory International is training the creative workforce of the future, while its pioneering creative engagement and artist development programmes create year-round opportunities for local people to get involved, from participating in flagship commissions to shaping the organisation through involvement in its public forums.

Factory International is an Arts Council England National Portfolio Organisation.

factoryinternational.org

About Australian Centre for the Moving Image (ACMI)

ACMI is Australia's national museum of screen culture. Watch, play, make and discover the universe of screen-based art, films, TV and videogames. Visit us in Melbourne's Fed Square, online and on tour. Our museum attracts millions of visitors through a vibrant offer of exhibitions, screenings, commissions and festivals. ACMI's industry, education and creative incubator programs inspire and develop the next generation of screen creatives. We are a globally recognised hub that connects people, communities, technology and ideas to shape our futures.

acmi.net.au

About M+

M+ is Asia's global museum of contemporary visual culture. Located in Hong Kong's West Kowloon Cultural District (WestK), it is dedicated to collecting, exhibiting, and interpreting visual art, design, architecture, moving image, and Hong Kong visual culture of the twentieth and twenty-first centuries. The landmark M+ building on Hong Kong's Victoria Harbourfront was designed by the world-renowned architectural firm Herzog & de Meuron in partnership with TFP Farrells and Arup. With a total floor area of 65,000 square metres, it includes thirty-three galleries spanning 17,000 square metres alongside a Learning Hub, Moving Image Centre, Research Centre, Roof Garden, and other event and programming spaces. The M+ Facade is one of the largest LED screens in the world, showcasing commissioned artworks on the Hong Kong skyline every evening. The museum stewards a multidisciplinary permanent collection of more than 9,000 works, primarily from Hong Kong, the Chinese Mainland, and across Asia. A highlight is the M+ Sigg Collection, which is one of the world's most comprehensive collections of Chinese contemporary visual art. Today, M+ is a nexus for researching and presenting contemporary visual culture, inspiring thought and curiosity.

[Mplus.org.hk](https://mplus.org.hk)

About Onassis ONX

Onassis ONX is the Onassis Foundation's global platform for art and advanced technologies. As a catalyst for digital cultures, Onassis ONX empowers creatives who build transformative works, elevating their practice across ideation, development, presentation, and distribution through studios in Athens and New York. This holistic engagement throughout an artistic process enables world building at the frontiers of AI, immersive, spatial computing, gaming, and other emergent time-based media. Onassis ONX cultivates and engages with a network of institutions and industries ready to respond to these new forms of creative expression and meaningfully engage with audiences around the world.

[Onx.studio](https://onx.studio) | A global art and advanced technologies platform.

About Onassis Foundation

The mission of the Onassis Foundation, founded by Aristotle Onassis in 1975, is human-centered: to shape and shake society through new ideas, bold discussions, and unexpected connections in Health, Education, and Culture.

Onassis Hospital, with three decades of pioneering work, more than 2 million visits, and tens of thousands of heart surgeries, continues to change the healthcare landscape. Today, it brings together the Onassis National Transplant Center and an autonomous cardiology unit dedicated exclusively to children, providing access to healthcare for all.

Since 1978, the Onassis Foundation has supported education by empowering young people and new ideas for a better society, with over 1,800 educational programs and 8,000 scholarships worldwide. Since January 2025, the Onassis Public Schools have been developing model public schools with a strong social focus, transforming 20 middle and high schools across the country.

Through Onassis Stegi ('stegi,' a Greek word for 'roof' or 'shelter') an emblematic venue in Athens, the Onassis Foundation encourages local and international artists to thrive and sparks conversations that open up new ways of thinking. Since 2010, it has showcased 15,000 theater, dance, music, and visual arts performances, exhibitions, and events.

Aiming to increase the visibility of Greek artists, the Onassis Stegi Touring Program has brought more than 100 productions and co-productions to over 200 cities across 72 countries. In 2025, the Onassis Foundation launched Onassis Ready, its new arts venue in Athens.

Onassis Stegi's web radio, STEGI.RADIO, broadcasts 24/7, highlighting new music and ideas, while Onassis AiR supports artistic research and practice. As an engine for art and advanced technologies, Onassis ONX empowers artists creating genre-defying works through its hubs in Athens and New York City.

The Onassis Foundation, with more than 50 years of pioneering spirit and boldness, approaches diverse initiatives in Health, Education, and Culture with a holistic strategy and acts as a catalyst for social progress with a clear vision: being consistently innovative and creatively disruptive.

[Onassis.org](https://onassis.org)

BEHIND THE SCREEN



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