

I investigate artistic practice as ecological gesture, designing speculative devices that operate as ecological prostheses - spaces of tension between ecological care and disturbance. With a background in architecture and visual art, I create sculptural systems, wearables, and site-specific installations as metabolic bridges between organisms and landscape.

EXPERIENCE

- 2022 - current** **Transdisciplinary artist / researcher**
 Founded collective [FIELD FLUX](#) with Tuçe Erel and Julian Rieken (2026)
 Art residency with [Gaudeamus](#) (2026)
 Art residency under program “Espacial” at [Pluto](#) Valencia (2026)
 Spring Artist in Residency at [SomoS Arts](#) Berlin (2026)
 Part of [Organismo 2026](#) with TBA21 cohort (2026)
[Shopyard](#) Art Residency part of Braga25 capital of culture (2025)
 Part of [Institute for Post-natural Studies](#) PIP cohort (2025)
 Residency and participation on [SLA Festival](#) (2024)
 Residency [Provisional School for Nothing](#) (2024)
 Residency [RAUM](#) (2023)
 Resident artist at [Associação Goela](#) (2022)
- 2024** **Freelance graphic and product designer**
- 2022 - 2025** **Co-Founder, Chief Design Officer**
 Raiz (Lisbon, Portugal)
 Raiz is creating a network of climate positive vertical farms.

EDUCATION

- 2021 - 2022** **Architectural Researcher at University of Minho**
 Awarded Lab2PT (FCT) six month research grant for the development of a book on critique of architecture
- 2020 - 2021** **Architect, designer**
[KWY Studio](#) (Lisbon, Portugal)
 Multidisciplinary studio, focused production of interspecies artworks. Main collaborators: Superflex.
- 2018 - 2018** **Architect, designer**
[Office for Political Innovation](#) (Madrid, Spain)
 Studio working in the intersection of design, research and ecological critical practice.
- 2022 - 2023** **Spealization course on basis for scientific investigation (6 month duration)**
 Escola de Arquitetura, Arte e Design of Universidade do Minho
- 2015 - 2017** **MA in Visual Arts**
 Faculdade de Belas Artes da Universidade do Porto (PT)
- 2009 - 2015** **MArch (integrated master)**
 Universidade do Minho (PT) and Hafencity Universitat (DE)

SELECTED PROJECTS / EXHIBITIONS

- 2026** **Sonic Leaks (Utrecht, NE)**
 Group Exhibition with collective FIELD FLUX at Casco Art Institute, Commissioned by Gaudeamus. *Focus: Resisting waters, sonic* exploration of the political implications of *the shape of water*.
 For more: [gaudeamus](#)
- Cloud Garden (Madrid, ES)**
 Collective Exhibition at the Thyssen-Bornemisza National Museum. Part of the program Organismo 2026 organized by TBA21. *Focus: How* ecological imagines come to matter in times of ecological uncertainty.
 For more: <https://cloudgardens.info/>
- Soft Frictions (Berlin, DE)**
 Art Residency & Solo Exhibition at SomoS Arts. *Focus: Wereable* sculptures as nomadic ecological prostheses.
 For more: <https://somoS-arts.org/ines-barros-soft-frictions/>
- 2025** **Horta de Névoa (Braga, PT)**
 Art Residency & Solo/Group Exhibition, Commissioned as part of Braga 25: Portuguese Capital of Culture. *Focus: Site-specific research into local mist-harvesting and moisture sound*.
 For more: <https://shorturl.at/CWBxR>

2025 Pangea Erotica (Madrid, ES)

Podcast/Sonic Essay with the Institute for Postnatural Studies. Broadcasted via Radio Relativa. *Focus: Post-natural ecologies and metabolic storytelling.*

For more: <https://www.hyperlinkedbodies.com/pangeaerotica>

Dhunar Gaon (Uttarakhand, IN)

Independent research with Tiny Farm Lab on Himalayan bioresources and ancestral material practices. *Focus: Study bioregional vernacular practices in the Indian Himalayas and development of design objects.*

For more: <https://www.hyperlinkedbodies.com/dhunargaon>

2024 Fonte (to be revised) (Sète, FR, and Lisbon, PT)

Art Residency & Group Exhibition at Galerie Zoom (FR) and Convento dos Capuchos (PT). Comissioned by SLA Festival. Curator: Phillipe Saullé. *Focus: Developing bio-composite artworks for water filtration and material purification.*

For more: <https://www.hyperlinkedbodies.com/1fonte>

a biophilia device (Lisbon, PT)

Installation & performance commissioned by Gentler Futures Festival. *Focus: A wearable speculative laboratory translating alchemical processes into ecological attunement.*

For more: <https://www.hyperlinkedbodies.com/biophiliadevice>

2023 Burocracias interespecies (Lisbon, PT)

Exhibition at Galeria Zé dos Bois (ZDB). Collaborative project with Giovanna Martins (Bio-scientist). *Focus: Art-science collaboration exploring interspecies bureaucracies and bio-resource ethics.*

For more: <https://www.hyperlinkedbodies.com/burocraciasinterep%C3%A9cies>

PUBLICATIONS

Destituent Power: Towards a Theory of Refusal and Inoperativity (2026)

Authored chapter “Embodied Destituentcy” of the collaborative book “Destituent Power: Towards a Theory of Refusal and Inoperativity”, to be published by University of Edimburgh in October 2026

Fossils of Our Digital Life (2026)

Article for Next Nature Magazine

link: <https://nextnature.org/en/magazine/story/2025/fossielen-van-ons-digitale-leven>

PRESS / PRIZES

Cloud Garden (2026)

Press cover of the case study Last Resorts presented at Thyssen Museum through Organismo 2026 program.

link 1: [Elconfidencial](#)

link 2: [Bc3](#)

SomoS interview (2026)

Intro video for Artist in Residency presentation
link: <https://somos-arts.org/ines-barros/>

Canal 180 interview (2025)

Interview about exhibition Horta de Névoa for Braga25 Portuguese capital of culture, during Shopyard Residency
link: <https://www.instagram.com/reel/DKhlrFEoSku/>

Innovation Lump Sum (2023)

Project ORTUS (3D printed hydroponic tower) wins SUAVE Innovation Lump and is supported by European Union

Designers who Grow Food (2023)

Speaker at Gentler Futures Festival on designing for sustainable agriculture

Creative Thinking for Communities (2022)

Speaker at the talk Creative Thinking for Communities for Festival Rare Effect

Arena Viva (2026)
(under development)

Pluto, Valencia
Espacial Residency

Exhibited X date at X

Arena Viva is a sculpture developed in the huertas of Valencia, exploring human sweat as a resource for dry soils. Inspired by the ancient olla, an unfired clay vessel buried in agricultural fields to slowly release water into the soil, the project reimagines this technology as an ecological prosthesis: a metabolic extension between human body and landscape. A rammed-earth structure made with local materials becomes a resting place, while latex vessels collect the sweat of people working in the fields and warehouses, who come to lay in this sculpture, proposing rest as a form of ecological care. The project is currently being developed in residency at Cultural Space Pluto in Valencia.



WIP: sweat collecting mechanism (studio photo)



WIP: Rammed Earth blocks' bed (studio photo)



Arena Viva (virtual render) (2026)
Rammed Earth, natural latex

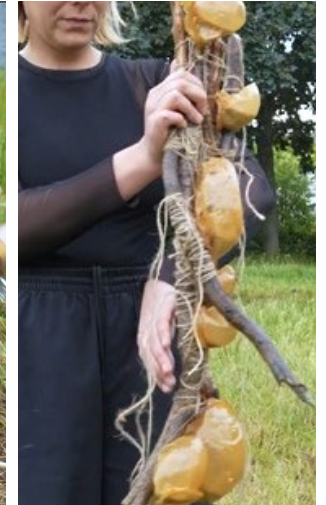
Soft Frictions (2026)

SomoS Arts

AiR Berlin

Exhibited X date at X

Soft Frictions is a project composed of six wearable sculptures made in dialogue with the waterside terrain of Berlin's Urbanhafen around Admiralbrücke. Conceived as wearable ecologies, these objects act as prostheses: garments that extend the wearer's actions, adapting the human anatomy and metabolism to the needs of the surrounding environment. The set is composed of three garments: *Slow Drool* is designed to produce sweat and harness heat from its wearer, directing it into compact soil; *Soft Rot*, wax blocks filled with compost, is to be worn on the feet, imposing a heavy slow walk on its wearer while leaking nourishment into the soil at every step; and *Feral Load* aerates the soil while spreading seeds onto worn paths on the grass. These devices speculate what it would mean for the habitual use of an urban leisure site to contribute something to the soil beneath it.



Still frames from performance videos of *Soft Frictions*. For full video please access: www.hyperlinkedbodies.com



Slow Rot (2026)

Wax, coffe, clay & juta



Slow Drool (2026)
Natural latex and wire

Feral Load (2026)
Natural latex, wood, natural resin, metal

Soft Rot (2026)
Natural latex, beeswax, coffee, wool & compost

Horta de Névoa is a site-specific installation that harvests atmospheric moisture from the ground floor of a decommissioned shopping mall. Through fog condensation mechanisms, the system collects water from enclosed air pockets, revealing the building's latent hydrological cycles. The installation introduces clay and wax elements designed to host the growth of the fungi and bacteria discovered on site, further enabling the space as a living ecological enclosure. By amplifying microbial presence, the project reinterprets the abandoned architecture as an active environmental system, investigating how invisible water ecologies can be reactivated through atmospheric, sonic, and material intervention.



Horta de Névoa (2025)

Hydrophilic mesh, mistifiers, clay & blue LEDs

Fonte (2024)

Festival SLA

Exhibited X date at X

Exhibited at Galeria Zoom (Sète, FR)
Convento dos Capuchos (Lisboa, PT)

Fonte is a sculpture composed of six modular wax vessels designed to filter and nourish water through material erosion. Each module is coated with an agar-based biomaterial that functions as an inner skin, allowing water to circulate while gradually dissolving the wax structure. As the sculpture wears, the material's decomposition contributes to the purification and enrichment of the water it carries, treating degradation as an ecological function rather than failure. The biomaterial skin is manufactured according to the site of exhibition, containing local vegetal charcoal and riverine flora. The piece is presented paired with an aquarium with local river water, forming a close loop: water is pumped to the sculpture, posteriorly returning to the aquarium.



bioplastic of algae, vegetal coal and riverine plants



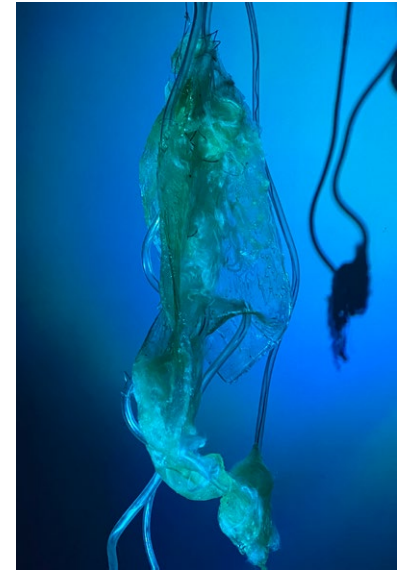
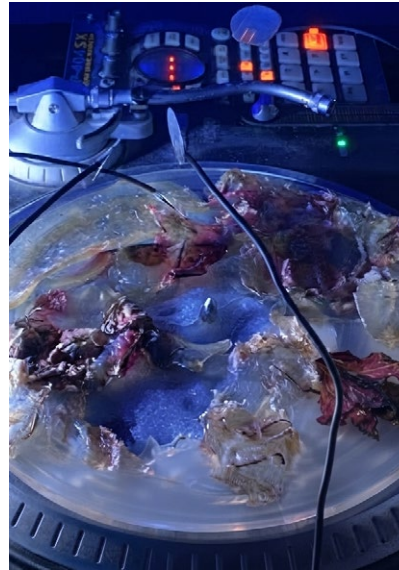
Fonte (2024)

Wax, linen, algae bioplastic & water pump

1/6 Fonte is a wearable fountain, a variation of a module from the project Fonte. Positioned between infrastructure and body, the work frames water purification as a situated material process, carried out through use. Made to be worn while hiking, the artwork is designed to float in natural waterways. Similarly to the project Fonte, this singular module naturally degrades, leaking nourishment into the river. This modular logic allows the fountain to be activated through bodily movement.



Burocracias Interespécies takes the form of living sculptural entities composed of non-sterile biomaterials, capable of hosting fungi, thus designed to oscillate between object, organism, and process over time. Developed in collaboration with bio-resources scientist Giovanna Martins and performers Catarina Rodrigues and Miguel Limão, the work unfolds through bodily and sonic interactions that activate the sculptures as perishable performances. Situated within a broader investigation into speculative systems, the work proposes an interspecies protocol, where material decomposition, sound, and gesture become more-than-human communication.



A Biophilia Device (2024)

Gentler Futures Festival
C.I. Mouraria, Lisboa

Exhibited X date at X

A *Biophilia Device* is a wearable laboratory designed to enable the production of biomaterials directly in natural environments. This device allows users to engage in material processes on site, without relying on industrial infrastructure. Grounded in the biophilia hypothesis, the project reconnects craft, ecology, and experimentation through embodied practice. By situating material production in direct contact with local ecosystems, the device frames creation as a form of ecological attunement rather than extraction. Part of an ongoing investigation into biophilic tools, this work explores how portable instruments can foster material independence and eco-empathy, treating biomaterial production as an artistic and ecological gesture rooted in place.



Biophilia Device (2024)

Pigmented cement, wire, pharmaceutical items

collabora-
tions

Cloud Gardens (2026)

TBA21
Program Organismo 2026

Cloud Gardens is grassroots geoengineering proposal for maintaining the land-atmospheric water cycle in the West Mediterranean Basin through land-use planning and cloud-formation through evapotranspiration. Taking the Río Palancia valley in northern Valencia as its pilot site, the project brings together community dialogue, scenario planning, scientific modelling and a game-engine narrative tool. These components establish the *Cloud Garden* as both a public space and a protocol for cultivating, stewarding and re-imagining the collective relationship between land, water and atmosphere.

To see more visit the website <https://cloudgardens.info/>

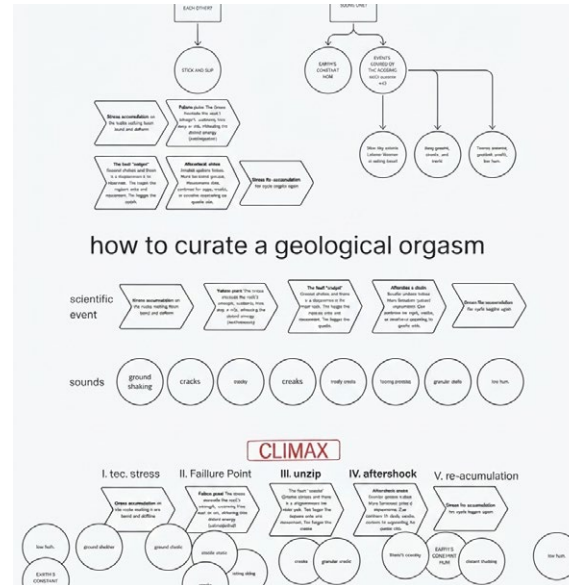
Collaboration with X and exhibited in X at X date



Cloud Gardens (2026)

Simulation environment on Unreal Engine with LiDar mapping

Pangea Erotica is a sound-based research project developed as a podcast episode, exploring the intimacies of friction between tectonic plates. The project examines geological collision as a sensorial and relational process, translating seismic phenomena into sonic abstraction. Grounded in the scientific phases of tectonic movement, the research analyzed frequencies, vibrations, and temporal patterns of plate friction. These parameters informed the creation of a curated playlist structured as a sonic choreography, where each stage of an earthquake becomes an auditory encounter. *Pangea Erotica* frames sound as a medium for reimagining planetary relations, positioning geological desire and proximity as forces that reshape human and more-than-human coexistence.

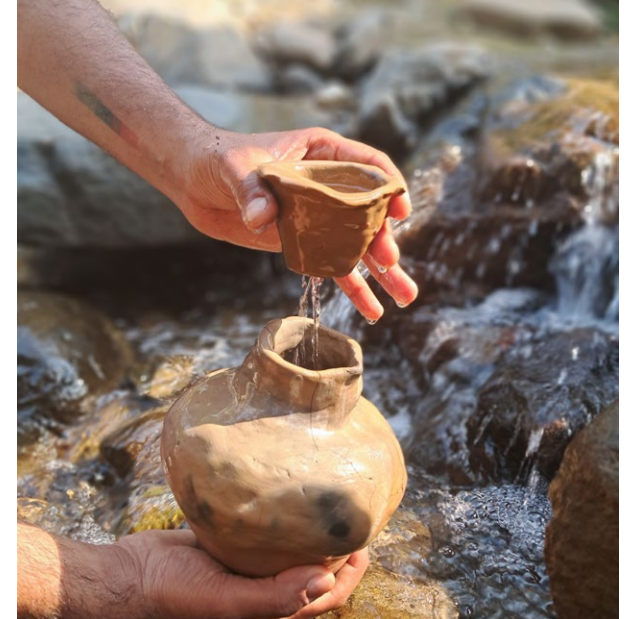


Dhunar Gaon (2025)

Field Research
Uttarakhand, India

Dhunar Gaon was a three-month field research project developed in collaboration with the studio Tiny Farm Lab in the Indian Himalayas. The research focused on bioregional materials and vernacular craft practices in the Dhunar Gaon region. Combining seasonal observation, material experimentation, and collaboration with local artisans, we developed three functional objects adapted to local necessities: a wooden backpack made with the invasive species *Lantana Camara*; two raw clay water vessels adapted for summer use; and a balaclava woven from Bhimal fiber, suited to both winter and summer conditions. *Dhunar Gaon* positions design as a continuation of living craft traditions, where material knowledge, ecology, and daily use converge to sustain adaptive practices over time.

Collaboration with X and exhibited in X at X date



Dhunar Gaon (2025)

Bhimal natural fiber, river clay, lantana camara wood & liana.

