

TARCILA NEVES | EXECUTIVE PORTFOLIO

I. EXECUTIVE BIO

Tarcila Neves is an Art Director, Creative Technologist, and the visionary founder of Art Nest Collab. She specializes in 'Invisible Infrastructure' - the intersection where digital innovation meets urban narrative. By blending high-fidelity tools like Augmented Reality (AR) and Projection Mapping with the raw, adaptive ingenuity of Gambiarra (the Brazilian art of creative problem-solving), Tarcila transforms static spaces into sovereign cultural ecosystems.

Her work is defined by Neo-Antropofagia: a strategic process of 'digesting' complex urban data, community history, and architectural landscapes to manifest new, high-value realities. Known for her unrelenting dedication to project integrity and operational speed, Tarcila acts as the primary bridge between the strategic goals of real estate developers and the authentic heartbeat of the community.

II. STRATEGIC CV

Executive Director, Art Nest Collab

Core Expertise: Immersive Placemaking | Public-Private Partnerships | AR & Projection Strategy | Community-Driven Data Collection | Strategic Grant Leadership

Institutional Network & Jurisdictions

Tarcila maintains a robust network of decision-makers and high-level partnerships across the Pacific Northwest and the United States. Her influence is evidenced by a proven track record of activation and delivery within the City of Burnaby, Vancouver, Nanaimo, Richmond, Victoria, Coquitlam, New Westminster, and West Vancouver.

Internationally, she has established a major presence in New York City (Bryant Park), Miami (Sagamore Hotel), and California (Bombay Beach/Painted Canyons). These civic and international partnerships are anchored by her integration with institutions such as Richmond Art Gallery, Place des Arts, Killarney Community Centre, Mars College (USA), and Illust.Space (Global). She maintains strategic relationships with primary arts and cultural festivals in all these regions, ensuring every project is backed by municipal authority and extensive public visibility.

High-Impact Milestones

Municipal Activation (BC & USA): Directed tech-led community workshops and large-scale public installations for the cities of Nanaimo and Richmond to drive civic engagement and data-driven placemaking.

Institutional AR Strategy: Developed proprietary digital layers for Vancity and Oak Bay Recreation Centre, utilizing AR storytelling to increase foot traffic and narrative transparency.

Global Exhibition Management: Led site-specific interventions at Miami Art Basel and Bombay Beach Biennale, transforming natural and industrial architecture into reactive digital canvases.

Strategic Production Leadership: Orchestrate the Art Nest Collab network, managing a vast roster of multidisciplinary professionals and specialist artists to ensure high-fidelity execution on every project.

Technical & Business Foundation

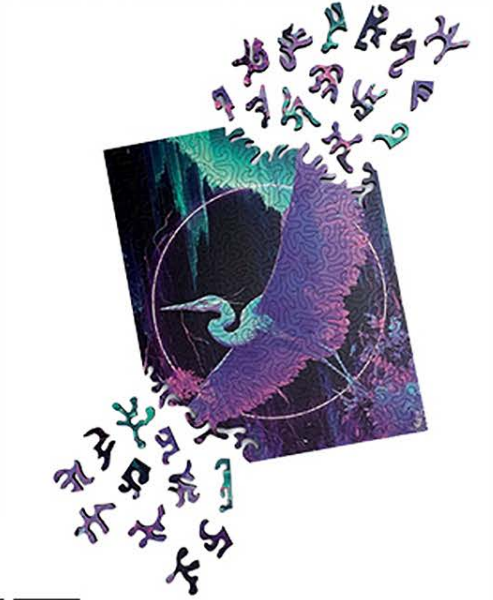
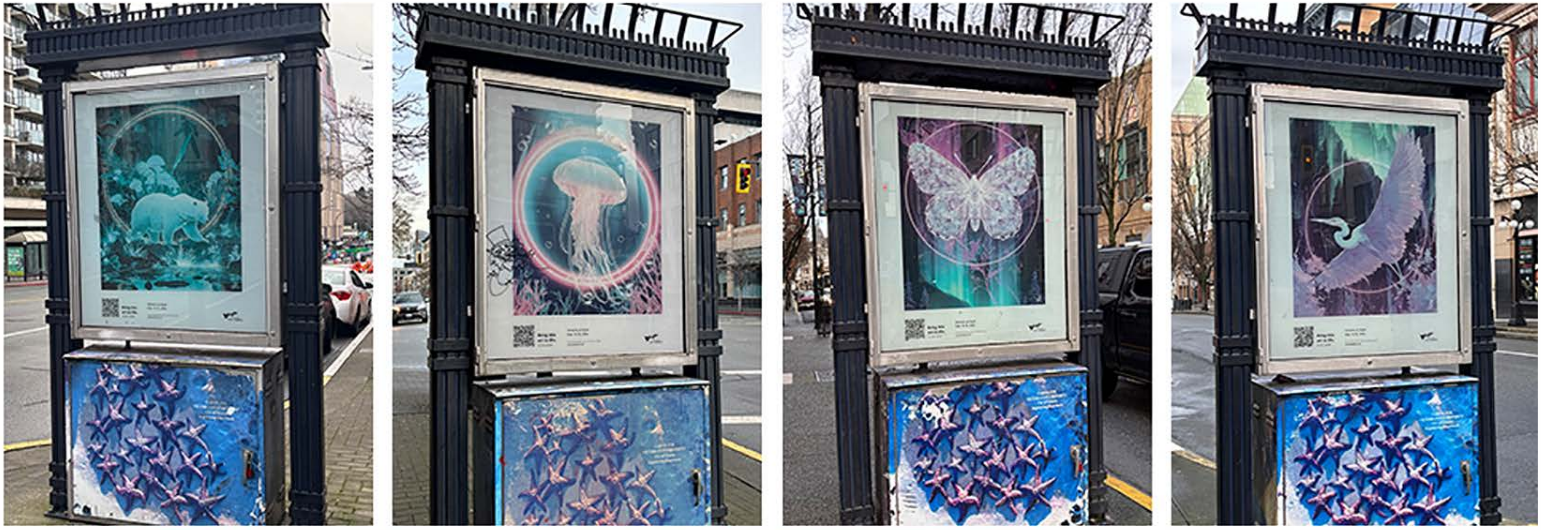
Advanced Degree in Business – BCIT

Advanced Diploma in Animation & Concept Art – Vancouver Film School

Bachelor in Industrial Design – UNESA, Brazil

III. ART NEST COLLAB MANIFESTO

1. Strategic Digestion (Neo-Antropofagia): We do not believe in superficial aesthetics. We 'consume' the history of the land, the data of the city, and the voices of the people to manifest a sovereign cultural identity.
2. The Ethos of Ingenuity (Gambiarra): We bring a solutions-first mindset to every technical barrier. If the technology doesn't exist, we build it. We operate with the agility of a startup and the precision of an architectural firm.
3. Digital-Physical Sovereignty: Augmented Reality is our tool for revealing 'invisible layers.' We use technology as a prosthetic for the soul, making innovation accessible to every demographic.
4. The Social Capital Mandate: Art Nest Collab exists to provide developers with a cultural legacy and cities with measurable social capital. We ensure every project pays artists fairly and transforms space into a destination.



Scan the QR code now to unlock the Augmented Reality experience and watch the artwork come to life!

Lumina Quest

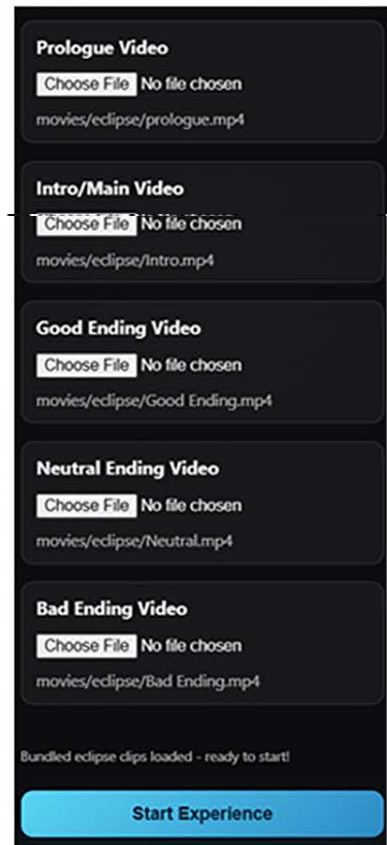
Type: Lightboxes with AR

Date: January 2026 | Location: Victoria and Royal Museum Victoria

Artist: Tarcila Neves

Commissioning Entity: Victoria City and Dusk Festival

Description: Lumina Quest is an interactive AR installation by Tarcila Neves for Victoria's Dusk Festival. This project gamifies the city streets by blending bioluminescent lightboxes with digital layers, including a unique collaboration with Puzzle Lab that turns art into a playable puzzle.



Manifesto Antropofagico - ([PROJECT VIDEO](#))

Type: Interactive Experimental Short Film

Date: 2026 | Location: Bombay Beach Biennale Movie Festival - California

Artist: Tarcila Neves

Commissioning Entity: Bombay Beach Movie Festival

Description: A solo interactive cinematic work selected for the short experimental film category. In this project, Tarcila Neves demonstrates her creative coding prowess by developing a custom voice-reactive system that allows the film to evolve based on audience participation. The narrative's trajectory is determined by the collective vocal input of the viewers, branching into a Good, Bad, or Neutral ending. This technical integration turns the act of viewing into a literal "cultural digestion," where the audience's voice directly shapes the cinematic outcome.



Moon Festival - ([PROJECT VIDEO](#))

Type: Large-Scale Projection Mapping

Date: 2026 | Location: Painted Canyons - California

Artist: Tarcila Neves

Commissioning Entity: Mars College

Description: A site-specific intervention that illuminates the natural architecture of the Painted Canyons. Utilizing her own proprietary mapping software, Tarcila Neves utilizes her programming skills to precisely align digital visuals with the complex, rugged desert geology. The installation transforms the landscape into a reactive canvas, celebrating the celestial spirit of the Moon Festival through high-tech environmental art.



Memory Makers Project: Public Art Community Feedback

The "Memory Makers" project is a proposed permanent public art installation for the City of Nanaimo. Led by artist Tarcila Neves, this project balances artistic vision with civic engagement.

We are seeking community feedback on six proposed sculpture designs. Each sculpture represents a specific ecological identity relevant to our region and features physical interactions (sound/movement) and Augmented Reality (AR) experiences.

Note: The images shown are artistic concepts. Final constructed sculptures may differ slightly due to structural engineering and the nature of reclaimed materials

Which sculpture design is your favorite?

The three most popular sculptures based on these votes will be produced for the final installation.

Memory Makers

Type: Public Art + AR Installation

Date: January 2026 | Location: ummer 2026 | Location: Beban Park, Nanaimo - BC Artist

Artist: Tarcila Neves (Concept artist and Executive Art director),

Fabrication & Technical Lead: Nickie Lewins and Finn (designer and fabrication)

Commissioning Entity: City of Nanaimo

Materials: Reclaimed wood, rebar, glass, music instruments.

Description: Memory Makers is a community-led installation of three interactive "hybrid creature" sculptures that blend human forms with local Red List species. Following a public survey where the community voted to select the final designs from six initial concepts, the sculptures are being realized through a collaborative fabrication process. Designed for durability and tactile play, the pieces feature integrated plant pockets in the heads for native greenery and kinetic elements like manual wheels and levers. Launching this summer, the project includes a "Play-Doh & Chopsticks" workshop for posture design and an Augmented Reality (AR) layer that triggers localized nature sounds and 3D animations of community-made workshop creatures.



Ghost Layers - ([PROJECT VIDEO](#))

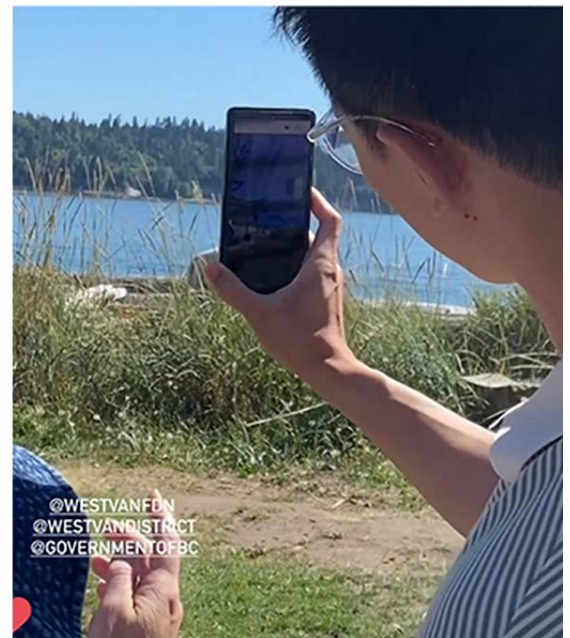
Type: AR Community Engagement Installation

Date: 2026 | Location: Bombay Beach - California

Artist: arcila Neves in partnership and Daniela Ardizzone

Commissioning Entity: Lily Johnson White / Bombay Beach Biennale

Description: A gamified AR experience designed to educate the public on land history and town accessibility. The project features custom-designed physical signs at vital points throughout the town that act as AR triggers. When scanned, these signs reveal digital avatars by Daniela Ardizzone—featuring famous artists like Randy Plumbo and Kenny Scharf—accompanied by a soundscape from the Bombay Beach Biennale Community Choir. By integrating global artistic voices with local oral histories, the installation makes hidden narratives and accessibility visible.



Eco Floral Zenith - ([PROJECT VIDEO](#))

Type: Immersive Sculpture Installation

Date: July 2025 | Location: West Coast City, BC

Artists: Tarcila Neves & Dave Clode

Commissioning Entity: Silk Purse Gallery and West Coast City

Materials: Reclaimed wine boxes, solar lighting, augmented reality

Description: A community-based installation created through workshops where participants painted reclaimed wooden boxes later assembled into a solar-lit sculpture. Enhanced with augmented reality animations and environmental soundscapes, the work celebrates collective creativity and ecological renewal.



MIAMI ART BASEL - CODE BLUE - ([PROJECT VIDEO AND LINK](#))

Type: International AR Art Exhibition

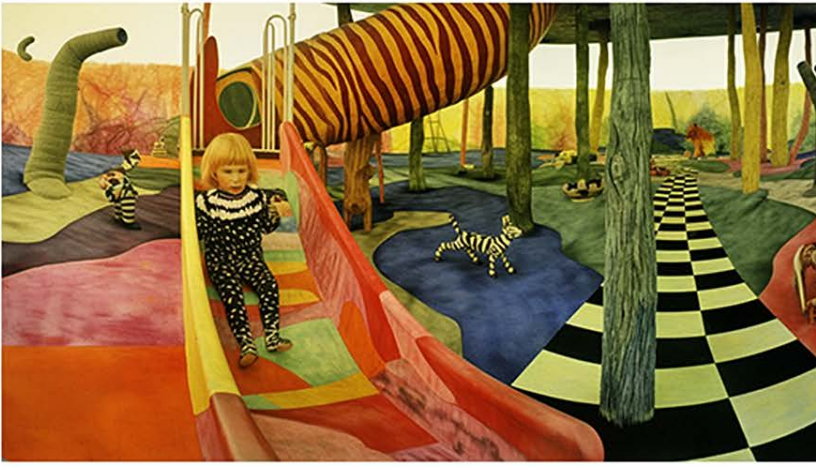
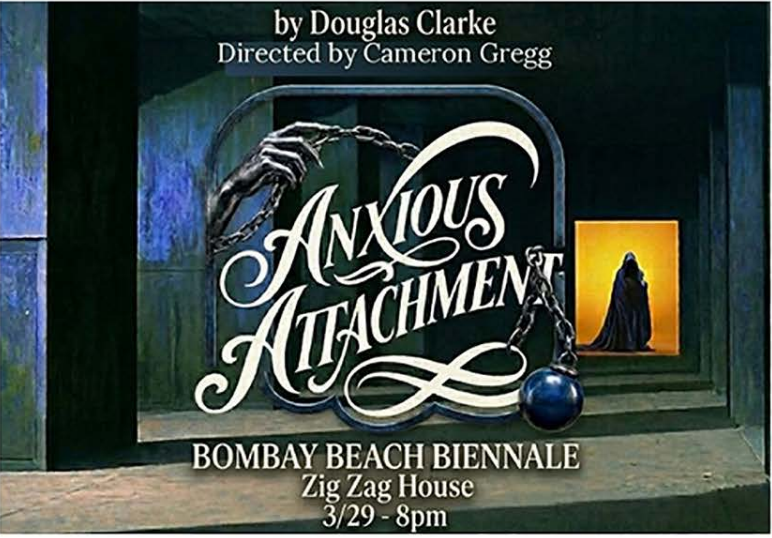
Date: December 2025

Location: Sagamore Hotel - (Balance Forces AR Exhibition)

Artist: Tarcila Neves

Commissioning Entity: Illust.Space

Description: Unity is a poetic video artwork exploring coastal ecosystems and the urgency of "Code Blue." The piece blends hand-painted textures created in Procreate and Photoshop with generative references from MidJourney—including Tarcila Neves' custom model—and Veo 3 for atmospheric motion cues. Animation and movement were developed in Toon Boom with collaborator Fabio, while final sequencing was refined in After Effects and CapCut. Glowing fish, kelp forests, and a Pacific heron symbolize interconnected rhythms of grief, resilience, and hope. Narrated by Tarcila Neves, with original music by a Vancouver artist, Unity reveals how all life flows together.



Anxious Attachment - ([PROJECT VIDEO](#))

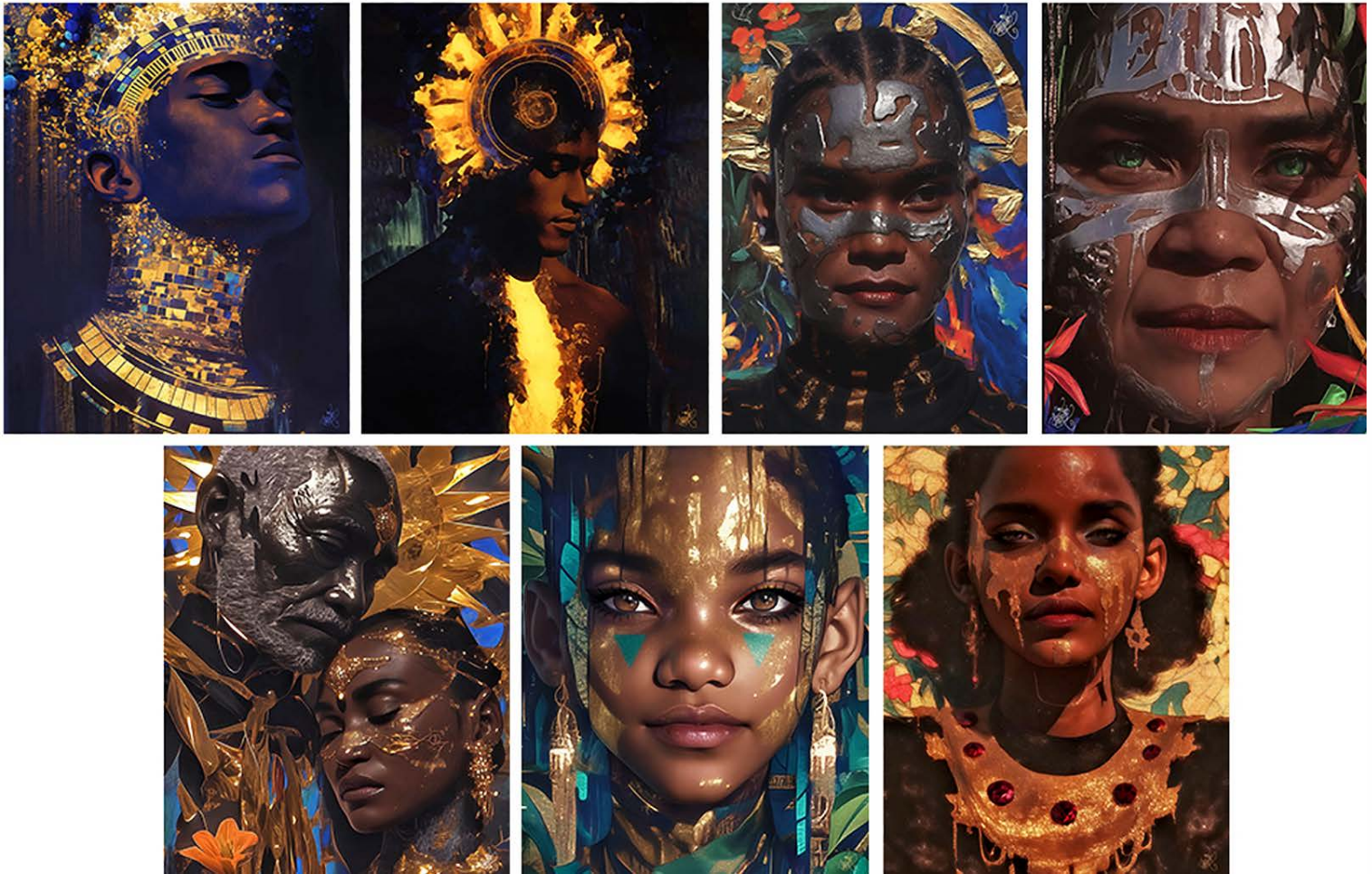
Type: Art and Visuals for Projection

Date: 2026 | Location: Bombay Beach Biennale – Zig Zag House, CA

Artist: Tarcila Neves

Commissioning Entity: Douglas Clarke (Written by Douglas Clarke | Directed by Cameron Gregg)

Description: Tarcila Neves developed the complete visual world for Anxious Attachment, merging graphic design, original fine art, and stage projections. From the official poster to immersive animations at the Zig Zag House, the work creates a seamless psychological landscape that blends physical performance with haunting digital surrealism.



Black History Month: Roots of Resilience - ([PROJECT VIDEO](#))

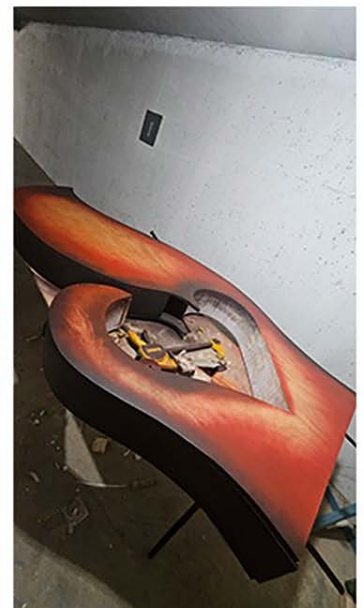
Type: Solo Exhibition with AR

Date: November 2025 | Location: Richmond Art Gallery, Rotunda

Artist: Tarcila Neves

Commissioning Entity: Richmond Art Gallery

Description: A solo show highlighting themes of the Black diaspora, colonization, and accessibility. Visitors interacted with augmented reality elements revealing layered cultural stories, fostering reflection on representation and resilience.



Voices of Unity ([PROJECT VIDEO](#))

Type: Immersive Art Installation

Date: November 2025 | Location: Vancouver - BC

Artist: Tarcila Neves & Dave Clode

Commissioning Entity: St. Andrew's Wesley United Church

Materials: Birchwood, Solar panel lights

Description: **Voices of Unity** is an immersive art installation currently under construction, symbolizing resilience, love, and collective storytelling. Shaped as a heart and flame, the sculpture combines community-designed wooden puzzle pieces, some with translucent inserts that catch and reflect sunlight. Through augmented reality, the artwork unfolds in multiple chapters featuring the voices of the community sharing stories of love, unity, and hope in challenging times. Original music composed by local musicians from St. Andrew's Wesley United Church enriches the experience, bringing light, sound, and spirit together through art and technology.



Alchemy of the Heart - ([PROJECT VIDEO](#))

Type: Digital Art & Multimedia Installation / Cinematic Visuals

Date: 2026 | Location: Vancouver

Artist: Tarcila Neves and Fabio

Commissioning Entity: Ari de La Mora Studio

Description: "Alchemy of the Heart" is an immersive portrait series that explores the journeys of women navigating love, grief, and resilience. Co-created by Tarcila Neves and Fabio Alexandre for the Art Nest Collective, the project merges traditional hand-painted portraiture with custom machine-learning models and frame-by-frame digital animation. By combining human-refined artistry with ethical technology, the work transforms static paintings into living narratives, creating a powerful synergy between emotional expression and innovation.



Flesh Verdict ([PROJECT VIDEO](#))

Type: Hand-painted Sculpture with Projection-Mapping

Date: 2026 | Location: Bombay Beach Biennale - California

Artist: Tarcila Neves and Lyosha

Commissioning Entity: Mars College

Description: An immersive "mapping bed" sculpture, hand-painted and designed as a vessel for communal secrets. Audience members are invited to submit their own confessions, which are then artistically projected onto the sculptural form. This collaborative work creates a living, breathing tapestry of human vulnerability, blending physical textures with digital revelations to create a shared space of intimacy.



Art Basil

Type: Interactive Performance Installation & Art Show

Date: 2026 | Location: Bombay Beach Biennale - California

Artist: Tarcila Neves (Curator and producer) and Jmill (Concept)

Commissioning Entity: Bombay Beach Biennale

Description: A satirical commentary on the "Art Basel" market, this project featured a fake auction where attendees used play money to bid on basil plants and "infinite showers" while ignoring genuine community art. Curated by Tarcila, the performance explored the absurdity of art valuation and the way commercial hype often renders the work of real local artists invisible.

illust.



Roots Across Borders

by
Tarcila Neves

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Roots Across Borders - ([PROJECT VIDEO AND LINK](#))

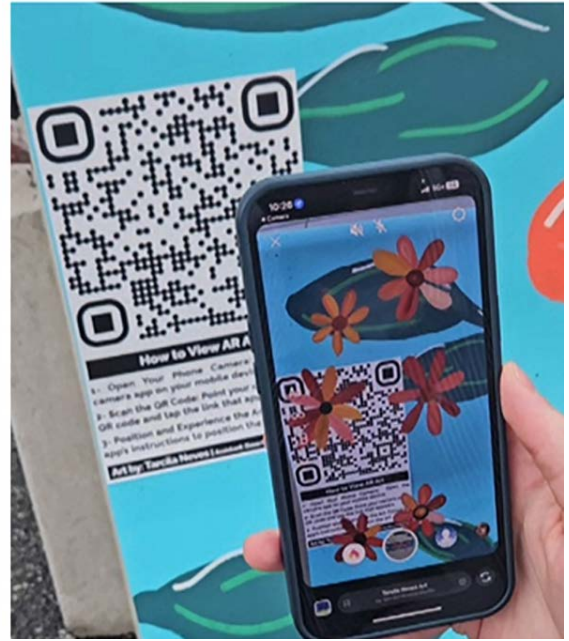
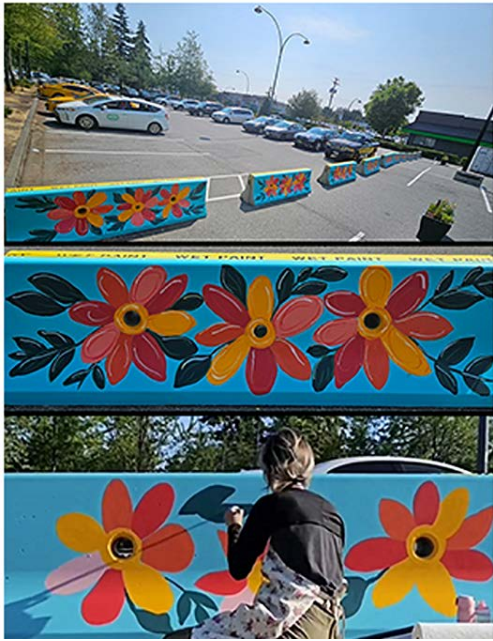
Type: International AR Art Exhibition

Date: September 2023 | Location: Bryant Park, New York - (Balance Forces AR Exhibition)

Artist: Tarcila Neves

Commissioning Entity: Illust.Space

Description: Featured among fifty global artists using AR to unite art, technology, and peace. Presented immersive portraits reflecting connection across borders and the shared human experience through digital storytelling.



Sounds of Summer (PROJECT VIDEO)

Type: Immersive Mural Project

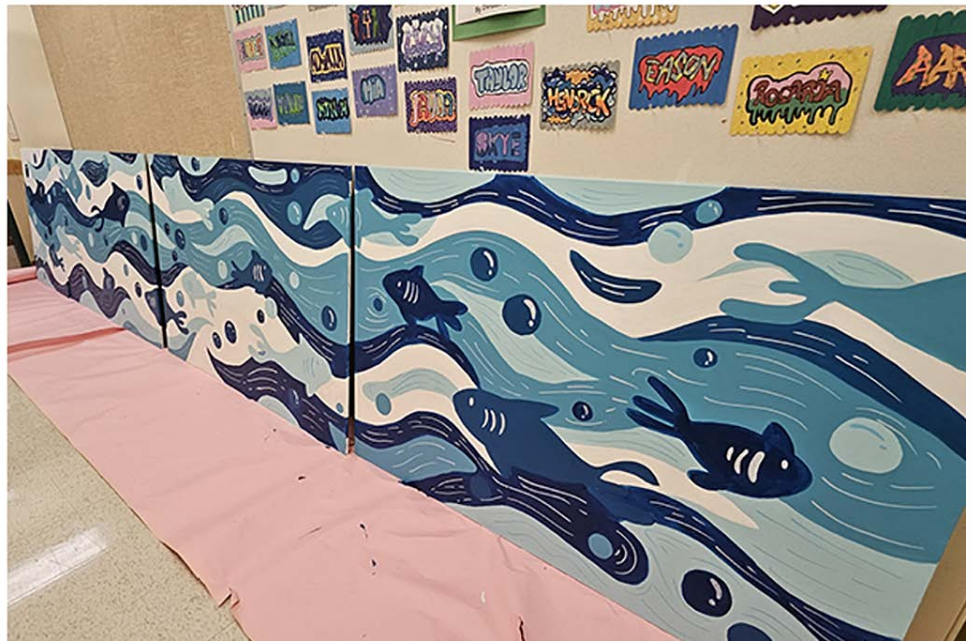
Date: August 2024

Location: Surrey, BC

Artist: Tarcila Neves & Dave Clode

Commissioning Entity: City of Surrey

Description: A large-scale mural along city barriers, incorporating vibrant patterns, QR codes, and AR content that animated local flora and fauna. The piece merged digital interaction with public space to encourage curiosity and community pride.



Flowing Together

Type: Immersive School Mural

Date: September 2025

Location: Spul'u'kwuks School, Richmond, BC

Artist: Tarcila Neves & Ciele Beau

Commissioning Entity: Spul'u'kwuks School

Description: A mural co-created with 500 students through a paint-by-numbers process. Enhanced with AR animations and student-created music, it encouraged environmental awareness and collaboration through creativity.



Ar Sound of Sea - ([PROJECT VIDEO](#))

Type: Workshop and Art Installation

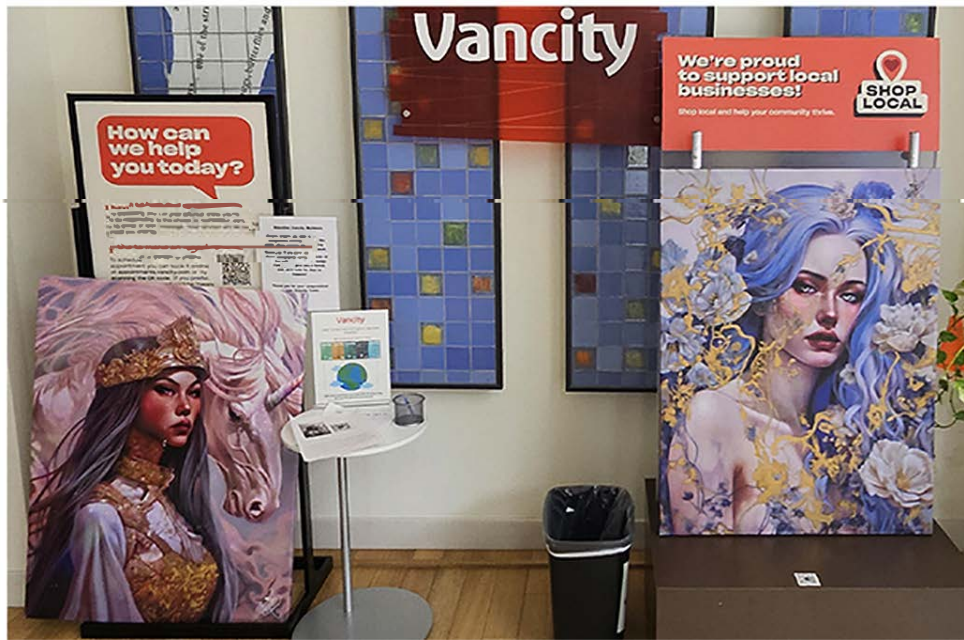
Date: May 2025 | Location: Shatboats Burnaby, BC

Artists: Tarcila Neves & Nickie Lewis

Commissioning Entity: Blooms Festival

Materials: Natural materials, bioplastics, recycled sticks, touch sensors

Description: A handcrafted octopus sculpture combining AR and touch-activated sound. Visitors triggered ocean sounds and community voices by touching its tentacles while AR revealed hidden animations and stories. The piece invites reflection on resilience and our bond with the sea.



Tarcila Neves Collection (Vancity) - ([PROJECT VIDEO](#))

Type: Solo Art Exhibition

Date: August 2025 | Location: Vancity Community Space, Brentwood, BC

Artist: Tarcila Neves

Commissioning Entity: Vancity

Description: A solo exhibition featuring augmented reality paintings that expand traditional portraiture through digital layering. The show explored identity, transparency, and empathy using AR to reveal hidden narratives beneath each image.



Beyond the Surface (Oak Bay) - ([PROJECT VIDEO](#))

Type: Immersive Art Installation

Date: March 2024

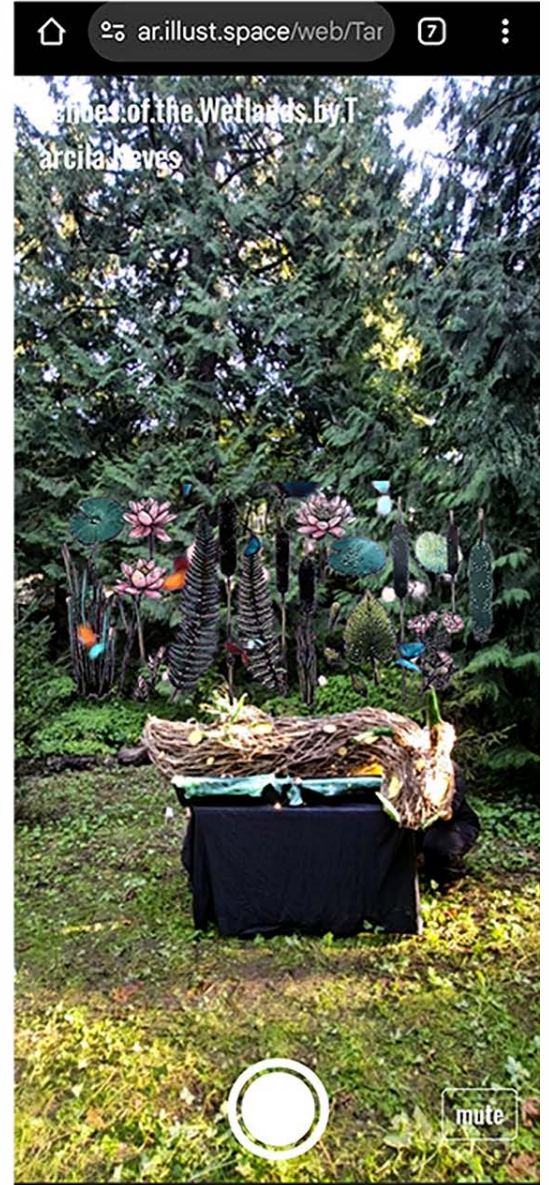
Location: Oak Bay Recreation Centre, BC

Artist: Tarcila Neves

Commissioning Entity: Oak Bay Arts Alive

Materials: Metal panels, Mixed Media printed, augmented reality

Description: Digital paintings printed on metal and paired with AR animations and audio description. The installation explored sustainability, cultural identity, and the harmony between natural and digital ecosystems.



Echoes of the Wetlands ([PROJECT VIDEO](#))

Type: Immersive Art Installation

Date: March 2024 | Location: Renfrew Vancouver - BC

Artist: Tarcila Neves, Nickie Lewis & Ciele Beau

Commissioning Entity: Stillmoonarts

Materials: Echoes of the Wetlands A poetic meeting of art, sound, and technology – where sculpture, music, and augmented reality bring the wetlands to life. AR animations powered by illust.space technology Interactive pond where guest play music touching water by Playtronica technology.