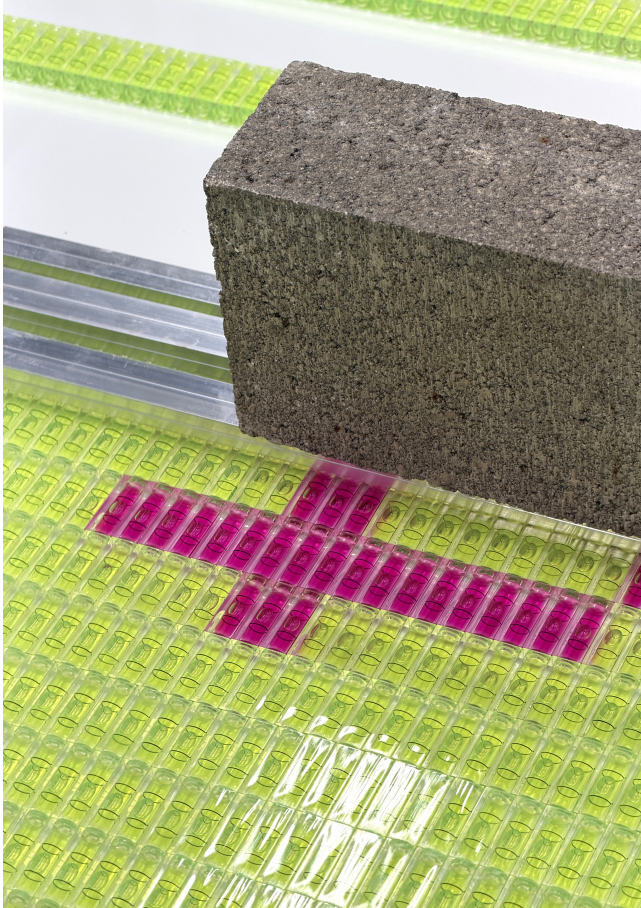


Nosbaum Reding
Luxembourg | Bruxelles

I'm Too Young To Die

09.17.2026 - 10.17.2026

Artist
Gilles Pegel



I'm Too Young To Die
Exhibition View
Nosbaum Reding, Luxembourg, 2026

Gallery Nosbaum Reding
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17.09.2026 - 17.10.2026

Opening on Thursday, 17 September 2026 at 6 pm

I'm Too Young To Die brings together a constellation of works developed around a shared set of concerns. While the exhibition is largely composed of new productions, it also opens a dialogue with earlier works that continue to resonate within the same conceptual landscape. Instead of presenting a chronological overview, the exhibition brings together different moments of the artist's practice, revealing recurring threads that have evolved over time.

Digital technologies, artificial intelligence, financial markets, logistics, online culture, branding and automation are recurring points of departure. They appear not as isolated subjects, but as overlapping infrastructures that increasingly shape the way we work, communicate, consume and imagine the future.

Spanning sculpture, installation, painting, textiles, neon and mixed media, the exhibition embraces the specificity of each medium. Materials and forms shift from one piece to another because every project finds its own appropriate language. Industrial aluminium sculptures coexist with modified garments, consumer products, mirrored domestic objects, wall-based installations, archival documents and works borrowing from the visual vocabulary of gaming, software, branding and corporate identity. Together, they form an ecosystem in which seemingly unrelated objects begin to reveal unexpected connections.

Popular culture plays an important role throughout the exhibition. Familiar references drawn from gaming, fashion, advertising and digital culture serve as accessible points of entry while opening onto broader reflections on authorship, value, identity, consumption and the visual languages that increasingly shape contemporary experience.

The title, I'm Too Young To Die, references the iconic difficulty setting from the video game DOOM, while also pointing toward a far more universal condition. Beyond its gaming origins, the phrase expresses a fundamental awareness of mortality. In the context of artistic practice, this awareness acquires a particular resonance. Each work can be understood as a bookmark, an attempt to make sense of a particular moment before that understanding inevitably shifts again. The exhibition returns repeatedly to technology because it has become inseparable from everyday life. It returns to art because making things remains one way of thinking through that reality.

Humour is often the first point of contact, but beneath the surface I'm Too Young To Die is ultimately about living in a world that is becoming increasingly complex and how artworks can function as temporary anchors within.

Image: Gilles Pegel, I'm Too Young To Die, in production, 2026. Courtesy of the artist.