#### June 25 - 28, 2019

# ANGEWANDTE FESTIVAL

#### **DIGITALEXUNST**

Felix DENNHART
Ulrich FORMANN
Erika GLIONNA
Johannes LAMPERT
Rina LIPKIND / Ulrich FORMANN
LITTO / Patrick K.-H.
Robert OBERZAUCHER
Luca SABOT
Emanuel SPURNY
Anna WATZINGER



In the framework of the Angewandte Festival the Department of DIGITAL ARTS/Ruth Schnell presents works from the realms of virtual and augmented reality, sound, video, installation, and robotics in Lichthof A (Angewandte, main building, Oskar-Kokoschka-Platz).

Other experimental immersive and performative projects by Digital Arts students and teachers can be seen in the fulldome (Oskar-Kokoschka-Platz, outdoors).

digitalekunst.ac.at

#### **FELIX DENNHARDT**

#### acoustical cubism

Kinetic installation 2017

The kinetic installation acoustical cubism is the second in a series of site-specific sound sculptures. It is based on a technique that translates acoustic signals into mechanical movements. A cube composed of an arrangement of rods loses its form as a result of the sounds in its surroundings. An installation in constant motion emerges, whose form adapts to its context.



#### **ULRICH FORMANN**

#### Krone kommentiert

Real time installation 2019

The online forum of the Austrian tabloid newspaper *Krone* allows posts by users. However, they first have to be secured and approved by the editorial team. Once published, they cannot be deleted anymore by the users. Only *Krone* editors can deliberately erase a comment.

The project *Krone kommentiert* constantly compares the forum with older versions in order to find comments deleted later on. Subsequently, they are printed out live with a thermal bill printer.

So how is this forum curated precisely, and in which cases does a comment get deleted, when articles are written to generate as much traffic as possible and provoke reactions?



## ERIKA GLIONNA Duet

Bioreactive installation

Duet is a drawing installation that features an improvised dialogue exchange between myself and plants by means of a drawing-based instrument. Essential to the work is a nature-human-machine collaboration to create an artwork—a transcription from the living to the drawing, which is transmitted through the mechanical movement of a machine.

The installation aims to focus attention on the subtle communication system of plants by translating their electrical conductivity variations into line drawings. It is conceived as a place for reflection upon space, dimensions, and environment, positioning plants at the centre of attention as an active and vital part of the system.



#### JOHANNES LAMPERT

Blitzwürfel

Data-directed objects 2018

A code based on Vienna's lightning data (April – September 2018) sets five cubes in motion. On days when lightning strikes occurred in the city they collide and trigger flashes. One day corresponds to one second.



#### RINA LIPKIND/ULRICH FORMANN

Audio Monument - B.R.

Interactive audio sculpture 2018

An interactive audio sculpture in memory of the poet Boris Ryzhy (September 8, 1974 – May 7, 2001). A sensor detects the presence of a person and reacts with sounds, which are emitted from different openings in the sculpture.

How does an artist manifest from a human being? In B.R. a poet appeared "out of nowhere" and departed by his own will. How did the poet inside B.R. manage to turn the dirt and dust of industrial suburbs into the music of the language? Why didn't he become a criminal, a miner, a metallurgist, the person he was supposed to become in the given place, time, surroundings, circumstances? We do not know the answers to the questions that arise, but we tried to figure it out. Not scientifically—just as we could. This sound object is what came out of this attempt.



### LITTO/PATRICK K.-H. REAL MIRROR 2.0

Mixed reality installation 2019

REAL MIRROR 2.0 is an opportunity for spectators to literally take gravity in hand—with a spherical navigational instrument that they are welcome to turn. The sphere is an interactive object that enables the beholder to experiment new modalities of perceiving body and space. The installation is based on a VR system accessed with a headset (Oculus Rift), accompanied by loudspeakers distributed in the room. The sphere, as the interface between body and virtual space, provides a virtual 360° view of the surroundings and reacts to the movement impulses of the users.

The 360° live video stream is mapped with a sound matrix, which transforms the installation into an instrument and the participant into a performer—interactive processes become the driver for idiographic music and visual composition in real time.



#### ROBERT OBERZAUCHER

Everything is already in progress

Closed-circuit video installation 2019

A Vostermans multifan wind machine is part of the closed-circuit video installation and serves as a media generator. What is special here is that reality and depiction can be perceived simultaneously. The scanning characteristic of the employed cameras manipulates the image with the rolling shutter and alias effect. The inertia of the camera sensors causes real-time optical distortions, slow-motion effects, and apparent directional changes. Everything is already in progress enables a multisensory experience of image, sound, and haptics.



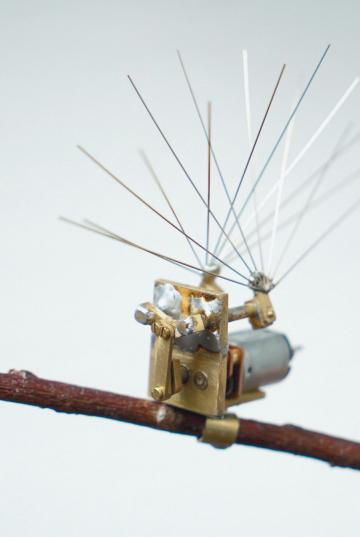


#### **LUCA SABOT**

#### Extinction

Installation 2019

The installation consists of a cluster of moving robotic systems. The objects perform diverging movements, yet strive for an organic balance. Thematically, the work addresses the economic effects a profit maximising economy has on flora and fauna as a systematic destruction of biodiversity.



#### **EMANUEL SPURNY**

#### Observations of a Disagreement

Augmented reality installation 2018

Observations of a Disagreement is an artistic exploration of a complex geopolitical conflict in the South China Sea region. The struggle for territorial power takes place on multiple levels.

In the exhibition space the visitors are presented with a map displaying quotes from a WikiLeaks document and specific symbols, which reappear as markers on the floor. Via tablet, these markers access a choreography of visualised data material and videos. The recordings show excerpts of various situations and events occurring above and below the surface of the sea.



#### ANNA WATZINGER

living image\_deleted

Video, 6:00 min 2018

The video work *living image\_deleted* (LI\_D) has a penchant for water and passes through all of its three aggregate states. LI\_D draws a connection between two different kinds of melting ice. In the beginning an iceberg is virtually (Google Earth) deleted / cut out from Antarctica (global big scale caused by homo sapiens), whereas the video ends with an actual melting piece of ice on the tongue of the artist (personal/performative small scale caused by artem ego domesticus).



# *o OKP* 360° Fulldome Programm

#### OKP 360° Timetable Fulldome programme

Tue, June 25		
15.00	Future Room / installation	
19.00	Liminal Spaces / performance	
20.30	360° Screening / film programme	

#### Wed, June 26

11.00	Open Lab / presentation
15.00	360° Screening / film programme
19.00	Liminal Spaces / performance
20.30	Future Room / installation

#### Thu, June 27

11.00	Open Lab / presentation
15.00	Future Room / installation
19.00	Liminal Spaces / performance
20.30	360° Screening / film programme

#### Fri, June 28

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11.00	Open Lab/ presentation
15.00	360° Screening / film programme
19.00	Liminal Spaces / performance
20.30	Latent Space Live / performance
21.30	Future Room / installation

For details see leporello OKP 360°.

The Department of DIGITAL ARTS/Ruth Schnell is a place of artistic education and research that opens up new fields of practice. These explore, in particular, the changes in our perception and understanding of reality brought about by media technology.

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## OPENINGS ÖFFNUNGEN

The Department of DIGITAL ARTS at the Festival 2019 of the University of Applied Arts Vienna.

#### **Exhibition venue**

Main building Lichthof A Oskar-Kokoschka-Platz 2

#### **Opening hours**

Tue - Fri, 11.00 - 20.00

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