

FINALS

CAGDAS CECEN
FELIX DENNHARDT
LAURUS EDELBACHER
TINA KULT

2021

23.06. – 24.06.2021, 14.00 – 18.00

DIGITALEKUNST

CAGDAS CECEN

GHOSTBOX

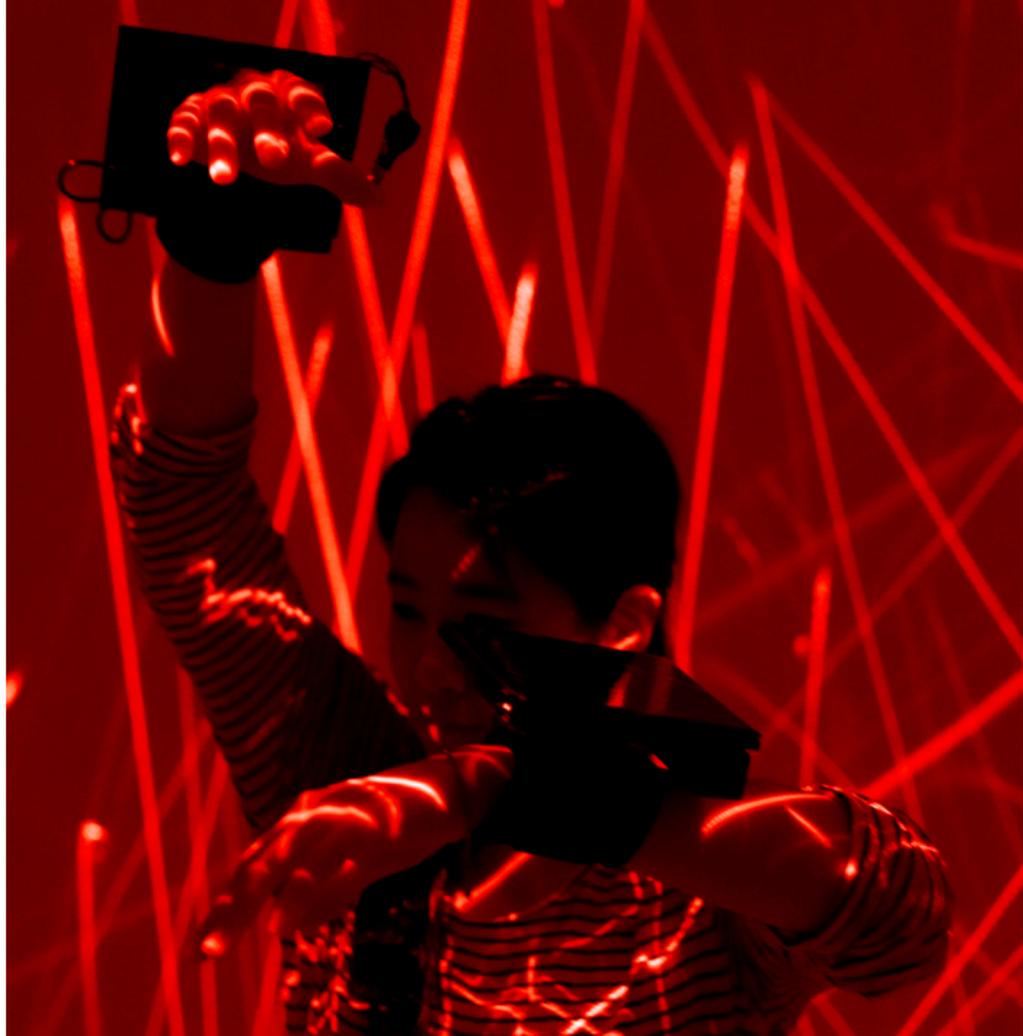
Interactive sensory
installation, 2021

Ghostbox is a work based on audio-visual experience in a constructed environment, an attempt to investigate the “Observer Effect” in the real world.

The action takes place in a dark space filled with ten constant audio-modulated red laser modules. Whereas the lasers are physically identical, the audio information they carry differs. They are creating an entangled, amorphous, silent visual scape, lending it a patterned structure. Although the structure looks like a whole, it consists of a mixture of all of the audio information from the lasers.

Visitors wearing light-sensitive devices on both wrists explore through their body movements the layers of the soundscape as they interact with the linear patterned space of laser beams. These body devices receive the modulated laser rays and make them audible inside the space.

cagdascecen.com



FELIX DENNHARDT

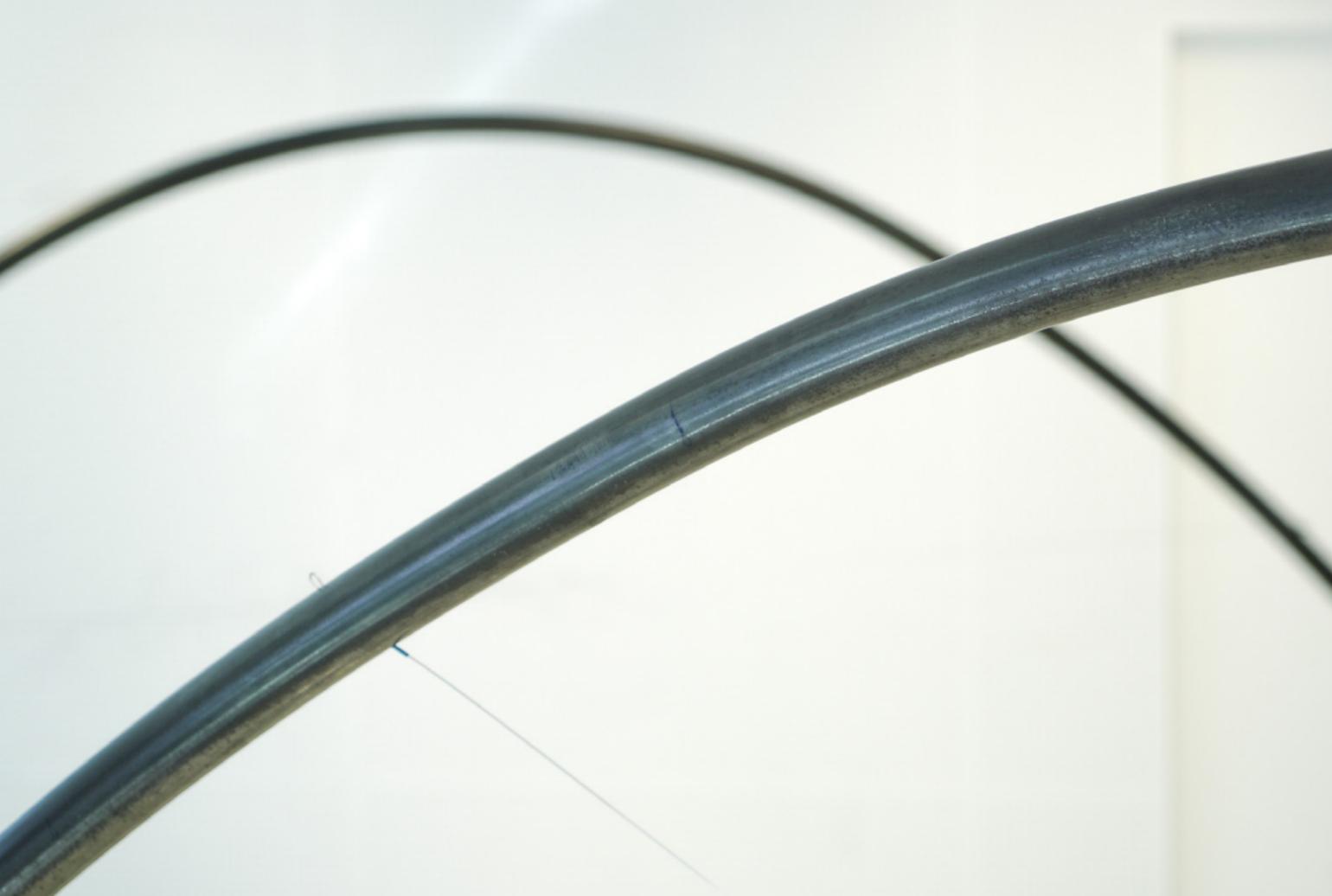
SCHWEBUNGEN UND SCHWINGUNGEN

Installation, 2021

The work *Schwebungen und Schwingungen* evolved from a fascination with the forces that make piano strings sound. The installation exposes these forces and makes them tangible, both sculpturally and acoustically. It was inspired by the idea that sound should be present in the space as an invisible yet palpable element.

Comprised of six-metre-long steel arches controlled by an electromagnetic mechanism, the three-part sound sculpture generates a constantly changing soundscape. The *Schwebungen und Schwingungen* installation sensitises recipients to sound and space and renders the colliding forces at work tangible.

felixdennhardt.com



LAURUS EDELBACHER

BORDERLINE

Interactive game installation,
2021

The work *Borderline* is centred around the topic of national borders fortified with diverse barriers and surveillance systems, which are intended to make their crossing more difficult when not impossible.

Via a virtual array of surveillance monitors, six screens display selected sections of such borderzones around the world. Using reference images from the internet, these real borderzones are reconstructed as interactive 3D environments in a game engine.

Users can manually control the individual surveillance cameras with the camera interface and explore the 3D environments. They can also expose set trigger points in the different borderzones with a cross-hair pointer and thereby deconstruct the surveillance system and make the individual surveillance cameras crash.

laurusedelbacher.com

CCTV_5_CRIMEA (UKR)

ONLINE



CCTV_11_HONG KONG (HKG)

NO SIGNAL

MANUEL CONTROL: OFF

CCTV_6_DMZ KOREA (KP)

ONLINE



CCTV_12_MANDERA (KEN)

ONLINE



TINA KULT

PAMPA

Animated video, 2021

A camera journeys through a virtual frozen landscape. Viewers catch a glimpse of scenes with people alone in their rooms. Here it is a bedroom, there a living room, occasionally a kitchen or bathroom. One can make out furniture, clothing, decorations, and other personal effects. The people sit on the floor, lie in bed, or stand in the midst of their own chaos – all are covered with a white shroud. And they are all in spaces in which their work and leisure time have long since merged.

The video work *Pampa* deals with the exploitation of the body and mind by the notion of a neoliberal performance and production society, whose impacts have become all the more clear under the magnifying glass of the pandemic.

tinakult.com



Sound: Lale Rodgarkia-Dara

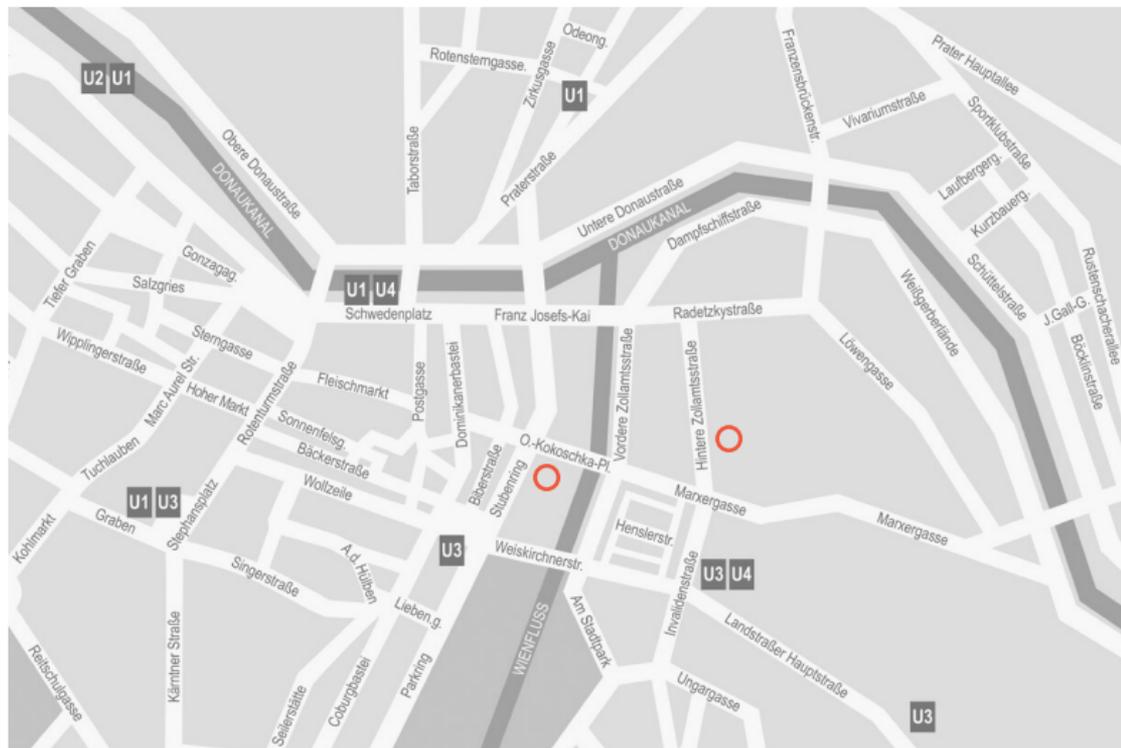
The Department of DIGITAL ARTS is a place of artistic education and research that opens up new fields of practice. These fields explore, in particular, the changes in our perception and understanding of reality brought about by media technology.

Where to find the works:

DIGITAL ARTS department, 2nd floor, Hintere Zollamtsstraße 17, 1030 Vienna
(Cagdas Cecen, Laurus Edelbacher, Tina Kult)

Lichthof A, Angewandte main building, ground floor, Oskar-Kokoschka-Platz 2,
1010 Vienna (Felix Dennhardt)

Between 29.06. and 02.07.2021 the works will be part of the DIGITAL ARTS presentation at the Angewandte Festival 2021.



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DIPLOMA THESES DIGITAL ARTS

Exhibition venues:

Angewandte main building (Lichthof A)
DIGITAL ARTS Department
(addresses inside the booklet)

Digital diploma presentation:

23.06.2021, 13:00 (via ZOOM)

For current Angewandte
COVID regulations please see:
dieangewandte.at/covid19

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