

in the kitchen



Nov 6 – Nov 22, 2021

**Visions of
Media Art 10**

DIGITALEKUNST

Medienwerkstatt Wien

MotU #7

Afterimage-based intervention, 2017

The works from the series *Mirrors of the Unseen (MotU)* challenge the supposed credibility of the visible. Words, icons, pictograms, are divided into points of light which are displayed sequentially along a vertical row of LEDs. The signs produced are only recognizable as such if the viewer deliberately looks away from rather than directly at the image source. It is the motion of the spectator that allows the perception of several, already past situations as one single present. The displayed content addresses the consequences of big data and algorithms. The work gives access to the nature of the perceptual process itself, when that which is immaterial (pure light) suddenly materializes, caught as an afterimage by the human perceptual apparatus.

Ruth Schnell



Underneath the skin another skin [Object A]

Audio-visual-tactile interactive installation, 2016

Object A from the series *Underneath the skin another skin* is an audio-visual-tactile interactive installation comprised of flexible materials such as textiles, which invites the audience to engage physically with all their senses. The object contains interactive devices such as tactile sensors, which trigger multiple sensorial stimuli in the participant. The work focuses on the participant's intimate haptic sensorial experience, taking into consideration his or her sensorial and cognitive mechanisms as a potential apparatus in the construction of unique individual experiences. Interactivity is understood as a triggering element in a multisensorial singular experience.



Patrícia J. Reis

Real Mirror

VR installation, 2018/21

Real Mirror is an interactive object that transforms the viewer's self-image into new, spatial and physical forms of perception. The constructed spatiality is based on a VR system accessed with a VR headset. The interface between body and virtual space is a spherical navigation instrument, which provides a virtual 360° view of the surroundings and reacts to movement impulses of the users. In these spaces the user can navigate and lose him/herself at the same time. An interplay between two influencing dynamics: the changing environment, triggered by one's own movement in space.



Litto

Swarming Gallery

Participative mixed-reality installation, 2018

Grounded on an intelligent virtual environment: an interactive composition system in which visitors interact with virtual characters displayed on the audience's smartphone. In a playful but slightly melancholic way, *Swarming Gallery* deals with the multi-layered affective and autopoietic links engendered by the stratification of the states of presence of mixed realities and questions our addictive relationship with the miniaturized worlds of screens. In this journey, the persistence of virtual presences haunts us, like an unsolvable enigma.

Concept and artistic direction: Martin Kusch, Marie-Claude Poulin;
Media environment: Martin Kusch, Johannes Hucek; Sound environment:
Alexandre St-Onge; Programming: Johannes Hucek; 3D characters:
Georg Schmidhuber; 3D architecture: Franz Schubert



kondition pluriel

in the kitchen

Nov 6 – Nov 22, 2021

Opening: Nov 5, 2021, 19.00

Open on: Mon/Fri/Sat, 14.00 – 18.00

Live Performance: Nov 11, 2021, 19.00

Pink Noise Brain Jam Session

Medienwerkstatt Wien Neubaugasse 40a, 1070 Vienna

A cooperation between Medienwerkstatt Wien, FLUSS, and the Department of DIGITAL ARTS / Ruth Schnell, University of Applied Arts Vienna, within the framework of Vienna Art Week.

 Bundesministerium
Kunst, Kultur,
öffentlicher Dienst und Sport

 **Stadt
Wien** | Kultur

KULTUR
NIEDERÖSTERREICH 

MEDIEN
WERK
STATT
WIEN 

FLUSS

di:'Angewandte

Universität für angewandte Kunst Wien
University of Applied Arts Vienna

VIENNA
ART
WEEK
| 2021

in the kitchen

Visions of Media Art 10

Curators: alien productions, Gerda Lampalzer in cooperation with Ruth Schnell

The exhibition series *Visions of Media Art* takes ideas and attitudes of historical artistic figures as inspiration for current artistic positions. In 2021, Steina and Woody Vasulka will be the key figures for this project. Their formative work as video art pioneers and founders of the legendary New York art laboratory The Kitchen has an unbroken impact on contemporary media art.

For the exhibition *in the kitchen*, the Department of DIGITAL ARTS / Ruth Schnell at the University of Applied Arts Vienna enters into a dialogue with their work. The department is a site of artistic education and research, where new fields of practice are explored with a critical approach to technologies that shape our perception and understanding of reality.

Under the guiding principle of the dissolution of conventional space and time perception, shifted perspectives and the entanglement of real and virtual space, the work of teachers and students force us to rearrange our previously learned listening and viewing habits as well as our idea of gravity. A “disorientation” in the sense of the techno-poetic visionary power of the Vasulkas.

Medienwerkstatt Wien
FLUSS – NÖ. Initiative für Foto- und Medienkunst
Department of DIGITAL ARTS

The size of a drone

Augmented reality application, 2020

For us as human beings, it is hard to grasp the effects that abstract processes have on the real. With this AR application, we take the MQ-9 Reaper Drone – one of the main weapons used in current military conflicts – and place it into enclosed private spaces. It makes the drone tangible, real. A deadly weapon situated in the temporary, looming for its prey.

Ephemeral Borders

Augmented reality intervention, 2020

Borders are ephemeral structures. The fence is a physical manifestation of the concept of separation, an imaginary, human construction. In this augmented reality intervention, we put up borders, which are not real. We are responsible for our borders.



Ferdinand Doblhammer
Patryk Senwicki

In Transit

Sound object, 2020/21

In Transit is a sound work that retells its own story. It consists of a shipping box prepared with microphones, which is sent from the studio to the exhibition site. When the box reaches its destination, the recorded material is played in an endless loop. The resulting soundscape attempts to capture the ephemeral quality of the journey and thus creates an idiosyncratic narrative that is inextricably intertwined with the exhibition site.



Kilian Hanappi

periods of space

Animation, 2018 (duration: 5:00 min)

The animation *periods of space* visualizes a journey through a distorted world of places with a special radiance. The work employs 3D interpretations of captured environments (Vienna 2018) to merge different layers of time and perspective in 3D space. A pulsating interplay between alienation and the search for structure.

Sound design: Gabriel Schönangerer,
Thomas Hochwallner



Thomas Hochwallner

Neuromatic Brainwave Broadcast Compilation

Algorithmically generated film, 2021

This film is generated by a stochastic algorithm, taking snippets of a progressively growing collection of over 75 Neuromatic Brainwave broadcasts. This was a program, streamed live every Friday as part of an artistic research experiment. A professional 32 channel Electroencephalography (EEG) device was used not only for monitoring of electrical activity from the scalp and brain of players shown on the stream, but to generate in real-time live sound and image from the measured voltage fluctuation — being foremost an EXPERIMENTAL PLAY between the performers.

Margarete Jahrman
Stefan Glasauer



Pink Noise Brain Jam Session

Margarete Jahrmann, Stefan Glasauer, Thomas Wagensommerer

Live sonification and visualization of a Multiplayer Brainwave empathy game, connecting human players with a fungi mycelium via professional 32 channel Electroencephalography (EEG), vocoder lecture, live coding, sonification and direct visualization of clouds, in order to express empathy with nature. The performance is influenced by emotional states of all human and non-human players — enriched with live signals from a fungi-network overgrowing an EEG-Consumer Set.

Developed and inspired by FWF/PEEK project Neuromatic Game Art: Critical Play with Neurointerfaces. AR 581, Die Angewandte.

LIVE LIVE LIVE LIVE LIVE LIVE LIVE LIVE LIVE LIVE

Performance, Nov 12, 19.00

IMPRINT:

Publisher and responsible for the contents:
University of Applied Arts Vienna
Department of DIGITAL ARTS / Ruth Schnell
Hintere Zollamtsstraße 17, 1030 Vienna
© 2021 Publisher, all rights reserved
Photos: artists, Tina Krämer (konditon pluriel),
Peter Kainz (Ruth Schnell)