

OPEN HOUSE

DIGITAL WORK FLOW

09.11.2022
10 – 18 H

- 
- 😊 Current artworks
 - 😊 360° screening at the Fulldome Lab
 - 😊 Study information
 - 😊 Zoom session

Department of DIGITAL ARTS / Ruth Schnell
Georg-Coch-Platz 2 / 1st floor, 1010 Vienna

Oil is thicker than Blood

Mehrdad Darafshi
Sculpture, 2022

A commentary on the recent upcoming revolution in Iran, and the Western action and reaction to this matter. Showing hypocrisy in a sculptural symbolic form.



Miras

Andreas Rippl
Interactive installation, 2022

A mirror you cannot look into. If a person tries to look into it, the mirror turns away in a new direction.



Anima Gemeindebau

Jakob Hütter / Jakob Schauer / Hand Mit Auge
Projection / model, 2022

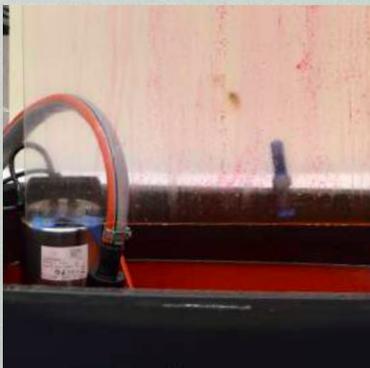


On October 14, Jakob Hütter and colleagues used video projection to transform the façade of the municipal building on Friedrich-Engels-Platz into a new, three-dimensional space. Jakob Schauer composed a modern sound space to go with it.

Fluidic Data

JPL
Installation, 2022

Fluidic Data investigates the visualization of scientific datasets gathered by earth observation satellites. A dynamic visual experience is created by combining different liquids under the control of real time satellite data.



The ocean is a black/blue/grey/ brown/black ocean

Laikka x Rage (Moritz Wunderwald, Regina Fuchs, Alexander Hackl)
VR audio installation, 2022

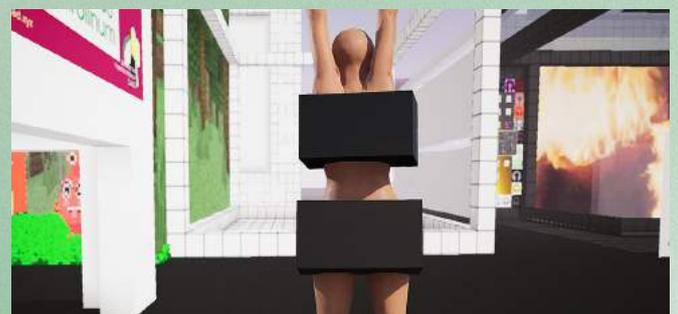


The ocean is a blue/black/gray/brown/black ocean is a VR audio installation based on poems created by an artificial intelligence that carry a sense of melancholy, dystopia, and distress, touching on topics such as the destruction of nature, unfulfilled love, dreams, and depression. It takes viewers into a freely explorable soundscape set in an otherworldly, dark scenery.

The Antenna Book of Athens

Rina Lipkind
Encrypted poetry collection, 2022

The Antenna Book is a work inspired by Athenian rooftop antennas – inanimate objects capable of communication, creating an invisible network of signals above one's head. The Antenna alphabet is a visual language, based on their aesthetic features. *The Antenna Book* is a collection of photographs, drawings, and digital collages accompanied by encrypted poems addressing antennas themselves.



MetaMe

Carolina Rivera Arboleda
Digital performance, 2022

MetaMe is a digital performance that takes place in the Meta-verse Cryptovoxel. I hang my body between NFTs to visualise the censorship and heteronomy of the female body in digital space.

Wormhole

Joanna Zabielska /Sebastian Schmid
Augmented Reality Experience, 2022

Inspired by the novel „Journey to the Centre of the Earth“ and the phenomenon of wormholes, we have created a „view with depth“ and an augmented reality experience. The result was a playful walk with several stops along the way, that stimulates a discussion about how we use resources. Why don't we change anything, even though we know that our current system has an expiry date? The AR experience is tied to three locations of different petrol stations in Vienna's 20th district, each of which reflects a state of the earth for us.



Sonic stone

Joanna Zabielska
Sound installation, 2022

1939, Tibet. One day, the monks went to a cliff where they were constructing a rock wall. They set nineteen musical instruments in an arch and began to play. Suddenly the stone took off to reach the edge of the cliff. It rolled down to land on the top of the rock wall.

If a few monks can move one stone, what would happen when hundreds of people join their voices?



Perspective of a fly, trapped in my room

Oscar Zickler
3D animation/video, 2021

In the video, the viewer assumes a fly's perspective as it whizzes around in a room. In the fast, confused movement, the surroundings are only fleetingly discernible; an unusually elevated field of vision and the blurriness add to the distortion. The repeated flights across and around the room eventually reveal features of the spaces.

VIRTUAL ENVIRONMENT DK 22

The open source project Mozilla Hubs offers a platform for designing virtual environments, which users can access via a browser interface. Here, Digital Arts students have designed, curated, and implemented a variety of exhibition environments and experiences. The audience can view artistic works, documentation materials, and processual formats.

Access: linktr.ee/dk2022

Works by:

Bokan M. Assad
Ferdinand Doblhammer
Marian Essl
Jakob Hütter
Paul Janisch
Patrick K.-H.
Rita Kulyk
Liza Lake
Sebastian Pfeifhofer

Carolina Rivera
Ivan Sai
Jakob Schauer
Patrik Senwicki
Emanuel Spurny
Verena Tscherner
Peter Várnai
Anastasya Voloshina
Moritz Wunderwald
Joanna Zabielska

Production:

Verena Tscherner & Jakob Hütter

Level Design:

Ivan Sai, Paul Janisch, Peter Várnai

Editing:

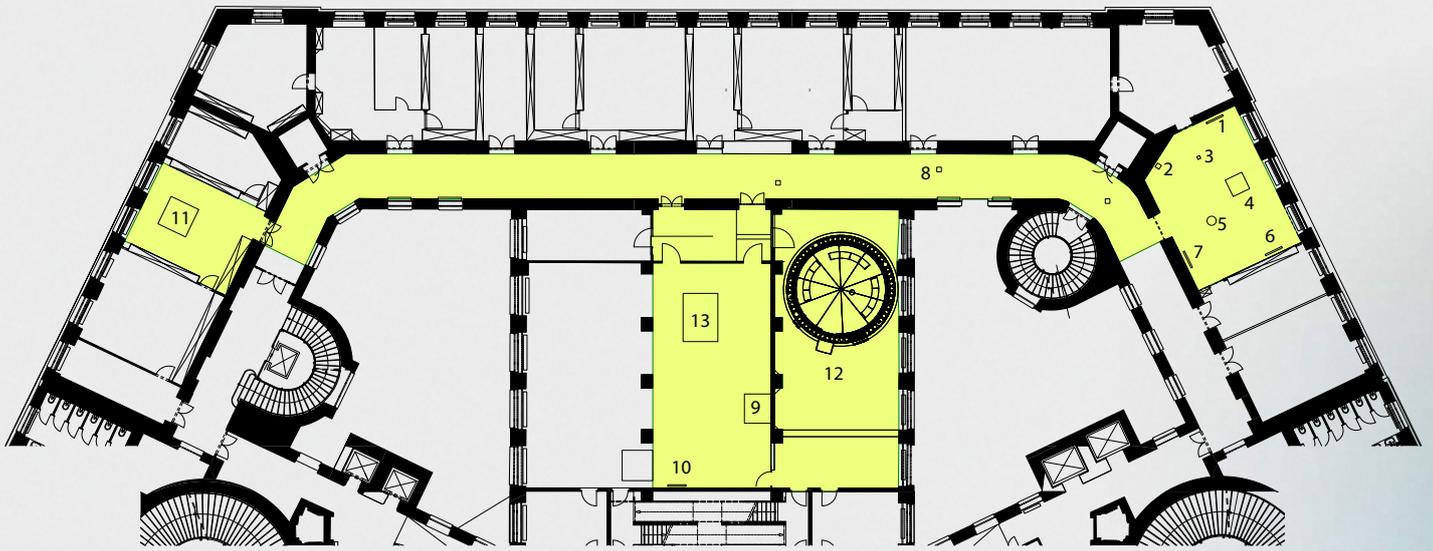
Anton Kvitchuk, Verena Tscherner, Jakob Hütter

360° SCREENING

The Fulldome / VR & AR Lab at the Department of DIGITAL ARTS is a platform for new creative processes, focusing on digital applications for Fulldome, VR and AR environments. Interdisciplinary exchange between students, lecturers and researchers leads to experimental research projects that are carried out with the aim of developing new cultural formats, scrutinizing the influence of immersive technologies at the same time.

Choose from the following pieces:

Martin Kusch, MONOCOLOR,
Johannes Hucek plus students of
the University Mozarteum Salzburg: Mozart real-time Quintett
Peter Várnai: Car Crash
kondition pluriel / Ruth Schnell: Future Room, Liminal Spaces
Roman Hansi: ODE 0.9.2.D
Thomas Hochwallner: periods of space
Patrick K.-H.: Phase-to-face
Stefan Krische: Szenen am Strand
MONOCOLOR: Transient Topologies
Fulldome / VR & AR Lab and
tmech institute, JKU Linz: site-inflexion



1 CAROLINA RIVERA ARBOLEDA

2 ANDREAS RIPPL

3 JOANNA ZABIELSKA

4 RINA LIPKIND

5 MEHRDAD DARAFSHI

6 LAIKKA X RAGE

7 OSCAR ZICKLER

8 JOANNA ZABIELSKA / SEBASTIAN SCHMID

9 DK 22 STATION

10 JPL

11 JAKOB HÜTTER / JAKOB SCHAUER / HAND MIT AUGE

12 FULLDOME LAB

13 INFORMATION

Visit our new premises at Postsparkasse (PSK) within the framework of the Angewandte's Open House 2022.

Get an insight into our art practices & digital workflow.

Meet students and teachers & experience real and virtual exhibition environments.

Imprint:

Editor and responsible for the content:

DIGITAL ARTS / Ruth Schnell

University of Applied Arts Vienna

Georg-Coch-Platz 2, 1010 Vienna

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Images: artists, Verena Tscherner (Antenna Book),

Wohnservice Wien (Anima Gemeindebau)