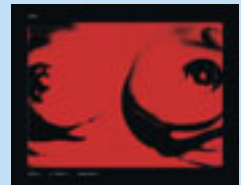
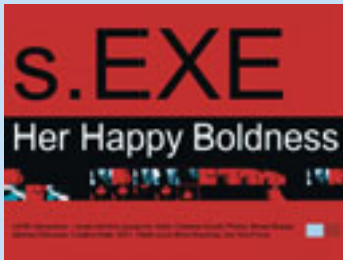
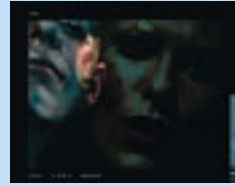
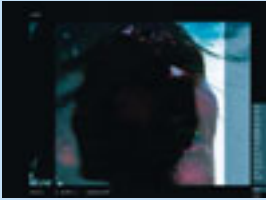


Christina Goestl

s.EXE interactives visual real time sequencer



s.EXE interactives is committed to system-thinking and not to the concept of the end product. The author understands digital art production not as the construction of objects by means of a computer but rather as a process. Just as in her Internet projects like *matrix.64*, she utilizes technology to design open systems that are made available to users for their own active content development. Sexy tech—high impact.

s.EXE interactives ist dem System-Gedanken und nicht dem Konzept des End-Produktes verpflichtet. Die Autorin versteht digitale Kunstproduktion nicht als Objekterstellung mittels Computer, sondern als Prozess. Wie auch in ihren Netzprojekten, z. B. *matrix.64*, verwendet sie Technik, um offene Systeme zu designen, die den UserInnen zur eigenständig aktiven Content-Entwicklung bereitgestellt werden. Sexy tech – high impact.

Links: www.clitressa.net/sexe – www.matrix64.net – www.t0.or.at/~kagran