

OK | CYBERARTS 12
PRIX ARS ELECTRONICA EXHIBITION
30 AUGUST – 6 OCTOBER 2012
2012

Press Information
Linz, 30 AUGUST

The **OK “Offenes Kulturhaus” in the Upper Austrian Culture Quarter** produces and presents new currents and trends in contemporary art, which always also reflect social developments. For years, the **CyberArts Prix Ars Electronica** exhibition has been an important part of the ambitious program of changing thematic exhibitions and solo presentations. Exciting developments in media art become evident, particularly in the cooperation with the Ars Electronica Festival.

Since 1998 the OK has been the venue for presenting the winners of the Prix Ars Electronica, the international competition for digital art. Expert juries have selected the most interesting works and awarded Golden Nicas, Awards of Distinction and Honorary Mentions in seven categories.

Current trends are always reflected in the choice of jury members and in the selection for the CyberArts exhibition. They show that media art is a hotbed of critical inquiry into social and technological changes or work on actively designing our environment: do it yourself, agitation and self-initiative are the keywords here. Art is a social counter-hotbed and example of civil engagement.

In categories like “Hybrid Art” and “Interactive Art”, new technologies’ power to change is depicted thematically and in installations: the applicability of bio-sciences on the one side (such as the award-winning life work by Joe Davis) and social and ecological engagement on the other (sail-powered drones to combat oil slicks by Protei) indicate the thematic scope.

A thematic field running through all the categories relates to the comprehensive digital network and the transmission of information around the clock, the increasingly broader use

of computer-based tools and social networks that all make up our virtual parallel life on the World Wide Web. This complex is also represented by the distinguished project **Memopol-2** by Timo Toots, which critically investigates the mass of personal data available on the net.

What makes the exhibition situation especially fascinating this year is how it is interwoven with the exhibition **SINNESRAUSCH**, which runs parallel to it, leading visitors across the roofs. The contrast between the playful, analog and crafted objects of Orbis Pictus Play and the elaborate digital works of the Prix could not be more striking, even though both exhibitions are interactive.

CyberArts 2012

until 6 October 2012

Daily except Mondays, 10:00 am to 9:00 pm

Visitors to CyberArts 2012 can also visit the exhibition SINNESRAUSCH.

Sat. 1. September 2012

OK NIGHT

10 pm Electronic Theatre / OK Platz

Presentation of the award winning projects of Animation/Film/VFX
Prix Ars Electronica.

10.30 – 11.30 pm Performances in the exhibition area

Tarik Barri (NL), Nehls Anselm Venezian (DE): #tweetscapes
(Award Of Distinction - Digital Musics & Sound Art)

Anke Eckardt (DE): BETWEEN | YOU | AND | ME
(Honorary Mention - Digital Musics & Sound Art)

Tom Verbruggen (NL): Crackle-canvas #1
(Honorary Mention - Digital Musics & Sound Art)

10.30 Konzerte & Party im OK Deck & Solaris

Benoît and the Mandelbrots (Honorary Mention - Digital Musics & Sound Art)

Matthias Haenisch (Processed Tenor & Soprano Saxophones, Live
Electronics, DE), Toma Ivanov (Guitars, Live Electronics, AT) & Roman
Lugmayr (Drums, Live Electronics, AT)

SHASH RECORDS SHOWCASE: Dot (Read Write Music, SI), Stickz live,
Valabaluza, Andaka, Lowa, Abby Lee Tee

visuals: Das Gegenlicht (Backlab)

ART PROJECTS:

AWARD OF DIGITAL MUSICS & SOUND ART
Anselm Venezian Nehls /DE, Tarik Barri /NL
#tweetscapes- a HEAVYLISTENING experience

Converting all German Twitter messages into sounds and images, live and in real-time, *#tweetscapes* aims to add a sensual element to the rhythm of the online dialogue. It is an interactive audiovisual composition, an ever-changing and evolving experience - performed collectively by Germany's Twitter users.

Twitter becomes ambience, the user becomes part of the data stream. A wide range of data is taken into account during conversion, such as the topic of the message, from where

it has been sent, how many people can read it and whether it is a reply or a forwarded message. For each possible topic (#hashtag), a unique sound is being generated, making it possible for the listener to follow the development of online discussions using only his ears. You can influence the work by sending a tweet in German. Include a #hashtag to easily spot your message.

More information on the algorithm and a 24/7 online version of the work can be found on www.tweetscapes.de

ART PROJECTS

HONORARY MENTION DIGITAL MUSICS & SOUND ART

Anke Eckardt /DE

BETWEEN | YOU | AND | ME

Physically modeling sound like a sculpture is the basic idea that inspired Anke Eckardt (DE). *Between | You | And | Me* is a wall of sound and light, where breaching the light membranes filled with fog unleashes sounds of broken glass.

www.ankeeckardt.org

HONORARY MENTION HYBRID ART

Jun Fujiki /JP

Game Border

Game Border is a challenging game, in which players move through the history of video games. The player's goal is not to successively reach higher and higher levels, but to skip through the "borders" between each of the worlds on the monitors lines up next to one another. It imparts the feeling of jumping from one game device to another and thus overcoming the boundaries of both hardware and perception.

www.youtube.com/watch?feature=player_embedded&v=Lv0xVPHQlec

HONORARY MENTION DIGITAL MUSICS & SOUND ART

Tom Verbruggen /NL

Crackle-canvas SEQ5

Crackle-canvas SEQ5 is what Tom Verbruggen (NL) calls a picture that produces sound. Each of his canvas-tableaux consists of a circuit board, loudspeakers, controller knobs, switches, wooden frames and a projection screen, and has a tonal character all its own. It can also be linked through a cable to other images and react to them. Tom Verbruggen will demonstrate what can be found in the Crackle-canvas in a performance (OK NIGHT 2.9., 11 pm), but the audience can also test it themselves.

http://toktek.org/Site/Crackle-canvas_1.html

HONORARY MENTION INTERACTIVE ART

Nova Jiang /NZ

Ideogenetic Machine

Visitors to this interactive installation become comic strip characters. An algorithm transforms a photographic portrait of the user into a stick figure. With the help of facial recognition software, empty speech bubbles are automatically applied. In accordance with a series of rules derived from the compositional decisions of a human cartoonist, the software generates stories with images by the artist. The success of *Ideogenetic Machine* is dependent upon the creative contribution of the audience. They are encouraged to perform in front of the camera and to complete the story by filling in the blank speech bubbles. Users can e-mail the finished comics as a PDF.

www.novajiang.com/installations/ideogenetic-machine

GOLDEN NICA HYBRID ART

Joe Davis /US with support of Tara Gianoulis, Ido Bachelet

bacterial radio

This year's Golden Nica in the category "Hybrid Art" goes to Joe Davis, artist and researcher at the Department of Biology at the Massachusetts Institute of Technology and the Department of Genetics at Harvard Medical School, for his outstanding technical, poetic, and epistemologically grounded project: *bacterial Radio*. With this prize, the jury also honors this pioneer—whom the younger generation sees as the "éminence grise" of biotechnological art forms—for his work over the past several decades. Through the central themes of his both humorous and cognitively challenging conceptual art, he has brought together such varied fields as, e.g., molecular biology, bioinformatics, laser technology, astronautics and telecommunication. *bacterial Radio* may be seen as a retro-futuristic manifesto. It is related to Davis' earlier projects, which attempted to establish communication with extraterrestrial life via microorganisms.

The exhibition shows a cross-section of Davis' work, including numerous older works, some of which have only now been fully appreciated, such as Microvenos, Audiomicroscope, but also current projects, such as the pioneering construction means Polytractor, and a fascinating television portrait of the artist. *bacterial Radio* was initially produced with the support of Tara Gianoulis and Ido Bachelet at Harvard Medical School in Boston.

www.joedavis.co.uk

HONORARY MENTION HYBRID ART

Prue Lang /AU

UN RESEAU TRANSLUCIDE

This 100% energy-independent stage play substantially rethinks conventional forms of theatrical production. Smart costumes make it possible to harvest, as it were, the energy generated by the dancers during the performance. To do so, the production employs devices to convert the kinetic energy of the dancers' movements into electricity to run the sound system. The lighting is fed with current directly from a bicycle powered by the dancers themselves.

www.pruelang.com

HONORARY MENTION HYBRID ART

Amor Munoz /MX

MAQUILA REGION 4

Maquila Región 4 (MR4) documents a mobile factory that migrates through Mexico's most impoverished regions, hiring laborers at the US minimum wage (\$7/hour as compared to 60 cents, the going rate south of the border). In *MR4*, they embroider electronic circuits with conductive thread and apply a code to it. When it's decoded—for example, with a smartphone—a website detailing the production history pops up. It contains the worker's name, the location and date of production, and how long it took.

www.amormunoz.net

HONORARY MENTION HYBRID ART

Golan Levin /US, Shawn Sims /US

The Free Universal Construction Kit

Free Universal Construction Kit is a grassroots project that offers an assortment of adapters that make it possible to build stuff by combining pieces from 10 well-known construction kits (Lego, Fischertechnik, etc.) It's thus an intentional provocation of toy manufacturers with their insistence on rights of use. The pieces can be downloaded free of charge from various internet file-sharing sites in the form of 3D models and produced at home using equipment like the Makerbot open-source 3D printer. The project can be seen as a humorous description of hacking the system and is an excellent example of media design at the same time.

<http://fffff.at/free-universal-construction-kit>

HONORARY MENTION HYBRID ART

Adam Brown /US

Scientific Associate: Kazem Kashefi

The Great Work of the Metal Lover

Microorganisms solve the ancient dream of the alchemists and the classic problem of transmutation by producing crystalline 24-carat gold. This occurs by exposing them to high concentrations of toxic gold chloride in a bioreactor with reduced atmosphere (of carbon dioxide and hydrogen). This causes them to develop a biofilm that resembles the medieval Philosopher's Stone in color. When the biofilm is heated up to the melting point of gold, tiny deposits of gold form. Here, instead of chemistry, biotechnology with unicellular organisms is used to produce the metal and the object of desire of scientific endeavors.

<http://adamwbrown.net/projects-2/the-great-work-of-the-metal-lover/>

HONORARY MENTION HYBRID ART

Jalila Essaïdi /NL

2.6g 329m/s

The specifications *2.6g 329m/s* refer to the weight and speed of a small-caliber slug that a bullet-proof vest has to be able to withstand. Since organically produced spider silk is stronger than steel, bullets should bounce off of it too—provided it's been woven correctly.

Jalila Essaïdi (NL) artistically stages the questions of security and invulnerability and subjects this idea to trial by fire with a fabric that's a blend of spider silk and human skin yielded by transgenic goats.
<http://jalilaessaidi.com/2-6g-329ms/>

HONORARY MENTION HYBRID ART

Peta Clancy /AU, Helen Pynor /AU

The Body is a Big Place

The Body is a Big Place is a large-scale work of bioart that employs video projections, a perfusion apparatus that provides blood to a heart while it's outside the body, and an acoustically active water landscape to investigate the process of organ transplantation as well as transition in the grey area between life and death. These themes are addressed in the complex project with a performance with pigs' hearts that have been kept alive and in cooperation with the Melbourne transplantation community (recipients and donors of organs in a water landscape).

www.thebodyisabigplace.com

HONORARY MENTION HYBRID ART

ArtScienceBangalore /IN

Searching for the Ubiquitous Genetically Engineered Machine

In the field of synthetic biology, organic building blocks are used as abstractions or models for the production of standardized, functional living parts. *Searching for the Ubiquitous Genetically Engineered Machine* demonstrates a potential alternative application of organic building blocks—testing biodiversity in soil samples. *Searching for the Ubiquitous Genetically Engineered Machine* is a simple analysis tool for farmers, one with which they should be able to trace the presence of genetically-engineered organisms in the soil they are working.

<http://artscienceblr.org>

HONORARY MENTION ANERKENNUNG HYBRID ART

Protei /UK

Protei

Protei, a fleet of sail-powered drones designed to fight pollution of the seas, is currently under construction. The production alliance's mission is to develop an affordable open-source vehicle that can sail semi-autonomously against the wind and capture oil slicks being driven by the wind. It's meant to be hurricane-proof, self-righting, inflatable, indestructible, low-priced and easy to set up so it can be deployed quickly in case of a crisis. The sailpowered drone hanging from the ceiling of the OK hall one floor above can be navigated across the crisis spots of the world.

www.protei.org