POST CITY – Habitats for the 21st Century

The POST CITY Exhibition

Festival for Art, Technology and Society

September 3-7 in Linz, Austria

Press conference on September 2, 2015 with

Bernhard Baier, Deputy Mayor of the City of Linz, Chairman of the Board of Directors of Ars Electronica Linz GmbH

Martin Honzik, Director of the Ars Electronica Festival

Gerfried Stocker, Producer of the Ars Electronica Festival, Artistic Director of Ars Electronica Linz GmbH

Press information and downloadable images: http://www.aec.at/postcity/press/

2015 Ars Electronica Festival

The POST CITY Exhibition

(Linz, September 2, 2015) The 2015 Ars Electronica Festival kicks off tomorrow, September 3rd. The theme is the future of our cities. "POST CITY – Habitats for the 21st Century" brings together hundreds of artists and scientists from throughout the world to consider how life in the city will be when the Digital Revolution, huge flows of migrants and climate change really shift into high gear. The Festival is arranged in four thematic clusters: Future Mobility – the city as transportation hub; Future Work – the city as workplace and marketplace; Future Citizens – the city as community; and Future Resilience – the city as bastion. The main venue of these artistic and scientific confrontations is PostCity, the Austrian Postal Service's decommissioned 80,000-m^2 logistics center on the grounds of Linz's main train station, where there's plenty of space for artistic works and scientific research projects, futuristic prototypes and concepts ready to be marketed right now. Exhibitions and discursive formats are juxtaposed to make for a smooth transition from one to the other. PostCity is also hosting CREATE YOUR WORLD, the festival-within-a-festival for young people.

The POST CITY KIT Exhibition

Thursday to Monday, September 3-7 / 10 AM-7 PM / PostCity

The POST CITY Kit will be developed during the festival under the aegis of the Future Catalyst Program. It's conceived as a cluster of ideas, strategies, tools and prototypes for the city of tomorrow. The directions future development might take will be speculatively demonstrated by the POST CITY Exhibition. The don't-miss centerpiece of the Future of Mobility zone is the Mercedes-Benz F 015 Luxury in Motion self-driving car.

F 015 Luxury in Motion / Mercedes Benz (DE)

Mercedes-Benz gives a preview of the autonomous automobile of tomorrow: the F 015 Luxury in Motion. Its passengers can interact with this smart vehicle by means of gestures, eye-tracking or high-resolution touchscreens. Plus, it's equipped with laser projection technology and LED displays to communicate with other motorists and pedestrians.

Halluc IIx / Shunji Yamanaka, fuRo-Future Robotics Technology Center

Halluc II is both a robot and a vehicle. Thanks to 56 different motors as well as fold-out legs and wheels, it can negotiate just about any terrain.

ON THE FLY / takram design engineering, fuRo - Future Robotics Technology Center

ON THE FLY combines paper and digital media. A sheet of paper lies on a table—then, as if by magic, letters and images appear upon it, depending on how it's positioned.

ILY-A / fuRo – Future Robotics Technology Center

ILY-A is a one-person electric vehicle that can be used in four different ways depending on external facts and circumstances and the user's wishes. ILY-A registers all objects in its immediate surroundings and adjusts its driving style accordingly.

Genium – Bionic Prosthetic System / Otto Bock Healthcare (DE)

The Genium bionic leg prosthesis is so highly developed that it can execute physical motions that are absolutely indistinguishable from those of a person not equipped with a prosthesis. Its operating system makes available various functions for specific situations and works in real time. It can also recognize in advance which motions it will be called upon to perform.

D-Dalus: A New Way of Traveling / formquadrat (AT)

The D-Dalus is something like the enfant terrible of the aviation industry. Not only can it fly; it can also take off and land vertically, hover, and rotate on its axis. When the D-Dalus is shut down, it employs suction to grip the surface it sits on, so it can safely land on a ship or dock on another aircraft.

J1 Electric Motorcycle / Johammer (AT)

The J1 Electric Motorcycle is the first such bike in serial production with a range of 200 km. The motor and controller are integrated into the rear wheel; the battery and shock absorbers are built into the extremely torsion-resistant aluminum frame. In the J1 Electric Motorcycle, weight, stability and function are in perfect harmony.

Cargo Cult Segway / Peter Moosgaard (AT)

Wooden airplanes, bamboo radios, whittled headphones—the indigenous population of Tanna, an island in the South Pacific, is—or was—convinced that such replicas would, sooner or later, attract American planes loaded with treasures. An allusion to this cult and its yearnings projected onto inadequately comprehended technologies is at the basis of this idiosyncratic Segway constructed by Peter Moosgaard (AT).

Fahrradi Farfalla FFX / Hannes Langeder (AT)

Fahrradi Farfalla FFX is Hannes Langeder's (AT) version of a true muscle car. And indeed, whoever wants to go out for a spin in this luxury sports vehicle with a body constructed of real and fictitious design elements will have to do some heavy pedaling since what this baby has under the hood is a bicycle.

With queries, please contact | Christopher Sonnleitner
Tel: +43.732.7272-38
christopher.sonnleitner@aec.at
www.aec.at/press

Big Robot Mk1 / Hiroo Iwata (JP/US)

The Big Robot project is the University of Tsukuba's effort to design the world's largest robot that has room inside for a human pilot. The Big Robot Mk1 has two long legs on wheels and a cockpit five meters aloft.

Robots in Architecture / Johannes Braumann (Robots in Architecture, Linz Art University/AT), Sigrid Brell-Cokcan (Robots in Architecture, RWTH Aachen/DE), Daniel Goldbach (RWTH Aachen/DE), Elisa Lublasser (RWTH Aachen/DE), KUKA CEE (AT)

Robots in Architecture is an R&D consortium for applied creative robotics. Taking part are the new Professorship in Individualized Production at the RWTH–Aachen Institute of Technology, Linz Art University, and KUKA, a robot manufacturer. The objective is to show how robotics can be effectively applied in design & production processes by creative industries. The Ars Electronica Festival will host a presentation of iiwa, the world's first sensitive, light-weight-construction robot that makes it possible for humans and machines to work together in a completely new way.

eMotionSpheres / FESTO AG (DE)

eMotionSpheres by Festo AG (DE) form a fleet of self-piloting flying objects that don't collide in close quarters or chaotic situations.

Noramoji Project / Rintaro Shimohama (JP), Naoki Nishimura, Shinya Wakaoka (both JP)

Noramoji means "individualized" and refers to hand-crafted typographies on the old-fashioned signs that used to adorn Japanese shops. The Noramoji Project's mission is to document and preserve these typefaces. On one hand, they're producing T-shirts with motifs derived from them; they're also digitizing the fonts for use by future generations of graphic designers.

FOCUS / Ars Electronica Futurelab (AT)

The FOCUS app developed by the Ars Electronica Futurelab (AT) is a camera function for mobile devices as well as a prototype for social interaction. FOCUS makes it possible to snap a motif in the form of a button (the kind you stick onto your lapel). The image can then be uploaded to the FOCUS website and shared. At the FOCUS terminal, anyone can select a photo and create a button of his/her own.

Renaming the City / Stephen Hobbs, Marcus Neustetter (The Trinity Session/ZA)

In conjunction with the 2015 Ars Electronica Festival, South African artists Marcus Neustetter and Stephen Hobbs are focusing on Volksgarten. Their "Renaming the City" project invites folks living in Linz to name a route on which lots of us love to stroll—the main promenade through Volksgarten from the Goethe intersection to the corner of Volksgarten and Kärtner streets. The aim is to get everybody involved in the naming process—native-born Linzers and

immigrants who've only just arrived. Together with Ars Electronica, the artists' mission is to nurture the emergence of a welcoming culture that will play an increasingly important role in a well-functioning urban space.

KURUMA-IKU Lab

Toyota (JP) and the Future Catalysts (JP) are scrutinizing futuristic scenarios having to do with the automobile, and doing so together with kids and creative young people.

Quasar / FIELD (UK)

The "Quasar" series consists of three sculptural helmets with a VR headset and computer hook-up integrated into each one. By donning them, wearers become human archetypes of a not-too-distant future, each with their own means of perception, rationale and communication.

Beauty Technology / Katia Cánepa Vega (BR)

Applying FX materials, LEDs and microcontrollers, Katia Cánepa Vega (BR) transforms the human skin into a beauty interface. Her "Beauty Technology" reacts to the slightest twitch of the facial muscles.

A Wearable Studio Practice / Hannah Perner-Wilson (AT), Andrew Quitmeyer (US)

Hannah Perner-Wilson (AT) and Andrew Quitmeyer (US) have designed a vest with lots of functional features that let a wearer attach various electronic gadgets and wear them right on his/her body.

Post-City Kits from the University of Tsukuba (JP)

Under the aegis of the Ars Electronica Futurelab Academy, the Linz-based R&D facility's staff supports students at partner universities in developing their projects. Selected works are being showcased in PostCity.

Vivid Dresses / Dorota Sadovská (SK)

Dorota Sadovská's (SK) work addresses natural processes of origination as well as mutations by nature. She's primarily interested in the human body and organic materials. "Vivid Dresses" comments with tongue-in-cheek irony on the latest hype about ecological and sustainable products and philosophies of life.

Urban Death Project / Katrina Spade (US)

"Urban Death Project" is Katrina Spade's (US) way of initiating a discussion about an ecological, radical form of interment. Her proposal: composting the deceased.

Biopresence / Shiho Fukuhara (JP), Georg Tremmel (AT)

In their "Biopresence" project, Shiho Fukuhara (JP) and Georg Tremmel (AT) have integrated human DNA into that of trees. They refer to the results as transgenic gravestones and living places of commemoration.

With queries, please contact | Christopher Sonnleitner
Tel: +43.732.7272-38
christopher.sonnleitner@aec.at
www.aec.at/press

SOYA C(O)U(L)TURE / XXLab (Irene Agrivina Widyaningrum, Asa Rahmana, Ratna Djuwita, Eka Jayani Ayuningtias, Atinna Rizqiana/IN)

"SOYA C(O)U(L)TURE" is a project by XXLab, an Indonesian R&D collective with an all-female staff—designers, artists and programmers with a wide range of skills and points of view. Their ambitious goal is to combat water pollution and poverty in Indonesia. XXLab's innovative procedure takes the toxic residues and polluted water that are byproducts of Indonesia's intensive soy production and utilizes them as inputs for manufacturing edible cellulose as well as bio-fuel and biologically tanned leather.

Fly Factory / Búi Bjarmar Adalsteinsson (IS)

In his "Fly Factory," Búi Bjarmar Adalsteinsson uses a mixer and a microwave to make a tofu-like product out of fly maggots raised in species-appropriate fashion on organic garbage.

K-9_topology / Maja Smrekar (SI)

"K-9_topology" analyzes cultural evolution with reference to the wolf-dog-human paradigm. The installation is an immersed living environment, shaped like an archetypical horn and with wolf fur covering the inner walls. A respirator controlled by an interactive sensor allows visitors to experience the smell of the serotonin isolated from the platelets of the artist and her dog, and thus symbolizing the essence of their relationship.

Bell / Soichiro Mihara (JP)

Japanese people used to hang wind chimes containing glass bells at the edge of their property to warn them when unseen misfortune is approaching. In "Bell," Soichiro Mihara (JP) takes up this ancient tradition and hooks it up to a Geiger counter so the bell chimes as soon as the sensor picks up even the slightest hint of radioactivity.

Ubiquitous Infoscapes. The participatory performance of the city / Salvatore Iaconesi (IT), Oriana Persico (IT)

"Ubiquitous Infoscapes" is an attempt by Salvatore Iaconesi (IT) and Oriana Persico (IT) to offset a shortcoming of this world's informational democracy: every act performed by modern individuals potentially delivers raw material to Big Data, but it's neither accessible nor usable by the providers themselves.

So Similar, so Different, so European / Ars Electronica (AT), DG NEAR (EU)

"So Similar, so Different, so European" is a campaign that addresses the planned enlargement of the European Union. In conjunction with it, Ars Electronica is presenting audiovisual art projects from Turkey and the western Balkans.

Rethinking Linz, Reconstructing Linz / Ars Electronica (AT)

Urban planning is everybody's business—not just experts; city dwellers & uses too! On this Shadowgram wall, festivalgoers get the opportunity to articulate their ideas and wishes for 21st-century habitats and to share them with others.

Blitzlichtinstallation #1 / Dawid Liftinger (AT)

"Blitzlichtinstallation #1" is an installation space equipped with 64 electronic flash units from disposable cameras. Upon entering the space, visitors trigger the flashes and experience the effects of the seemingly random choreography of light impulses on their bodies.

Design Your City / Nitsan Hoorgin (IL), Julián G. Ruiz (MX), Inbal Cohen (IL) - The Interaction Lab at Holon Institute of Technology

"Design Your City" offers a simple, user-friendly way to playfully experiment with the cityscape, to experience the changes you've made, and to share pictures of it with others. A wide assortment of materials enables users to devise and draw objects. This design is combined with an actual view of the city by means of a color-based image cut-out process, and the resulting virtual scenario is displayed on an adjacent screen.

CITIZENFOUR / Laura Poitras (US)

American director Laura Poitras' impressive documentary film "Citizenfour" deals with the revelations made by whistleblower Edward Snowden. The film created a worldwide sensation.

Wearable Studio Practice Workshop / Hannah Perner-Wilson (AT), Andrew Quitmeyer (US)

Hannah Perner-Wilson (AT) and Andrew Quitmeyer (US) open their mobile electronics lab for up to 10 participants at a time, who learn the proper way to use the materials and tools. Then the crew will use the studio to cooperatively build wearable electronics.

TPB AFK: The Pirate Bay Away From Keyboard

This documentary film is an account of the Pirate Bay file-sharing platform and its legal struggles with the Hollywood film industry.

Habitat 21 Exhibition

Thu 3.9. to Mon 7.9 / 10 AM-7 PM / PostCity

Due to the social, economic and ecological facts and circumstances of the 21st century, cities today emerge and develop totally differently than they did in the past. "Habitat 21" focuses primarily on the efforts of urban planners worldwide to deal creatively with these framework conditions and create urban habitats that are sustainable in every respect.

Beyond Survival / Lukas Maximilian Hüller (AT), Kilian Kleinschmidt (DE), Robert Pöcksteiner (AT), Hannes Seebacher (AT)

"Beyond Survival" captures the realities of everyday life in a refugee camp. Al Zaatari, Jordan, is the site of one of the world's largest refugee camps with a total population of almost 100,000. In their large-scale photographic initiative, Lukas Maximilian Hüller and Hannes Seebacher (both AT) have both documented people living amidst this extreme situation and

With queries, please contact | Christopher Sonnleitner
Tel: +43.732.7272-38
christopher.sonnleitner@aec.at
www.aec.at/press

created a symbol of hope together with them. Filmmaker Robert Pöcksteiner has recorded this project in a documentary film entitled "Snapshots in Time."

After the Disaster / Ars Electronica Solutions (AT), The Grameen Creative Lab, Engineers without Borders Austria (AT)

The mission of this project was to rebuild Nepalese villages that had been wrecked by a recent earthquake and to do so in a way that's as socially, economically and ecologically sustainable as possible. The means of achieving this: an eco-village approach developed in Austria.

Social Business / The Grameen Creative Lab (DE)

Muhammad Yunus (BD) elaborates on a series of projects that demonstrate how effective social businesses can be in eliminating extreme poverty, and the great extent to which they serve the cause of sustainable commerce.

Urban Design Laboratory / Technische Universität Wien (AT), Inter-American Development Bank IDB (US)

The Urban Design Laboratory (UDL) implements participatory strategies for urban settings. The crux of its considerations is always the specific knowledge of the local population about the actual physical space that is to be designed and the facts and circumstances prevailing in it.

Urbanization as Disaster / CityIF (CN)

Urbanization processes proceeding at an ever-more-rapid pace often lead to collapse. In the Peking Metropolitan Area, for instance, even moderate rainfall produces flooding due to the city's hopelessly antiquated sewer system. This situation is further exacerbated by the many informal settlements on the outskirts of town, where hundreds of thousands of unregistered laborers from rural areas have erected provisional housing that must inevitably result in an urban planning problem.

sensing place/placing sense 3: improvising infrastructure / Dietmar Offenhuber (AT), Katja Schechtner (AT)

This year's "sensing place/placing sense" assignment entails informal and improvised solutions amidst formal systems in place to provide city dwellers & users with utilities and other basic services. After all, not only in the megacities of Africa and Asia is everyday urban life characterized by an ongoing struggle with the urban infrastructure. Whether to deliver electricity, water or transportation, every centrally planned and operated system demands a certain degree of improvisational talent and technical skills on the part of users in order to function.

Semantic Landscapes / Habidatum (RU), Mathrioshka (RU)

A city is more than an agglomeration of buildings and streets. A city is a networked habitat brought about by permanent interaction among people and objects. But how can these

processes be made visible and, to some extent, expressed in terms of a virtual city? And what would their relationship to a real city look like? Habidatum (RU) presents a series of projects that depict the mental geography of Moscow, the emotional state of tourists and locals in Barcelona or the interpersonal relations among people on the Miracle Mile in Miami in comparison to other cities on the basis of Twitter conversations.

Educational Urbanism / Ian Banerjee (Vienna University of Technology/AT/IN)

Early this year, India presented "Make in India," a national action plan to make the country a world-class production location. The plan is inseparably linked to the "100 Smart Cities for India" program that was announced the previous year and has inaugurated a new era of urban planning in India.

Citythinking – WHY IS MORE / Eddea Arquitectura y Urbanismo (ES), [tp3] architekten/architects (AT)

"Citythinking" is an initiative that aims, first of all, to depict, then rethink and finally change the specific organization of territories, whereby the economic, social and ecological aspects are to be considered as parts of a unified whole.

Superscape / JP architektur perspektiven (AT)

"Superscape" is a biennial Austrian architectural prize competition launched in 2014. Its mission is to spotlight innovative, visionary architectural concepts for the interplay of private and public spaces in an urban context. The exhibition in PostCity showcases six designs that best satisfied the two specific conditions assigned to entrants to this year's competition: the setting: Vienna; the utility horizon: the next 50 years. The spectrum ranges from small interventions in the public sphere to the development of elaborate, extensive spatial structures.

With queries, please contact | Christopher Sonnleitner
Tel: +43.732.7272-38
christopher.sonnleitner@aec.at
www.aec.at/press