Ars Electronica 2017

OK | CYBERARTS
Prix Ars Electronica Exhibition
7. – 17. September 2017   press information, 7.9.2017

The Prix Ars Electronica is one of the most important awards in the world for creativity and a pioneering spirit in the field of digital media.

Since 1998, the OK in the Upper Austrian Cultural Quarter presents the /CYBERARTS Prix Ars Electronica Exhibition/. The exhibition is considered an international survey show of digital media art. With their shared drive for what is new and often working in interdisciplinary cooperations, the award-winners offer an overview of developments with their works, demonstrating which social dynamics and topics are currently definitive.

A jury has selected the most inspiring works out of 3.677 entries from 106 countires. More than thirty projects are presented as installations or documentations.This year in the categories Hybrid Art, Digital Musics & Sound Art, Computer Animation/Film/VFX und U19.

In addition, there are evening events, such as the meanwhile legendary **OK | Night**, spread out this year from the OK Platz to Solaris all the way to the OK Deck.
The **Ars Electronica Animation Festival** screens a selection of outstanding animated works honored by the Prix Ars Electronica jury in recognition of their substantive and stylistic quality as well as some guest programs.
Talks and lectures with jury members and award winners are taking place on Saturday in the Ursulinensaal.

CYBERARTS is open every day from 10:00 am to 7:00 pm (Sat., 9.9., until 9:00 pm) until 17. September.

OK NIGHT

SAT, 9. SEPTEMBER 2017
The OK Night, much appreciated by music enthusiasts and night-owls, is the place to be on the Festival Saturday for everyone who wants to crank it up after the Electronic Theatre or the Klangwolke.

ELECTRONIC THEATRE
Cinema on the roof top and Movie 1
20.00 UND 22.00 UHR 8 AND 10 P.M.
With the best computer animation films of the Prix Ars Electronica on a big screen.

CLUBNIGHT
FROM 9 P.M.
OK Platz, Solaris
B.Ranks /AT
K:Sun /AT

FROM 10 P.M.
OK Deck

Ziúr /DE
Honorary Mention, Prix Ars Electronica 2017

Gonçalo F. Cardoso & Ruben Pater /PT /NL
A Study into 21st Century Drone Acoustics
Award of Distinction, Prix Ars Electronica 2017

Mischmeister M /AT
Heap /AT
AT-AT-AT /AT
Visual design dasgegenlicht & Leonardo /AT
curated by Markus Reindl

Free admission!

CyberArts exhibition open till 9.00 p.m.!

The Exhibition

HYBRID ART

With the new category *Hybrid Art* installed in 2007 the *Prix Ars Electronica* devotes attention especially to hybrid and transdisciplinary projects and modes of working in contemporary media art. The category particularly focuses on crossing the boundaries from art to research and on the conjoining of different media and genres into new forms of artistic expression. New technologies' power for change is especially evident in "Hybrid Art": artists work in fields such as biology, robotics or physics, with experimental interface technologies (such as language, gesture, facial recognition), artificial intelligence, information visualization, and design. With their projects they also always address socio-political issues.

GOLDEN NICA *HYBRID ART*
Maja Smrekar /SI
K-9_topology
Installation
majasmrekar.org
Courtesy Kapelica Gallery

"K-9 TOPOLGY is a true hybrid artwork with a profound bio-political message and is certain to bring a lot of discussion to the audience from both art and science sides." (Statement of the Jury) What are we? Where do we come from and where are we going? Maja Smrekar's artistic work revolves around these eternal questions of humanity. The work series *K-9_topology*, winner of the Golden Nica, consists of the four consecutive projects shown in the exhibition, which each focus from different perspectives on the essence and the role of human beings and especially the role of a woman in increasingly tough bio political conditions of the present times. The artist creates symbolic points of connection, to make a symbolic action – in other words, the co-evolution between a human and a dog has been used as a matrix for the question: what in the ecologically ruined, over populated and economically compromised world defines humans as a superior species?

In the *ECCE CANIS*, the artist explores a parallel evolution between a wolf, human and a dog, and as a result of the research composes a spherical cave where the visitors could smell the serotonin based odor, extracted out of the platelets of her and her dog companion Byron, since living with dogs for thousands of years turned out to be one of the parameters for the mutation of the gene SLC6A4, that regulates the serotonin transporter in humans.

The interspecies collaboration resulted in the performance *I HUNT NATURE AND CULTURE HUNTS ME* (created during a residency in the French JACANA Wildlife Studios). Starting from the phylogenetics (study of the evolutionary history of an organism) and continuing into an ethology (the scientific and objective study of animal behaviour) of a wolf, it revolves around the relationship between wolf, dog, and human. The project Hybrid Family thematizes the social and ideological instrumentalization of the female body and breastfeeding. For three months Maja Smrekar was submitted to a specific living conditions (a diet and a mechanical stimulation) to promote lactation. A side effect of this process was the production of the hormone oxytocin, which plays an important role in fostering trust and empathy between mother and child and consequently towards the society as a whole. The artist was able to observe this in her interaction with her dog.

The project *Hybrid Family* thematizes the social and ideological instrumentalization of the female body and breastfeeding. For three months Maja Smrekar was submitted to a specific living conditions (a diet and a mechanical stimulation) to promote lactation. A side effect of this process was the production of the hormone oxytocin, which plays an important role in fostering trust and empathy between mother and child and consequently towards the society as a whole. The artist was able to observe this in her interaction with her dog.

ARTE_mis is the fourth and mostly discussed project in the series. A reproductive cell from the artist was denucleated and the genetic material (the DNA) was removed from the cell. The denucleated cell then served as a host for an extracted body cell from her dog companion Ada. Both cells were fused together. The result is not to be equated with a fertilization, but rather a hybrid cell was created, even though it is not capable of further development. Therefore the artist symbolically placed the cell materials in an equal cohabitation relationship as an artistic artefact. Despite the fact that the project carries a plethora of biotechnological potentials, it at the same time primarily serves as a civil tactical media that evokes a public discourse and serves as a reference to think beyond humanist limitations in order to embrace the risks that becoming-other-than human bring in the future.

AWARD OF DISTINCTION *HYBRID ART*
Paul Vanouse /US
The America Project
Installation
paulvanouse.com/ap
The America Project is a biotechnological art installation that produces a "collective genetic portrait." For decades, DNA has been regarded as the sign of our individuality and identity. The artist applies the process of DNA gel electrophoresis to show that the DNA of humans is actually nearly identical. The saliva samples collected from visitors are first mixed, and then the segments from their DNA that almost all people have in common are extracted and amplified. This collective DNA is then prepared so that it produces clearly recognizable images – symbolic visualizations of our common identity. With this playful and radical appropriation of molecular and bio-informative tools by art, Paul Vanouse seeks to inform us about the use, the application, and the public perception of this technology and to make us more aware of this issue.

HONORARY MENTION *HYBRID ART*
Masamichi Kagaya /JP
Autoradiograph
Installation
http://www.autoradiograph.org
Since the nuclear disaster in Fukushima in 2011, the actual extent of the release of radioactive particles has been hotly debated. An important contribution to a better understanding of the effects of nuclear disasters is provided by the photographer Masamichi Kagaya in cooperation with Satoshi Mori, scientist and professor emeritus of the University of Tokyo. With their photo project they make radioactive contamination visible. Over a period of five years the artist collected many different samples in the affected area – from daily necessities to flora and fauna – and developed a 3D autoradiograph. The project is not only a collection of visual records, but also a new way to present and analyze radioactive contamination.

HONORARY MENTION *HYBRID ART*
Berenice Olmedo Peña /MX
Canine TANATOcommerce or the political-ethical dilemma of
merchandise/ The Bio unlawfulness of Being: Stray dogs
Installation
There are 24 million dogs in Mexico, of which 16.8 million (70%) are stray dogs. The way dogs are dealt with in Mexico is extremely contradictory: on the one hand there are official security regulations that consider the dog a dangerous animal and a health hazard; on the other hand the Federal Civil Code refers to the dog as a "good", as an object or thing. Starting from this legal paradox, the artist began collecting canine corpses that had been run over and left behind, and then she started making various products from their remains. The dogs were skinned and their fur tanned to make textiles. Soap was made from the body fat extracted in a chemical lab. With this elaborate procedure *Berenice Olmedo Peña* critically questions our relationship to the canine species: on the one hand the cultivated domestic animal, "man's best friend," on the other hand the little appreciated, disrespectfully treated stray dog.

HONORARY MENTION *HYBRID ART*
Alexandra R. Toland /US
Dust Blooms: a research narrative in artistic ecology
Installation
artoland.wordpress.com/2016/06/28
Microscopes courtesy of the Technische Universität Berlin

Dust Blooms juxtaposes the beauty and function of urban flora using a synthesis of artistic and scientific methods. With her project the artist seeks to call attention to the relevance of the urban ecosystem services. Her transdisciplinary examination of the dust filtration capacity of flowers consists of three parts:
1. Field research: The dust of seven flowers that grow wild in Berlin directly next to streets with heavy traffic is collected and analyzed using light microscopy to determine the type and amount of dust particles captured on petal surfaces.
2. Representation: Tiny details from historical illustrations of common weeds once valued for their decorative or medicinal qualities are digitally "grafted" together and engraved using pulverized street dust as pigment. This illustrates how the graphical representation of these plant species has developed over the last 350 years.
3. Modelling: Sculptural prototypes based on the micro-morphological features of the dandelion (taraxacum) are made from cleaning and hygiene products of today's consumer society. These are used together with Arduino-powered dust sensors to measure actual dust filtration over longer periods.

HONORARY MENTION *HYBRID ART*
Joaquín Fargas /AR
Glaciator
Installation
http://www.joaquinfargas.com/en/works/

Especially in Antarctica the ice mass as diminished dramatically. The reasons for this are climate change and global warming. The *Glaciator* robot helps glaciers to grow again by compacting and crystallizing the snow into firn (the intermediate state between snow and glacier ice), thus

accelerating the ice formation process. This means the glaciers can grow the ice mass again, which they have lost due to climate change. The *Glaciators'* movements may be awkward, but they are steady in their quest. They are a symbol of the utopian ideal, a concept applied to all undertakings that seem impossible. With this art project Joaquín Fargas wants to encourage scientists of all disciplines to try out unconventional methods as well, in order to find new solutions for global problems.

HONORARY MENTION *HYBRID ART*
Soichiro Mihara /JP
imaginary rhetoric
Installation
mhrs.jp/project/blank
imaginary rhetoric is the final part of the series "blank projects," in which the artists deals with the effects of extreme situations such as natural disasters and disasters caused by humans. The fourth work was inspired by the artist's excursions to Fukushima and other sites where nuclear disasters have occurred. For this Mihara looked for something going beyond human communication. In a cross-cut section of wood, a motorized screw begins to rotate again and again every few minutes, creating a noise reminiscent of a bird chirping. In Japan the bird stands for access to another world, which is why the artist decided to use it as a symbol for communication with "non-human beings." The embedded technology controls the motor, but it does not influence the sound. The aim was not to imitate nature using new technology, but rather to prompt reflection on the discrepancy between perception and reason.

HONORARY MENTION *HYBRID ART*
Evelina Domnitch /BY, **Dmitry Gelfand** /US
Luminiferous Drift
Installation
portablepalace.com/luminiferous.html
in association with Jean-Marc Chomaz

The live installation *Luminiferous Drift* simulates the view from outer space of a hypothetical planet and its weather phenomena. The experimental arrangement uses macroscopic protocells* to physically simulate the movements of phytoplankton in a biosphere. The occurrence of phytoplankton was a crucial phase in the development of cellular life on earth. Through photosynthesis this "eco-synthesizer" not only transforms carbon dioxide into organic matter – the basis of our food – but also additionally produces more than half the oxygen in the atmosphere of the earth. During the night its remaining energy is radiated as bioluminescence – a phenomenon that is still puzzling today. In the setting of Luminiferous Drift double emulsion protocells are released into a rotating bath of water. Embodying an enzyme-regulated chemiluminescent reaction, these glowing protocells trace the polygonal fluid dynamics of the the rotating bath.
*the predecessors of living cells

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HONORARY MENTION *HYBRID ART*
Forensic Architecture /GB
M2 Hospital
Installation
forensic-architecture.org/case/m2-hospital
Eyal Weizman (Principal Investigator), Christina Varvia (Project Coordination), Adam Noah (Research, 3D Modelling, Video Editing),Nicholas Masterton (Image Projection, Animation, Video Editing), Samaneh Moafi (Analysis, Video Editing)
collaborating organisations Atlantic Council
The amount of amateur videos and immediately available information about current political conflicts is constantly growing. These are often imprecise, however, and leave a lot of room for interpretation. *Forensic Architecture* is an independent research department at Goldsmith's College of the University of London, which is dedicated to architectural and media research. The interdisciplinary team develops navigable 3D models, which can be used to analyze events, legal violations, and human rights violations in conflict regions. The hospital Omar Bin Abdul Aziz in Aleppo, also known as M2, was the target of fourteen bombings between June and December 2016. To be able to analyze the attacks, video and photo material taken in and around the M2 was collected and evaluated. Using the prepared 3D model, it is possible to navigate between the image and video data of the incidents and to depict the extent of the damage.

HONORARY MENTION *HYBRID ART*
Karen Hogan /US, **Mike Hogan** /US, **Orkan Telhan** /US
Microbial Design Studio: 30-day Simit Diet
Installation
http://biorealize.com

The *Microbial Design Studio (MDS)* was designed by researchers from the Design Class and the Biology Institute of the University of Pennsylvania with experts from industry. It is intended to allow laypeople to inform themselves about genetically modified organisms and the practices of transgenic design. The *MDS* was used, for example, to create the *30-day Simit Diet*: different strands of wild yeast from people from various parts of Istanbul are combined with transgenic organisms that can produce vitamins, flavors and smells, and the mixed into the dough of the traditional Turkish simit pastries. This way a completely new simit with different characteristics was made every day. The *MDS* is intended not only to present a new, progressive technology, but also to raise the question of how we want to design ourselves, our lives and life around us.

HONORARY MENTION *HYBRID ART*
Mary Maggic /US, **Byron Rich** /CA
Open Source Estrogen
Installation
http://maggic.ooo/Open-Source-Estrogen-2015
byronrich.com/Open-Source-Estrogen-2015-2017

The interdisciplinary project *Open Source Estrogen* combines biohacking and "speculative design"* to show the public the dominance and biological power of the hormone estrogen. What if we could produce estrogen ourselves in the kitchen? The project raises this and other entirely relevant questions seriously, yet also with humor: Who produces hormones? Whose bodies are affected by this? How toxic have hormones meanwhile become in our environment? While questions of body and

gender sovereignty are heatedly discussed today, the petrochemical, agriculture and pharma industries are responsible for the way we are increasingly surrounded by "xenoestrogens"**. These are an example of the way nature can be formed, but they deviate from our conventional notions of "normality." *Open Source Estrogen* creates a new subjectivity in an increasingly "queer" world. With the combination of DIY/DIWO (do-it-yourself/do-itwith- others), biohacking and art installation, the project seeks to prompt a public dialogue.

* Speculative design is a research-oriented, experimental design approach that goes back to the British designers and professors Anthony Dunne and Fiona Raby.
** Xenoestrogens are synthetically produced combinations with estrogen-like effects, which affect the appearance and functional processes of the body.

HONORARY MENTION *HYBRID ART*
AnneMarie Maes /BE
The Intelligent Guerilla Beehive
Installation
http://annemariemaes.net/projects/the-intelligent-guerilla-beehive/

Bees are bio-indicators. They reflect the health of their surrounding ecosystem and the effects of pollution. AnneMarie Maes addresses the increasing disappearance of honeybees in industrialized nations due to pesticides, parasites, air pollution, and the destruction of their foraging fields. *The Intelligent Guerilla Beehive* is intended to offer refuge and protection to swarming bee colonies in urban areas. The outer membrane of the beehive (*Sensorial Skin*) is a smart fabric that integrates organic and electronic elements. Bacteria living in the upper cellulose skin act as biosensors. When they sense a specific degree of pollution they change colors an make patterns that reflect the environmental threats. A further, double-sided skin shelters a second type of bacteria that attacks the bees' natural enemy – the *Varroa destructor* mite. Inspired by the intelligence, complexity and self-organization of bee colonies, this artistic project combines smart materials, biomimetic forms, and biotechnology to call attention to the endangerment of honeybees.

HONORARY MENTION *HYBRID ART*
Guy Ben-Ary /AU, **Bakkum Douglas** /US, **Mike Edel** /AU,
Andrew Fitch /AU, **Stuart Hodgetts** /AU, **Darren Moore** /AU,
Nathan Thompson /AU,
cellF
Documentation
guybenary.com/work/cellf

The project will be presented during the Ars Electronica Festival in the POSTCITY.

HONORARY MENTION *HYBRID ART*
Cecilia Jonsson /SE
Haem
Documentation
haemproject.com

AWARD OF DISTINCTION *HYBRID ART*
Gonçalo Freiria Cardoso /PT, **Ruben Pater** /US
A Study into 21st Century Drone Acoustics
Documentation
http://droneacoustics.org/

The artists Ruben Pater and the composer Gonçalo Freiria Cardoso are interested in the auditive dimension of military drones. In their project they emphasize the destructive aspects of this technology, calling attention to the negative psychological effects that inhabitants in areas of conflict are exposed to. The project consists of audio recordings of seventeen types of drones and a specially composed piece inspired by the destructive power of drone technology. A further contribution of their "Study into Drone Acoustics of the 21st century" is a drone survival guide – similar to a bird-watching guide. This alludes to the military tradition of naming drones after types of birds. The guide includes suggestions for how to optically and acoustically recognize and distinguish unmanned aircraft and how to avoid being detection by drones.
At the OK-Night on 9.9. Gonçalo Freiria Cardoso and Ruben Pater will give a live audiovisual performance in the OK-Deck.

DIGITAL MUSICS & SOUND ART

Music occupies the longest period of time in the history of computer creation. Started in 1987 as the category for Computer Music, this category has changed in keeping with digital development. It now distinguishes contemporary digital sound production from the broad spectrum of electronica*, works combining sound and music, computer compositions ranging from electro-acoustic to experimental, and sound installations.
*Electronica music genre encompassing a wide range of contemporary electronic music.

GOLDEN NICA *DIGITAL MUSICS & SOUND ART*
Cedrik Fermont /CD/BE/DE, **Dimitri della Faille** /BE/CA
Not Your World Music: Noise In South East Asia
Installation
http://words.hushush.com/
https://syrphe.bandcamp.com/album/not-your-world-music-noise-in-south-east-asia

Not Your World Music is one of the few publications about contemporary noise* and industrial, electroacoustic and experimental music and sound art in South East Asia (Cambodia, Indonesia, Laos, Malaysia, Myanmar/Burma, the Philippines, Singapore, Thailand, Vietnam), and it is, by far, the most comprehensive published resource on noise music in South East Asia. The project seeks to analyze, document, and describe the diversity of the noise scene in this region, which receives little international attention. At the same time, it is a book about art, politics, identity, gender, and global capitalism. It contains political, historical, and sociological essays, exclusive interviews with artists and organizers, as well as an extensive bibliography of popular music from South East Asia and a thorough discography of noise and experimental music artists. The book is published together with a CD

compilation. The project is the result of a journey halfway around the world. It is the attempt of two artists to present an "anti-sexist and anti-colonial" definition of this field of music.

*Noise refers to a genre of music, which replaces classical elements of music (tone, sound) sometimes completely with noise and dispenses with structures such as melodies or rhythms.

HONORARY MENTION *DIGITAL MUSICS & SOUND ART*
Krzysztof Cybulski /PL
Acoustic Additive Synthesizer
Installation
http://krzysztofcybulski.com/aas.html

The *Acoustic Additive Synthesizer (AAS)* is an interactive object and instrument, which is based on the principles of a pipe organ. Pitch and volume, however, are controlled here by a computer. Each of the seven pipes has a motorized piston, which changes the pitch of the sound continuously, and a dedicated motorized air valve, which changes the volume of the sound. To interact with the *AAS*, you simply have to speak (or sing) into a microphone. The machine "listens" and repeats the sounds in the form of organic, quasi synthetic sounds. It doesn't necessarily resynthesize comprehensible speech, but the correlation between input and output is obvious. The *AAS* is a versatile "performer" furnished with a rich sound palette and an idiosyncratic personality.

HONORARY MENTION *DIGITAL MUSICS & SOUND ART*
Katsuki Nogami /JP, **Taiki Watai** /JP
Rekion Voice
Installation
https://vimeo.com/96578936

In the dystopian or seemingly post-apocalyptic setting of *Rekion Voice*, we are surrounded by robots that are essentially slaves. They are completely under human control: an infrared camera allows them to react directly to their masters, the audience, and follow them with blind loyalty. The signals and sounds of the robots are picked up by a stethoscope and amplified with ultrasound loudspeakers. The project playfully reflects on the interaction between human and technology, and in light of the constant further development of robots and artificial intelligence, it prompts a discussion about who is ultimately the master: the human or the machine?

HONORARY MENTION *DIGITAL MUSICS & SOUND ART*
Juri Hwang /KR
Somatic Echo
Installation
http://jurihwang.com/somatic.html

Somatic Echo is a sound installation that turns the human body into an acoustic medium. With transducer loudspeakers and sensors fixed to the head, an eight-channel composition is transmitted directly into the body. The vibration of the sound is conducted through the bones, so that you perceive the sound through the medium of your own body. This experience can be compared to one of our earliest sensory perceptions: the immediate, physical sound experience of an unborn child in the womb.

HONORARY MENTION *DIGITAL MUSICS & SOUND ART*
::vtol:: /RU
Volnovod
Installation
http://vtol.cc/filter/works/volnovod, https://vimeo.com/200816794

The idea behind *volnovod* is based on the principle of conventional iPod earbuds and the special rubber that encases the earbud cables. This material prevents the wires inside from bending or breaking when the earbud cables become twisted or knotted. ::vtol:: (Dmitry Morozov) is well familiar with this situation, which inspired him to create a project, in which a twisting wire is turned into sound. Two stepper motors turn and intertwine the wire in different directions, thus generating wave forms. These are recorded by a camera. The data from the video material is used to create diagrams, which influence the different parameters of generating sound. In other words, the wave movement of the twisting wire is made audible.

HONORARY MENTION *DIGITAL MUSICS & SOUND ART*
David Ebner /DE
Wellenwald mit Bunker
Installation
http://davidebner.de/category/wellenwald/

In his installation *Wellenwald mit Bunker*, David Ebner reflects on the digital age and the influence of new media. The installation consists of a spruce trunk that leans on an object made of concrete. The surface of the trunk is completely covered with aluminum foil. Antennae are mounted on this, which pick up waves from their surrounding. What we hear then are electromagnetic waves from the surroundings (e.g. our own mobile telephones), which are transformed into audible signals, but also a pre-prepared digital sound file. *Wellenwald mit Bunker* is a reinterpretation of the work *Fichtenstamm mit Munitionskiste* by Joseph Beuys from 1972. While Beuys made use of mythical references like death and religion, in this project Ebner makes present and future appear enigmatic and mysterious – digitalized and archaic at the same time.

HONORARY MENTION *DIGITAL MUSICS & SOUND ART*
Lorenzo Senni /IT
Lorenzo Senni 'Persona'
https://warp.net/releases/lorenzo-senni-persona

Out of the deconstruction and re-collage of mainstream EDM / trance tracks, Lorenzo Senni creates an independent sound on his album *Persona*, which permanently breaks with our expectations. He describes his music as Rave Voyeurism, a term derived from his (physically) sober observation of the excessive rave culture of the 1990s. Sobriety and excess – a paradox that Senni sees as being central for his *Persona*. Out of sampled elements he composes a typical "non-build-up," a sonic spiral of repetitive and percussive arpeggiated melodies. As the tracks have no real climax, the emotional tension and drama of the music is steadily maintained.

AWARD OF DISTINCTION *DIGITAL MUSICS & SOUND ART*
Lucas Abela /AU, **Wukir Suryadi** /ID, **Rully Shabara** /ID
Gamelan Wizard
http://dualplover.com/gamelanwizard/

Gamelan Wizard is both game and musical relic. An artfully carved, eight-cornered Javanese Pendopo pavilion becomes the playing field, where the equipment of a classical gamelan ensemble is integrated into it. Here an entertaining game and traditional musical instruments are brought together, thus combining different cultures and cultural techniques with one another. Through the combination of tactile and auditive perception, *Gamelan Wizard* playfully offers access to a traditional gamelan and its acoustic characteristics.
Prix Forum II, 9.9., 10.00 – 11.30 Uhr, Ursulinensaal im OÖ Kulturquartier

HONORARY MENTION *DIGITAL MUSICS & SOUND ART*
Yumi Sasaki /JP, **Dorita Takido** /JP
Bug's Beat
http://doritab.com/archives/684

Bug's Beat allow us to dive into the micro-world of a bug by acoustically and physically "enlarging" it. The steps of a bug are amplified with a loudspeaker and thus made audible for the human ear. In addition, the chair on which the observer is sitting vibrates. Every movement of the bug thus becomes a physically tangible experience. There is a discrepancy between the visual information about the size of the bug and the auditory and physical perception of the noise it makes. This disorientates the observers, who may feel as if they have shrunk or as if the little bug has become gigantic.

HONORARY MENTION *DIGITAL MUSICS & SOUND ART*
Todd Anderson-Kunert /AU
Almost there
http://www.toddanderson-kunert.com/almost-there.html

The project deals in an unusual way with erotics, intimacy and sound. For *Almost there* Todd Anderson-Kunik constructed vibrators controlled by an audio composition especially produced by the artist. Ten volunteers with a mix of genders and a variety of sexual identities recorded their voices over a period of two years while masturbating with these vibrators. Their sounds were a response, so to speak, to the artist's composition. These ten recordings were then synchronized to the original composition and mixed back into it. The project investigates the complexity of sound by combining machinic and intimate sounds and relating them to one another.
The Project is presented in POSTCITY during the Ars Electronica Festical.

HONORARY MENTION *DIGITAL MUSICS & SOUND ART*
Ludwig Berger /DE, **Alexander Pospischil** /DE
A City Searches for A Microphone
http://www.alexanderpospischil.de/essem_en.php

A City Searches for a Microphone is a project about the sonic world of urban space, in which you can actively participate. Equipped with headphones and a mobile radio or smart phone, participants in this audio and seeking game set out in search of a microphone hidden somewhere in the city. What it records is transmitted live via radio and the Internet. Whether people are listening at home or active players seeking the sound source, they have to use spatial memory, local knowledge, acoustic

analysis, and their own intuition. If they find the microphone, they can prove it by using it and thus appearing as an active component of the urban sound environment.

HONORARY MENTION *DIGITAL MUSICS & SOUND ART*
Young Eun Kim /KR
$1's Worth

In the iTunes store, one song usually costs $1.29 – regardless of its actual value or its quality. If a full-value song costs $1.29, then that must mean a song costing only $1 dollar must somehow be deficient. If music were a material good, then one would receive an incomplete or defective product in this case. The artist purchased pop songs for $1.29 each and reduced their time, pitch and frequency range. This resulted in three new versions of each song, of which one could say they are each worth $1. In this project the artist attempts to materialize sound, which is neither visible nor tangible, by "measuring" it using various methods.

HONORARY MENTION *DIGITAL MUSICS & SOUND ART*
Natasha Barrett /UK/NO, **Anthony Rowe** /UK
We Are Not Alone
http://www.squidsoup.org/wana/

In complete darkness we can observe how a kind of glowing liquid expands in a glass sphere. In fact, however, these are living organisms. A colony of bacteria has been cultivated in this container, which produces bioluminescence whenever air is pumped in. The resultant three-dimensional patterns are in turn recalculated as data and transformed into sound, which fills the space. It seems as though the bacteria themselves are producing this 3D sound.

HONORARY MENTION *DIGITAL MUSICS & SOUND ART*
Ziúr /DE
Fractals

Fractals is an audio track full of unexpected turns and sound elements. In it, Ziúr combines contemporary digital music with acoustic elements from her past and her own voice. With her composition the artist seeks to open a gate between space and time and to question our conventional understanding of hierarchies and power structures. Her focus is not on the perfection of the sound design, but rather on the intensity of the music emerging from the mix of diverse elements.
At the OK-Night on 9.9. Ziúr will perform live in the OK-Deck.

AWARD OF DISTINCTION *DIGITAL MUSICS & SOUND ART*
Marco Donnarumma /IT/DE
Corpus Nil
Documentation
http://marcodonnarumma.com/works/corpus-nil/

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info@ok-centrum.at, **www.ok-centrum.at**

COMPUTER ANIMATION / FILM / VFX
Digital filmmaking now encompasses very diverse genres and techniques—mapping architecture and landscapes, time-based sculptural works, experimental-abstract visual design and interactive features as well as storytelling and special effects for commercials and feature films. These vertices limn the range of computer animation today, though visual design's boundaries are becoming increasingly permeable. Due to the emerging trend and the numerous outstanding virtual reality projects, stations with a focus on VR have been set up.

GOLDEN NICA *COMPUTER ANIMATION / FILM / VFX*
David OReilly /IE
Everything
Installation
youtube.com/watch?v=HdJk8ROpuEo

Everything is a "sandbox narrative computer game": the course of the game is free, allowing players to explore the game universe on their own, and no game is like another. Everything you see here, you can be, so you can transform yourself into a ladybug, a plant, a microbe, or even an entire galaxy. *Everything* is a philosophical journey between micro- and macrocosm, an experience that conveys new impressions, ideas and abilities. The voice of the narrator is from the philosopher Alan Watts, who died in 1973. Texts by Watts, Schopenhauer, Seneca or Emerson accompany the interactive simulation of nature. With no specific goal or task, the game allows players to drift in a seemingly endless world of different perspectives, enhancing self-perception at the same time. Especially the simple animation and graphics contribute to the striking charm of this poetic, philosophical, educational, and also thoroughly political game.

AWARD OF DISTINCTION *COMPUTER ANIMATION / FILM / VFX*
Nonny de la Peña /US, **Emblematic Group**
Out of Exile
Installation
https://www.youtube.com/watch?v=TiSKz2Wa9w8
Out of Exile is an impressive virtual reality experience that deals with society's negative attitude toward LGBTQ* youth. A boy named Daniel Ashley Pierce ends up in a heated conflict with his family due to his sexual orientation. Authentic audio recordings were used for the project, which Daniel recorded unnoticed during the actual argument. Viewers find themselves in the midst of the conflict situation between him and his family in their living room and accompany Daniel through this emotionally charged experience. Holograms of the central characters were created using the latest techniques such as videogrammetry (3D video measurement technology) and HTC Vive (VR headset). The viewer has an opportunity to move freely through the scene and become part of the story.
*Lesbian Gay Bisexual Transgender Queer

AWARD OF DISTINCTION *COMPUTER ANIMATION / FILM / VFX*
Kimchi and Chips / Mimi Son /KR, **Elliot Woods** /UK
Light Barrier 3rd Edition
Installation
vimeo.com/218354021
Engineering: Chung Youngjae, Studio Sungshin
Sound Design: Pi Junghoon
In collaboration with Arts & Creative Technology Center, Commissioned by Asia Culture Center

In a field of fog and sound, *Light Barrier* generates animated, magical, spatial images in the air. These are created by hundreds of light rays refracted by mirrors. The six-minute sequence is a journey through the cycle of birth, death and rebirth, and the human idea of space and time. The installation consists of a total of eight video projectors, which are subdivided into 630 sub-projections using 288 concave mirrors, and of forty audio channels that create a field of sound. In this third edition of the project, Kimchi and Chips again deal with the boundary between materiality and immateriality, reality and illusion, existence and non-existence. With the title they refer to Albert Einstein's special theory of relativity (in which space is not yet bent by matter, and superluminal velocity does not yet appear, as in the general theory of relativity formulated later).
Within the physical venue of CyberArts 2017 exhibition it is not possible to display the awarded third edition of the project, therefore *Light Barrier 2nd Edition* is shown here to represent the work of the artists.

U19 – CREATE YOUR WORLD
u19 – CREATE YOUR WORLD invites young people under 19 years of age to develop and present their conceptions and ideas for the world of tomorrow in a wide variety of formats. The motto: With courage and creativity, everything is within reach!
This year's results will be on display during *u19 Exhibit* at the *U19 CREATE YOUR WORLD festival* in the *POSTCITY*.

GOLDEN NICA *U19 – CREATE YOUR WORLD*
Lisa Buttinger /AT
nonvisual-art

nonvisual-art is a picture that at first glance does not appear to be visible. Taking a closer look with 3D glasses, however, visitors dive into an enchanting world. Lisa Buttinger uses the physical phenomenon of light refraction as her pictorial tool here. Two polarizing filters and cellophane foils arranged in different layers and angles transform the apparent nothingness into vivid colors, and the result is a unique spatial visual experience. The project seeks to animate people to rediscover their own childlike curiosity, to play and explore.
The project is presented during the Ars Electronica Festival in the POSTCITY.