

# SPECULUM ARTIUM 2010

izhodna strategija - umetnost ali tehnicizem  
exit strategy - art or technicism



Trbovlje Novomedijsko mesto  
Delavski dom Trbovlje  
Trbovlje the new - media setting  
Labour home Trbovlje

maj - May 2010

## SPECULUM ARTIUM 2010

(Trbovlje Novomedijsko mesto)

### IZHODNA STRATEGIJA – UMETNOST ALI TEHNICIZEM

Evropa in svet sta že nekaj časa v hudi gospodarski krizi, ki jo čutimo vsi, ne glede na profil našega dela. Največkrat se zgodi, da so v takšnih depresivnih časih najprej prizadeti kultura in umetnost, pa čeprav jih ljudje najbolj potrebujejo zaradi dvigovanja morale in optimizma. Sama strategija "Trbovlje novomedijsko mesto" (TNM) je zaradi prave umestitve v kontekst časa tej krizi pobegnila. Ustanove, ki računajo samo na davkoplachevalska sredstva bodo morale okrniti svoje programe, medtem ko ga TNM širi. Lokalna skupnost in lokalna gospodarstva so sprejela način dela TNM-a, in zato bo letos mednarodni festival Speculum artium\* še bogatejših vsebin in projektov.

Speculum Artium je nastal prvič v organizaciji Akademije za likovno umetnost in oblikovanje (ALUO), ob pomoči Art-Net-Lab, Društva za povezovanje umetnosti in znanosti, leta 2008. Samo organizacijo in skrb je že naslednje leto prevzel TNM, vendar še vedno pod patronatom Katedre za video in nove medije, ALUO. V letu 2009 je v javnem zavodu Delavski dom Trbovlje (DDT), meseca maja gostoval novomedijski festival Speculum Artium 09 (S.A.09) (integrirana umetnost različnih realnosti). Sama izvedba in odmevnost dogodka v ožji in širši skupnosti, je pokazala potrebo, da festival S.A. permanentno živi in biva v Trbovljah, v Kulturnem domu DDT in na lokacijah v samem mestu. Letos pa je festival s svojimi vzporednimi dogodki popolnoma v domeni TNM-ja in Delavskega doma Trbovlje. Katedra za video in nove medije ALUO pod vodstvom prof. Sreča Dragana pa bo na SA10 predstavila svoje projekte.

Znanost in umetnost sta prek skupnih akcij pokazali in dokazali, da sta znotraj tehnološke paradigme 21. stoletja kompatibilne in združljive. Ko smo pripravljali koncept za S.A. 2010, smo si za izhodišče izbrali vprašanje, kdaj lahko tehnično mišljenje nadvlada umetniško. V resnici je to lažna dilema, kajti umetnost, kakršnakoli že je, je del splošne zavesti in stanja v neki družbi, zato je ne potrebuje razlage, zakaj sploh je.

Trbovlje je prek opotekajoče poti, skozi zgodovinski razvoj, vedno dokazovalo svojo avantgardnost na področju kulture. Propad organizacijskih sistemov sociale in produkcije 20. stoletja nujno vodi v razmislek – kako naprej. Novomedijska kultura je vsekakor zgodovinska priložnost da v našem prostoru ponovno vzpostavimo občutek samozavesti in vere v bodočnost.

Sodobna umetnost je pristala v rokah parcialnih znanj in

interesov, brezkompromisnega diktata postkapitalistične miselnosti in trgovcev z novci. Nekako se je izmuznila objemu poetov – raziskovalcev. S.A. 2010, se v svojih temeljih vsekakor naslanja na pretekle festivale in njihove organizacijske strukture. Festival S.A.10 bo predstavil produkcije, ki se porajajo znotraj same strukture novomedijskih praks v svetu:

- sinteza principa umetnosti in tehnologije,
- socializacija novomedijske produkcije,
- peljati rdečo nit med tradicionalnimi vizualnimi in novomedijskimi praksami,
- kako revitalizirati degradirano socialno okolje skozi novomedijske prakse,
- kako sistem produkcije in prezentacije vrniti v upravljanje avtorju,
- vzpostaviti kritično refleksijo - surbvezivni vmesnik med umetnostjo, tehnologijo in družbo.



Speculum Artium 2010 je samo eden izmed dogodkov, ki se bodo letos zgodili v Trbovljah. Naj omenim razstave novomedijske umetnosti, ki potekajo kontinuirano, naj omenim delavnico 7 plus 1 (Kunstfabrik) pod vodstvom kustosinje Nives Marvin, in seveda dogodki ob trideseti obletnici trboveljske skupine Laibach v septembru in oktobru 2010. Ustanovljeno je bilo tudi društvo TNM, ki bo v sodelovanju z občino Trbovlje, ALUO ter Fakulteto za računalništvo in informatiko organiziralo delavnice za študente in dijake.

V naslednjih letih se nam obeta še dodatno bogatenje mednarodnega sodelovanja (Ars electronica – Linz) in našega programa.

\*Speculum artium - med umetnostjo in politiko je zelo prefinjen odnos, ki ga lahko označimo kot speculum artium ali zrcalo umetnosti. (cit. iz teksta Postmedijsko stanje, Peter Weibel; katalog 12. mednarodni festival računalniških umetnosti, Ljubljana, Maribor, maj 2006).

Doc.Mag. Dušan Bučar,  
Vodja programskega sveta TNM

Zoran Poznič, akad. kipar  
Direktor DDT

## SPECULUM ARTIUM 2010

(Trbovlje Newmedia setting)

### EXIT STRATEGY - ART OR TECHNICISM

Europe and the world have long been at the peak of an economic crisis. We have all felt it, regardless of our work field. In a crisis the first impact is on art and culture even if in this kind of life situations people need them the most to raise the morale and optimism. The "Trbovlje new media city" strategy with its timing and context has managed to overtake this crisis. Institutions that rely solely on taxpayer funds will have to cut on their program, while "Trbovlje new media city" is expanding it. Local communities and local economies have adopted a way of working started by the new media city and therefore this year the festival Speculum Artium\* will be even richer in terms of projects and content. In 2009, in public institution Delavski dom Trbovlje (DDT) a newmedia festival Speculum Artium 09 (S.A.09) was held (integrated art of alternative realities). The realisation and the wide response to the event in our local community and the public at large, showed the need of S.A. being permanently present and alive in Trbovlje; in Delavski dom Trbovlje and various locations in the town itself.

Speculum Artium was born in 2008 under the supervision of the Academy of Fine Arts and Design with the assistance of Art-Net-Lab the society that was founded in an attempt to reunite Arts and Sciences. The organization was taken over by "Trbovlje the new media setting" the very next year with the help of the Chair of Video and New Media at the Academy of Fine Arts and Design in Ljubljana. This year the festival with its parallel events is entirely under the domain "Trbovlje new media city" and "The Labour Home of Trbovlje. The Chair of Video and New Media at the Academy of Fine Arts and Design from Ljubljana will be represented by its students. This year's S.A. 2010 is subtitled: EXIT STRATEGY - ART OR TECHNICISM. Science and art have many times shown and proved in their joined actions that they are compatible within the technological paradigm of 21st century. When preparing the concept for S.A. 2010 we started with the question when the technical thinking can weight over the artistic thinking. In reality that is a false dilemma, since the art of whatever kind is an integral part of general consciousness and state if society. Therefore it does not need to justify its existence.

Trbovlje has many times shown its avant-garde in the area of culture through the staggering ways in its historic development. The downfall of social and production systems in the 20th century leads to an inevitable questioning about the future. New media culture is a historic opportunity to reestablish self-confidence and faith in the future in our

area.

Modern art ended up in grip of partial knowledge and interests, uncompromising dictate of postcapitalistic thinking and the capital. It slipped away from the hold of the poets, explorers. S.A. 2010 in its foundations builds upon previous festivals and their organisation structure. S.A. 2010 festival will present production emerging from the very structure of new media art in the world:

- synthesis of artistic and scientific principles,
- socialisation of new media production,
- establishing a dialog between traditional visual and new media practice,
- revitalisation of the degraded social space through new media practice,
- returning the management of system of production and presentation to the author's - establishing critical reflection - subversive link between art, technology and society.

It should be said that Speculum Artium will be one of the many events that will take place in Trbovlje. Let me mention the new media art exhibitions taking place continuously not to mention the 7 plus 1 workshop led by curator Nives Marvin and of course events on the thirtieth anniversary of the Trbovlje most known group the Laibach in September and October 2010. The TNM Society was founded with the help of the local authorities in Trbovlje, the Academy of Fine Arts and Design and the Faculty of Computer and Information Science to be able to organize workshops for University and High School students.

Therefore we can hope for even further increase of international cooperation (Ars electronica – Linz) and our program.

\*Speculum artium - between art and politics there is a very delicate bond, which can be characterized as speculum artium or a mirror image of art (quote from the text: Postmedia State, Peter Weibel; 12th catalogue from the International Festival of Computer Arts, Ljubljana, Maribor, May 2006).

Doc.Mag. Dusan Bucar  
Head of the Program Council TNM

Zoran Poznič, akad. kipar  
Manager DDT


# SAMOSTOJNA INTERAKTIVNA DELA

## INDEPENDENT WORKS

### Prvi, drugi in tretji dogodek:

predstavitve samostojnih interaktivnih del Joa Knierzingerja in Karla Salzmann, Korinne Lindinger in Fridricha Zorna. Vsi štiri avtorji s svojim deli vstopajo v prostor interaktivnega performansa, skozi katerega skušajo animirati gledalca, in ga vpeljati v sam proces umetniškega ustvarjanja in njegove socializacije znotraj polja novodobnega umetniškega ustvarjanja. Kurator: Mag. Um. Herwig Steiner, Univerze na Dunaju.

### First, second and third event:

presentation of independent works of Joa Knierzinger and Karl Salzmann, Korinna Lindiger and Fridrich Zorn. All four authors use their works to enter the space of interactive performance through which the viewer is animated and introduced to the process of artistic creation and his socialization in the new media field of contemporary artistic creation. Curator mag. Art Herwig Steiner from University of Vienna.

## 01 FRIEDRICH ZORN

Margareta Sandhofer  
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### »Hodi dalje«

Medijska inštalacija Friedericha Zorna: "Hodi dalje" predstavlja njegove subjektivno čutne izkušnje kot slepega pešca. "Walk on" prikazuje, kako se Friederich Zorn pripravi na svoje sprehode in kako hodi po cestah, ki so mu bolj ali manj znane, dobesedno slep in oborožen samo s palico. Pet kamer je skritih na njegovem telesu; na dnu njegove palice, na koncih čevljev ter na rokah. Inter medijska tehnologija je tako uporabljena kot organ percepcije in postane aktivni del ustvarjalca filma. Palica deluje kot raziskovalno, naprej obrnjeno oko.

V končnem videu slike, ki jih ritmično determinirajo različni telesni gibi potekajo sinhronizirano, in so pospremljene z zvoki okolice. Rezultat je zaznava, ki je reducirana na ritmično, otipljivo ter akustično. Ta specifična zaznava ustvarja specifičen svet občutij, ki ga Friederich Zorn prenese na medij filma in prikaže kot filmsko realizacijo Velike prisotnosti (great presence).

Umetniški namen je ambivalenten. Na eni strani se delo ukvarja z raziskovanjem senzorične izkušnje slepe osebe kot energetske ikone znotraj toka reaktivne okolice na različnih lokacijah. Na Speculum Artium 2010 bodo projekti predstavljeni na treh ekranih, postavljenimi drug ob drugem. V tej inštalaciji so Zornovi umetniški performansi iz Evrope (Dunaj), ZDA (Los Angeles) ter Azije (Hong Kong) soočeni drug z drugim kot tri neodvisna in subtilno različna dela. Ob istem času pa se združujejo v serijo, ki se bo nadaljevala z drugimi performansi na različnih lokacijah. Tako je na drugem nivoju ta prezentacija lahko razumljena tudi kot inštalacija v delu; čeprav po drugi strani, Friederich Zorn poskuša direktno vključiti gledalca in mu predlaga razširjeno polje pomenov, ki jih lahko zaznamo s čuti s pomočjo novo odkrite kinematične gramatike in arhitekture.

### »walk on«

Friedrich Zorn's media installation presents his subjective and sensitive experiences as a blind pedestrian in a film translation, which through editing and montage is concretised in an independent form of cinematic statement. "Walk on" shows how Friedrich Zorn prepares his walks and how he wanders through streets that are more or less known to him, literally sightless and armed only with a stick. Up to five hidden cameras are concealed on his body, at the bottom end of his stick, on the tips of his shoes and hands. Media technology instruments are employed as a perceptive organ and thus become an active part of the filmmaker. The stick serves as an exploratory, forward mounted eye, the activity of which is accentuated by the macro-range acuity of the images provided by the camera that it hides.

In the finished video, the images rhythmically determined by various bodily movements, run in synchronised fashion and are accompanied by ambient sounds. The resulting perception, which is reduced to the rhythmic, the tactile and the acoustic, creates

a specific world of sensation that Friedrich Zorn translates into the medium of film and visualises in a filmic realisation of great presence.

The artistic intention is ambivalent. On one level, the work concerns an exploration of the sensory experience of a blind person as an energetic icon within current, reactive surroundings in various locations, as juxtaposed in the Speculum Artium 2010 installation on three screens. For in the current installation, Zorn's artistic performances in Europe (Vienna), the USA (Los Angeles) and Asia (Hong Kong) confront one another as three independent and subtly diverging works. However, at the same time they combine to form a series, which will be continued with other performances at various venues. Thus, on a second level, the presentation is to be understood as an installation in progress, although conversely, Friedrich Zorn seeks to directly involve the viewer and suggest an expanded, field of meaning, which can be sensorily perceived, by means of a newly discovered cinematic grammar and architecture.



## 02 JOA KNIERZINGER IN KARL SALZMANN joaknierzinger@hotmail.com

### »Merjenje odnosov«

Merjenje odnosov (Measuring Relationships) je interaktivna inštalacija, ki se posveča tematikam "časovnega čutenja". Prevaja nje odnosov med človekom in okoljem izhaja iz in odseva metafore časa.

Joa Knierzinger (\*1988) je šolan bankir, gradi smiselne in nesmiselne stroje, živi na Dunaju ter študira digitalne umetnosti.

Karl Salzmann (\*1979) živi na Dunaju, študira digitalne umetnosti in dela na področju abstraktne in eksperimentalne (zvočne) intervencije/produkcije v tehnološkem in družbenem kontekstu.

### »Measuring relationships«

Measuring Relationships is an interactive installations, that attends to the subject of "temporal sensation". Interpreting relationships between human and environment takes place and reflects its outcome in a form of a metaphor: time.

JoaKnierzinger (\*1988) is a trained banker, builds machines with sense and nonsense and lives in Vienna and studies Digital Art.

Karl Salzmann (\*1979) lives in Vienna, studies Digital art and works in the fields of abstract and experimental [sound] interventions/productions in a technological and social context.



## 03 KORINNA LINDINGER korinna\_lindinger@yahoo.de



### »Unrund«

Porcelanasti roboti se premikajo skozi prostor. Mehansko nihajoče gibanje motorja v robotu ter nepravilne porcelanaste krogle ustvarjajo vzorce gibanj ter zvokov. Ti naključno izvedeni gibi naredijo vtis, kot da imajo predmeti svoje lastno življenje.

Rojena 1982 na Dunaju. Študirala pri Herbertu Lachmayerju v Linzu, na Dunaju pri Petru Weiblu, Virgilu Widrichu, Thomasu Fürstneru in Ruth Schnell. Sedaj študira sociologijo na Dunajski univerzi in v Istanbulu.

### »Unrund«

Porcelain robots roll through the space. The mechanical swinging movements of the motor inside the robots and the irregular porcelain spheres produce patterns of movements and sound. These designed random movements make the objects seem as if they had a life of their own.

She (\*1982) lives and works in Vienna. Studies of Visual and Media Arts at the University of Arts Linz (Herbert Lachmayer) and the University for Applied Arts Vienna (Peter Weibel, Virgil Widrich, Thomas Fürstner, Ruth Schnell). Studies of Sociology in Vienna and Istanbul.

# NOVOMEDIJSKA DELA

podiplomskih študentov ALUO Ljubljana

## NEW MEDIA WORKS

of postgraduate students of video and new media ALUO Ljubljana

# 04 MATIJA JAŠAROV

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### »Interact«

Ideja projekta je interaktivni video za eno ali dve osebi. Osnovni princip celotne zamisli je, da poteka celotna komunikacija izključno preko videa, vpliv dogajanja pa je odvisen od reakcij druge osebe, kar ustvari mnogo različnih verzij ene zgodbe.

Medtem, ko udeleženec ustvarja svojo zgodbo, nehote in nevede vpliva na zgodbo drugega udeleženca. Dogajanje se tako prepleta in kot komunikacija preko spleta za sabo povleče posledice, ki se jih ne zavedamo tisti trenutek. V primeru, da je udeleženec samo eden, računalnik druge odgovore izbira sam naključno. S tem se poudari vpliv digitalnih medijev na naše življenje – kadar komunikacija poteka med osebo in strojem in se preplete zgodba realnega in digitalnega.



# 05 ARTUR FELICIJAN & ANDRAŽ SEDMAK

### »nova cerkev I«, interaktivna netinstalacija - spovednica

Sveto pismo je najbolj brana knjiga v zgodovini. Prevedena je v več kot 2.100 jezikov. Ima velik pomen za današnjo kulturo in kot delo jo lahko gledamo iz različnih strani: kot versko ali zgodovinsko knjigo, saj vsebuje mnogo podatkov o zgodovini Judov ter dogajanju v Palestini ob začetku našega štetja. Spoved ali zakrament pokore je krščanski zakrament, pri katerem Bog grešniku odpusti njegove grehe. Teološki temelj zakramenta spovedi je Jezusovo naročilo zapisano v Svetem pismu: "Katerim grehe odpustite, so jim odpuščeni; katerim jih zadržite, so jim zadržani." (Jn 20,23)

V želji po ugotavljanju kako splošna verska in versko neopredeljena javnost sprejema ali reagira na

možnost spovedovanja preko virtualne aplikacije, sva zasnovala projekt Nova Cerkev. Eksperiment je v osnovi spletna aplikacija, ki omogoča vnos uporabnikovih besed spovedovanja na enak način, kot kristjani to počno pri fizičnem spovedovanju pri duhovniku v pravi spovednici. Aplikacija avtomatizirano ustvarja odgovore na podlagi Svetega pisma ter jih uporabniku poda v relativno kratkem času. Bistvo aplikacije je popolna objektivnost pri podajanju Jezusovega nauka.

Primarna želja je predstaviti fakt, da za poznavanje Svetega pisma ne potrebujemo tretje osebe. Prav tako je želja izpostaviti dejstvo, da si lahko pomagamo sami, brez duhovnika ali participacije pri dejanski maši.

### Četrty, peti in šesti dogodek:

prdstavitev novomedijske produkcije podiplomskih študentov katedre Videa in novih medijev, na ALUO in Fakultete za računalništvo in informatiko v Ljubljani. Predstavili se bodo Matija Jašarov, Vanja Tataj, Artur Felician in Andraž Sedmak. Vsi našteti avtorji se ukvarjajo s problematiko socialnega konteksta novodobnih vizualnih praks in vzpostavljajo kritično refleksijo do odnosa umetnik – družba. Kurator: prof. Srečo Dragan ALUO - Katedra za video in nove medije.

### Fourth, fifth and sixth event:

are presentations of new media works of postgraduate students of video and new media, which were made through cooperation of ALUO in Ljubljana and Faculty of Computer and Information Science. Matija Jarašov, Vanja Tataj, Artur Felician and Andraž Sedmak will be presented with their works. All authors deal with social context of contemporary visual practice and critical reflection of artist - society relationship. Curator: Srečo Dragan from Academy of Fine Arts Ljubljana (ALUO - chair of video and new media).

### »Interact«

Project is based on the idea of interactive video for one or two participants. The basic idea is to conduct entire communication using video. What happens depends on the reactions of the other person. That creates many versions of a story.

As one participant is creating his story, he also unintentionally and unknowingly influences the story of the other participant. Therefore the events are intertwined and the communication over the web brings consequences one's not aware of at that moment. When there is only one participant, computer chooses the answers randomly. That puts emphasis on the influence of digital media to our lives. As the communication takes place between a person and a machine, the story of real and digital is intertwined.



### »nova cerkev I«, interactive net installation - confession room

The Holy Bible is the most read book in human history. It has been translated into more than 2100 languages and is of great importance for today's culture. It can be considered from different aspects: as a religious or historic book, since it contains many data on the history of Jews and the events that took place in Palestine at the beginning of our Era. Confession or the sacrament of atonement is a Christian sacrament where God gives the sinner forgiveness for his sins. Theologic foundation for the confession is in the words of Jesus as quoted in the Bible: If you forgive anyone's sins, they will be for

given. But if you don't forgive their sins, they will not be forgiven." (Jn 20,23)

Using our project New Church we wanted to establish, how general religious and non-religious public reacts the possibility of confession using the virtual application.

The application generates the answers based on Holy Bible and gives them to the user in relatively short time. The point is total objectivity at using the teachings of Jesus.

We wanted to present the fact, we need no intermediate to know Holy Bible. We also want to point out the fact we can help ourselves without a priest or participation at the holy mass.

»Red garaže, Red množičnosti, Red tapet«

Delo se ukvarja z vprašanjem sodobnih hramov, javnih prostorov kot so trgovski centri ali turistične destinacije, ki vključujejo množični turizem in hiter zaslužek, ne nudijo pa možnosti ne šablonskosti ali ne vkapljenosti. «Red garaže» v tem primeru prikazuje hrepenenje človeka po redu, potrošnji in udobnosti, ki vodi k hedonizmu, kateri nas pripelje do «reda množičnosti», kar se nanaša na množični turizem. Zadnji «red tapet» je pravzaprav prepletitev vseh redov in vkapljenost v vse tisto, kar imamo radi in česar nimamo.

Programerja, sodelavca:  
Rok Koren in Peter Freljh  
Univerza v Ljubljani, Fakulteta za računalništvo in informatiko

»Lines of garage, mass and wall papers«

Interactive work includes questions about contemporary temples, public spaces like; the malls, shopping centers, tourist destinations - that include mass tourism as well as fast profit. This kind of entertainment leaves no place for free mind and individuality. In this case „Garage line“ shows a human desire for power, spending and commotion that leads to hedonism and ends with „Mass line“ which leads to mass tourism. The last „Wall paper line“ is actually a pattern of these lines, which sets us in between things that we don't like or like.

Associates and programmers:  
Rok Koren and Peter Freljh



**SODELOVANJE**

kulturnega zavoda DDT in Univerze v Linuz

**COOPERATION**

between cultural centre DDT with University of Linz

**Sedmi, osmi in deveti dogodek:**

plod tvornega sodelovanja Kulturnega zavoda DDT z Univerzo v Linzu (Kunst Universität Linz), kjer domuje Ars Eletronica. Predstavili se bodo Cristoph Frey in Denise Mair, Jayme Cochrane in Mar Canet Sola ter Ricardo Nascimento, Ebru Kurbak in Fabiana Shizue. Vsi trije projekti raziskujejo nove postopke v implementaciji umetniških artefaktov povezanih s sodobno tehnologijo v vsakdanjem bivanju. Kurator: prof. Tiago Martins, Univerza v Linzu.

**Seventh, eighth and ninth event:**

a product of creative cooperation between Cultural Center DDT with University of Linz (Kunst Universität Linz) where Ars Eletronica is grounded. Cristoph Frey together with Denise Mair, Jayme Cochrane together with Mar Canet Sola, and Ricardo Nascimento with Ebru Kubak and Fabiana Shiuze will present their works. All three projects are exploring new procedures in implementation of art artifacts which deal with modern technology in everyday living. Curator: prof. Tiago Martins from University of Linz.

07 **CRISTOPH FREY AND DENISE MAIR** Christoph.FREY@ufg.ac.at  
Denise.MAIR@ufg.ac.at



»Broken TV«

Dolga tradicija udarjanja po nedelujoči televiziji v amaterski želji, da se jo popravi, je tu ponovno uporabljena kot metoda fizične interakcije, ki nam omogoča navigacijo skozi izbrana video dela študentov Katedre za Novemedije iz Linza. Projekt se ukvarja z mitom o ravnanju s televizijo oziroma popraviljem le-te s surovo silo; z mitom o nepredvidljivosti naše tehnologije ter z nasiljem, ki ga izvajamo nad medijem in ki v njih ni prikazan.

Z udarjanjem televizije po določeni strani lahko zamenjamo kanal. Pojavljale se bodo tudi druge napake, katere bo potrebno odpraviti s posebno kombinacijo udarcev po televizijskem zaboju.

»Broken TV«

The long tradition of hitting malfunctioning TV sets in the amateur hope of repairing them is repurposed here as a physical interaction method that allows navigation through selected videos of students of Time-Based Media of the Kunstuni Linz.

Project deals with the myth about handling/repairing a TV with brute force, the myth about the unpredictability of our prior technology and about violence applied to the medium, not shown in the media. You can change channels by hitting a certain side of the TV. There will also be other defects you'll have to counteract by figuring out special combinations of hitting the sides.

# 08 JAYME COCHRANE IN MAR CANET SOLA

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## »Punch-Out«

PunchOut je umetniška instalacija, ki obuja klasično računalniško igrico Nintendo. Namen instalacije je prisiliti uporabnika v akcijo s celim telesom. Instalacija se dejansko 'bori' proti igralcu. Ko je igralec na ekranu udarjen med boksarskim dvobojem, instalacija odda kratek fleš močne svetlobe z namenom dezorientacije igralca. Fizičnost udarjanja po mehkem zaslonu, poskakovanje v vse smeri ter posredice 'udarcev', skupaj privedejo do fizičnega utelešenja izkušnje igre, ki so jo originalno lahko igralo le s prsti. Umetniški namen instalacije je raziskovanje možnosti razširitve starih iger in starih tehnologij za ustvarjanje novih doživetij z uporabo nizko tehnoloških pristopov k novomedijski interakciji.

## »Punch-Out«

PunchOut is an artistic installation that remedies the classic Nintendo game of the same title. It achieves its classification through the design of a custom interface that forces participants into a full-bodied experience. The installation actually "fights back" with a player... When the character on-screen is hit during a boxing match, the installation briefly flashes a bright light in an attempt to create a sense of disorientation for the player. The physicality of punching the soft screen, hopping back and forth in all directions, and the consequences of being "hit" amount to a physically embodied experience of a game that was originally playable only with one's fingertips. The artistic purpose behind the design of this installation is to explore the possibilities of expanding old games and old technologies to create new experiences using low-level technical approaches to new media interaction.



# 09 RICARDO NASCIMENTO, EBRU KUBAK IN FABIANA SHIUZE

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## »Klobuk Takinam«

Klobuk Takinam je kinetično pokrivalo, ki reagira in oživi v skladu s spremembami v radijskih frekvencah v svojem okolju. Namen projekta je materializacija nevidnega in je prispevek k ozaveščenosti o naraščajočem elektromagnetnem sevanju.

Klobuk Takinam je poskus materializacije elektro smoga, še posebej tistega, ki ga producirajo povsod prisotni mobilni telefoni. Projekt skuša posnemati biološko reakcijo telesa na dražljaje in stres. To "haježenje" lahko definiramo kot samodejni dvig dlak in peres pri različnih živih bitjih pod nekaterimi čustvenimi pogoji, kar je začasna in lokalna sprememba na koži ('kurja polt').

Klobuk Takinam je sestavljen iz fiksiranih, vendar premičnih ptičjih peres, ki so nataktnjena na osnovo iz blaga, skupaj s sistemom za odkrivanje elektromagnetnih valov ter premikanje peres. Sistem za odkrivanje radijskih frekvenc konstantno išče signale med 100KHz ter 1000MHZ in ustvarja enosmerni tok. Ta informacija se prenaša do mikrokontrolerja, ki jo analizira ter uporabi kot vstopni podatek za aktivacijo motorja. Motor upravlja z mehanično strukturo, katera drži peresa in jih premika.

## »Taiknam Hat«

Taiknam Hat is a kinetic head-wear that reacts and animates in accordance with the changes in its surrounding radio frequencies. The intention of the project is to materialize the invisible and to contribute to the awareness of the increasing electromagnetic radiation.

Taiknam Hat is an attempt to materialize the electrosmog, especially the contribution of immensely used cell-phones, by emulating horripilation, an automatic instinctive reaction of living creatures to sources of irritation and stress. Horripilation, which can be defined as the erection of hairs or feathers in various species under certain emotional conditions (better known as goose bumps in human body) is a temporary and local change in the skin.

The Taiknam Hat is composed of fixed and movable actual feathers attached on a fabric base together with a detecting/motion-driving system. A radio frequency detector constantly traces signals between 100 KHz and 1000 MHz and creates a DC power output. This live information is sent to a microcontroller, analyzed and utilized as input data that activates a motor. The motor operates a mechanical structure that holds the feathers and results in the kinetic behavior of the feathers.



# PAM

## Perpetual Art Machine

### Deseti dogodek:

spletna predstavitev projekta PAM - Perpetual Art Machine avtorja Lee Wellsa iz New Yorka (ZDA). Mrežni projekt PAM je spletna skupnost video umetnikov, kustosov in teoretikov vizualne kulture. Znotraj mrežnega koncepta deluje tudi interaktivna virtualna galerija z obsežno pregledno zbirko ameriških vizualnih in novomedijskih umetnikov.

### Tenth event:

web presentation of PAM - Perpetual Art Machine project by New York author Lee Wells. Network project PAM is a web community of video artists, curators and theoretics of visual culture. Within the network concept an interactive virtual gallery with comprehensive collection of American visual and new media artists.



### »PAM project«

Neskončni umetniški stroj - Perpetual Art Machine [PAM] je živi arhiv mednarodne video umetnosti 21. stoletja, ki vsebuje preko 1000 video posnetkov prek 600 avtorjev iz več kot 60 držav. [PAM] je rastoča mednarodna skupnost video-art internetnih portalov. [PAM]ova hitra rast dviguje polni potencial konvergentnih medijev, naprednega računalništva in tehnologij baz podatkov. Namen ni le ponujati dela

video umetnikov na spletu, temveč prikazati video v velikih interaktivnih instalacijah.

[PAM] je bil ustvajan decembra 2005 kot plod sodelovanja med naslednjimi umetniki: Lee Wells, Raphaele Shirley, Chris Borkowski ter Aaron Miller. [PAM] demokratizira kuratorski proces tako za umetnike, kot gledalce/umetnike skozi politiko odprtih predložitvev umetniških del, uporabe ključnih besed, oznak ter dostopa preko ekranov na dotik.

<http://www.perpetualartmachine.com>

### »PAM project«

Perpetual Art Machine [PAM] is a living archive of 21st century international video art featuring over 1000 videos and over 600 artists from over 60 countries. [PAM] is a growing international community video-art portals on the Internet today. [PAM]'s rapid growth leverages the full potential of convergent media, advanced computing and database technologies not only to stream video artist's work online, but

also to exhibit video in large-scale interactive installations. Created in December 2005 as a collaboration between the artists Lee Wells, Raphaele Shirley, Chris Borkowski and Aaron Miller, [PAM] democratizes the curatorial process for both the artists and for the viewer/user through an open submission policy, social tagging and touchscreen/keyword access during display.

# MIKKEL

### Enajsti dogodek:

predstavitev projekta MIKKEL, videastke in novomedijske umetnice Maše Jazbec iz Trbovelj, s katerim avtorica odpira številna relevantna vprašanja spolne identitete, delitve vlog in simbiotičnega razvoja novih bioloških entitet. Kurator: Špela Pavli, prof. lik. um.

### Eleventh event:

a presentation of MIKKEL project by video and new media artist Maša Jazbec from Trbovlje, which opens many relevant questions of gender identity, roles and symbiotic development of new biologic entities. Curator Špela Pavli, prof. Fine arts.

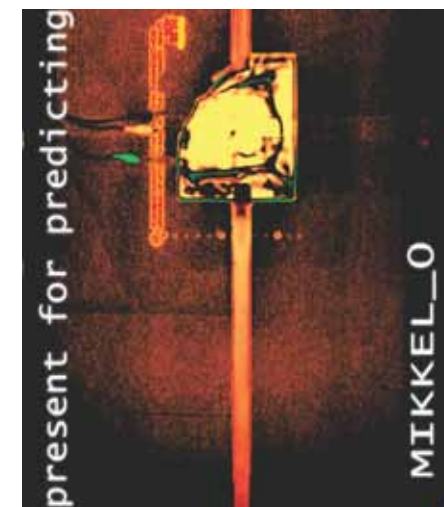
# 11 MAŠA JAZBEC

### »Mikkel\_0, 2010«

Mikkel je abstrakten androgin organizem v prostoru ali sliki, sestavljen iz konkretne miselne vsebine in duha časa. Namesto partikularnosti fizičnega telesa podeljuje statusno prednost mišljenju, ki artikulira svoje meje v skladu z gibanjem in spreminjanjem svojega simbolnega in fizičnega okvira. Mikkelova govorica so vizualne postavitve v realnem prostoru in času. Vsaka sublimacija v realno formo je razumljena kot reinkarnacija iz virtualne fikcije v realni svet in pomeni metaforo sedanjosti za napoved prihodnosti.

### »Mikkel\_0, 2010«

Mikkel is an abstract androgin organism in space, sculpture or picture (any visual form). It consists of concrete thought and the Zeitgeist. Instead of particularity of physical body it's focus is on thinking, which articulates it's limits in accordance to movement and changing inside it's symbolic and physical environment. Mikkel's way of expression are visual settings in real world and time. Every sublimation to a real form can be understood as incarnation from virtual fiction to the real world and presents the metaphor of present to predict future.





izbor del / chose by  
**Dorcas Müller**

# 12 JULIAN NEVILLE

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»vetloba senc« 68:00 min

je osebna raziskava o nesmiselnosti R.A.V.E zakona, ki prepoveduje ples v mestu New York. Julian je bil rojen v Nemčiji, odraščal pa je med Nemčijo in ZDA. V svojem video in filmskem delu uporablja kamero kot sredstvo za sprijemanjem z mejnimi situacijami. Pogosto je to način za doseganje mentalne osvoboditve skozi spremembo zornega kota, kar naj bi bilo razumljivo in lastno večini gledalcev.

Z uporabo video kamere kot digitalnega dnevnika avtor popelje gledalca na potovanje na katerem naleti na čudna, zabavna, šarmantna, nevarna ter nadrealistična srečanja. Julijan združuje različne medije z uporabo videa, super8 ter 16mm kamere, kar nenehno osvežujejo gledalčev pogled.

»Lowlight« 68:00 min

This is a personal search for the ridiculousness of the R.A.V.E. act that forbids dancing in the city of New York. He was born in Germany and grew up bilingually in Germany and the US. In his video and film work he uses the camera to cope with challenging situations. Often this is a way to achieve mental freedom through a change of his viewpoint, and most viewers can relate to these journeys.

Using the video camera in a diary style, Julian takes the viewer along on the journey. He has strange, funny, charming, threatening and surreal encounters.

Julian combines many different media, using video, super8 and 16mm, continuously refreshing the viewers' eyes.

### Dvanajsti, trinajsti in štirinajsti dogodek:

po izboru Dorcas Müller ( ZKM, Laboratory for Antique Video Systems Karlsruhe, Nemčija). Predstavijo se Beate Geissler in Oliver Sann ter Julian Neville in Thorsten Hallscheidt. Vsi trije interaktivni spletni projekti se ukvarjajo z perečimi vprašanji sodobne družbe skozi medijsko manipulacijo; vojna proti terorizmu, vojna proti lakoti, vojna proti drogam, vojna proti nasilju, vojna proti globalnemu segrevanju, vojna proti ...

### Twelfth, thirteenth and fourteenth event:

chosen by Dorcas Müller (ZKM | Laboratory for Antique Video Systems Karlsruhe(GE)) are presented by Beate Geissler with Oliver Sann, Julian Neville and Thorsten Hallscheidt. All three interactive web projects deal with important questions of modern society through media manipulation: war on terror, war on hunger, war on drugs, war on violence, war on global warming, war on ...



# 13 THORSTEN HALLSCHEIDT

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»The Grand Narrator« video instalacija 2009

»Stella« video instalacija 2009

Video je sestavljen iz tri minutne zanke, ki prikazuje vejo, preslikano preko y osi, katere listi šelestijo v vetru. Preslikana je tudi preko časovne osi; to pomeni, da se desna stran predvaja naprej, leva pa nazaj. Tako - razen za trenutek - simetrija podobe ter gibanja ostaja nepopolna ter organska.

Glasbo je s komponiral avtorjev prijatelj Jörg Lindenmaier, skladatelj elektroakustične glasbe.

»The Big Narrator« video installation 2009

»Stella« video instalation 2009

The video material consists of a three minute loop displaying a branch, mirrored at the y-axis, whose leaves rustle in the wind. It is also mirrored at the time-axis; this means that the right side is shown forwards while the left one runs backwards. Thus - apart from a swift moment - the symmetry of image and movement remains imperfect and organic.

Author's friend Jörg Lindenmaier, a composer of electroacoustic music, composed of the audio track.

# 14 BEATE GEISSLER/OLIVER SANN beate@uic.edu

## »Jebeš vojno« 3:56 min, 2006

Tako, kot oko kamere, tudi gledalec postane pasiven v svojem voyerskem spremljanju akcije, ki se nenehno giblje med poljem zabave in agresije. Ko se gledalci posveti, kakšen majhen korak je potreben, da se nedolžna igra sprevrže v smrtonosno resničnost, ki nam jo vsak dan predstavljajo mediji, mu to pusti grenak priokus. Pri premišljevanju o nasilnih epizodah, ki so se nenehno pojavljale skozi celotno svetovno zgodovino, je pisatelj in učenjak Georg Büchner nekoč zastavil neprijetno vprašanje, ki je

latentno prisotno tudi pod površjem projekta: "Kaj je v nas, kar laže, ubija, krade?" Beate Geissler ter Oliver Sann sta rojena v Nemčiji. Na umetniškem področju sodelujeta že skoraj dvajset let. Ukvarjata se s fotografijo, videom, z instalacijo ter novomedijskimi kosi. Njuna dela so bila razstavljeni v mednarodnih muzejih ter umetniških galerijah in objavljena v knjigah. Živita in delata v Chicagu, ZDA, kjer je Beate tudi predava.

## »fuck the war« 3:56 min, 2006

Like the eye of the camera, the viewer becomes a passive voyeur following the action, which reels back and forth between fun and aggression. The dawning consciousness of the small step it takes to go from trivial game to deadly reality as it is shown daily in the media leaves a bitter taste in our mouths. Pondering the violent episodes that have constantly recurred throughout world history, the writer and scholar Georg Büchner once posed the disquieting question that is also latent underneath the surface

of fuck the War: »What is it in us that lies, murders, steals?«

Beate Geissler and Oliver Sann are German-born artists, collaborating for nearly twenty years. Their work includes photography, video, installations and objects. Their work has been widely exhibited in international museums and art galleries as well as published in books. They live and work in Chicago, USA, where Beate got a professorship in Chicago/USA last year.

izbor del / chosen by

## Dr. Brigitte Zics

### Petnajsti dogodek:

izbor Dr. Brigitte Zics predstavlja Kiel Long in Cai Matthews. Video instalaciji temeljita na beleženju aktivnosti možganov, ter njihovem odzivu na različne senzacije, ki jih človek skozi vsakodnevno aktivnost procesira.

### Fifteenth event:

selected by Dr. Brigitta Zics, Kiel Long and Cai Matthews are presenting their works. Video installations are based on the recording activity of the brain and it's functioning in different everyday activities.

# 15 KIEL LONG <http://www.simplexityapplied.org/kiellong.html> <http://thestaticorgan.wordpress.com/> [kielslong@gmail.com](mailto:kielslong@gmail.com)

## »Mind Drops«

Video instalacija je sestavljena iz treh dinamičnih audiovizualnih projekcij, ki obkrožajo gledalca in ga vabijo v poglobljeno izkušnjo. Te premične podobe ter generiran zvok poskušajo predstaviti vsakodnevne aktivnosti osebe skozi novo perspektivo: audiovizualizacijo njihovih mentalnih aktivnosti. Video slika se generira iz podatkov o možganskih aktivnostih umetnika s pomočjo EEG senzorjev med

njegovim spanjem, prehranjevanjem ter meditacijo. Čeprav te aktivnosti aktivirajo širok spekter mentalnih vrednosti, jih projekt Mind Drops poskuša prikazati skozi minimalistično estetiko. S tem poskuša poudariti subtilne spremembe skozi čas. Projekt nagovarja gledalca, da te vizualne rituale skuša tudi sam ponotranjiti. To delo je del projekta "Statični organ" (The Static Organ).

## »Mind Drops«

The video installation, entitled Mind Drops, consists of three dynamic audiovisual projections that surrounds the viewer and invite them for an immersive experience. These motion images and generative sound attempt to represent the everyday activity of a person through a very new perspective audio-visualising their mental activity. The videos are based on dynamic data gathered from brain activity

of the artist through EEG sensors whilst enacting sleeping, feeding and meditating. Whereas these actions activate a broad variety of mental qualities, Mind Drops attempt to display them with a minimalist aesthetic in order to produce accessibility with a great importance to subtle transformations over time. The visitors are invited to observe and live through these 'rituals' through inwardness. This work is part of the The Static Organ.



# 16 CAI MATTHEWS

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<http://www.caimatthews.com>

## »Percepta«

Percepta je umetniški projekt, rojen iz kombinacije kognitivnega raziskovanja in ustvarjanja abstraktnih podob. Znotraj njegove avdiovizualne forme sta vizualna estetika ter zvočna slika direktna rezultata podatkov, ki nastanejo ob branju ter analizi ključnih zaznavnih funkcij, ki se v nas zgodijo na ravni

nezavednega. Čeprav so ti procesi v svojem naravnem bistvu tihi ter nevidni, Percepta poskuša prikazati njihovo kompleksnost, gostoto, dinamiko ter nenazadnje njihovo lepoto.



## »Percepta«

'Percepta' is an artistic project born from the combination of cognitive research and abstract image. It is a piece of A/V design in which the visual aesthetic and audio output are direct results of data created from reading and analysis of key perceptual

functions that occur within us at an unconscious, automatic level. Though by their very nature these processes are both silent and invisible, Percepta attempts to represent their complexity, density, dynamics and ultimately their beauty.



## GENIUS SEACULI

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### **Šestnajsti spremljevalni dogodek:**

GENIUS SEACULI je predstavitev produkcijskih enot, ki izhajajo in se napajajo z avantgardno tradicijo Trbovelj na vizualnem področju. Enajst avtoric in avtorjev s svojimi videi, video dokumenti, video instalacijami ter novomedijskimi kosi predstavlja tematsko produkcijo, kako revitalizirati opustošeno socialno pokrajino skozi video in novomedijske prakse. Kurator Doc. mag. Dušan Bučar, ALUO – Katedra za video in nove medije.

### **Sixteenth side event**

GENIUS SEACULI is a presentation of production units emerging and fueled from avant-garde tradition of Trbovlje in the field of the visual art. Ten authors with their videos, video documents, video installations and new media pieces will present their production on the subject of revitalisation of degraded social landscape using video and new media practice. Curator: doc. mag. Dušan Bučar, ALUO - Chair of video and new media.

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## DIGITALBIGSCREEN 2010

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### **Sedemnajsti spremljevalni dogodek:**

DIGITALBIGSCREEN 2010 predstavi se dvanajst vizualnih umetnikov, izbranih na mednarodnem razpisu. Video dela v filmskem formatu 16x9 so namenjena velikemu kinematografskemu platnu (bigscreen), in mreženju znotraj evropske Art kino mreže.

### **Seventeenth side event:**

DIGITALBIGSCREEN 2010 presenting ten visual artists, selected at international call for applications. Video works in 16:9 format are made for cinema screen (bigscreen).

Načrtovana strategija uspešnih povezav s tujimi praksami na področju novomedijskih vsebin se tako s festivalom S.A. 2010 nadaljuje. V izvedbo samega festivala so vključeni tudi številni mladi Trboveljčani. Poleg V.A.T.-a (Vizualna alternativa Trbovlje), Alternativnega kulturnega društva (AKDT) in Gimnazije Trbovlje (GIMTEAM) tudi številni posamezniki s svojim znanjem na področju računalništva in tehnike ter vizualnih praks. Ta pripravljenost mladih ljudi je ključnega pomena, in eden izmed glavnih razlogov prirejanja takšnega festivala. S.A. 09 si je ogledalo več tisoč ljudi iz Slovenije in tujine. Mesto Trbovlje s tem festivalom postaja prostor nove socializacije, zbirališče mladih, izvir novih idej, utemeljitelj novih praks.

Intentional strategy with the new media practices in new media therefore continues with Speculum Artium 2010. Many young people from Trbovlje will be included in the festiva activities. Besides V.A.T. (Visual alternative of Trbovlje) Alternativno kulturno društvo Trbovlje (Alternative Culture Association of Trbovlje) - A.K.D.T. and Gymnasium Trbovlje (GIMTEAM), also many individuals with their computer and technical knowledge and the visual practice will be a part of organisation. Readyness of these young people is of a crucial importance and one of the reasons for undertaking such a festival. S.A. 09 was visited by more than thousand people from Slovenia and abroad. City of Trbovlje is becoming a place of new socialization, gather point for young people, source of new ideas and new practices.

## REKOMANDACIJA O RAZMISLEKU

Medij podob je lovilec, ki hrani zapis, artikulacijo likovnega ustvarjalca-umetnika. Je končno pribežališče kjer želje, strahovi, misli, fenomeni, zavzemajo realne, fizične svetove in virtualne resničnosti. Ljudje kot živi nosilci podob iščemo in prepoznavamo njihove konotativne paradigme, ki nam sporočajo in nas provocirajo, zadovoljujejo, pomirjajo, nagovarjajo.

Novomedijska umetnost - novomedijski kos omogoča način komuniciranja oz. vzpostavlja diskurz z ožjo okolico in globalnim svetom na specifičen način. Konvengira z aktivnim konzumentom, je interaktiven in ima v tem razmerju status liturga. V simbiozi predstavljata prezenca v novi fenomenološki zaznavi in genezo nove empatije. Ta deluje kot stimulans po novih odkritjih, izzivih pri gledalcu in kot želja umetnika po novih artikulacijah.

Prostor in čas, ki ga v postmodernem obdobju in sodobni umetnosti definira novomedijska umetnost, je artikuliran v skladu z razvojem informatike, računalništva, znanosti in umetnosti. Umetnost je v tem obdobju postala pomemben člen lahko tudi peregrinator po omenjenih panogah, ki na subtilen način integrira kontekste, ti pa v konceptu ustvarjajo pomemben in relevanten presežek. Hitrost uspešne artikulacije določa dimenzijo, ki definira današnji čas. Permanentnost in kvantiteta iznajdb, zaznav, prenosa podatkov, prezentacije podob, potovanj, itn. vplivajo na našo percepcijo svetov. Konsekventno se v njih pojavljamo kot avatarji, ki v ondulaciji neskončnosti virtualnih resničnosti in kibernetičnih prostorov poiščemo nam lastno frekvenco. V njej doživljamo ugodje, afirmacijo, spoznanje, ekstazno stanje in iskano podobo. Danes, ko je čas prezentacije lastne vizualne podobe, se mnogokrat ekvivaletno srečujemo z lastnostmi kot so profanost, trivialnost in ineptičnost. Temu lahko postavimo novi ekvivalent, ko novomedijska umetnost združuje pluralna znanja različnih strok nagovarja temu primerno izobraženega gledalca in z njim vzpostavlja interaktivni odnos.

Torej gledano fenomenološko smo pred prezenco, ki ni samo vizualna in tehnološka, ni samo znanstvena in pluralna ampak je predvsem konceptualna in umetniška.

Mag. Marko Glavač

Recommendation on consideration

The media of image is a image catcher which sustains a record; an articulation of visual artist. It is a final destination where wishes, fears, thoughts and phenomena occupy the real, physical worlds and virtual reality alike. People are the living bearers of image and thus we seek and recognize their connotative paradigms, which communicate and provoke us, satisfy us, calm us down, and speak to us.

New media art – new media piece enables a specific way of communication and establishes a discourse with immediate environment and the global world. It converges with an active consumer; it is interactive and holds the status of liturgist. In their symbiotic relationship they together represent a presence in a new phenomenological sense and the creation of new empathy which takes the role of stimulus for new discoveries, challenges the viewer and provokes the artist's wish for new articulation.

Space and time, being defined in postmodern period and modern art by new media art, are articulated in accordance with the development of information and computer and other science, and the art. The latter has become an important part, sometimes even peregrinator of the other fields. It subtly integrates the different contexts which results in a relevant artistic overflow. The speed of successful articulation is a dimension which defines our time. Both the permanency and the sheer quantity of invention, senses, data transfer, image presentation, travel, etc. influence our perception of the worlds to which we are consequently introduced as avatars. In the permanent waving of virtual reality and cybernetic spaces we seek our own frequency inside them. In that frequency we experience pleasure, affirmation, cognition, state of ecstasy and the image we search for. In today's world of presenting our own visual image, we many times run into profanity, triviality and ineptitude. We can confront this with new media art which combines vast knowledge from different fields and persuades the educated viewer into interactive relationship.

From phenomenological point of view we stand before a presence which is not only visual and technological, is not only scientific. In the first place it is conceptual and artistic.

Mag. Marko Glavač

Trbovlje Novomedijsko mesto: **Speculum artium 10, Digitalbigscreen 10, Genius Seaculi10** - Trbovlje Novomedijsko mesto,  
04. maj - 08. maj 2010, Delavski dom Trbovlje

Spletna stran / web page: <http://www.dd-trbovlje>  
<http://www.tnm.si>

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Torek, 4.5. 2010  
Otvoritev ob 18.00

#### NAGOVORI

Zoran Poznič, dir. DDT  
Bogdan Barovič, župan občine Trbovlje  
doc.mag. Dušan Bučar, vodja programskega sveta TNM



#### ZVOČNO-VIZUALNI PERFORMANS

Matej Ocepek - GONGOMAN: WARMED SEA

Kolekcija 33-ih grafik in 9-ih videov pod imenom Warmed Sea oživlja realni prostor in nas povezuje z onostranstvom. Z enostavnimi geometrijskimi liki govori univerzalni jezik. Leta 2002 je v okviru projekta Red Exp, kateri se ukvarja z elektronsko audiovizualno produkcijo, ustanovil spletno založbo REA, katera je do danes nanizala okoli 40 različnih glasbenih projektov ter posnela veliko umetniških videov in filmov. Kot filmar je režiral več dokumentarnih filmov in glasbenih spotov, se izobraževal pri različnih filmskih produkcijah in preživel nekaj časa na filmsko fotografski šoli Rockport College Maine v ZDA.

Po performansu se nadaljuje Red Exp Disco večer.  
[www.red-exp.com](http://www.red-exp.com)

Petek, 7. 5. 2010 ob 20.00  
Maja Delak & Luka Prinčič



Wanda & Nova deViator: Zamrznjene podobe

Proces zamrznitve je predah med gibanji. Struktura glasbenega koncerta, perforirana s prekinitvami - predahi med točkami, je kot taka vznik performansa zamrznjenih podob. Ta je poln besedil, sodobnih elektronskih ritmov, jeznih kitar, hrupnih oscilacij in hipnotičnih bas linij.

[http://www.youtube.com/watch?v=SpG\\_\\_3kfgYk](http://www.youtube.com/watch?v=SpG__3kfgYk)  
[http://wndv.si/10/02/25/frozen\\_images/](http://wndv.si/10/02/25/frozen_images/)  
<http://www.emanat.si/ProjectDetail.aspx?ProjectId=125>  
<http://deviator.si>  
<http://facebook.com/#!/pages/Wanda-Nova-deViator/72069734643?ref=ts>

Opening at 18.00

#### SPEECHES

Zoran Poznič, dir. DDT  
Bogdan Barovič, mayor of Trbovlje  
Mag. Dušan Bučar, Head of the Program Council TNM

#### AUDIO-VISUAL PERFORMANCE

Matej Ocepek – GONGOMAN: WARMED SEA

Collection of 33 graphics and 9 videos entitled warmed sea (live music) is animates everyday space and connects us to the space of beyond. Using simple geometric shapes it is speaking in an universal language.

In 2002, while he working in electronic audiovisual Red Exp project he started internet publishing firm REA. Until today it published about 40 different music projects and recorded many art video and films.

He also directed many documentaries and video spots and was educated with different film productions. He also spent some times at Rockport College Maine School for film and photography in USA.

After performance a Red Exp Disco Night continues.  
[www.red-exp.com](http://www.red-exp.com)

Petek, 7. 5. 2010 ob 20.00  
Maja Delak & Luka Prinčič

Wanda & Nova deViator: Frozen images

The process of freezing is a pause between movements. The structure of music concert - being perforated with pauses between the acts - is in itself a source of frozen images performance. It is full of lyrics, modern electronic rhythms, roaring guitars, loud oscillations and hypnotic basslines.

[http://www.youtube.com/watch?v=SpG\\_\\_3kfgYk](http://www.youtube.com/watch?v=SpG__3kfgYk)  
[http://wndv.si/10/02/25/frozen\\_images/](http://wndv.si/10/02/25/frozen_images/)  
<http://www.emanat.si/ProjectDetail.aspx?ProjectId=125>  
<http://deviator.si>  
<http://facebook.com/#!/pages/Wanda-Nova-deViator/72069734643?ref=ts>





Spremljevalna dogodka / Side events





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