



ART

EXHIBITION
CATALOGUE

ART & TECHNOLOGY



PROJECT THEMES

2ND SEMESTER THEME "PERFORMATIVE SPACE AND TECHNOLOGY"

The basis of this module is human experiences in relation to architectural and performative spaces. The students have worked with mechanical and technological means in the creation of spatial and performative experiences. The students work theoretically and experimentally with realizations of spatial installations including the transformation of space into interactive or otherwise performative architectural environments.

4TH SEMESTER THEME "PLACE AND SPACE OF INTERACTION"

This module have been conducted as a series of experiments with interactive installations in a particular architectural context. This may be an urban place or stage, architectural setting, a community environment, an exhibition space, etc., where artistic installations are created and tested in relation to providing participant experiences of various kinds (such as the orchestration of social relations, learning experiences, sensory and aesthetic experiences, action - reaction patterns, etc.)

6TH SEMESTER THEME "ART AND TECHNOLOGY IN REAL LIFE (IRL)"

The bachelor projects. This module emphasizes the importance of working towards a synthesis of technological, aesthetic, and interactive functional solutions. The focus of the module is to conceptualize, develop, and exhibit physical and/or virtual artefacts, installations, and performances etc., challenged by a need or wish to create engaging experiences inspired by relevant technological potentials, typically in the form of new technologies.

ART PROJECTS

2ND SEMESTER THEME "PERFORMATIVE SPACE AND TECHNOLOGY"

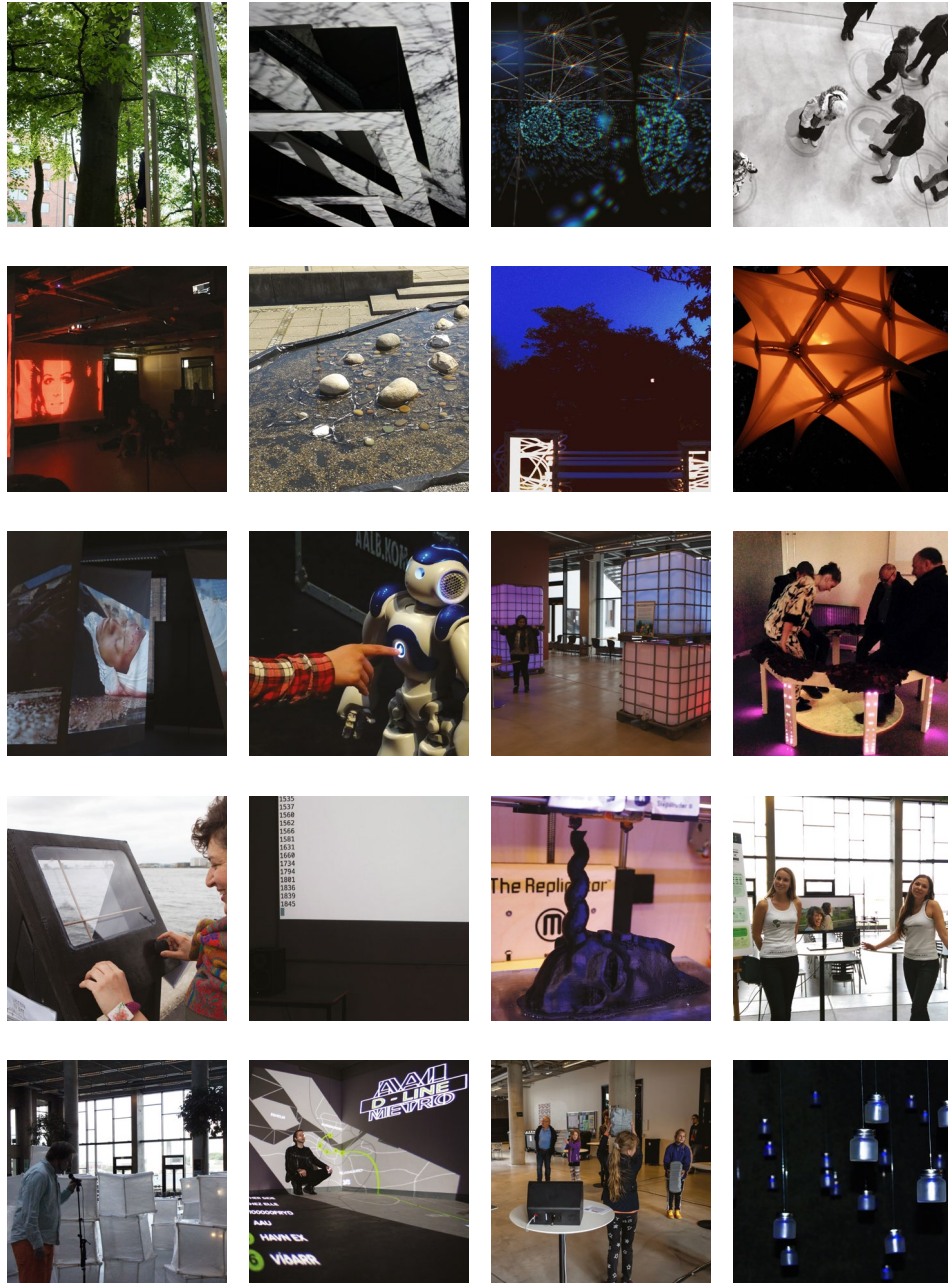
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ArT EXHIBITION

The Art & Technology End of Year Exhibition spring 2015 presents a number of electronic and interactive artworks that demonstrate the high level of skills our students develop throughout their studies at ArT. Here you will experience multichannel, 3D sound composition controlled by a camera tracking your movements; you will fly through custom built Virtual Worlds with the latest in VR technology; compose music by moving networked sculptures packed with wireless sensors; take part in community based 3D printing projects that challenge how we produce art; and much more. And behind all these technological features you will encounter the core of our study: an investigative and critical practice-led experimentation with the technologies that shape our everyday lives. At ArT we further the combinations of making with theory as this gives us the better tools to think with.

I hope you enjoy these works as much as I do.

**PROF. STÅLE STENSLIE, HEAD OF STUDY
SPRING 2015**

THE CAMELEON

By Randy K. Heath, Nadia Ali Hansen, Brandon Bjerre, Kamilla Nielsen, Bianca Larsen Andersen & Catja Græsberg Agnstoft



The concept of the installation is using mirrors to reflect and change the perception of the nature in the area. At specific moments in time while the mirrors is rotating the eye will catch the sign of infinity due to the mirrors reflecting each other. The concept revolves around the idea of mirrors reflecting nature or an environment back to the viewer.

NATANTIS

by Suvi Pölönen, Joëlle Dubé & Mária Husarcíková



The installation is an ensemble of three triangle-shaped pieces suspended between trees. Each structure consists of four vertical layers that grow smaller systematically. In the day they are white sculptural elements floating in the forest. In the night they transform via projections to portray movement and textures found in nature.

The construction allows the installations to sway in the wind changing their shapes in calming motion. The installation's angular shapes create a contrast with the organic natural shapes of the forest. The pieces are suspended in different heights creating a spiralling movement towards the sky. The name Natantis is Latin for the word floating, which describes the airiness of the installation.

IN LUMINE

By Mads Lind, Simone Bøgelund Rasmussen, Kristine Sundwall,
Matle Herold & Signe Thyri



For our second semester we were given the task to create seating in a small forest area for the culture meeting at Mors. Our guidelines were to create a 'Performative space', with a simple to assembly feature, with light as a must. We aimed to create a site-specific multifunctional design with different seating options for example upright seating (for privacy), double sided seating (for conversations), and a more lounge like arrangement (for relaxation). We also implemented an interactive light element that would react to the amount of natural light on the specific site, introducing an incessant appealing feature.

LUNA NEST

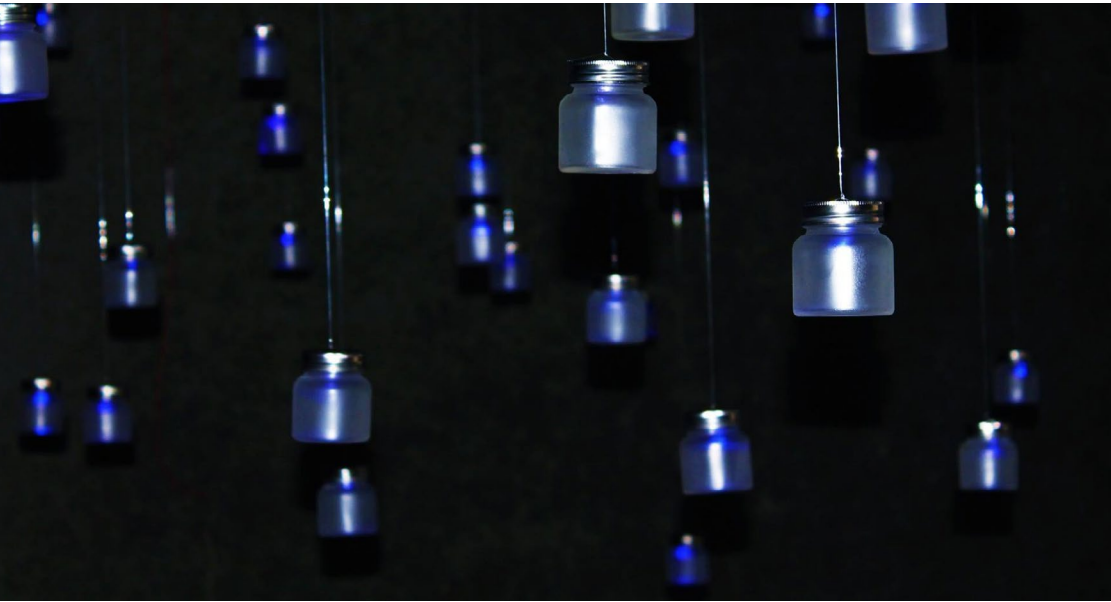
By Anne-Line Nykjær, Radu Albutiu, Ida Bruhn Mikkelsen, Molly Haas
& Merle Le-Porte



The creation of Luna Nest along with the report seeks to understand how art and furniture can merge to create a space where people are likely to connect with each other. It ties in theories, design, the concept as well as the process of creating the nest in order to fully investigate how to encourage connection between installation visitors. Luna Nest is created for The Culture Meeting at Mors.

LUMINESCENCE

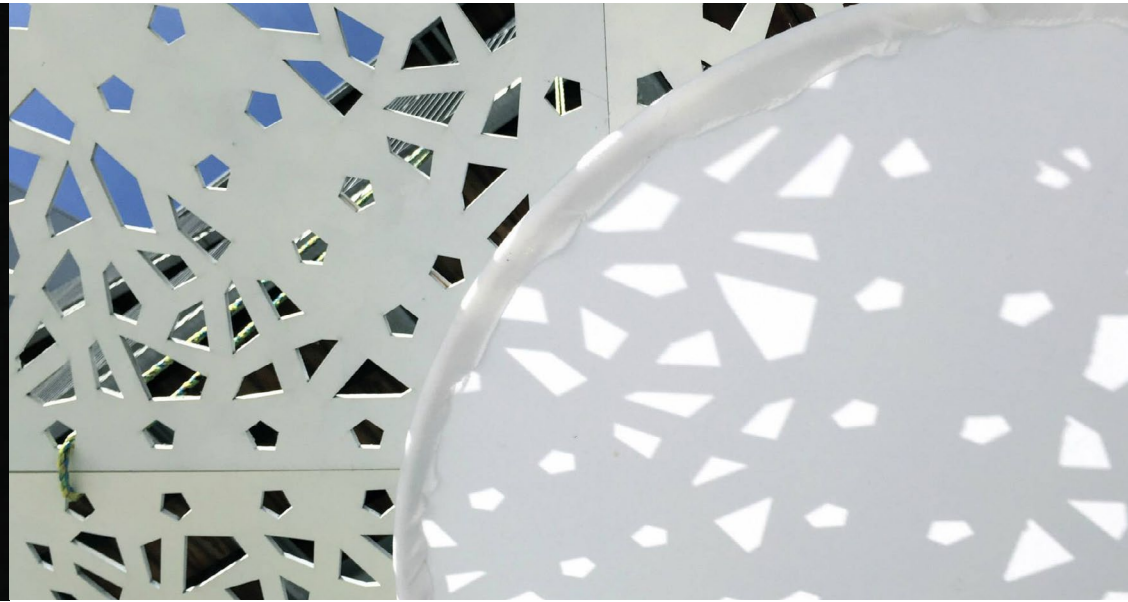
By Mathe R. Jensen, Chirstina Anine Cliff, Sara M. Gøtghen, Cody Lukas Anderson, Casper KC, Cecillie Lundsgaard & Tenn Rasch Hansen



As it is man's nature to question it is the role of this installation to capture people's curiosity and toy with it. After drawing inspiration from various swarms found in nature, the minimalist design allows the viewers to insert their own ideas as to what the installation represents. Whether that be small creatures dwelling in the depths of the forest or some ghostly connection, its meaning is placed into the hands of the audience and serves as a way to spark conversation between guests at Kulturmødet.

THE SHADOW CLOUD

By Emma Ella Petersen & Camilla Brix Andersen



The Shadow Cloud is an art installation, which will function when the spectator interacts with the art installation and the space. Created in response to research gathered pertaining spatial relationships, performative spaces and urban theory.

UNIVERS

By Grith Sandberg & Louise Wunderlich



UNIVERS is a playground inviting the audience to play music. The 51 boxes reacts to the sounds that the audience make.

UNIVERS creates a space of sound. The audience can explore the space by touching the boxes or even sitting down inside the space. The audience is invited to push buttons and talk/make noises/sing into a microphone to create different sounds that will make the boxes light up.

SONIC EMBODIMENT

By Jeroen Derks, Nele Kadastik, Shivani Luithle, Dimitra Bavea & Allan Yde Enevoldsen



Sonic Embodiment explores how people relate their bodies to sound and their sense of hearing. The installation investigates the physical experience of the sonic environment through positioned movement and gesture. The audience has the opportunity to transform the interpreted sound reality, and perhaps through this, heighten their listening awareness of their surroundings.

MONO QUARTET

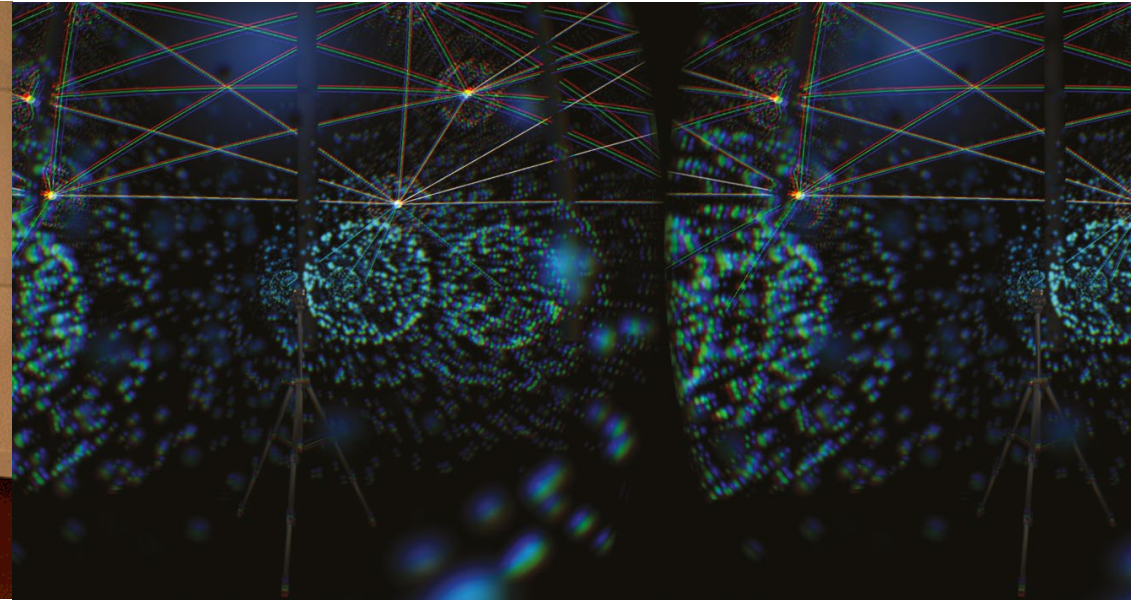
By Dovile Sausdrovaite, Nikolaj Andersson, Frederik Gøeg & Alf Andersen



MONO Quartet is an installation of four gesture based digital instruments. The instruments produce noise music and sounds based on the movements of the performer. Each instrument sends sensory measurements wireless via bluetooth to a server arduino. The server sends MIDI through the serial port to a sound synthesizing computer.

DIGITAL SENSE: A STEP INTO THE MAGNETIC REALM

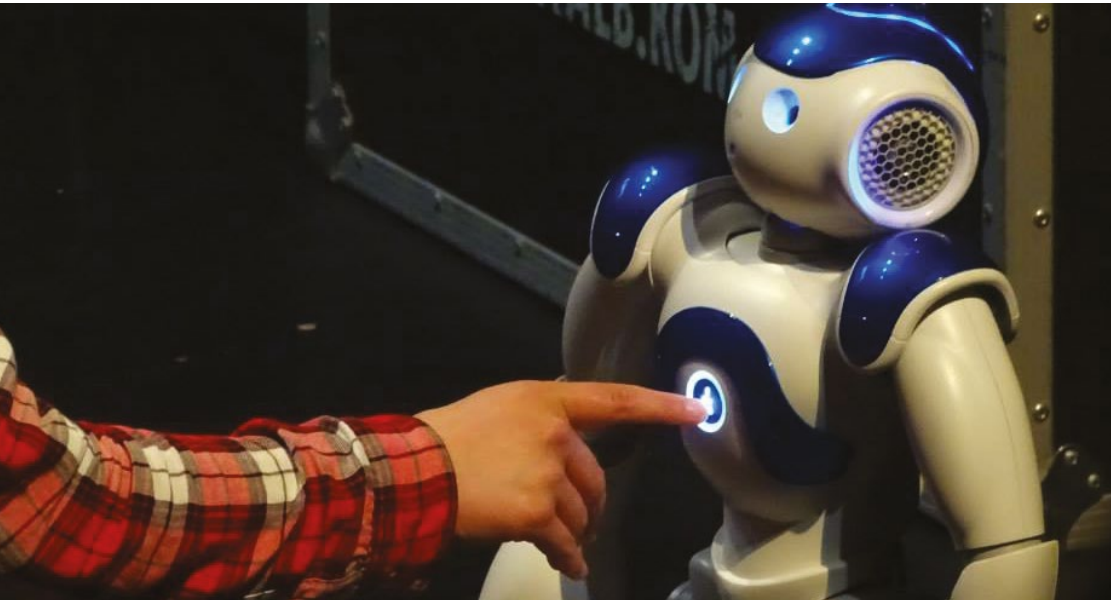
By Jean-François Robin & Mette Hvam



This project revolves around the subject of electromagnetic waves. Transmission waves arouse our curiosity. As radio waves are not perceivable for the human, we attempted to make it perceivable by abstractly translating these waves, to what they symbolize for us using the medium of audio and also by connecting this audio to the sense of sight. Working as a combination, audio and vision were the clay we used to build a 3D soundscape, in which you can find yourself in the middle, while exploring its means.

CORNELL

By Anja Christoffersen & Sally Grindsted Nielsen



Cornell is a play about a meeting between a young woman, Zoey, and a Robotic Helper, Cornell. The play is based on the work of the social psychologist Arthur Aron's research on experimental generation of interpersonal closeness. The conversations between Zoey and Cornell are built upon the 36 questions on how to bring people closer together. The play takes place in the near future where robots are appearing more and more in the everyday picture. Zoey has been in an accident, which has caused her head trauma and the loss of her short-term memory. She is sitting alone in her room when the doorbell rings. Outside is a package with a Robotic Helper inside. The Robotic Helper has been provided to her on doctor's orders, as help in her rehabilitation after the accident.

This is the beginning of a special meeting between human and machine
– But we should warn you, it is not a love story.

DANCES WITH STONES

By Daniel Kittow & Martin Ljungström



Dances with Stones is an interactive land art installation.

The installation consists of a body of water containing many stones on which participants can jump on. By leaping on the stepping stones in the pond, participants interactively trigger light shows of thousands of LED lights submerged under the water giving an impression of the stars. Viewers can play and dance with the installation as it reacts to their movements. As a stone is stepped upon, lights will appear in waveforms, circling outwards from underneath the water of the pond, creating an affective touch to every jump the participant makes.

TO REVIVE A UNICORN

By Andreas Fjordsøe Jørgensen



'To revive a unicorn' encourage participants to engage with 3d-modelling and printing, by offering everyone the opportunity to download a digital model of a sculpture in the form of a unicorn skull, ready to be printed or remodelled into new sculptures or everyday objects. The project should motivate creative engagement in 3d-printing and produce art accessible through online sharing and everyday interactions.

GLOBAL CHANGE

By Zane Cerpina & Regina Vetka



Rise in population, energy crisis, lack of food, endangered animals and deadly diseases in Africa. These are the most important issues currently facing our planet. What if you could share your opinion on these issues? What if you could influence our planet?

Global Change is a proposal for a new global democratic voting system for managing current eco-political matters. As the concept is created to convince people of the Global Change narrative, it is important to describe the Global Change App and the global democratic voting system within the application.

NÆSTE STATION

By Dominik Blasko



Naeste Station is an art installation that was developed as a bachelor project during the 6th semester of Art and Technology program at AAU. It is based on the art of Flânerie and on Urban Exploration. The concept of Naeste Station evolves around the idea of “rewalking” the city. More specifically its goal is to showcase Aalborg as an urban site in a new, artistic context. The final work takes form of a metro station. Entering this underground space the spectator finds a network of six stations that are connected by a train. While the train is portrayed in the form of audio, the stations are shown on the projection. The network is a collection of places in Aalborg that together offer a poetic walkthrough of the city. It includes places that have been abandoned, nature, and private space.

ONCE UPON A TIME IN THE WEST

By Julie Rasmine Helbak



“Once Upon a Time in the West – An Augmented Abstract” was a live multimedia performance exhibited on the 21st of May 2015 at AAU Create. The performance remediates Sergio Leones film “Once Upon a Time in the West” by combining an interplay of multiple selected narratives, multiple point of views and timelines, and live music performed by the band “Fat Lady Dwells”. The project seeks to research and investigate the experience surrounding films, with the intention to design a concept and a product that embraces new ways to expand and augment the audiences experience with film.

SENSITIZE ME

By Emilie Holst Egebo & Nanna Maria Kofod Schmidt



We have a growing concern that people, in the western world, have become numb towards images with graphic content. Studies show that continuous exposure to violent media and games desensitizes people to the pain and suffering of others.

Our artistic concept is a discussion of people's relation to violent, televised types of graphics. We investigated if presenting images with a graphic content in an unfamiliar way can affect people's sensitivity towards brutal imagery. We defamiliarized the presentation of the images by presenting them in an artistic context opposed to e.g. how they are presented by the news media.

VOX UMBRAS

By Anna Vojtovicova & Julia Spicina

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Nothing lasts forever. Centuries come and go, regimes change, and empires spring up into existence and fall apart. A way we keep things alive is by remembering traditions and origins through culture, through the arts. Vox Umbras - Voice of the Shadows, is a sonification project dedicated to the art that has been lost, to the small and large parts of our human condition that are gone forever. We know about the lost artworks through stories and documentation, but we will never be able to experience them again, until now. We have created a database of historical events when loss of art has occurred, which is accessed by a computer program that sonifies this particular part of our history. The resulting soundscape is not only a tribute to the great masterpieces which are now lost, but also a haunting space for contemplation and reflection.

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