

EXHIBITION CATALOGUE

ART & TECHNOLOGY

ART

EXHIBITION

2015

ArT
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ART FALL
EXHIBITION
2015



AALBORG UNIVERSITY
DENMARK

ArT

EXHIBITION

We live in interesting times. In this age of creative capitalism that adores the culture of entrepreneurship and management, how do we react when the extreme, the Black Swan event happens?

What happens when technology let artworks be everywhere and nowhere? At the same time? What happens to our notion of art when even social networks can be considered an artistic material and medium in its own right? Adding the current and immense refugee crisis that impact social changes on us all: how do we react to the unforeseen?

These are challenging times, and we have to work with these paradigm shifts, these cultural fluxes and structural changes. How? First of all we need thinking out of the box. One way we practice this at ArT is by being creative in character, visionary in formulation and critical in structure, not to mention generous and collaborative in nature.

Our exhibition presents intriguing experiences related to these complexities.

PROF. STÅLE STENSLIE, HEAD OF STUDY
FALL 2015

ART PROJECTS

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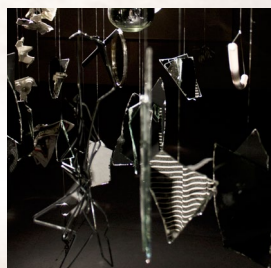
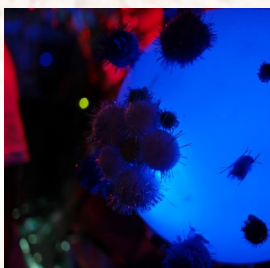
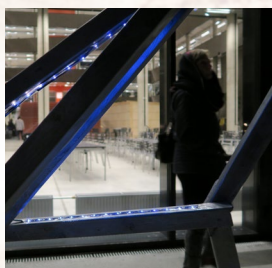
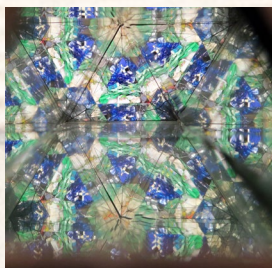
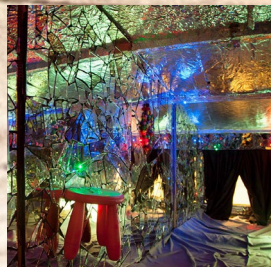
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THEME: SCULPTURE AND TECHNOLOGY



The students have created six unique sculptures that address the problem of human-created pollution from an artistic standpoint. They will present a range of interactive and/or kinetic sculptures made primarily from found materials.

TUNNEL VISION

By Teis Vognstoft Harrington, Preya Ravi, Arthur Heding, Mikkel Mathiasen, Helene Pedersen & Inna Meshkauska



Photos by Palle Dahlstedt

Tunnel Vision is a disability that afflicts one's sight as it narrows and limits the person's sight range. Alternatively, it can also figuratively be a metaphor for a closed mind; one that is unwilling to accept other people's opinions or points of view. Somewhere in between those two concepts, this installation presents a tunnel that gives whoever walks through two different experiences: the tunnel either becomes smaller as you progress, narrowing down to the point in which you need to crawl or vice-versa. In addition to that, a diversity of objects are placed within the tunnel, in which the walls are covered in fragmented mirror pieces and illuminated by colourful lights. There is no correct entrance to enter from, as everyone is free to choose which end they want to enter from and obtain whichever experience they so desire.

LOST IN CIRCUIT

By Stefan Engelbrechth, Angelo Shakshaki, Bas Van Den Boogaard, Ares Subirà Ginesta, Okan Gültekin & Maroš Bomba



Photo by Julia Spicina

Modern man discards electronic consumer products at a staggering rate. This makes electronic waste an ever more pressing problem in our society. 'Lost in Circuit' calls our attention to this problem and it's various implications, such as the creation of 'mountains' of trash and toxic chemical waste.

ALBATRASH

By Rasmus Damsgaard, Camma Dahl Nedergård, Sune Hesselbjerg Thomsen, Eva kovacicova, Tha Lian Bik Zabil Luai & Zuzana Chomova



Photo by Palle Dahlstedt

The sculpture is called Albatrash which is a wordplay between albatross and trash, that illustrates the connection between the problem of plastic pollution in the ocean and the affected species, represented in the sculpture with an albatross, that today are being threatened by extinction due to this problem. The sculpture is made entirely from recycled materials and aims to raise awareness by giving the audience a fun and interactive experience.

TAIL OF A METAPHOR

By Michell Lydholm Meldgaard, Alberte Husted Larsen, Vibeke Thorhauge Stephensen, Barnabás Várszegi, Ditte Rolle & Renata Jensen



Photo by Palle Dahlstedt

Based on the fact that the human race creates an enormous amount of waste and that the theme of this semester project is about “Turning Scrap into Sculpture”, we have created a meteorite of trash that is on its way to crash into earth. Millions of years ago, the mighty dinosaurs were made extinct by a crashing meteorite, and with that in mind we created a metaphorical meteorite, that is the symbol of the total destruction we are bringing upon ourselves. The human race is facing huge environmental problems because of our out-of-sight-out-of-mind mentality, and this is the problem we have addressed with our sculpture. The problems are coming, the question is when.

LUMINUNDA

By Cathrine Bjerring, Kevin Rosenstand, Marie Smedegård Nielsen
& Søren Hommel Østerlund



Photo by Julia Spicina

Luminunda is a contraption of the latin words for 'Light' and 'Wave'. Luminunda is a wave, or a minimalistic view on a wave. It is the skeleton of a wave which when walked under creates the effect of a crashing wave. It is our subtle way of trying to showcase the problem of waste in the ocean. The majority of waste in the oceans gather in the major ocean gyres and the particles are consumed by the ocean wildlife and birds alike. The consequences are unclear as of yet, but that doesn't mean we shouldn't do something about it.

KALEIDOSCOPIC PERSPECTIVE

By Louise Ørsted Jensen, Mie Hannibal Jensen, Karina Lindegaard Aae Jensen, Laura Putnina & Maria Emilie Nilsen

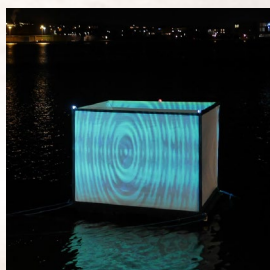
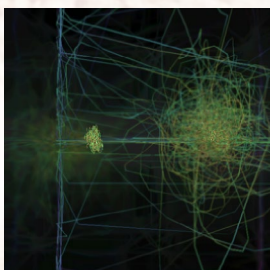
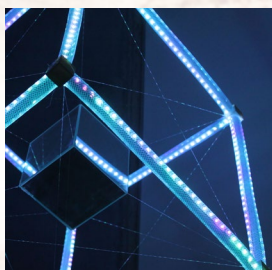
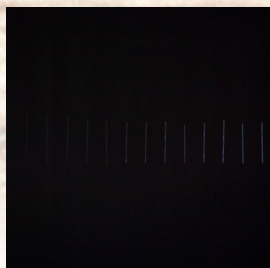
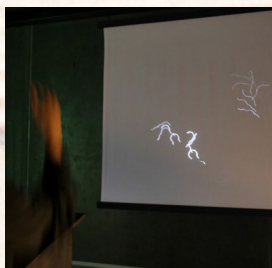
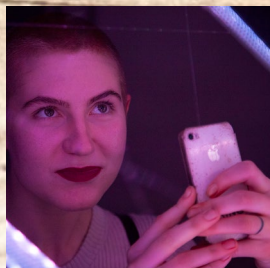
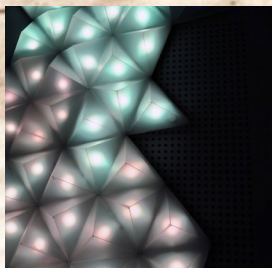


Private photos

Kaleidoscopic Perspective is a kinetic interactive sculpture which addresses the fact that humans create a large amount of waste, and the sculpture is made from discarded materials found on scrapyards or trashcans.

The sculpture functions as a metaphor for the importance in the need for looking at problems, small or big from other angles and perspectives. The sculpture invites to play and investigation, and the viewer is forced to find his inner researcher in order to interact with the installation. When looking inside Kaleidoscopic Perspective, a world of shapes, colours and endless reflection appears.

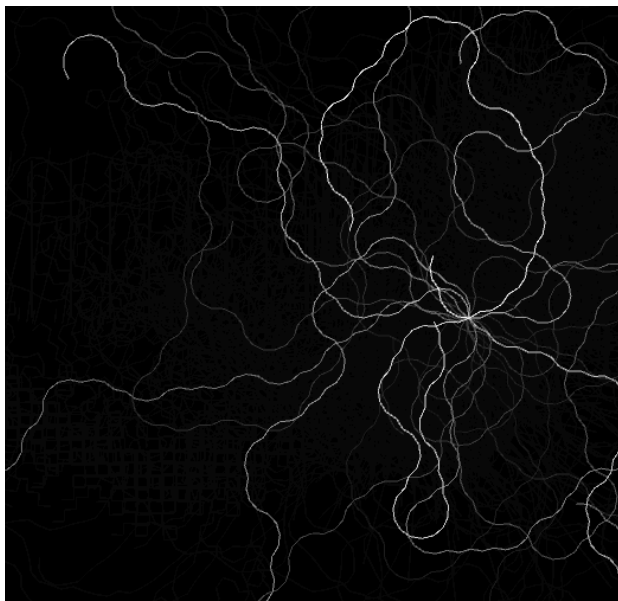
THEME: DYNAMIC ART AND TECHNOLOGY



3rd semester students present six installations that artistically represent the invisible phenomena surrounding us. By constructing representations that appeal to our senses and evoke an emotional response, they will make them “invisible”. Select projects work in direct collaboration with DONG Energy and their enormous database of measurements from windmills at sea.

TRANSITION

By Mads Deibjerg Lind, Malthe Roed Jensen, Casper C., Imre Mark Petkov
& Signe Thyrii



Private photos

Transition is an art installation that algorithmically draws visuals based on data provided by DONG Energy, that the audience can interact with through a simple rotary handle. The interaction is controlling the movement of the visuals and by moving the handle the visuals will go from one extreme to another, from the simplest most concrete visual to the most abstract. The audience can explore the full spectrum of the two opposites through the interaction.

By working with data provided by DONG, we seek to examine how people understand data. Can we through an interactive art installation explore the spectrum between the concrete visualization to the abstract, investigating if there is a more intuitive way to understand data, especially that concerning natural phenomena such as them DONG Energy is concerned with.

WIDA

By Simone Bøgelund Rasmussen, Malte Herold, Randy K. Heath,
Kristine Sundwall & Emma Ella Petersen



Photo by Signe Thyrrø & Julia Spicina

WiDa is a physical interactive art installation visualizing wind data. The data is from DONG Energy, and comes from an offshore submarine station, Lidar, at Anholt wind farm. The Lidar is measuring the wind at ten different heights and the triangle structure is created upon the ten heights from 40m til 290m. The colors visualize the wind speed, and the brightness of the light represents the wind-dispersion. Both will change according to the data. WiDa lights up when the spectator spins the wheel and after spinning for 24 seconds, 24 hours of data have passed by.

BLOBS

By Suvi Pölönen, Benjamin Hugo Lager, Radu Albutiu,
Cody Lukas Anderson & Jens Bugay-Hougaard



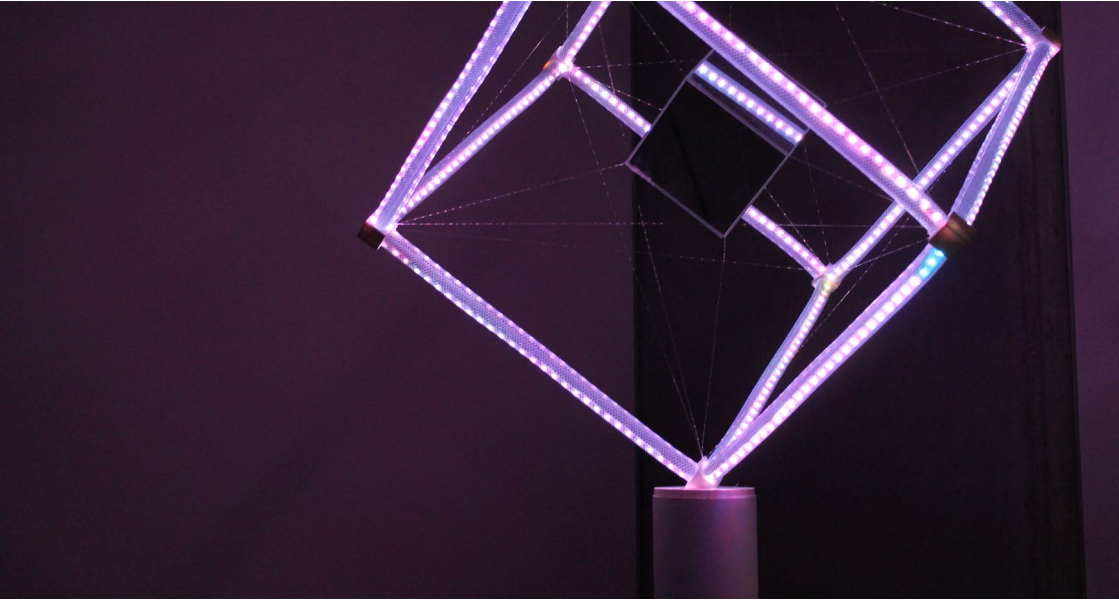
Photo by Palle Dahlstedt

Capturing the essence of a major force on earth, BLOBS is an abstract visualization of the wind. This ecological source of power is transformed into slow moving particles that elaborate changes in wind speed, dispersion, and air temperature over time.

The particles are projected through a screen and reflected onto a glass construction, that resembles a 360 degree hologram. The particles' parameters such as colour and size, are controlled by data from Dong Energy. The animation is programmed in C++ with the AlloSystem library.

TESSERECHO

By Christina Anine Cliff, Sarah M. Götghen, Catja Græsborg Agnstoft
& Nadia Ali Hansen

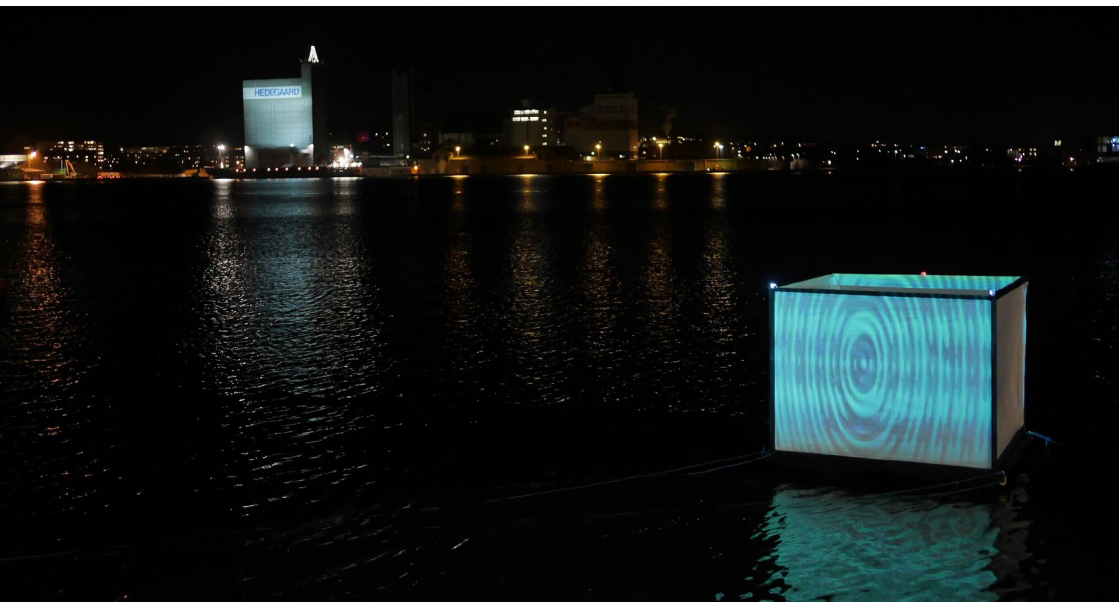


Private photo

Tesserecho is a sculpture created to make sound visible in form of colors. The sculpture is inspired by the condition chromesthesia, which because of a cross-wiring in the brain, evoke various colors when different sounds are heard by the people who live with it. Tesserecho is a play on the words “Tesseract”, because the sculpture looks like a Tesseract, and “Echo”, because the colors are an echo of the sound it receives.

MAREVENTUS

By Camilla Brix Andersen, Bianca Larsen Andersen, Brandon Bjerre, Kamilla Nielsen & Merle La-Porte Petersen



Private photo

MareVentus is a light installation located on water to simulate a offshore windmill through dynamic graphics programmed from wind sensor data (speed, pressure and temperature) provided in collaboration with DONG Energy.

V-STHESIA

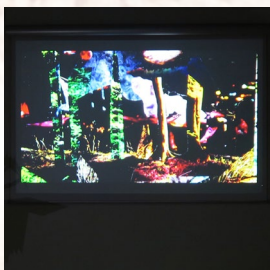
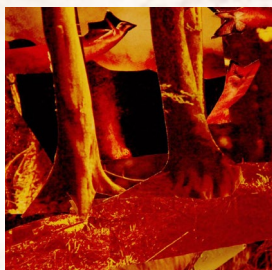
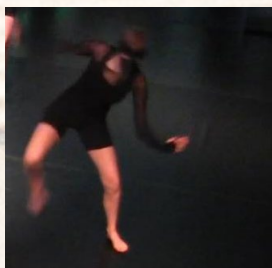
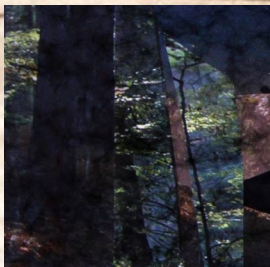
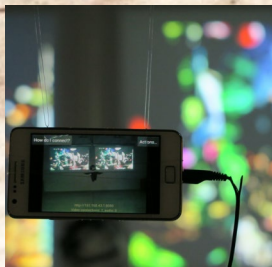
Tenna Rasch Hansen & Cecillie Lundsgaard



Private photo

V-stheSia is a program created to make the sound of any voice visible. The program is inspired by “Murmur – From sound to light by talking to walls” by Chevalvert and the condition chromesthesia where people can associate sounds with certain colors. V-stheSia is a mix between the words visualization, chromesthesia and sound because the program is visualizing the sound as a person with chromesthesia sees it.

THEME: NARRATIVES AND INTERACTION



5th Semester collaborates with Dansefyrtårnet Nord on an intermedia performance that combines modern dance with interactive technologies. BIRDSinterACTION is the first production by the new company, which will to bring contemporary dance to North Jutland.

BIRDSINTERACTION

This year the entire 5th semester collaborated on an intermedia dance performance, BIRDSinterACTION.



Photos by Dovilė Mikutienė & Elizabeth Jochum

By Frederik Gøeg Bygholm, Jeroen Derks, Grith Sandberg Henriksen, Rebekka Kolding Borum, Daniel Hristov, Nikolaj Andersson, Louise Wunderlich, Signe Smedegaard Frederiksen, Dovilė Mikutienė, Alf Andersen, Maria Gonzalez Robbestad, Brinthan Pushparupan & Mette Hvam Larsen

In a world not far from ours, a metropolis-inspired society is beating. In this systematic and disciplined world-order, all and everyone are controlled.

Except for one... Through mental and physical struggles, he releases the bluebird in his heart and decides to leave his home in order to find an answer for his existential struggle.

Arriving in this other world he discovers a flock different from the one he knows. The flock seems to be free, but something is lurking under the surface...







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