

*di:'angewandte*

# #fuckreality



03.06. – 08.06.2019

Positions on immersive art  
at The World Festival of Animated Film –  
Animafest Zagreb 2019

DIGITALEKUNST



#fuckreality

Art has always embraced new technologies and thereby implemented technological knowledge and inventions in the cultural civilisation process. But art does not simply apply technology. In combination with artistic methods, technology becomes a catalyst for advances in knowledge. Art's ability to contextualise, alienate, and abstract reveals contradictions, associations, and new perspectives.

The relationship between reality and virtuality is multilayered, ambivalent, and ambiguous: in economics and politics alike. Artistic projects about and based on augmented and virtual reality invite us to have a closer look and our complex times necessitate productive approaches to this complexity, ambivalence, and ambiguity.

The Department of DIGITAL ARTS at the University of Applied Arts Vienna, headed by Ruth Schnell, has time and again impressively proven how explorations with new technologies as a design resource and artistic tool can successfully access new artistic fields. My thanks goes to all of the artists and other participants in the exhibition.

Gerald Bast

Rector, University of Applied Arts Vienna

## #fuckreality

The exhibition #fuckreality presents artistic strategies that challenge the promises of virtual and augmented reality. The featured artistic practices employ the related technologies in ways contrary to their intended purposes and reveal new aesthetic fields, thereby reflecting changes in our understanding of reality, corporeality, and the experience of space.

The works shown at Gallery Šira and Tunnel Grič within Animafest Zagreb 2019 explore the interfaces between the real and virtual realm and use various media formats to expand perception into a multimodal and sensomotoric experience. Augmented and mixed reality environments, works on head-mounted VR displays, as well as videos allow visitors to delve into digitally generated spaces, which confront them with different aspects of presence and immersion. The participating artists are teachers, graduates, and students from the Department of DIGITAL ARTS at the University of Applied Arts Vienna.

Ruth Schnell

Head, Department of DIGITAL ARTS

The Department of DIGITAL ARTS is a place of artistic education and research that opens up new fields of practice. These fields explore, in particular, the changes in our perception and understanding of reality brought about by media technology.

To access the interactive AR scenario of the piece *Swarming Tunnel*, a performance and installation shown at Tunnel Grič, download the app on your smartphone by scanning this QR code.



## Venues



### Gallery Šira

Preradovićeve ul. 13, 10000 Zagreb

Mon – Sat 12:00–20:00

### Tunnel Grič

Mesnička ul. 19, 10000 Zagreb

Mon – Sat 10:00–20:00



## Location: Gallery Šira

Preradovićeva ul. 13, 10000 Zagreb

Thomas Hochwallner

### periods of space

*Animation, 2018*

Duration: 5:00 min



The animation *periods of space* visualizes a journey through a distorted world of places with a special radiance. The work employs 3D interpretations of captured environments (Vienna 2018) to merge different layers of time and perspective in 3D space. A pulsating interplay between alienation and the search for structure.

*Sound design:* Gabriel Schönangerer,  
Thomas Hochwallner

Nicolaj Kirisits

### SIRENEN

*Binaural sound installation, 2018*



### *Bring your ship to land that you may listen to our twin voices. – Odyssey, Homer*

The work aims to create acoustic spaces that are linked within an architectural setting in virtual space and whose temporal structure is informed by the movements of the recipients. The orientation of the head – which defines the perspectival positions of the sounds – manoeuvres the visitor through the acoustic spaces. One's personal journey through the virtual space of the musical score generates the space-sound experience.

The work does not attempt to emulate architecture acoustically. An advantage of an acoustic space resides in its inherent immersive quality.

Patrícia J. Reis

**Underneath the skin  
another skin [object A]**

*Audio-visual-tactile interactive  
installation, 2016*

The audio-visual-tactile interactive installation invites the audience to engage physically with all their senses. The object contains interactive devices such as tactile sensors, which trigger multiple sensorial stimuli in the participant. Interactivity is understood as a triggering element in a multisensorial singular experience.



Franz Schubert

**Sanchi – a drifting inferno**

*3D computer animation, 2018*

Duration: 9:00 min



The work attempts to reconstruct a tanker accident: After a collision with a freight ship in the East China Sea on January 6, 2018 the tanker Sanchi, which was loaded with 136,000 tonnes of condensate oil, caught fire and sank nine days later. All of the crew died. There is hardly any information available about the worst tanker accident in the past 35 years. Very little image or video material about the accident and intensive many-day rescue attempt has been published. The computer animation is based exclusively on materials from official resources.

Litto / Patrick K.-H.

**Real Mirror 2.0**

*Mixed reality installation, 2018/19*

The interactive object is based on a VR system accessed with a VR headset.

The interface between body and virtual space is a spherical navigation instrument, which provides a virtual 360° view of the surroundings and reacts to movement impulses of the users. They can navigate in the virtual spaces that emerge and must constantly reorient themselves in the complex interplay between physical movement and spatial transformation.



*Concept:* Litto

*Composition:* Patrick K.-H.



## Tunnel Grič

Mesnička ul. 19, 10000 Zagreb

kondition pluriel

### Swarming Tunnel

Mixed reality performance and installation, 2018/19

—  
Performance

Mon, 03.06.,

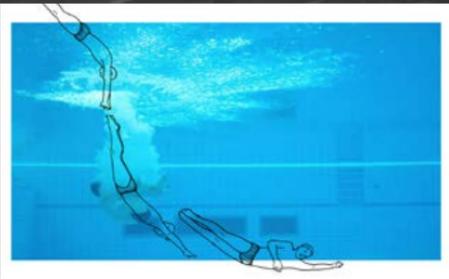
14:00



Swarming Tunnel is a participative, body-based performance in which visitors and dancers/performers interact with virtual characters displayed on the audience's smart-phones. A parallel world of humanoid algorithmic entities merges with the actual reality of the observing public and alters their perception. What fashions the presence of these characters? What makes them endearing to us? What becomes of our own presence, which is constantly extended by the surveillance devices we use?

Martin Kusch / kondition pluriel  
Diver – a cyber-kinesthetic installation

Virtual reality installation, 2018



This interactive installation is presented using a virtual reality head-mounted display apparatus. Diver shows multiple subjective points of view captured on the body of an Olympic diver while executing different types of dives. The data were collected by positioning and tracking technologies attached to the diver's body. By moving about, the user transforms and recombines the simultaneously-transmitted viewpoints. The body becomes an interface to the mediatised space, the exhibition viewers become co-authors of the work by their physical involvement.

Concept and artistic direction: Martin Kusch;  
Programming: Patrick Lechner;  
Sound: Alexandre St-Onge;  
Divers: Adrià García Closa, Judith Flores

Bobby Rajesh Malhotra  
**(Real) #Oilprice - #Coaster (#MiddleEast  
Ed., 05/1987 - 05/2018) - Vers. 3.0**  
*Virtual reality installation, 2016/19*

Coast along the real oil price performance  
chart (price of Brent Oil per barrel) from  
May 1987 until May 2018. Feel the price  
in action and decline as you ride the line  
graph through all major conflict zones in  
the Middle East of the past 30 years.  
The weather forecast predicts rough times.



Ruth Schnell  
**COMBATscience Augmented**  
*Augmented reality installation, 2018*  
Duration: approx. 10:00 min



In this installation the life stories of chemist  
Fritz Haber (1868–1934) and his wife Clara  
Immerwahr (1870–1915), also a doctor in  
chemistry, serve as the background from  
which different scenarios evolve. They  
address questions about the role of science  
between research ethics and feasibility  
studies. Haber and Immerwahr were a  
couple with opposing mindsets: In World  
War I Haber employed his knowledge  
as the head designer of German gas  
warfare; the pacifist Immerwahr committed  
suicide following the first gas attack.  
Viewers navigate between stations of  
the storyline with wireless HoloLens  
data goggles. Digital holographic  
scenarios unfold amidst the real  
surroundings and the other exhibits.

*Cooperation:* Patricia Köstring  
*Programming:* Thomas Hochwallner

## Biographies

### Thomas Hochwallner

\*1985 in Steyr, works and studies in Vienna since 2009. In 2013 he started his artistic education at the Department of DIGITAL ARTS with a focus on AR/VR, photogrammetry, film, video, and animation.

### Nicolaj Kirisits

Architect, lives and works in Vienna.

### kondition pluriel

Interdisciplinary digital performance group founded by Marie-Claude Poulin and Martin Kusch. Integrating dance and digital arts, the artists generate a language outside of established disciplines, focusing as much on the process as the artistic product.

They create exceptional experiences at the intersection of installation and live performance, where audience members are frequently invited to share the stage with performers. The group is based in Montréal, Canada. [konditionpluriel.org](http://konditionpluriel.org)

### Martin Kusch

Founder and artistic co-director of the media performance group kondition pluriel. He is working at the intersection of installation and live performance. He is particularly interested in the transformation processes of electronic media within performative contexts and how digital technologies influence our perception of the body and space. In the past six years he has been deeply involved in artistic research into the fulldome medium and virtual reality in HMD devices.

### Litto / Patrick K.-H

Independent artist currently studying at the DIGITAL ARTS Department. Upon completing studies in economics, she started to delve into applied graphics in the field of user experience design, app development, and web applications. Animation and interaction with human behaviour patterns, error messages, and system bugs are topics that influence her work. Patrick K.-H. is a sound, video, and visual artist studying at the DIGITAL ARTS Department.

### Bobby Rajesh Malhotra

Media artist born and raised in Tyrol with roots in India. His artistic focus is on virtual worlds and augmented / mixed reality art experiences. His work deals with socially relevant and political questions. Studies in digital arts since 2013. [bobbyrajeshmalhotra.tumblr.com](http://bobbyrajeshmalhotra.tumblr.com)

### Patrícia J. Reis

\*1981 in Lisbon, lives in Vienna. Through different formats and media she examines our relationship with contemporary technology. Studies in painting and media art (Caldas da Rainha, Lisbon). She holds a PhD in art (University of Évora, 2016). Currently she lectures at the Department of DIGITAL ARTS. [patriciajreis.com](http://patriciajreis.com)

### Ruth Schnell

Media artist based in Vienna. Since 2010 she is the head of the Department of DIGITAL ARTS. She has been working with computer-aided tools since the mid-1980s. Her corpus of work, which includes video installations, interactive video environments and light installations, explores the nature of human perception as well as the relationship between perception and the body. Ruth Schnell is considered an expert in dynamic projection. Her work has been widely acclaimed and exhibited internationally. In 1995 she represented Austria at the 46th Biennale di Venezia. [ruthschnell.org](http://ruthschnell.org)

### Franz Schubert

Artist, lives and works in Vienna and Lower Austria. Studies at the University of Applied Arts Vienna, lecturer in the field of time-based media at the Angewandte, lecturer in computer animation at the St. Pölten University of Applied Sciences. His artistic works reflect upon the visual structures of media realities and the ambivalences of everyday perceptions and media constructs. His works have been presented internationally. [schbrt.com](http://schbrt.com)

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at The World Festival of Animated Film – Animafest Zagreb 2019

### Exhibition duration

03.06. – 08.06.2019

### Artists

Thomas Hochwallner, Litto / Patrick K.-H., Nicolaj Kirisits, kondition pluriel,  
Martin Kusch / kondition pluriel, Bobby Rajesh Malhotra, Patricia J. Reis,  
Ruth Schnell (cooperation: Patricia Köstring), Franz Schubert

### Opening

03.06.2019

12:00 – Gallery Šira

13:30 – Tunnel Grič

14:00 – Performance Swarming Tunnel (Tunnel Grič)

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### Swarming Tunnel and Diver supported by



### Imprint

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[www.digarts.at](http://www.digarts.at)

[www.animafest.hr](http://www.animafest.hr)