# INTERACTING ART:

working unworks
and unworking works

08. - 12.09.2016

It is important to note that this exhibition was part curated and part artistically interpreted. Following an open call for working or unworking works, Davide Bevilacqua, Sam Bunn and Sebastian Six (hereafter referred to as BB6) arranged and interpreted the proposals they received to bring you this show. What follows is a brief description of the artists and the works that you see before you. We would like to thank all the artists involved for their trust, openness and interest. At all times we attempted to maintain respect whilst also searching for the most appropriate way to air their offererings as a cohesive whole. Special thanks must go to Veronika Krenn for her huge support. Now... where the hell is that cat?
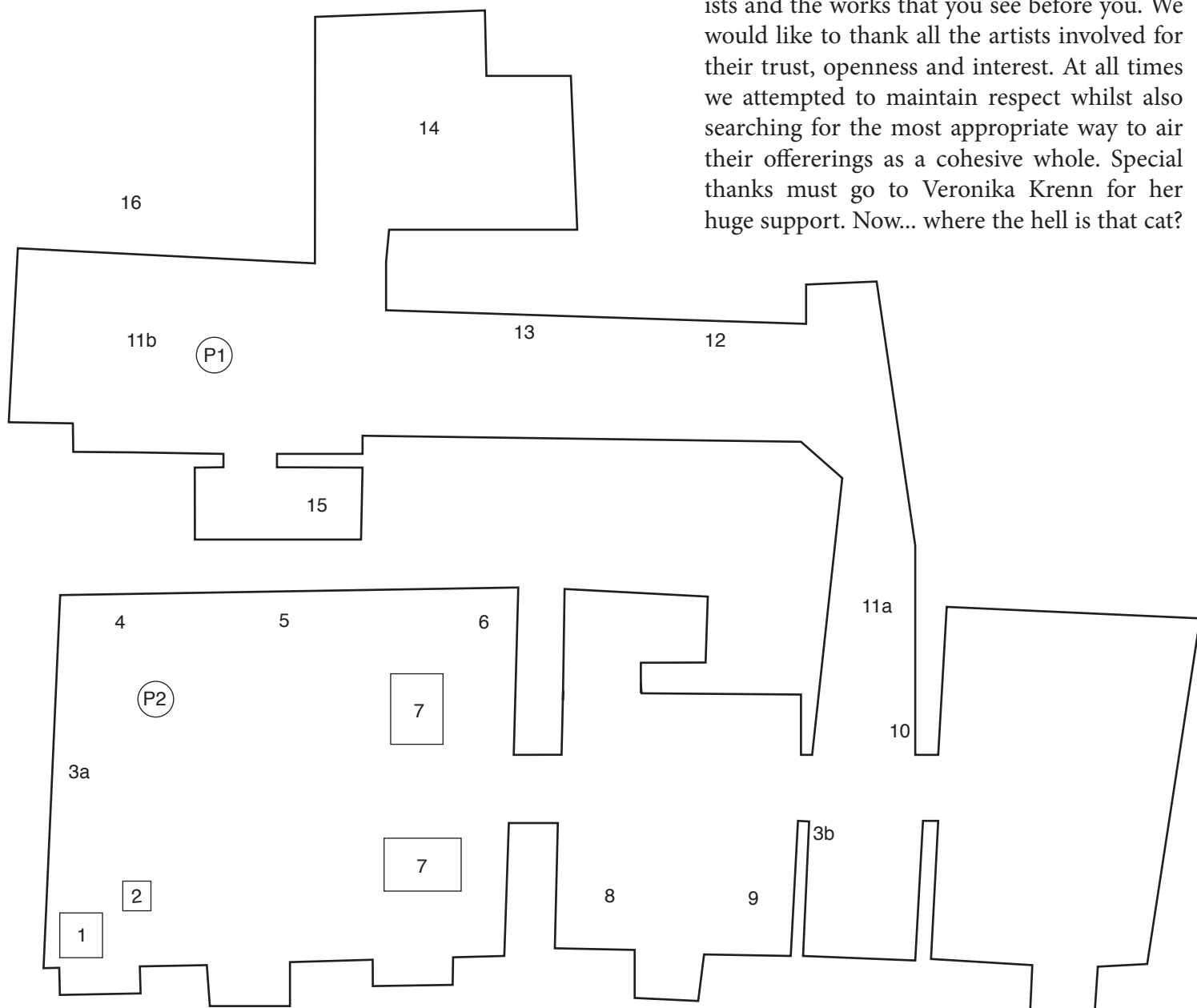
14

16

11b   P1

13   12

15

11a

4   5   6

P2

7

10

3a

3b

7

2

8   9

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RAUM 🚢

Artists & Works

Performance 1. (P1) Jen Tzu & Yoh Morishita
(see also 15) www.changyentzu.com
Chang Yen Tzu is a Taiwanese new media artist, studying at IC, Linz. She has attempted various kinds of cross-disciplinary and experimental sound arts.
Yoh Morishita, Studying contemporary dance in Bruckner university. Her main focus is to explore about the relationship between a body and an environment. This work was developed during the set-up of the show. Water, UV, poetry, sound, movement.

Performance 2. (P2) Sebastian Six – Unworking Works
www.sebastiansix.net
Artist and curator, living and working in Linz. Sebastian is one third of artist group Faxen, one third of BB6, a sound and visual artist and general do-er of things.
Sebastian's equipment found its way into all corners of the first space, fitting around the works, which also became his equipment. Sebastian created a sonic experience as the second half of the opening night performances, connecting the sonic elements of the space with movement and strange grooves.

1. Patrick Schabus with BB6 – Fernsteuerungen
(see also 12.) Visual artist living and working in Vienna. He seems rather cynical and tired of current Viennese art trends. Very often on trains. When Patrick finally arrived with his Fernsteuerungen, we had been desperately searching for some object to act as a small detailed focal point in the first room, which might require some close examination and inspection. Realising that actually they were quite beautiful to look at, we decided to place Patrick's already finished works on the custom made shrine thing. (see also, 12) Thanks go to Laura here for the contiki vibe and Miklos Boros for the right carpet.

2. Sam Bunn – Switchable Obstacle / www.sambunn.net
Visual artist and performer working with video, electronics, ceramics, wood, and Bauhaus items.
Lives and plays around with things in Linz. This was a work that had been promising to be made for some time. Finally here it found reason to take physical form for the first time, mediating a sharing between the physical and sonic properties of two other works.

3a. & b. Stella Baraklianou with BB6 – Vertical Hang
www.stellabaraklianou.com
London based visual artist, photographer, and university lecturer.
This work is typically shown in a much more carefully navigated fine art setting. We knew before this work finally arrived in the post that we were going to hook it up to a microphone and a fan. We did, forming an interconnecting air current along the north wall and a kind of a snoring on the north-south axis. Take particular note of the nice reflections on the 3d strip.

4. Isidora Ficovic – It's Always Better with a Cat
(see also 13.) www.isidoraficovic.com
Visual artist based in Belgrade, Serbia. Interested in painting and drawing in connection with technology and media.

Following on from her masters thesis, for this exhibition Isidore proposed a drawing workshop with the title, One Flower, One Electronic Part. This work is based upon supplementary material she sent us, from her work as a painter, which was still developing during the time of the exhibition set up. This development became crucial to our working process. We were unable to show the original as it is currently hanging in a show in Belgrade. Here we present the painting in two of its forms, in a custom made Schrodinger tinged case.

5. Francesco Nordio – Working on Unworking Works, Reworked www.francesco-nordio.tumblr.com
Italian visual artist pushing for political revolution in discussion groups, schematics, urban gardening, and conceptually.
Through dialogue it was agreed that Francesco would provide his conceptual understanding of the ingredients of this exhibition in schematic form. Sebastian lovingly hand painted this reading onto the wall of the white cube space of the exhibition, and in so doing, untied some of Francesco's knots and redistributed some volumes.

6. Federico Tasso & Julio Sosa – Premonition Tour
6a. Federico Tasso – photoToBinary_.apk
Media artist and programmer from Milan. Studies in Linz. Produces smartphone apps and multimedia installations.
6b. Julio Sosa – sudo tcpdump -AXvvn -i wlp8s0 -w /dev/sound
www.julio-sosa.tumblr.com
Media artist from Santo Domingo, based in Valencia. His works are based on code and technology and he likes open processes.
As per the brief, Federico Tasso offered us a semi-functioning app that filters smartphone photographs, transforming them into a form of ASCII code. Similarly, Julio provided us with bbb which exists as a work in it's own right, called 'Chatter'. It is a process by which the downloading of images is transformed into audio. We combined the two to present an audio-visual-compositional tour of the exhibition.

7. BB6 – David Sees
Yen Tzu's water was everywhere for a while. We took this impression and ran with it, developing the wet screen of plant eyes, which also nicely mirrors the feel of the last room of the exhibition. David started out life working with a time machine. Back then he was only allowed to look downwards. Here we found a way to give him wider vision whilst simultaneously granting the viewer a new viewpoint.

8. Laura Jade – Brainlight / www.laurajade.com.au
Sydney based lighting designer / journalist with a background in biology and fine art. On a globe spanning adventure with her portable brain. This work, with its wireless filtering of human brain waves into light frequencies served as a strong model for other parts of the exhibition format. We played no part in this work at any point, other than to agree with her that Brainlight would work well in the bar and as a nice double act with Maria…

9. Maria Czernohorszky – Arguments
www.mariaczernohorszky.wixsite.com
Professional dreamer, soft rebel, former social worker.
Currently game producer and mother.
Maria proposed to us a game that she had recently developed. After playing and enjoying the game with her we invited Maria to make a custom set of cards based upon the components of the exhibition. She spent quality time with us during the setup to create this new deck. The results can be played during the exhibition's duration and are also available for sale from Maria.

10. Henning Schulze & BB6 – darkFunkData
(see 11. for more info)
We knew we needed a giant bullshit art text. Davide provided Henning with texts he had gathered from ARS (see also 16). Henning returned us the bare bones and we filled in a few gaps to produce them words wot you see before you.

11a & b. Henning Schulze, Davide Bevilacqua & BB6 – Automatische Gehirnlicht
11a. Henning Schulze – Lichtspeicher
www.minuteman.mur.at
Interaction and user experience designer based in Munich. Lived and studied in Linz for many years.
11b. Davide Bevilacqua – Memory Wheel
www.davidebevilacqua.com
Media artist and curator with an interest in inter-textuality, collaboration and working too hard.
11. Davide Bevilacqua and Henning Schulze both provided semi-functioning interactive artworks for the exhibition. Taking Laura's brain as inspiration, we decided to combine the two works into a semi-analagous piece. We heavily altered the presentation of Davide's work in particular, to combine influences from the feline and aquatic tinged works on show in the vicinity. A rather dressy connecting piece was developed to deepen the umbilical bindings of the space's two sides.

12. Patrick Schabus – Fernsteuerungen
(see 1. for further details)
When we started communications with Patrick, we received no images and rather short texts. We took a chance on him, and were somewhat horrified when the image that he sent of his work appeared to show monstrosities. In order to soften the blow on you, the audience, we developed a set-up to mediate these works, with the addition of closed circuit televisual equipment. When he arrived and it turned out that they were actually strangely beautiful, we readjusted in order to only show the work he made specifically for our show in its special media house. He was particularly happy when it became clear that one would not be able to read what was written on this piece.

13. Isidora Ficovic – One Flower, One Electronic Part (see 4. for further info.)
Following on from her masters thesis, for this exhibition Isidore proposed a drawing workshop with the title, One Flower, One Electronic Part. As the artist could not be present to host this workshop, we transmuted the idea into an arcade-style slot machine, to be played and therefore drawn on by visitors to the exhibition. Please, DRAW!

14. Mary Maggic – Open Source Estrogen
www.maggic.ooo
Biohacker and alien based in Boston, originally from L.A.. Member of Hackteria network. Mary proposed a bio-hack lab to analyze estrogen levels. Through dialogue we agreed that willing artists from the show would have their urine analyzed to determine the estrogen levels therein. As the exhibition set-up went on the artists involved in setup gained a deeper understanding of our collective and individual levels. It will be interesting to see if the results can shed further light on our interpersonal understanding. Visitors are invited to sniff the results and there will be a workshop with Mary on Friday.

15. Yen Tzu Chang – Flux (see also P1)
Media artist and sound performer based in Linz. Works with old devices, light and noise.
As you can see from the flyer, Yen Tzu was very well prepared for the exhibition set-up. We fluctuated between supporting her and making her move her large body of water around at inconvenient moments.

16. Davide Bevilacqua compiled and distributed text works throughout the exhibition that were compiled from the texts of previous ARS Electronicas.

- There will be a workshop this Friday at 17:00. Mary will present the collaborative research project OSE and the d.i.y. scientific protocols for detection and extraction of environmental estrogen.

- Laura Jade will be present to demo her work every day at 17:30.