*/ 14th Athens Digital Arts Festival | Singularity Now | Highlights

Tales from the event horizon

Duration: 24 - 27 May 2018

Main Venue: Megaron - The Athens Concert Hall

Parallel Activities: Syntagma Metro Station, Athens International Airport

"Eleftherios Venizelos"

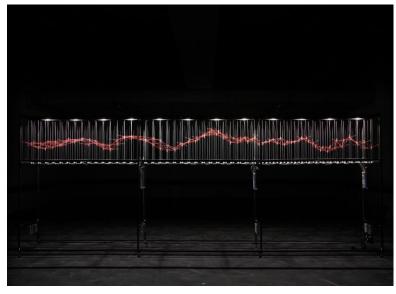
Free Ticket: **Book Now!**

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* / ADAF 2018 | Highlights

1. Interface I | Ralf Baecker | A/V Performances (DE)

24 - 27 May 2018



Interface I | Ralf Baecker | Installation (DE)

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Interface I investigates the relationship of structure and behaviour. A kinetic machinery that implements a complex dynamic system that evolves movements and patterns by the interactions of its parts. The system is a compound of motors, strings and elastic bands arranged in a horizontal mesh of intersecting lines. The mesh couples each element to its surrounding elements in order to achieve some kind of togetherness. A series of geiger-müller-tubes registers the background radiation (radon and cosmic ray showers) of the earth in order to stimulate the mechanical system with independent random impulses outside of the computational realm. Randomness acts as a catalyst for the system in order to enable change and it's dynamics.



2. Inferno | Louis-Philippe Demers, Bill Vorn | Installation (CA)

24 - 27 May 2018



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Inferno is a robotic performance project inspired by the representation of the different levels of hell as they are described in Dante's Inferno or Haw Par Villa's Ten Courts of Hell and other religious representations. Here, the "circles of hell" concept is mainly an artistic framework, a general working theme under which the different parts of the performance are regrouped. The specificity of this participative performance piece resides in the fact that the different machines involved in the show are installed on the viewers' body. The public then becomes an active part of the performance. Sometimes the viewers are free to move, sometimes they are in a partial or entire submission position, forced by the machines to act/react in a certain way. Some mechanical elements coerce the viewers in performing certain movements, others induce a physical reaction from them. The viewer's experience happens at multiple levels, but it is highly perceptual, as most of his senses are called upon. The unification of man and machine is, in a certain way, an expression of the punishment for the technological sins committed for the sake of progress. The more we blend with technology, the more it drives us through the inner circles of a state of loss. We use this theme to build the aesthetic concept of the work. Moreover, wearing or being entrapped into a robotic entity recalls the concept of the Cyborg that emerged in the late 80's. Inferno revisits this idea thru a pastiche of the utopian concept of Singularity and subordination to the machine.

The performance will take place once per hour, from 10:00 a.m. to 23:00 p.m. To book your slot, you are kindly requested to arrive at the space at least 10 minutes before every performance.



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3. The Punishment | Filipe Vilas-Boas | Installation (PT)

24 - 27 May 2018





The Punishment is a robotic installation executes a preventive punishment for its possible future disobedience. A reference to Isaac Asimov's laws of robotics. Technologies are now merging at high speed, notably robotics and artificial intelligence. It raises a lot of questions about man-machine relation. Tainted with dark humor, this dystopian anthropomorphization also underlines the fears that robotics engenders. How automated do we want our world, our body to be? What physical, moral and legal framework should we use? What consequences for human life? Which post-work society should we build? Isn't it time to reinvent the school? At the turn of the century, questions related to automation are popping up in everyone's mind. We will have to answers them collectively, if possible.

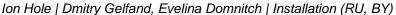


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4. Ion Hole | Dmitry Gelfand, Evelina Domnitch | Installation (RU, BY) 24 - 27 May 2018





Based on a ring-shaped Paul trap, Ion Hole probes the subtle interactions between coherent light, electrodynamically suspended matter, and nearly negligible gravitational forces. Inside the trap are ionised lycopodium spores that repel one another while being simultaneously pushed towards the center of the trap by alternating electric fields. Consequently, the spores self-assemble into an oscillating latticework known as a Coulomb crystal. By means of laser illumination, a large-scale projection is created, magnifying the spores' ceaseless orbital dynamics.



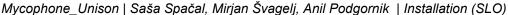
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5. Mycophone Unison | Saša Spačal, Mirjan Švagelj, Anil Podgornik | Installation (SLO)

24 - 27 May 2018





"We are of the universe – there is no inside, no outside. There is only intraacting from within and as part of the world in its becoming." – Karen Barad

Mycophone_unison in the spacetime of multiplicities serves as a navigation tool. A sound map of intra-action between three microbiomes of the bodies of its creators and the viewer. By pressing the fingerprint, the viewer sends a signal to the map that processes it through the central celestial plate to the microbiomes that modulate it as a sound of unison. The multiplicities of the artists are heard as one for one brief moment in the here and now.

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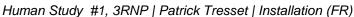
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6. Human Study #1, 3RNP | Patrick Tresset | Installation (FR) 24 - 27 May 2018





Human Study #1 – 3RNP is a theatrical robotic installation where the human becomes an actor. In a scene reminiscent of a life drawing class, the human takes the sitter's role to be sketched by 3 robots. The robots, stylised minimal artists, are only capable of drawing obsessively. Their bodies are old school desks. The drawing sessions last between 20 and 30 min, during which time the human cannot see the drawings in progress. The sitter only sees the robots alternating between observing and drawing, sometimes pausing. The sounds produced by each robot's motors create an improvised soundtrack. As the model in a life drawing class, the human is personality-less, an object of study. The human sitter is passive, the robots taking what is perceived as the artistic role. Although immobile, the model is active in keeping the pose, for the spectators the sitter is an integral part of the installation.



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7. Dökk | fuse* | A/V Performance (IT)

24 May 2018



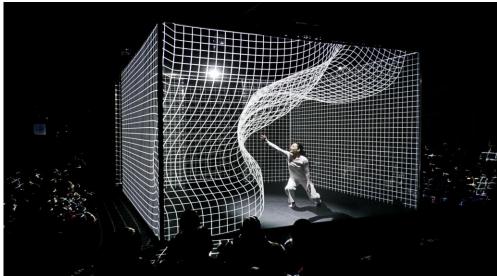


Dökk | fuse* | A/V Performance

Dökk ('darkness' in Icelandic) is the new live-media performance by fuse* and the natural evolution of Ljós ('light'). Dökk is about a journey throughout a sequence of digital landscapes where the perception of space and time is altered. Dökk's scenography is designed for delivering a sense of deep interdependence between the protagonist and the world surrounding her. In order to represent this concept, a system has been created which processes real-time data from biometric and movement sensors as well as data coming from social networks. These data, together with the performer's biometric data, make the performance different every time it is staged.

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8. Hakanaï | Andrien M & Claire B | A/V Performance (FR) 25 May 2018





Hakanaï | Andrien M & Claire B | A/V Performance

Hakanaï is a solo choreographic performance that unfolds through a series of images in motion. In Japanese Hakanaï denotes that which is temporary and fragile, evanescent and transient, and in this case something set between dreams and reality. While widely associated with nature, the term is now often used to elicit an intangible aspect of the human condition and its precariousness. It encompasses two elements: that concerning the human being as well as that related to dreams. This symbolic relationship is the foundation of the dance composition in which a dancer gives life to a space somewhere between the borders of imagination and reality, through her interactions with the images she encounters. The images are on-stage animations that move in physical patterns according to the rhythm of the live sounds that they follow. The performance's outcome is the revelation of a digital installation to its audience.

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9. Interférences | Alexis Langevin-Tétrault | AV Performance (CA) 25 May 2018





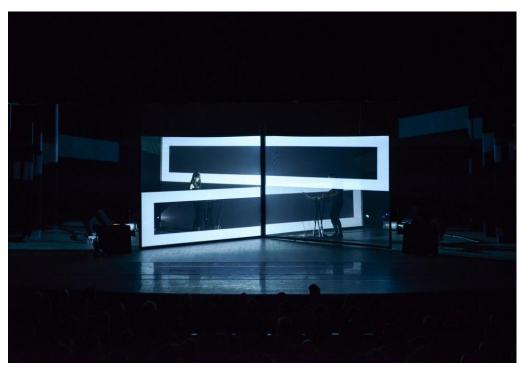
Interference (String Network) is an audiovisual performance that explores the possibilities of embodiment of an electroacoustic work in real time through gestural interaction with a unique audiovisual device. On stage, an audioreactive play of light unfolds gradually: Alexis Langevin-Tétrault (CA) builds a network of strings with which he interacts to create a sound universe between the industrial noise, electronica and acousmatic music. Through the staging of corporality and the dialectical relationship between the human and the machine, Interférences (String Network) presents an allegory of the globalized and interconnected modern world in which the individual seeks to derive meaning from his experience and attempts to preserve its freedom of action.



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10. Shiro | NONOTAK | A/V Performance (JP/FR) 27 May 2018





Shiro | NONOTAK | A/V Performance (JP/FR)

'Shiro' is an onstage configuration that delineates and contributes to the volume of space, in which geometric lines and figures will be projected, distorting the profiles of both creators. Some of the projections are so dense they disappear from view; others so light that they appear to pop out. Following the success of 'Late Speculation', it uses similar mapping techniques and material with 2 large frames in an X format, 4 high power projects plus sound and visual modulated on the fly so no two performances are the same.

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11. FIGHT | Memo Akten | VR (UK)

24 - 27 May 2018





FIGHT | Memo Akten | VR

FIGHT is an un-Virtual Reality artwork in which the viewer's two eyes are presented with radically different images, resulting in a phenomenon known as binocular rivalry. Presented with rival signals, the conscious mind 'sees' an unstable, irregular, animated patchwork of the two images; with swipes and transitions. The nature of these irregularities and instabilities depend on the viewer's physiology.

The act of looking around allows the viewer to probe which sections of the signals become dominant or suppressed – a reminder that seeing (and in broader terms perception in general) is an active process, driven by movement, expectations and intent. The picture we see in our conscious minds is not a direct representation of the outside world, or of what our senses deliver, but is of a simulated world, reconstructed based on our expectations and prior beliefs.

Even though everybody is presented with the exact same images in this work, your conscious visual experience will be different to mine. I cannot see what you see, you cannot see what I see. And what we both see, is different to what is actually presented. We are all unable to see the entirety of the 'reality' before us.

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12. Nature Abstraction | Matteo Zamagni | VR

24 - 27 May 2018





Nature Abstraction is an immersive sensory experience that explores the arcane forms of fractals. The project gives an insight into fractal formations through virtual reality, where they appear as three planets: Birth, Communion and Aether; Each accompanied with scores designed to facilitate meditative state and relaxation;

The fractals have also been processed through Google's Deepdream, transforming the fractal landscapes into morphing psychedelic patterns that our eye will recognize as very familiar shapes although the way the images are created only aims to create a variety of random patterns on the canvas.

The audience is guided to explore these planets and dive into their vast complexities as well as observing the contrast between the entirely digital created world inside the VR against the fully analogue film projected onto the faces of the cube which have been filmed in real life, recreating using analogue visual effects and various chemical elements, a thematical visual representation of natural and biological forms.

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13. Social Media Meditation | Matthias Pitscher | Workshop (DE)

25 -26 -27 May 2018





Do you feel stressed or anxious online? All your friends achieve so much more than you? You have to few or too many followers? Then start following Social Media Meditation. A spiritual practice that combines century old techniques with new technologies. Together we will focus our attention on our virtual selves and find enlightenment in the networks that surround us. Participants need to bring their own devices (smartphone, tablet or small laptop) and a pair of headphones.



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14. Seismic Precussion | Moon Ribas | Performative Talk (ES) 24 May 2018





Seismic percussion is a drum solo performance where the rhythm of the piece is dictated by the rhythm of the tectonic plates. It's a piece that transposes the seismic activity that occurs in our planet into sound, into a musical composition that allows the audience to connect with the heartbeat of the planet, earthquakes. This piece can be performed in two ways. One is based on real time earthquakes so whenever there's an earthquake as small as 1 in the Richter scale during the performance, Moon will play the drum according to the intensity of the earthquake taking place at that moment. So, if there are no earthquakes there will be no sound.



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The piece can also be performed by playing the earthquakes that have already happened in a specific place. Moon creates a score based on all the earthquakes that have taken place on a specific area (Mexico, Alaska, Greece, ...) for an specific period of time (50 or 100 years), all the data collected is then transformed into a composition that is played in 10min. The act is accompanied with a projection that keeps showing the years Moon is playing on the drums. Seismic percussion is a performance where Earth becomes the composer of the piece.



Earthbeat talk goes into detail about the projects of Moon Ribas, her philosophy as a cyborg artist and the process that drove her to cofound the Cyborg Foundation. Ribas has a sensory extension on her arm that allows her to feel earthquakes through small vibrations, she applies this new sense to her artistic work. Her talk is about the union between our species and technology, the extension of the human senses through cybernetics, using the internet as a sense and cyborg art. The talk will also explore how becoming a cyborg will enhance our relationship with animals, nature and space.

14. "Tsoclis, Ourselves", 2018 | Costas Tsoclis | AV Performance (GR) 24 - 25 - 26 - 27 May 2018





"Tsoclis, Ourselves", 2018 | Costas Tsoclis | AV Performance (GR)

"In the sea of life and work, many persons swim and drown. And We stay on the surface, as living specimens of this struggle for survival, loosing slowly our initial form and taking the general form of man. Sans gender, sans age, sans homeland.

Within the framework of my "Live Painting" which began in 1985, with "The Scorched Fish" and continued with a series of similar works up to the complex huge tragedies, to finally end up in "Ten Vision Points" in the summer of 2017 in Paphos, now I suggest myself as a screen on which some people (among many others) will be symbolically portrayed, contributed to the creation of this man, this work, called Kostas Tsoclis. And this, not so much to attribute justice (which I would have liked it), but to create another work of art and to push "Living Painting" to its ultimate boundaries.

With this work, I do not claim that I propose a new vocabulary, but, with already known words, I write another poem, the beauty and diachronicity of which, I can not predict."

C. Tsoclis

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<u>INFO</u>

To see the full program of ADAF 2018 click here!

Facebook event

Creative Directors:

Ilias Chatzichristodoulou | Founder & Director
Elli-Anna Peristeraki | Festival Curator
Eirini Olympiou | Video Art Curator
Donatela Nika| Animation & VR Curator
Christiana Kazakou | Workshops & Talks Curator

COLLABORATORS / SUPPORTERS

IN COOPERATION: Megaron - The Athens Concert Hall

WITH THE SUPPORT: OPANDA

Transport of Athens | Athens International Airport "Eleftherios Venizelos"

UNDER THE AUSPICES: Ministry of Culture and Sports | Ministry of Tourism | General Secretariat for Research and Technology | General Secretariat for Information and Communication | Region of Attica | Municipality of Athens | Hellenic National Tourism Organization | Athens Traders Association | European Year of Cultural Heritage

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Με τη συγχρηματοδότηση της Ελλάδας και της Ευρωπαϊκής Ένωσης

Athens Digital Arts Festival is a certified company for production, organization, promotion and evaluation of seminars, talks, conferences, workshops & festivals.

Athens Digital Arts Festival, is unique to its kind throughout Greece and was recently awarded from the national organization **EFFE** (**Europe** for **Festivals**, **Festivals** for **Europe**) with a Laureate among 715 of total international submissions.



Moreover, in the **Event Awards** it has received for the year 2016 the GOLD for the category Event of the Year | Cultural Event, for the year 2017 the SILVER for the category Thematical Events | Cultural Event as well as with the GOLD for the category Best in Marketing & Communication | Event Marketing.

In 2018 the festival was awarded with the gold prize for Cultural Tourism from the **Tourism Awards**.











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