

COLORFIELD.REMIX NIGHT #2

CURATED BY: BRANDON MORSE

SCREENINGS FROM:

VICTOR AGUILLAR (US)

"Girlfriend In A Chroma" / 4:23 / 2007

HC GILJE (NO)

"shiva" / 8:00 / 2003

ROBERT HODGIN (US)

"Supernova" / 4:32 / 2007

WOBBE F. KONING (NE)

"Multi Dimensional Eye Virus 2.2" / 1:52 / 2006

LIA (AT) with audio by @C (PT) work courtesy of optifonica

"Study #40" / 9:57 / 2006

NEAL McDONALD (US) with audio by STEVE BRADLEY (US)

"Installations 1-4" / 3:10 / 2007

META (US)

"Kolvelar" / 5:21 / 2007

CONRAD M MEYERS II (US)

"Interference" / 3:59 / 2005

CHRIS ROBINSON (US)

"2007B - No.3" / 6:32 / 2007

DAVID TINAPPLE (US)

"self portrait 207" / 1:00 / 2007

LIVE PERFORMANCE:

JEFFERS EGAN (US) with audio by RETINA.IT

"Nigra et formosa es" / 25:00 / 2007

VICTOR AGUILLAR (US)

"Girlfriend In A Chroma" / 4:23 / 2007

www.unconstruct.com

"Girlfriend In A Chroma" consists of a perpetually turbulent horizontal mass that cascades about the image plane in discrete but altogether temperamental spurts of activity. Ultra-saturated hues are cast upon the shape in the midst of this activity, which serve to amplify the relationship between instants of fierce agitation and other more subdued moments. The sound component is likewise generated in a manner that is sympathetic to the visual narrative, consisting of reclaimed sounds and various manner of vocal percussion. The sonic quality of these items are further processed to comprise a loose atmospheric texture punctuated by shifts in velocity and pitch that reciprocate and further allegorize the action on screen.

Victor Alejandro Aguilar (b.1982) is a graphic designer / visual artist currently employed at a leading print / interactive agency in northern MD. His personal work frequently assumes less of a serialized approach, but serves rather as a specific set of explorations in a given collection of media that vary from project to project. Conceptually, he is interested in the process by which messages are transmitted between author and recipient, and the intervening stage whereby meaning is indexed and shaped by the recipient (viewer, etc). To this end, Aguilar's fine-art work is also concerned with the gestalt of general viewer experience and the degree to which mass-cultural media affects enable the viewer's capacity to distill specific meaning from an ambiguous image or series of images, words, motifs, and so forth. Aguilar is a 2005 BA Honors graduate from the University of MD, having been awarded First Place Jury Award at his Senior Exhibition, and the recipient of the Union Gallery Purchase Award for his painting entry in 2005.

JEFFERS EGAN (US) with audio by RETINA.IT (US)

live performance: "Nigra et formosa es" / 25:00 / 2007

www.jeffersegan.com

Jeffers Egan's work explores the concepts of digital as organism, and software as ecosystem. Developed entirely with handcrafted, computer based algorithmic processes, Egan's work defines a new digital aesthetic. His motion paintings, VJ performances, and videos have been showcased worldwide at festivals, galleries, and museums, including; Transmediale, Netmage, Dissonanze, Mutek, Cimatics, Interieur Biennale, Walker Art Museum, Guggenheim Bilbao, and the New York Video Festival. Egan's work has achieved international critical acclaim, nominated for media art awards at the D-Motion, Popkomm and Backup festivals and hailed as "astounding"(Groove), "beautiful"(New York Times), "fascinating"(Musicwoche), "a mesmerizing and meditative experience(ArtWeek)" and "the most advanced tip imaginable in the current field of video art."(De:Bug)

HC GILJE (NO)

"shiva" / 8:00 / 2003

www.nervousvision.com

HC Gilje works with video in real time environments, installations, live performance, set design and singlechannel video. Gilje has presented his work through different channels throughout the world: in concert-venues, theatre and cinema venues, galleries, festivals

and several international DVD releases, including 242.pilots live in Bruxelles on the New York label, Carpark and Cityscapes and on the Paris-label, Lowave. He is a member of the video-impro trio 242.pilots, and is also the visual motor of kreutzerkompani.

In October 2006, Gilje started a 3 year position as a research fellow at Bergen National Academy of the Arts, Norway, exploring how audiovisual technology can be used to transform, create, expand, amplify and interpret physical spaces.

ROBERT HODGIN (US)

"Supernova" / 4:32 / 2007

www.flight404.com

Robert Hodgin has recently switched coasts and now lives in San Francisco. He is a founding partner and creative director at the Barbarian Group, but doesn't like to talk about it. What he does like to talk about is his love for processing and audio-visual experimentation, which he showcases at flight404.com. These experiments in no way reflect his schooling. He graduated from the Rhode Island School of Design with a degree in sculpture in 1998.

WOBBE F. KONING (NE)

"Multi Dimensional Eye Virus 2.2" / 1:52 / 2006

www.ideepix.nl

Growing pulsating rings unfold into the next dimensions. An elaboration on version 1.0, the circular forms, grown out of kaleidoscopic shapes, are taken into the next dimension, filling the screen with their pulsating bodies. As the unfolded dimensions collapse back into their origin, new entities take shape and replace them. No strings attached. Created procedurally within Adobe's After Effects, using JavaScript, The animation has been shown at the 2006 Eurographics Animation Theater (Vienna, Austria), PixelPops! 2006 (Prague, Czech Republic) and the 12th International Media Art Biennale WRO 07 (Wroclaw, Poland)

Wobbe F. Koning (Waddinxveen, The Netherlands, 1966) studied at the Netherlands Film and Television Academy (NFTA) in Amsterdam. After graduating in 1990, he worked for several years as a video editor for Dutch television, as a teaching assistant a lecturer at the Sound Department of the NFTA, and as an independent video artist. He has produced several short video works and collaborated on multidisciplinary projects.

In 1997 he moved to Columbus, Ohio, to pursue a MFA degree in Art and Technology, within the Art Department of the Ohio State University (O.S.U). He studied computer graphics and animation, and produced several video experiments. His short animation "Don't Pull the Plug!" was selected for the Art Gallery of SIGGRAPH '99 (Los Angeles), the annual computer graphics conference. After receiving his MFA in August 2000, Wobbe returned to the Netherlands to take the position of head of the Sound Department (sick replacement) at the NFTA. From September 2001 to October 2005 he has been teaching compositing at the school, with a joint appointment from the IM/VE (Interactive Multimedia / Visual Effects) and Editing departments. Next to his part time teaching job, together with Bart Reddingius he founded "Pixelberg Animaties" in 2001. He left Pixelberg at the end of 2003 and formed his own shop, called ideePIX.



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In the fall of 2005, he moved across the ocean once again, to West Orange, New Jersey. He is an active member of ACM SIGGRAPH, serving as a board member of the New York City Chapter, as webmaster for the Education Committee and as a member of the International Committee. He is currently creating an independent character animation and working at Mechanism Digital in New York City.

LIA (AT) with audio by @C (PT) work courtesy of optifonica
“Study #40” / 9:57 / 2006
lia.sil.at / www.at-c.org

Lia is an early pioneer of software art and internet art. Since 1995, her work is concerned with the artistic possibilities of code, digital video, on-line methodology and user-specific application; seemingly different activities that she manages to bind together through her unique approach to creativity and production. In a painterly, conceptual manner, Lia creates live-performances, real time sceneries, projections and installations in public spaces.

Lia's works have been presented internationally in numerous festivals. She has received numerous awards and honors, and she has exhibited in museums and galleries worldwide.

Over the last few years she has taught at the Fachhochschule Joanneum in Graz, Austria, the École Cantonale d'Art de Lausanne, Switzerland, and the University for Fine Arts, Oslo, Norway. She is a founding member of the Crónica label. Lia lives and works primarily in Vienna.

Miguel Carvalhais and Pedro Tudela have been working as @c since 2000, regularly collaborating with Lia in live audiovisual trio performances, installation and video pieces. Their work has been released on labels; Crónica (PT), Al-ga (ES), Falsch (DE/AT), Fuga Discos (AR), Grain of Sound (PT), IndexDVD (AT), Lanolin (AT), Ristretto (PT), Silence is not Empty (IR), SIRR (PT), Sonic Acts (NL) and ZKM (DE). They have performed in such venues as Ausland (Berlin), Casa da Música (Porto), Centro de Arte Moderna da Fundação Calouste Gulbenkian (Lisboa), Centro Cultural de Belém (Lisboa), EME (Setúbal), Festival Alternativa (Santiago de Compostela), Hörbar (Hamburg), Künstlerhaus (Wien), Lovebytes 2003 (Sheffield), Museo de Arte Contemporáneo (Santiago de Chile), Museu do Chiado (Lisboa), Museu de Serralves (Porto), Netmage (Bologna), Offf (Barcelona), Phonotaktik (Wien), Sónar (Barcelona), Sonic Light (Amsterdam), to (Wien), Transmediale (Berlin), VideoZone Festival (Tel Aviv), Zemos98 (Sevilla).

NEAL McDONALD (US) with audio by STEVE BRADLEY (US)
“Installations 1-4” / 3:10 / 2007
www.workly.com / art-radio.net

Neal McDonald will be joining the University of Maryland, Baltimore County as an Assistant Professor of Animation and Interactive Media this Fall. He is currently Program Chair of Computer Art at the University of Saint Francis in Fort Wayne, Indiana. He has been showing computer animations in festivals internationally for over a decade. He received his MFA from Ohio State in 1998.

Steve Bradley is a trans-media artist whose practice explores the boundaries of urban and suburban culture by collecting and reconfiguring debris, sound, and images from the consumed and littered landscape.

Bradley has received commissions from ISEA, (San Jose, CA); Blauschimmel Atelier, (Oldenberg, Germany); Wave Hill, Bronx (NY); Hull Time Based Media, (UK); TRAIL magazine, (UK); and from Sonic Circuits VII, International Festival Electronic Music and Art (St. Paul, Minnesota). He has recently performed live at Diapason Gallery, (NY), the InterAizoni Festival (Sardinia, Italy), on-site and remotely with Kunstradio ORF1 (Vienna, Austria), and participated in Transmission 003.3 sound art festival (Chicago), Baltimore Museum of Art, Contemporary Art Museum (MD), and Smithsonian Institute, (D.C.).

Since 1998, he has curated art@radio <<http://art-radio.net>>, a net radio broadcast of sound and experimental music. Bradley is an active member of the collective, URBANtells. He teaches at the University of Maryland, Baltimore County.

META (US)
“Kolweiler” / 5:21 / 2007

Meta is an artist who utilizes generative computational processes to create richly textured audio, video, and graphical works that explore the tension between sensual warmth and the austere beauty of mathematical abstraction. His work has been performed and exhibited worldwide, as well as featured in a number of books and publications. He is a co-author of the book “Generative Design: BeyondPhotoshop”.

CONRAD M MEYERS II (US)
“Interference” / 3:59 / 2005
www.conradmmeyersii.com

Conrad M Meyers II received his BA in 2006 from the University of Maryland and will receive his MFA from the San Francisco Art Institute in 2008. His work in sculpture and digital animation challenge abstract aesthetics and deal with themes of tension in institutionism and personal anguish, often using skewed biological and scientific imagery. He has been a part of exhibitions in Washington, DC at Edison Place Gallery, Flashpoint, Hillyer Art Space and the Corcoran Gallery of Art.

CHRIS ROBINSON (US)
“2007B - No.3” / 6:32 / 2007

“2007B - No.3” is a meditation of the external themes of time and change. In this work, Robinson focuses on the texture and design of water. Using slow moving color shifts, a muted color pallet, and an industrial sound design. An alien landscape is created out of unusual rhythms and patterns.

Chris Robinson is a video installation and sound design artists from Washington DC. Robinson completed his B.A. in Fine Arts with a concentration in Digital Media from the University of Maryland College Park in 2005. Following his graduation, Robinson has sought to create audio and visual work that subverts common notions of form and structure.

DAVID TINAPPLE (US)
“self portrait 207” / 1:00 / 2007
www.davidtinapple.com

This video shows every pixel in a photograph, one pixel at a time. The video illuminates the faces of viewers and the original photograph can be “recovered” from these ambient light patterns. David Tinapple is part artist and part engineer. Central to his art practice is the creation of his own tools and systems for manipulating images, video, sound, and human interaction. Drawing from a background in multimedia production and interaction design, Tinapple creates performance tools, interactive video environments, and media installations. His aim is to illuminate the forces at work around us and within us, explore our assumptions about the world and reveal surprises about everyday life.

Tinapple is currently completing a Master's of Fine Art at Carnegie Mellon University. He will teach Digital Media in the Department of Art at UNC Chapel Hill starting in the fall.

BRANDON MORSE (US)
CURATOR
<http://www.coplanar.org>

Brandon Morse is a Washington based digital media artist and associate professor of art at the University of Maryland. Morse uses digital media in installation settings. His work revolves around the development and dissolution of emergent systems through the use of computer generated video and sound installations. He has exhibited nationally and internationally, most recently at the Corcoran Gallery of Art in Washington, DC and D.E.N. Contemporary Art in Los Angeles, CA. Morse is represented by Conner Contemporary Art in Washington, DC.