



Closing celebration at
Queens Museum of Art
Interactive Digital Art & Animation
November 22, 2009
New York City



Local Project

queens council
on the arts



QUEENS MUSEUM OF ART

creative partner: www.bohorquez.org
fluid.localproject.org



2nd short film, video, animation and visual experiments festival

Executive Producer

Gabriel Roldós

Creative Director

Aura Sosa

Chief Designer

Andrés Bohórquez

Coordinator

Juan David Casas

Fluid is a new media movement that focuses on the potential of emerging audiovisual artists, without consideration of genre or where they come from.

Fluid, in its second edition, made an open call to collect audiovisual pieces and ideas to be presented at

El Museo del Barrio, Local Project, Queens Museum of Art, and the Moviehouse.

Fluid opens the scene to a new movement of audio visual & performing arts in educational and screening spaces that have cultural programming.

More info - fluid.localproject.org



QUEENS MUSEUM OF ART

queenscouncil
onthearts



creative partner: www.bohorquez.org

Untitled (cubicle)

A. Jacon Galle
Bowdoinham, USA
ajacobgalle@gmail.com
00:06:22
2005

The piece - This piece questions reality and how is it we go on our daily routines. The labor the artist performs is real and continues even after the video ends with weaving and the harvesting. **The artist** - Artist was born, raised and still works as a sheep farmer where he learned about caring for the land, animals and plants. Galle holds an MFA in Visual Art from Vermont College of Fine Arts and works mainly in performance-based video and installation.

From One Dream to Another

Jason Lujan
Chiricahua, USA
jason@jasonlujan.com
00:02:00
2007

The piece - As a crimson-robed figure moves through a forest toward a distant light, her fate evokes questions of traditional identity and cultural assimilation. The artist uses a series of long exposure photographs that are animated with graphic overlays and sound. **The artist** - Lujan is a NTC based artist of Caricahua Apache descent. He is interested in the transformation and hybridization of cultural data in contemporary society and global communities.

Performances

Unisphere Gallery
5:30 - 9:00 pm

Sand Box Animator

5:30 - 6:00 pm
Sebastian Alba
Lima, Peru
emerce1978@gmail.com
2009

The piece - This interactive piece is a Fluid New Media Laboratory work. Sand animations found on the web inspired the producers. The artist took the task of building a Light box that Hill serve as the support for making drawings over sand in sequences that placed in fast forward Hill create an animation. **The artist** - Sebastián is a NYC based artist with a specialist in tattoos. Resides being and illustrator and sculptor he custom-makes tattoo machine. He has engineered the product design of the Sand Animation Box

Roboaction 5

6:30 - 7:00 pm
Dragan Ilic
Belgrade, Serbia
& New York City, USA
www.draganilic.org
2005

The piece - Artist uses modified consumer robots for a live interactive drawing performance, assisted by a human-directed remote control device. The robot is an extension of the hand and functions as a painter, draftsman and cameraman. **The artist** - Dragan Ilic is a performance and installation artist currently working with robotic forms and devices. He lives between New York and Belgrade.

HeavyW8bit

ChampionChip
7:30 - 8:00 p.m.
New York City, USA
www.heavyw8bit.com

The piece - 8 bit music and visuals created with Nintendo, Gameboy, Atari and Commodore64

ELEXTRA + Sperm Whale

8:00 - 9:00 pm
DigiLab Production Center
New York City, USA
www.thespermwhale.com

The band - The Sperm Whale create fascinating interactive cartoon worlds and ethereal fractals via home brewed software. Brooklyn based DigiLab Production Center created Elextra in June 2008. Manuel and Christian had been working together in the past, so it was easy for them to work making beats at the studio, and later incorporating guitar and bass for live performances. Elextra is a blend of retro vintage fills and beats with a electro cosmic approach. **The members** - Automatik, Manu (Bass, Vocals, Production) LuLo, Christian Davila (Guitars, Vocals, Production) Cosmic JD, Juan David Casas (live beats, Syths, keys)

More
information

fluid.localproject.org



Rocamadour

Sinara Roza
Toronto, Canada
sinaraperdomo@gmail.com
2006

The piece - Rocamadour deals with public and intimate notions of culture, identity and transformation. It is also an experimental construction of bilingual and multicultural signs and signifier. Playful and surprising Rocamadour allows for exploration and wonder. **The artist** - Educator and artist from York University. She sets and use new media to make engaging, relevant material, to refine digital production skills and simultaneously explore upon the theoretical frameworks of her work.

Sharescapes

Grégoire Zabé
Strasbourg, France
www.sharescapes.net
2008

The piece - is an experimental shared space, a platform for creativity, research and self-expression. It welcomes online submissions of text, pictures and sounds, which will express your definitions of the concept of landscape.

The artist - a new media artist, teacher at Ecole Supérieure des Arts Décoratifs in Strasbourg, France. His main interest is in collaborative cyberspaces, evolutive representation systems, Internet as a dimensional and social space, individual plugged into new media context.

Your life. Our movie

Fernando Velázquez
Sao Paulo, Brazil
www.yourlifeourmovie.org/net
2008

The pieces - your life, our movie is a collective movie edited in a real time using the database from flickr.com site.

The artist - Fernando Velázquez is a Doctorate candidate at the Communication and Semiotic department of PUC University, Sao Paulo. His work integrated different media like painting, drawing, photography and video in multimedia pieces and installations. Velázquez's research is about privacy, monitoring and control like mediators on the creation of a self-sense.

Audiovisual Art

Unisphere Gallery
4:30 – 5:30 pm
7:00 – 9:00 pm

Sinus Aestum

Brett Battey
Leicester, UK
bret@bathatmedia.com
00:08:30
2009

The piece - One sound-synthesis and nearly 12,000 points are continually transformed and warped, restrained and released without cuts, to form compound, multi-dimensional waves of activity moving through unstable states between plateaus of pitch and noise. **The artist** - Born in 1967, Battey creates electronic acoustic and multimedia concerts works and Installations. He is a senior lecturer with the Music and Innovation Research Centre at De Montfort University, Leicester UK.

Lacus Temporis

Brett Battey
Leicester, UK
bret@bathatmedia.com
00:08:30
2009

The piece - The continuous animation of nearly 12,000 individual points and ongoing transformation of one feedback synthesis process render delicate states hovering between visibility and invisibility, audibility and silence, order and uncertainly. **The artist** - Born in 1967, Battey creates electronic acoustic and multimedia concerts works and Installations. He is a senior lecturer with the Music and Innovation Research Centre at De Montfort University, Leicester UK.

The Sea Remembered Yesterday (parts 1 & 2)

Anna Peach
New York City, USA
goldenegretstudio@hotmail.com
00:04:02
2009

The piece - Is a series shot off Waikiki Beach, Hawaii. She decided to film in the spot that she remembered from her childhood where she was once caught in a riptide and swept along the coast. Filmed at the same time each morning and layered with footage from the previous day, this creates a visual record of place in an ever-changing sea. **The artist** - Anna Peach uses industrial marine cameras to investigate the waters of the world. In 2007 she developed a new working method that allowed her to cast the camera into the ocean so that the sea could film itself. Peach is a graduate of The School of the Art Institute of Chicago.

Drishti III

Jen-Kuang Chang
Lincoln, NE, USA
cjk306@yahoo.com
00:07:00
2008

The piece - "Drishti III" refers to a term describing visions one experiences during a meditative state. The composer invites the listener to actively contemplate one's Self. The interaction between self and the immediate surrounding that might be fallacious and misleading to one's true understanding of divinity. **The artist** - Mr. Chang is working on the acoustic composition, electro-acoustic, and audiovisuals as expressive agents. He is a recipient of the Omi International Musicians Residency Award, and the CLIL Foundation Digital Art International Contest Award.

Mass Storage

Hedwig Brouckaert
New York City, USA
hedwigbr@yahoo.com
00:04:30
|2009

The piece - Advertising images of magazines and mail order catalogues are the source of his animation movie mass storage. He transfers the images of figures. Through his extensive layering process, the figures lose their individual characteristics and become part of a mass, a zigzagging chaos of lines. **The artist** - Hedwig Brouckaert is a Belgian artist, her artistic practice consist of sculpture, installation, drawing and digital media. She obtained a Master Degree in Sculpture and Postgraduate at the Higher Institute for Fine Arts (HISK) in Belgium.

Animation

Queens Museum Theater
4:30 – 5:00 pm
7:30 – 7:30 pm

Roue

Taili WU
Taichung, Taiwan
taili.wu@gmail.com
00:05:13
2009

The piece - This is a self portrait project composed of fragments of dreams, childhood memories and emotions. It is an exploration of the unconscious and a recording of the artist's thoughts as a track. **The artist** - Taili explores primal fears, anxieties, and motion from the conflicts of personal behavior and social expectation. Most of her works are mottled marks of daily life and have ineffable feelings. WU has a BFA from Taipei Municipal University and an MFA in Computer Arts from the School of Visual Arts of NYC.

Dream Test Pattern

Miguel Cubillos
NYC, USA
emerce1978@gmail.com
00:03:47
2008

The piece - A short animated video that seeks to create a mood rather than to present the viewer a specific message by using image sequences, patterns and shapes synchronized to dream-like music. **The artist** - A highly creative and multitalented artist dedicated to the active pursuit of diversity as a creative virtue. Cubillos holds an MFA in Arts and Technology from the University of Dallas in Texas.



Milky Way

Lily & Hongley
(Xiyang Yang, Honglei Li)
New York City, USA
<http://lilyhonglei.com>
00:02:00
2009

LoopLoop

Bergeron Patrick
Montreal, Canada
patbergeron@yahoo.com
00:05:00
2008

Oval

LiminalB
Zumo Natural
S. de Compostela, Spain
00:05:38
2008

Sub – C

JD Casas
Bogotá, Colombia
cosmicstation@gmail.com
00:03:20
2009

Playa (Beach)

LiminalB
Perla Montelonga
Mexico
00:03:00
2004

The piece - With traditional music, painted characters and contemporary environments, such as urban landscape and Olympic celebration in Beijing, the video reinterprets a Chinese folktale depicting two lovers were separated by merciless goddess with Milky Way, which in fact implies that Chinese rural population's family live has been destroyed during economic transformation. **The artist** - Lily & Hongley is a new media art collective from Beijing, China. They actively present art projects in numerous international new media art festivals.

The piece - In a train going to Hanoi in Vietnam, the houses boarding the railroad are passing by. Using animation and time shifts this video goes forward and backwards looking for forgotten details, mimicking the way memories are replayed in the mind. **The artist** - Bergeron is a video artist and researcher who modifies and manipulates images and its details. His work is a mix of animation, experimental film and documentary. For the past 15 years he has been working in special effects for films like the Matrix and Lord of the Rings.

The piece - Gives a form of purpose for the path to a Samurai in the Underworld. **The artist** - Javier Alvarez Alonso is a video artist that participated in many exhibitions since 2006, besides having a career in the army of Spain

The piece - explores the anxiety and confusion that deeply affect a man who is the last passenger of a subway station. Questions of destiny, love and the pursuit of stability emerge as a series of dialogues occur between him and his unconsciousness, facing his fears and overcoming unpleasant events in this surreal autobiographical piece. **The artist** - JD Casas is an animator, filmmaker and musician from Colombia. His field focuses on 2d, motion graphics and experimental animation, electronic music production and performance. His influences vary from psychedelic and fractal art, to minimalism. He is the co-founder of the South American music label and digital art lab Terapia Studio. In NY, he is part of Fluid New Media Lab, as coordinator and member of the curatorial team.

The piece - Video shows a sequence of images of a paradise-like beach converted into ASCII code (American Standard Code for Information Interchange). It is a reflection on consuming fictitious realities in contraposition of a real model represented in a computer language. **The artist** - Holds a Master in International Interactive Systems at Universidad Ramón LLull y Mecad and a practice of Cultural Management in communication and design at the Media Centre d'Art i Disseny MECAD, Barcelona, Spain. She also produces and directs the "Berlin's Video Radar".

Closing celebration at Queens Museum of Art

Internet, robotics, programming
& animation technology
screening program

Interactive Installations

Unisphere Gallery
4:00 – 9:00 pm

Pondang

Seokhwan Cheon
New York City, USA
<http://pondang.bitbop.net>
2009

Compost

JudsoN & K Staelin
New York City, USA
funkymomma.org
kstaelin.com
2009

The Cube v2.1

Balam Soto
New York City, USA
www.balam.us
2009

Mac computer installations

80 Constellations for Wittgenstein

David Clark
Halifax, Toronto, Birgen
Quebec, Vancouver, Canada
www.80constellations.net
2008

The piece - This project is a tangible interactive installation between virtual creatures in an artificial pond and human's beings. Introduces new technologies for tangible interaction between virtual creatures and information gathered from various physical interfaces in water. **The artist** - Seokhwan Cheon focuses his research on the cognition of humans, machines and virtual things. He wants to show mediated messages among the objects and results depending on cognition of the object in the aesthetic aspect.

The piece - In "Compost" TV noise becomes the fodder that feeds growing vines. The man-made is integrated into, and nourishes the vibrant, natural, growing world with the vines showing moments of order and symmetry. **The artists** - JudsoN Wright is a computer artist who has programmed pieces for galleries, stages and the web all over the world for over 15 years. K Staelin is focusing on the mind, explores how we process diverse perceptions and like nature condense information for "storage" and subsequently expand it.

The piece - "The Cube" is an interactive installation utilizing infrared, gpl and computer vision technologies. Projects a digital image which patrons can move by manipulating a box that sits in front of the projection. Combines the artist visual artwork with an image of the patron in real time. **The artist** - Balam Soto is a new media artist that creates interactive paintings, murals and installations by combining digital technologies with mixed media. Balam creates custom hardware and software that add an interactive capacity to his artistic creations.

The piece - explore the life and philosophy of Ludwig Wittgenstein through animated vignettes created in flash. Each of the 88 sections corresponds to one of the 88 constellations in the night sky. The constellations become a play for the viewers to negotiate the associative relationships between these vignettes. **The artist** - Is a Canadian media artist known for his award winning net art project "A is for Apple" That played at Sundance. SIGGRAPH, FCMM, Transmediale in Berlin, and the Museum of Moving Image in New York.