

sculpture network XIII International Forum

## ADVANCED MEDIA / EXPANDED SCULPTURE

Linz, Austria  
1 – 3 October 2015



*sculpture network's annual International Forum is a networking opportunity for curators, artists, museum experts, gallerists, collectors and friends of arts to meet, exchange and gain professional input on contemporary sculpture. This year we enquire into the symbiosis between haptic and virtual space, its history, philosophy, tools, craft and the artworks. Small electric engines put sculpture into motion at the beginning of the 20th century. How and in which way do advanced media affect three-dimensional art today - in the tangible world or in virtual space?*

Curated by:  
Gottfried Hattinger (Austria)

### IN COOPERATION

Lentos Kunstmuseum Linz,

IM ÖÖ Kulturquartier

Ars Electronica Centre



imöökulturquartier



### PATRONS

Upper Austrian Government

Linz City Council



## **Thursday, 1 October 2015**

### **Altes Rathaus Linz**

16:30 Registrations

17:00 Official Welcome speeches and drink

**Klaus Luger** Linz City Mayor

**Ralf Kirberg** Chairman sculpture network

17:15 90-second artist presentations by sculpture network members

**Claudia Biehne (DE), Solange Keschmann (DE), Marvin Liberman (US), David Magán (ES), Thomas Rappaport (CH), Stephanie Rhode (NL), Nils-R. Schultz (DE), Miroslav Trubac (SK), Erica van Seeters (NL)**

*(Artists' profiles can be consulted on [www.sculpture-network.org](http://www.sculpture-network.org))*

### **Lentos Kunstmuseum**

18:30 **Stella Rollig** (Austria) Director of Lentos Kunstmuseum presents the museum and current exhibition *Cathy Wilkes* – the largest and most comprehensive display of work to date by this Turner Prize nominated artist

As an expert in contemporary art, Stella Rollig has curated many exhibitions and contributed to various books on the curatorial practice. She has served as Austrian Federal Curator for Visual Art from 1994-96 and has been writing, curating and teaching freelance until she came to Linz in 2004. Her recent publications include: "Dürfen die das? Kunst als sozialer Raum. Art / Education / Cultural Work / Communities" (ed. Stella Rollig / Eva Sturm), Vienna 2002. "Beyond the Box: Diverging Curatorial Practices" (Banff Centre Press), Alberta, Canada 2003, "Men in Black. Handbook of Curatorial Practice" (Hrsg. Christoph Tannert, Ute Tischler / Künstlerhaus Bethanien), Frankfurt am Main 2004, and "Women's: Museum. Frauen: Museum" (Hrsg. Elke Krasny + Frauenmuseum Meran), Wien 2013.

19:30 Drinks and networking

## **Friday, 2 October 2015 at IM OÖ Kulturquartier**

09:30 Registrations

10:00 Introductory words **Beatriz Blanch**, sculpture network

10:15 **Nicholas Lambert** (UK) *"Artists Engaging with Technology"*

Nicholas Lambert lectures in digital art, technology and culture at Birkbeck University of London. His interests revolve around the digital medium and its application in contemporary art and visual culture. Through this, he engages with questions about the boundary between "fine" and "applied" arts, design and interfaces, and the relation of art, science and technology. He has researched the history of computer art and engaged with artists and theorists in this

field. He has also developed parallel interests in the history of digital technology. He is also Director of the VASARI Research Centre for Visual Technologies in the Arts at Birkbeck.

11:00 Coffee break, networking and participating **artists book tables** participating sculpture network artist members display their catalogues. Networking opportunities

11:30 **Miqui Guillén - Factum Arte** (Spain) *“Technology in the materialising process”*

Increasingly, artists and institutions require a new type of mediator to turn their ideas into physical realities. Based in Madrid and Bologna, Factum Arte is dedicated to digital mediation, transformation and the production of works that redefine the relationship between two and three dimensions. A team of highly qualified artists, conservators and technicians mastermind projects and solve problems to provide original solutions to highly specific challenges. Jointly, expert craftsmanship and new technologies produce solutions for contemporary sculpture projects. Projects realised include works of Anish Kapoor, Marc Quinn, Carlos Garaicoa, Peter Greenaway, Marina Abramovic or Louise Bourgeois. And major conservation projects such as complete facsimile of Tutankhamen’s tomb, Leonardo da Vinci’s Last Supper and the reconstruction of the eastern end of Ashurnasirpal II’s throne room.

12:00 Lunch and networking,

14:30 **Matthew Plummer-Fernandez** (UK-Columbia) Artist, researcher presents his recent projects

British/ Colombian artist Matthew Plummer-Fernandez critically and playfully examines sociocultural entanglements with technologies. His current interests span algorithms, bots, automation, copyright and file-sharing. He was awarded a Prix Ars Electronica Award of Distinction for the project Disarming Corruptor; an app for disguising 3D Print files as glitched artefacts. Matthew shares his research on Alpopop, a popular tumblr, that documents entanglements with algorithms in everyday life, as well as the artists that respond to this context in their work. This has become the starting point to a practice-based PhD funded by the AHRC at Goldsmiths, University of London, where he has worked as a research associate/ technologist and visiting tutor. He holds a BEng in Computer Aided Mechanical Engineering from Kings College London and an MA in Design Products from the Royal College of Art.

15:00 **Quayola** (Italy) Artist presents his recent projects

London based visual Artist, Quayola investigates dialogues and the unpredictable collisions, tensions and equilibriums between the real and artificial, the figurative and abstract, the old and new. His work explores photography, geometry, time-based digital sculptures and immersive audio-visual installations and performances. His work has been exhibited at the Venice Biennale; Victoria & Albert Museum, London; British Film Institute, London; Park Ave Armory, New York; Bozar, Brussels; Palais de Tokyo, Paris; Cité de la Musique, Paris; Palais des Beaux Arts, Lille; MNAC, Barcelona; National Art Center, Tokyo; UCCA, Beijing; Paco Das Artes, Sao Paulo; Triennale, Milan; Grand Theatre, Bordeaux; Ars Electronica, Linz; Elektra Festival, Montreal and Sonar Festival, Barcelona.

15:30 Coffee break

16:00 **Martin Sturm** Director of IM OÖ Kulturquartier (Linz) *“Time based sculpture in public space”*

Director IM OÖ Kulturquartier Linz (Centre for Contemporary Art in Linz Austria) since 1992. Sturm established the OK Centre as an international production and exhibition space for contemporary art, including an alternating guest curators system and international art grants and residency programme. More than 100 art projects, thematic exhibitions, solo

presentations, theory events and symposia have taken place under his responsibility. He is the Co-founder of ACE ("Art Centres of Europe"), a network of 7 contemporary art institutions between Gdansk and Nice, which host the artist exchange programs and joint exhibition projects studies of Germanistik and Americanistik / University Innsbruck-1988 - 1992 Federal Government of Upper Austria, Local Department of Culture.

- 17:00 **"Höhenrausch: das Geheimnis des Vögel"** Visit of Linz's skyline trail and current exhibition at OK Kulturquartier, accompanied by Martin Sturm

The fifth [Höhenrausch](#) edition has birds at the centre of artistic exploration. As fascinating beings between heaven and earth, birds have always been a projection surface for dreams and fantasies. International artists have been invited, to take an exploratory approach to this complex theme – the spectrum ranges from flight simulation through bird voices all the way to behaviour research. Artists include: **Marc Dion, Thomas Macho, Henrick Hachansson, Fernando Ortega, Annika Kahrs** amongst others

- 19:00 **Official conference dinner at OK Kulturquartier Hof**

### Saturday, 3 October 2015 at Ars Electronica Center

Three terms describe the artist closely connected to the history of media art that has occupied the focal point of Ars Electronica's activities for 30 years: **Artist, Creator, Engineer**. That is, creative artists at the interface of technology and society, for whom the computer is tool, medium and content in equal measure. Combining artistic vision with a high level of technical know-how, they provide a key impetus to shaping our modern media-based society and expand sculpture as we know it.

- 11:00 Key note speaker **Gerfried Stocker** (Austria), Director Ars Electronica Center (Linz)  
**"Advanced tools for the arts"**

In 1991, Media artist and Telecommunications Engineer, Gerfried Stocker founded the team x-space, to carry out interdisciplinary projects, and went on to produce numerous installations and performances, featuring elements of interaction, robotics and telecommunications. Since 1995, he has been Artistic Director of Ars Electronica. In 1995-96, he headed the crew of artists and technicians that developed the Ars Electronica Centre's pioneering new exhibition strategies and set up the facility's in-house R&D department, the Ars Electronica Futurelab. He has been chiefly responsible for conceiving and implementing the series of international exhibitions that Ars Electronica has staged since 2004, and beginning in 2005, for the planning and thematic repositioning of the new, expanded Ars Electronica Centre.

- 11:30 **Hideaki Ogawa** (Japan) Media Artist & Researcher **"Sense the invisible"**

Currently working as an artist, curator and researcher at Ars Electronica FutureLab, on intentional projects, art works and innovative research and teaching at Kunst University Linz. Having received the Philip Morris Art Award of "Memory of Media (2000)" he co-founded "h.o" (hdoto), an artist group based in Linz, Tokyo and Osaka. Ogawa is one of the group's representative and Artistic Director. Each member has a specialized field, such as sensor technologies, database system, interaction design, hardware design and robotics.

- 12:00 **Josef Reitsberger** (Austria) Artist presentation

Born 1973 in Upper Austria, lives and works in Linz / Austria. Since 2007 studying Experimental Art at the Institute of Fine Arts and Cultural Studies at The University of Art and Design Linz. In his artistic work he tackles the frontiers of Fine Arts and Design, with a current main focus on digital/virtual sculptures. Reitsberger presents a vision of a young generation coming into the arts world, confronted from very early on with these new

tools.

12:30 Lunch at Cubus café restaurant (Ars Electronica Center) and networking

14:30 **Deep Space 8K, the next generation** – presentation of three dimensional works accompanied by **Prof. Gerhard Funk** (Austria)

What does a virtual artwork feel like? See virtual, three-dimensional art works you can reach out to touch!

This unique sensorial projection space offers a sensational, unique experience. We will see a carefully selected series of works created specifically for this space, using cutting edge technology. A 16 by 9 meters wall and 16 by 9 meters floor projection, laser tracking and 3-D animations offer virtual three-dimensional works, in which you are immersed and can reach out to touch. Experience an impressive, breath taking new way of feeling three-dimensional art. Your imagination will run loose with the creative possibilities these new tools provide.

15:15 Coffee break & free visit to exhibitions

17:00 **Ars Electronica Center visit with focus on 3D printing**

The Ars Electronica Center is a place of inquiry and discovery, experimentation and exploration, a place that has taken the world of tomorrow as its stage, and that assembles and presents influences from many different ways of thinking and of seeing things.

As 3D print progresses rapidly across disciplines, activities at Ars Electronica's address aspects of artistic creation, new materials and legal issues including copyright law. This session offers an update on the latest issues concerning this technique and how artists are using materials such as plastics (e.g. PLA polylactic acid, a thermoplastic aliphatic polyester derived from renewable resources such as corn starch), metals, polymer plaster, porcelain, edible materials, (e.g. sugar, pasta and pizza) or jelly fish protein!

18:00 Programme ends

19:30 Dinner at Schloss Brasserie