Hands-on *Media Art Theory*
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CURATOR'S STATEMENT

MEDIA ART

New media art is a term denoting the critical, subversive, speculative, and creative strategies which have the potential to test the limits of programmed processes, expressions, and experiences mediated by information and communication technologies infrastructure. New media artefacts are a result of creative acts which resemble the works of curators rather than that of creators, DJs rather than that of interpreters, and dancers rather than that of sculptors.
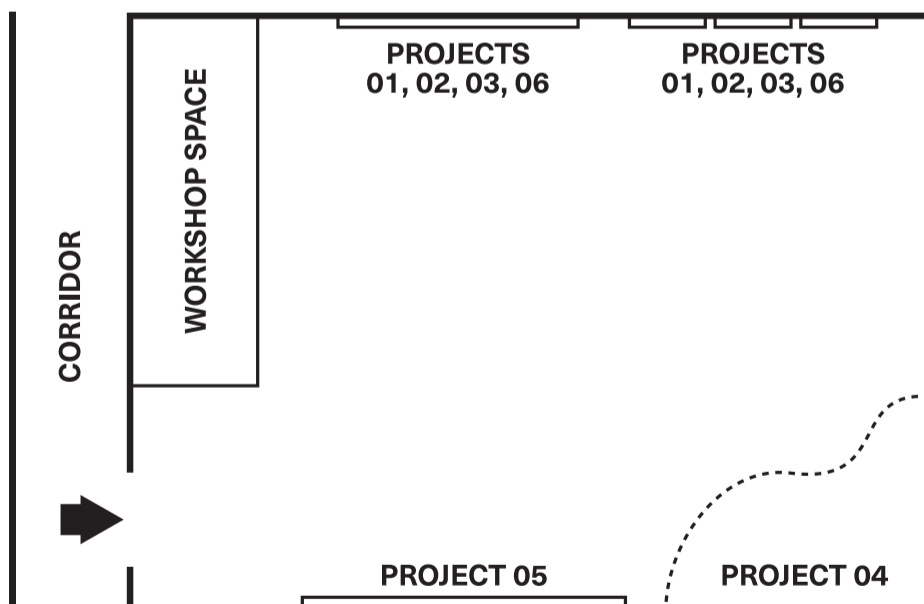
MEDIA ART THEORY

Both artists and theoreticians are trapped in the technologically enhanced network of distributed control. They are sentenced to wander in search of escape routes, survival kits, and red/blue pills. Critical distance, which has been taken as insurance for objectivity and independence of academic theoretical reflection of culture and society, was revealed to be a mere illusion of the too self-confident intellectual mind. There is nothing quite like objective truth behind the integrated spectacle of mediated, instant experiences, but there is only the skilfully designed rhetoric of arguments knitted within the fuzzy human-machine interactions. In other words, new media art and theory are situated within the same coded and programmed environment. Therefore, the media art theory not only reflects on media art practices, but it progressively merges with them, and thus itself becomes speculative, subversive, and experimental.

HANDS-ON MEDIA ART THEORY

The Theory of Interactive Media study program is influenced by the convergence of new media art and theory. Its curriculum includes several subjects which provide students with hands-on experiences of new media as tools of creativity. The goal is to acquaint them with the ´logic, vocabulary, and grammar´ of the media that artists deal with.
The exhibition shows selected outcomes of the media art hands-on lectures. Moreover, two examples of ´out of the box´ research projects, situated on the borderline between media art theory, practice, and curatorship, will be presented.

Jana Horáková

EXHIBITED WORKS

01 BEHIND THE INTERFACE

Subject: Software Art
Teachers: Monika Szűcsová[SK], Adam Franc[CZ]
Medium: computer-generated pieces

AUTHORS:
Author: Petr Baueršíma
Technique: Image generator
Software: Python programming language (open source)
Year: 2018

Author: Luisa Pavlíková
Technique: Image generator
Software: Python programming language (open source)
Year: 2018

Author: Martin Koláček
Technique: Image generator
Software: Python programming language (open source)
Year: 2018

Author: Alice Minaříková
Technique: Webpage appropriation
Software: Nick Monfort's generative web artworks (open to modifications)
Year: 2018

Author: Renata Václavíková
Technique: Webpage appropriation
Software: Nick Monfort's generative web artworks (open to modifications)
Year: 2018

Author: Jan Špičák
Technique: Text generator
Software: Python programming language (open source)
Year: 2018

02 MATH IS THE NEW LATIN

Subject: Artgorithms
Teacher: Tomáš Staudek[CZ]
Technique: Mathematical Images
Software: different kind, see: http://artgorithms.droppages.com/software
Year: 2016–2018

AUTHORS:
Jakub Bajza, Katarína Bazelová, Júlia Chodúrová-Bútorová, Jiří Bednář, Mark Birger, Petr Caha, Marek Čierny, Michal Danko, Cecílie Fialová, Martin Honěk, Václav Chvíla, Jakub Jakubec, Filip Karpíšek, Marcel Kiss, Martin Koláček, Katarína Kolesárová, Jakub Krbec, Veronika Kroufková, Natália Lajčiaková, Veronika Něničková, Petr Nodžák, Miroslav Novák, Peter Pilát, Jan Pokorný, Petr Pololánik, Michaela Riganová, Vojtěch Rylko, Michal Ryšavý, Zuzana Skačíková, František Skála, Zuzana Skalníková, Vilém Šoulák, František Spurný, Jiří Staněk, Adéla Štelclová, Jakub Šulek, Kristýna Šuráňová, Michal Tabášek, Hai Duong Tran, Veronika Urbášková, Linda Wojnarová, Veronika Zapletalová, Lukáš Zbranek, Marek Zouhar, Anastasia Zvereva

03 REMAKE MEDIA HISTORY!

Subject: The Best of New Media Art
Teacher: Martina Ivičič [SK]
Medium: video

LIST OF WORKS:
Risveglio Del Mondo Nuovo
Author: Oliver Bláha
Inspired by: Luigi Russolo: Risveglio Di Una Cittá, noise composition (1914)
Year: 2015

Google Earth Ballet
Author: Petra Pohoničová
Inspired by: Michael Noll: Computer Ballet, the first use of a digital computer to create an animation of stick figures on a stage (1965)
Year: 2019

Act III, Scene 1
Author: Veronika Hlavatá
Inspired by: Natalie Bookchin: The Intruder, interactive story told by videogames (1998–1999)
Year: 2017

Animated Vertov
Author: Filip Kratochvíl
Inspired by: Dziga Vertov: Man with a Movie Camera, experimental documentary (1929)
Year: 2019

The Rise of Cyberpunk
Author: Ondřej Myšák
Inspired by: Videogames: Deus Ex (2000), Deus Ex: Human Revolution (2011)
Year: 2015

Absence of an Analog Signal
Author: Dominik Pokora
Inspired by: John Cage: 4:33 (1952)
Year: 2014

Kinedryl
Author: Marek Litoš
Inspired by: Futuristic adoration of movement and speed
Year: 2015

04 AURA OF AUDIOGRAPHY

Subject: Audiocultures
Teacher: Filip Johánek[CZ]
Medium: sound track, ambient

RECORDINGS:
Zuzana Bachorecová, Petr Baueršíma, Barbora Feníková, Jaroslav Havelka, Petr Eric Hofmann, Zora Jandlová, Filip Johánek, Jakub Jurčaga, Klára Kacířová, Daniel Kobielusz, Vojtěch Kozlíček, Jan Kučera, Valeriya Lazareva, Ladislav Mirvald, Peter Rajčan, Ján Solčáni, Ivona Solčániová, Jakub Strezenicky, Renata Václavíková, Alica Volfová, Radek Zatloukal

Technical cooperation, live sound and recording installation:
Ladislav Mirvald, Ján Solčáni, Filip Johánek
Edit, mix: Filip Johánek, Jan Kučera, Valeriya Lazareva
Master: Filip Johánek

05 COMPUTER GRAPHIC RE-VISITED

RESEARCH PROJECT
Authors: Jana Horáková[CZ], Jiří Mucha[CZ]
Medium: Virtual reality, digital images

Reconstruction of an early computer art exhibition (Brno, 1968) in an immersive virtual reality environment. The remake balances between a digital art history/historiography experiment and a remembering exhibition genre. More about the project:
• https://ieeexplore.ieee.org/document/8663648
• http://www.dum-umeni.cz/en/vystavy/detail/id/322

06 DEEP LEARNING FROM VASULKAS' VIDEO ARCHIVE

RESEARCH PROJECT
Team: Jana Horáková (Masaryk University), Jiří Schimmel (the Brno University of Technology), et al.

Authors: Pavel Sikora, Jakub Bajzik
Medium: video recording of artificial neural networks at work

Application partners of the project: The Vašulka Kitchen Brno – Center for New Media Art, The Brno House of Arts

The project (TL02000270 Media Art Live Archive) is conducted with financial support from TA ČR. Technological Agency of the Czech Republic.

PROJECTS 01, 02, 03, 06   **PROJECTS 01, 02, 03, 06**

WORKSHOP SPACE

CORRIDOR

PROJECT 05   **PROJECT 04**