

Press Release [For Immediate release]

微波國際新媒體藝術節 2017 Microwave International New Media Arts Festival 2017 電元種生 Cyberia

[September, 2017]

With the theme of "Cyberia", the 21st Microwave is having its grand opening on 12nd October this year. In the time of NOW, we move on after 20th anniversary celebration, to reveal something at the moment, something we want to proceed and response to the current world.

"A very special moment in our recent history – a moment when anything seemed possible. When an entire subculture – like a kid at a rave trying virtual reality for the first time – saw the wild potentials of marrying the latest computer technologies with the most intimately held dreams and the most ancient spiritual truths. It is a moment that predates America Online, twenty million Internet subscribers... It is a moment that foresaw a whole lot more."

Douglas Rushkoff

The writer of Cyberia (1994) describes his book in the preface of the 1994 edition. Though things are evolved, the moments are still here. We re-created the Cyberia through media arts; question the moment of live & our lives.

In Festival 2017, Microwave has invited different world known artists and scholars to come to Hong Kong with their latest media art works and projects to look at the element of live - everything could be live, FB live, live coding, generative video/animation, electronic music and light play, we form a "Cyberia", the land to inspire and to experience "live", a place to redefine our lives.

The festival this year comprises UNCONFERENCE, exhibitions, artist symposium, film screenings, workshops and outreach educational events that redefines "Live"; and the distance between all humankind.

Media Enquiry: Yip Kai Chun – 9754 2840/ chun@microwavefest.net



A) Festival Grand Opening

12.10.2017 [Thu]

18:30-21:00

Exhibition Hall, Low Block, Hong Kong City Hall



B) Main Exhibition

13.10.2017 [Fri] –22.10.2017 [Sun]* 12:00 –20:00 Exhibition Hall, Low Block, Hong Kong City Hall

*Exhibition closes at 18:00 on 22.10.2017



1. Perfumery Organ (2015/17) TASKO.inc (Japan) <u>http://tasko.jp/</u>



Artist Statement

Like we speak of high and low sounds, we describe perfume as being light or heavy. This work is made up of variously sized bottles containing perfume, on which not only music, but also fragrance can be performed. The "Perfumery Organ" is a fragrance organ that was inspired by the "Gamut of Odors," a description method for fragrances devised by the British chemist and perfumer George William Septimus PIESSE in the 19th century.

In usual practice that audio-visual is like the best combination in arousing people's tensions and emotions, PIESSE theory is very much difference from the practice and reveal another options to explore how we could provoke audiences. The team was fascinated with the concept and then aims to build the Perfumery organ to trigger audiences' emotions through the integration of music & odors. To challenge the traditional practice of how we define a "musical instrument", a Perfumery Organ is created to perform in a different way.

This is the first instrument in the world which plays odors & music together.

Team Biography

This is a collective project. Members are from TASKO inc., Invisible Designer Lab, Yamamoto Seisakusho Co. Ltd, and also Mr. Yoshitake Toshifumi. TASKO specializes in stage production, mechanical engineering, design & management, while Invisible Designs Lab is a creative team dedicated to sound and music. Mr. Yamamoto Seisakusho is a device producer whom a specialist in steel construction, and then Mr. Yoshitake Toshifumi whose the head of Perfume Design Laboratory and producer of all kinds of fragrances.



2. NARROW V.2 (2017)

Nonotak Studio (France and Japan) http://www.nonotak.com/



Artist Statement

This piece is the full realisation of Nonotak's 'Narrow' conception. Introducing multiple hi-power pixel addressable LEDs in diamond configurations 4 meters each in size, the total piece will span 36 meters. With the large number of diamonds perfectly aligned over the long distance, the viewers will witness a study of space over vast dimensions with detailed light and sound programming by Nonotak.

Artist Biography

NONOTAK Studio is the Paris based collaborative project of illustrator Noemi Schipfer and architect/musician Takami Nakamoto, that was conceived in 2011 with a commission from architect Bigoni-Mortemard to create a mural in the lobby of a public housing building in Paris. They work with light/sound installations and performance pieces to create ethereal, immersive and dreamlike environments which are built to envelope, challenge and stagger the viewer. The pieces capitalize on Takami Nakamoto's approach to space & sound and Noemi Schipfer's experience with kinetic visual and complex, geometric illustrations. With their selection for Forbes' 30 under 30 Art/Design Europe in 2016 plus successful installation projects with Hermes Istanbul, The Creators Project, Jerusalem Light Festival, STRP Biënnale and acclaimed performances at Tate Britain, MUTEK, TodaysArt Japan, Day For Night Festival, CTM Festival Berlin and many more Nonotak are set to continue pushing boundaries and wowing audiences further in 2017 with new pieces, larger scale projects and bigger shows.

Video Documentation: <u>https://www.youtube.com/watch?v=iW9TMWVWDRE</u>



3. Dzdz (2015) Yao Chung-han (Taiwan) <u>http://www.yaolouk.com/works.html</u>



Artist Statement

In Yao's creations, he tried to deconstruct sound by eliminating the elements of sound in traditional musical instrument, and further refined pure and accurate sound. In recent years, he realized that abstract and cold sound creates distance between the artworks and audiences' physical experiences, as well as oppress hidden sentimental needs inside human beings, thus he started bringing warmth of humanity to abstract sound through is creation.

DzDz blurs the boundary between sound installation and live performance. Yao attempts to question his older works that were colder, more abstract and that were very particular in the aesthetics of order through his recent works. Simultaneously through the interference and interaction of audiences with light beams, he explores corresponding relation between rhythms of audiences and noise created by fluorescent light.

Artist Biography

Working as an educator, artist and designer during the day, Yao Chung-Han swings his body between noise and dance music during the night. YAO obtained his M.F.A degree from Graduate School of Art and Technology, Taipei National University of the Arts. His works recall conversation and contrast between fluorescent light and sound, and furthermore trigger physical imagination of audiences. As a pioneer in Taiwan's light and sound art, Yao Chung-Han was the recipient of First Prize in Digital Art Festival Taipei for Sound Art category. He was invited to participate in Fukuoka Asian Art Triennale, NTT ICC-Emergencies!014, STEIM - Massive Light Boner and many others events. He is currently a full time artist and lectured at Taipei National University of the Arts and Shih Chien University.

Video Documentation: <u>https://vimeo.com/145951982</u>



4. Electrostatic Bell Choir (2013) Darsha Hewitt (Germany) <u>http://www.darsha.org/</u>



Artist Statement

The Electrostatic Bell Choir is an electromechanical sound installation that plays with the static electricity emitted from discarded CRT television monitors. The work questions centuries of technological innovation by bridging history of obsolete technology. Static electricity affects everyday materials in curious ways – hair stands on end when rubbed with a balloon; laundered clothing clings together if an antistatic sheet is not tossed into the dryer; a static shock transmits from a finger after one drags their feet across the carpet...

Electrostatic bells were invented in 16th century and largely used to demonstrate how electrical energy can be converted into mechanical energy. It was popularly used at the time to predict oncoming thunderstorms by sensing static electricity in the air. The Electrostatic Bell Choir aims to focus the sensibility of this invention to a more personal scale where it demonstrates the intriguing effects of the invisible environment that constitute our domestic spaces. The artwork is at once mysterious yet can be tangibly deconstructed as the relationship between the static charges and the bells is observed as the TVs illuminate and catalyze the effect.

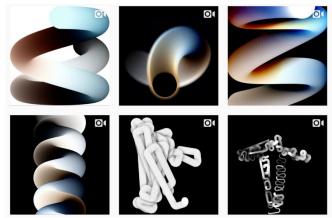
Artist Biography

Darsha Hewitt is a Canadian artist working in new media and sound. She is known for her examinations of communication technology in the domestic sphere and her use of DIY aesthetics and practices as an artistic method. She makes electromechanical sound installations, drawings, audio-visual works, how-to videos and experimental performances with handmade electronics. Through deconstruction and experimentation with failed and obsolete technology, her work demystifies hidden systems within machines as a way to trace-out structures of economy, power and control embedded throughout capitalist culture.



5. Daily Sketches (2016-17)

Zach Lieberman (USA) https://www.instagram.com/zach.lieberman/



Artist Statement

I started an experiment of doing daily sketches in code to produce short animations posted on instagram. In these sketches I tried out different visual ideas involving geometry, animation, gesture and graphic form. I had no idea what to expect but it felt like a good new years resolution and nice way to experiment with some ideas I had been thinking about.

My general approach is to settle on an idea for anywhere from a week to a month and to push that idea in different directions. I usually try to pose a problem "how would I attach things to the contour of a body as it moves?", "how would I make this blob turn into a letter", and the sketches are my attempt at solution. Sometimes the sketches show me working through the idea, sometimes they push what can happen with the solution.

Once I post a sketch, I find it's useful to monitor how it was received. I am curious about the like to view ratio, the comments people leave and I find it helps gauge how other people see my work. It's interesting to see when I have an idea that I really love that doesn't connect with people or when there's something people pick up on that I don't think as highly of. A lot of times, as an artist, I feel like we're struggling to find our frequencies and what resonates with the frequencies of the world. This act of sketching is a kind of tuning of these frequencies, trying things that are more harmonious, trying things which are more discordant and generally getting a feel for how others see your work.

Artist Biography

Zach Lieberman is an artist with a simple goal: he wants you surprised. His work uses technology in a playful way to break down the fragile boundary between the visible and the invisible. He has held residencies at Ars Electronica Futurelab, Eyebeam, Dance Theater Workshop, and the Hangar Center for the Arts in Barcelona, and his work has been exhibited around the world. In addition to making artistic projects, Lieberman is co-creator of openFrameworks, an open source C++ toolkit for creative coding. He is also co-founder of the School for Poetic Computation in New York.



C) UNCONFERENCE

Unconference aims to present a conference in a non-traditional way, which apart from keynote presentation from each of the speakers, demonstrations and showcase of the "making-of" or "creative progress" of their creation is one of the key elements.

1. Shelly Knotts (United Kingdom)

https://shellyknotts.wordpress.com/



Shelly Knotts produces live-coded and network music performances and projects which explore aspects of code, data and collaboration in improvisation. She is currently based in Melbourne, Australia. She performs internationally, collaborating with computers and other humans. She is currently a Research Fellow at SensiLab, Monash University working on Improvisational Interfaces investigating the use of artificial intelligence in improvisation. In 2017 she was Artist-in-Residence at School of Chemistry, Newcastle University working on the project Molecular Soundscapes, investigating the potential of sonification in molecular dynamics and drug design research. She studied for a PhD in Live Computer Music at Durham University with a focus on collaboration in Network Music.



2. Sean Cotterill (United Kingdom)

http://seancotterill.xyz/



Sean Cotterill is a live coder, musician and artist-programmer working in Newcastleupon-Tyne, UK. Cotterill is currently working on practice-based research into a Free and Open Source Digital/Hybrid arts practice supported by the Northern Bridge Doctoral Training Partnership, and has degrees in Music and Digital Arts Practice. Cotterill uses bespoke Free and Open Source software and hardware to create works that include Live Coded Electronic Dance Music, multi-sensory immersive narrative, digital emulation of craft practice and the intersection between proprietary software and chronic illness and often involves collaborators from other disciplines including dance, embroidery and theatre.



Microwave International New Media Arts Festival 2017

微波國際新媒體藝術節 2017

Cyberia 電元種生

Programme Schedule 時間表

(More details will be released on the website)

(更多節目將於官方網站發佈)

Programme 節目	Venue 地點	Date 日期	Time 時間
UNCONFERENCE 反轉研討會	Run Run Shaw Creative Media Centre, City University of Hong Kong 18 Tat Hong Avenue, Kowloon Tong, HK 九龍達康路 18 號香港 城市大學邵逸夫創意媒 體中心	07.10.2017 [Sat 六]	15:00 - 17:00
Festival Grand Opening 藝術節開幕禮	Exhibition Hall, Low Block, Hong Kong City Hall 5 Edinburgh Place, Central, Hong Kong 香港大會堂低座展覽廳	12.10.2017 [Thu 四]	18:30 - 21:00
Main Exhibition 主題展覽	Exhibition Hall, Low Block, Hong Kong City Hall 5 Edinburgh Place, Central, Hong Kong 香港大會堂低座展覽廳	13.10.2017 [Fri 五] - 22.10.2017 [Sun 日] 12:00-20:00	12:00 - 20:00
Artist Symposium 藝術家講座	Exhibition Hall, Low Block, Hong Kong City Hall 5 Edinburgh Place, Central, Hong Kong 香港大會堂低座展覽廳	14.10.2017 [Sat 六] -	14:00 - 16:30
Project Room -	Goethe-Institut Hong	6.10.2017	18:30 - 20:30



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Opening Reception 實驗I場開幕 #resist	Kong 14/F Hong Kong Arts Centre, 2 Harbour Road, Wanchai, Hong Kong 香港歌德學院 灣仔港灣道 2 號香港藝 術中心 14 樓	[Fri <u>五</u>]	
Project Room Curator's Talk 實驗I場策展人講座 #resist	Goethe-Institut Hong Kong 14/F Hong Kong Arts Centre, 2 Harbour Road, Wanchai, Hong Kong 香港歌德學院 灣仔港灣道2號香港藝 術中心14樓	6.10.2017 [Fri <u>五</u>]	19:00
Project Room Exhibition 實驗I場展覽 #resist	Goethe-Institut Hong Kong 14/F Hong Kong Arts Centre, 2 Harbour Road, Wanchai, Hong Kong 香港歌德學院 灣仔港灣道2號香港藝 術中心14樓	07.10.2017 [Sat 六] - 30.10.2017 [Mon] (closed on Sun and public holidays 星期日 及公眾假期休息)	10:00 - 20:30
Screening Programme 1: #PostFuture Journey Screening Partner: Athens Digital Arts Festival (Greece)	Videotage Unit 13, Cattle Depot Artist Village, 63 Ma Tau Kok Road, To Kwa Wan 馬頭角馬頭角道牛棚藝 術村13	20. 10. 2017 [Fri 五]	1200 - 1800
Screening Programme 2: DOTMOV 2016 Selection Screening Partner: DOTMOV Festival	Videotage Unit 13, Cattle Depot Artist Village, 63 Ma Tau Kok Road, To Kwa Wan 馬頭角馬頭角道牛棚藝 術村13	21. 10. 2017 [Sat 六]	1200 - 1800



2016 (Japan)			
Screening Programme 3: The KAOS Brief Screening Partner: SCI-FI-LONDON (UK)	HKDI G/F Hong Kong Design Institute 3 King Ling Road, Tseung Kwan O, N.T. 香港新界將軍澳景嶺路 3號地下	09.10.2017 [Mon —] – 20.10.2017 [Fri 五]	10:30 - 17:00 Closed on Sun and public holidays
Screening Programme 4: SCI-FI-LONDON Shorts Screening Partner: SCI-FI-LONDON (UK)	HKDI G/F Hong Kong Design Institute 3 King Ling Road, Tseung Kwan O, N.T. 香港新界將軍澳景嶺路 3號地下	09.10.2017 [Mon —]- 20.10.2017 [Fri 五]	10:30 - 17:00 Closed on Sun and public holidays

Media Photos:

https://drive.google.com/drive/folders/0B5rAoWToSwexS3pmQkY4QnBkUWc?usp=s haring

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