

Presentation
of the digital
video program
**To Touch
the Sky**

The Russian
premiere of
the film by Bjørn
Melhus **Freedom
and Independence**
(2014)



2-12/02/2018

Saint Petersburg, Russia

CYFEST

Weather Forecast:
Digital Cloudiness



General sponsor bigdatasolutions.ru
BIG DATA SOLUTIONS

78

General
media partner

6+

LIMBOLAND PRODUCTIONS
PRESENTS



A FILM BY BJØRN MELHUS

FREEDOM & INDEPENDENCE

WRITTEN, DIRECTED, PERFORMED, EDITED AND PRODUCED BY BJØRN MELHUS. DIRECTOR OF PHOTOGRAPHY EIKE ZULLEGG. SOUND MUSIC MAX SCHNEIDER. COSTUME DESIGNER & MAKE UP ARTIST JULIA NEUENHAUSEN. STYLING FELIX OTT. CHOREOGRAPHY HELGA WRETSMAN. ADDITIONAL PERFORMERS JÖRG BRINKMANN, CARSTEN FRÄMKE, TOMMY GROV, RALF HENNING, KLAUS PAPE, MANU WASHAUS, CHLOE JOEL & OLIVER BECK. LOCATION MANAGER FELIX LAUBSCHER, CAN SUYUNU. VISUAL EFFECTS MIKE ORTHWEIN. COLORIST STEFAN KING. GRAPHIC DESIGN JAVIER BENÍTEZ. PRODUCTION YUKI JUNGESBLUT. PRODUCED BY LIMBOLAND PRODUCTIONS © 2014. SPECIAL THANKS GALLERIE PATRICK EBENSPEIGER, JÖRG HEITMANN, SILENT GREEN KULTURQUARTIER.

With the support of  

The Russian premiere of the film by Bjørn Melhus **Freedom and Independence** (2014)



The experimental short film by Bjørn Melhus questions the current global ideological paradigm shifts towards new forms of religious capitalism by confronting ideas of the self-proclaimed objectivist philosopher and novelist Ayn Rand with evangelical contents of US-American mainstream movies. This contemporary fairy tale, in which Melhus performs all characters himself, was partly shot in a Berlin morgue and new urban environments in Istanbul. The film begins in a sacral space, where Randi, a figure that references Ayn Rand, through a medium creates two digital clouds and sends them on a journey through a megalopolis. There they materialize as two bodies, which go by the names of Mr. Freedom and Ms. Independence.

The prototype for the Bjørn Melhus sky-fi film was an American writer and objectivism philosophy architect Ayn Rand (born Alisa Rosenbaum) of St Petersburg, born in 1905 and emigrated to US at the age of 20. In here Melhus criticizes objectivism and global capitalism system by building the anti-utopian narrative in the style of tragicomedy.



Bjørn Melhus

(Germany/Noway)



Bjørn Melhus was born in Kirchheim unter Teck in 1966 and studied Fine Arts with a major in Film/Video at the Braunschweig University of Art from 1990 to 1997. He was a fellow of the DAAD at the California Institute of the Arts in Los Angeles and of the federal state of Lower Saxony in ISCP, New York. He participated in exhibitions at the Whitney Museum in New York, the 8th International Biennial of Istanbul, the Venice Biennial in (1998/2011), the FACT in Liverpool, the Serpentine Gallery in London, the Sprengel Museum in Hanover, the Ludwig Museum in Cologne, the ZKM in Karlsruhe, the Denver Art Museum, as well as others.

Bjørn Melhus has been a professor of Fine Arts/Virtual Realities at the School of Art and Design Kassel since 2003. Bjørn Melhus has been living and working in Berlin since 1987.

www.melhus.de

Freedom & Independence





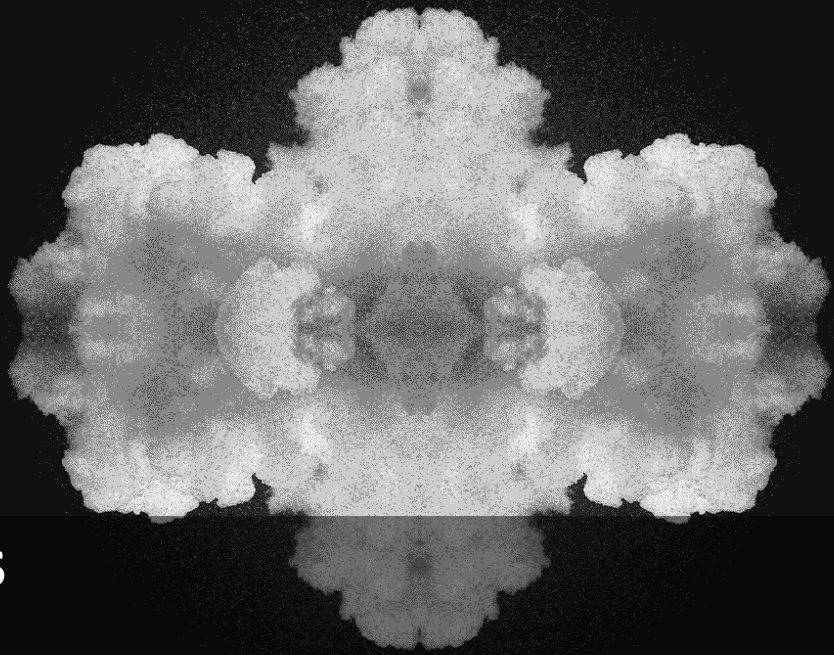
Presentation of the digital video program **To Touch the Sky**



Flights of fancy of humanity, dreams of fame, instantaneous movement, high above the clouds and to other planets – all these things are practically a reality today. Our thoughts and feelings have moved to digital clouds, to computers and gadgets. Our bodies exist in impossibly tall towers, in deserts, in conditions that were previously impossible for life, in space; and consciousness moves across the world without hinderance. Two worlds: the real and the virtual are irrevocably intertwined, and can no longer be separated. What used to be unimaginable becomes reality!

“Art absorbs modern technologies, creating augmented reality. The artist constantly acquires new tools to create images and metaphors of the real world. What does our world today look like, how does it translate to another visual language, how does our transaction transform, and our perception of the known?”

THE CYFEST 11 DIGITAL VIDEO PROGRAM is curated selection of video art works via open call, in various innovative genres: animated gifs, net art, 3D and stop-motion animation, cinema 4D, mockumentary and performance art, gaming, digital collage, and experimental films. The program features Russian artists from Petersburg and Moscow.



Clouds

2017

The project is dedicated to one of the most expressive natural phenomena, “visual noise” – a cloud, and also its double from the field of computer technology. “Clouds” is gif animation created on the basis of a artishotograph of a real object. It is a visual metaphor of a digital cloud, a rich and fragile space woven from microparticles of collective memory.

Alexander Borisov
(Russia)



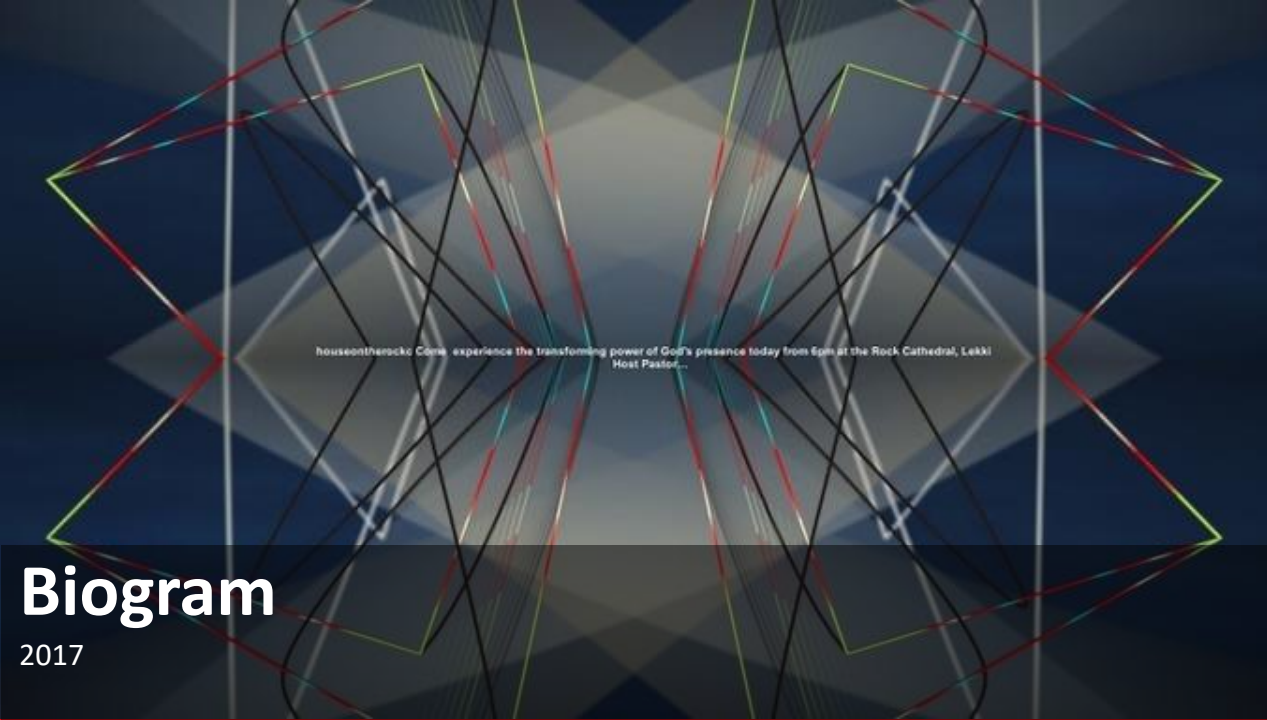
Particles Party

2017
fragment

Particles party is the animated part of the project by Alexander Borisov, “Upper World”, dedicated to the architectural sculpture of Petersburg, Classical gods, heroes, historical and legendary characters, mythical beasts and even plants are seen by the author not only as an aesthetically attractive object, but also as a local semiotic system, a memory card and a cultural code.

Alexander Borisov
(Russia)

Artist, photographer, designer. Born in 1976 in Tomsk (USSR). Graduated from the philosophy faculty of Tomsk State University, Russia. From 1997 to the early 2000s he participated in the artistic life of Tomsk, working on the theory of modern art, organized a number of events and performances. Since 2004 he has lived in St. Petersburg. At present he works in the field of photography and computer graphics, and develops the theory of the “noise ontology of media systems” and the aesthetics of “visual noise”.



Biogram

2017

Biogram is a net-art work that generates real-time topological visual and aural models based on the sentiment analysis of tweets that reference 'experience'. The art-work contends that rather than being a singular subjective event, the space of experience is entangled with multiple networks of human and nonhuman objects that help us perform what we might express as 'experience'. In Brian Massumi's words these tweets are Biograms, event-perceptions irretrievably entangled with combinations of senses, times, networks and software; in constant flux. Likewise in the artwork, the generated images, animations and sounds are intimate signatures of this networked and partially ephemeral activity.

Mark Cypher

(Australia)

Artist, designer, educator. Works at Murdoch University (Perth, Australia). Mark has exhibited in over 25 international exhibitions, including those in Colombia, Spain, Turkey, Argentina, USA, Brazil and Canada. Lives and works in Australia.



#IAMAHOLOGRAM

2016

IAMAHOLOGRAM is a documentary video about people who have become holograms. To be a hologram means ceasing to have corporeal form, becoming completely digital in the physical sense, and not having a body. The work refers to the idea of Konstantin Tsiolkovsky about the final transition of the human being from a material state to an energy state. He saw "radial humanity" as the last stage of evolution. Are holograms a new technology which changes the existence of human beings, evolution or another form of escape from the real world?

Kseniia Galkina

(Russia)

Artist. Born in 1988 in Krasnoyarsk, USSR. Graduated from the Faculty of Journalism of the Federal University of Siberia (Russia), and in 2016 graduated from the Moscow Rodchenko Art School of Photography and Multimedia (Russia). Her projects participated in many Russian exhibitions and festivals such as: 5th Moscow Biennale for Young Art (Moscow), special program of International Kansk video festival (Moscow), 6th Moscow Biennale.



Subordination

2015

This work is part of a research project created at the invitation of Medienwerkstatt for Kraftwerk Mitte. It is an experiment about concepts of control and dominance, the possibility of casting doubt on the role of the subordinate who carries out orders. In this project the artist plays all roles at once: actor, camera operator and director. Ariane Loze invites viewers to play at being a researcher of hypertext.

Ariane Loze
(Belgium)

Artist. Born in 1988 in Belgium. Studied theatre direction in Brussels. Took part in the a.pass program (Advanced Performance and Scenography Studies). Since 2008 she develops a body of work titled MÔWN (Movies on my own). She directs and performs in these videos, reducing the means to make a film to a minimum. The filming of these videos has been made public as an ongoing performance in Brussels (Belgium), Düsseldorf (Germany), Ghent (Belgium), Vienna (Austria) and other places. Lives and works in Belgium.



Air Kiss

2017

My million organs received and forwarded them.

Air Kiss is a film and web based project portraying a scenario where citizenship is a digital membership – and ownership – to a collectivized system in which governance is done by AI. The project explores the social, political and aesthetic repercussions of algorithmic decision-making executed based on citizens' location and behavior. It takes a critical standpoint towards a future society – neither a dystopia nor a utopia – where state and corporate governance is rendered obsolete through collectively owned and globally distributed neural networks which provide state functions as virtual services.

Egor Kraft, Pekka Tynkkynen, Alina Kvirkveliia & Karina Golubenko
(Finland-Russia)



Tsvetasis

2017

BYRON WANDERING TV

With a 4D cinema computer program the artist creates imaginary kinetic sculptural compositions and puts them into an urban environment. In this work the artist counterposes the world with its plastics of live nature and stressful rhythms of megapolis. The artist sees it as a reflection of a possibility of saving a «living» element inside technological computerized environment.

Maxim Svishyov (YOmoYo)

(Russia)

Artist. Born in 1982 in Leningrad, USSR. Graduated from the Faculty of Fine Arts at the Herzen State Pedagogical University (St. Petersburg, Russia). Winner of Sergey Kuryokhin Award (Russia, 2005) in the nomination “Best project of visual art”. His works were exhibited at the Russian Museum (St. Petersburg, Russia), Anna Nova Gallery (St. Petersburg, Russia), MARS Center (Moscow, Russia), XL Gallery (Moscow, Russia), t.gallery (Tokyo, Japan), and Street Art Museum (St. Petersburg, Russia). Lives and works in St. Petersburg, Russia.



three paths

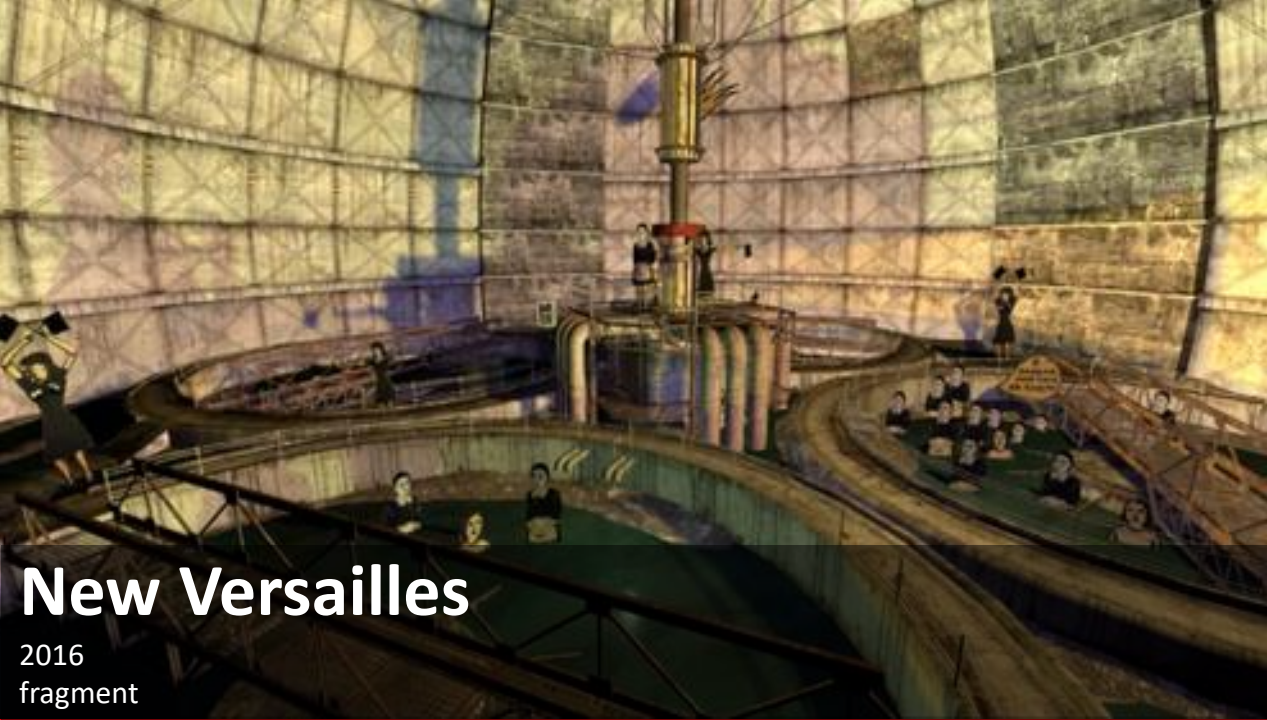
2017

three paths uses the motion of three points as the basis for generating sound and video. Three virtual microphones feed back in software, with this feedback creating an emergent relationship between the motion of each mic and the resulting sound. The microphone paths are also used to move pixels in a video feedback system, building a loose but intuitive audiovisual relationship between the audio and the visuals.

Alexander Dupuis

(USA)

Video artist, composer, performer. Current areas of focus include designing generative audiovisual systems and performing real-time animations in musical contexts. He is active as a guitarist in the Happy Valley Band and the Verdant Vibes new music collective. Lives and works in Providence, Rhode Island, USA.



New Versailles

2016
fragment

The artist creates a zone inhabited by fictional characters based on the world of S.T.A.L.K.E.R.: Shadow of Chernobyl video game. He materializes his phantasms in the digital space of a derelict landscape. He settles this post-apocalyptic world with his hand-painted flat relief plywood silhouettes. He transforms the potential of digital technologies, turning them into a work of art. NEW VERSAILLES

Alexander Shishkin-Hokusai
(Russia)

Artist. Born in 1969 in Leningrad, USSR. Graduated from the Leningrad Institute of Theatre, Music and Cinematography. He has worked as a theatre artist since 1995; collaborates with such directors as Yury Butusov, Andrey Moguchy, Adolf Shapiro. As a scenographer and costume designer, he worked in the theatres of Russia, Norway, Poland, Bulgaria, South Korea, China. A repeated winner of the theatre award "Golden Mask" (Russia). Since 2010, a member of the artists' union PARAZIT. Since 2014, a participant in the projects of CYLAND Media Art Lab. Lives and works in St. Petersburg, Russia.



Touching Software (House of Cards)

2016

This a supercut of touch-based human-computer interactions from the popular Netflix show "House of Cards". The result illustrates not only how the show's actors perform the manipulation of software, but also how software performs through the actors in return.

Ben Grosser
(USA)

Artist. Graduated from the University of Illinois, USA. Creates interactive machines and systems that examine the cultural, social, and political implications of software. Recent exhibition venues include Arebyte Gallery (London, UK), Museu das Comunicações (Lisbon, Portugal), Museum Ludwig (Cologne, Germany) and Galerie Charlot (Paris, France). His works have been featured in Wired, The Atlantic, The Guardian, The Washington Post, and Der Spiegel. Lives and works in Illinois, USA.



Smarter User

2016

A prayer to new gods about the endless telephone coverage zone. The video criticizes our dependence on gadgets and our loss of real feelings.

Kuesti Fraun
(Germany)

Filmmaker. Born in 1976 in Germany. Winner of numerous awards in motion pictures and sounds. Important screenings: Louvre Museum (Paris, France), Multimedia Art Museum (Moscow, Russia), International Festival Cineminuto de Córdoba (Argentina; awarded with the Grand Prix), Linke Kinonacht (Berlin, Germany), Goethe Institute Salvador do Bahia (Brazil). Lives and works in Germany.



How To Turn Your Bed Into An Office

2017

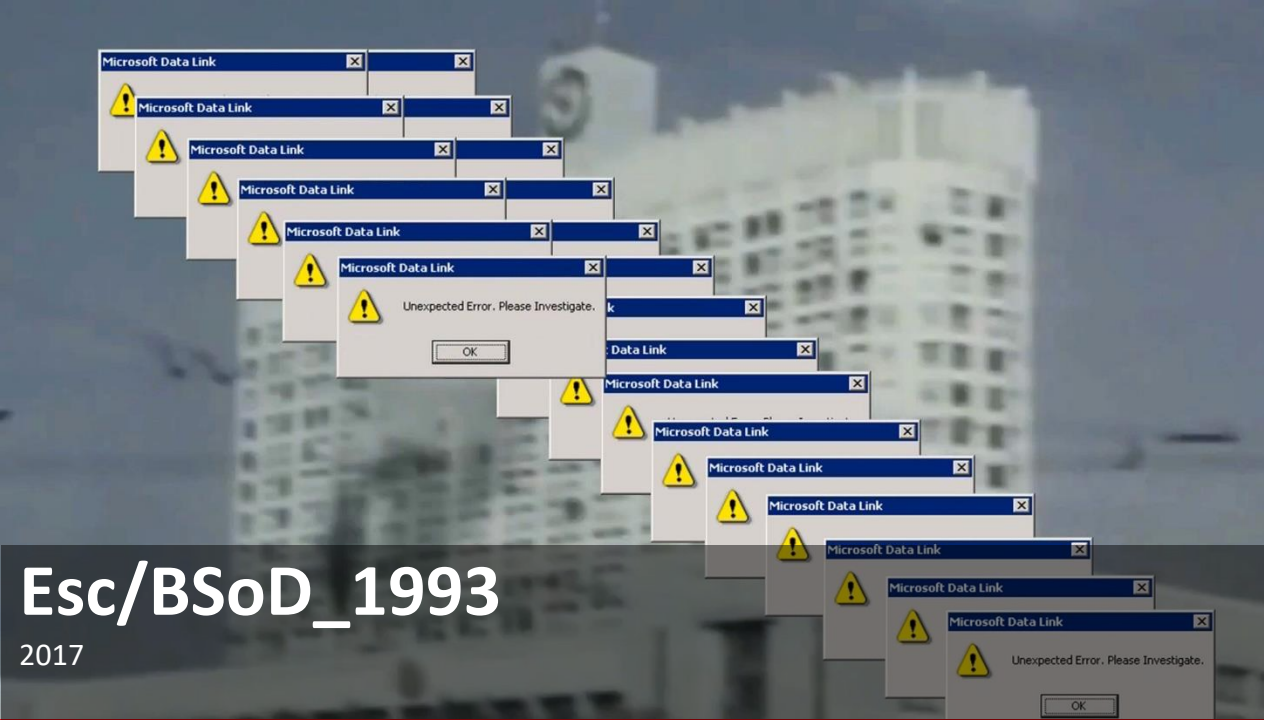
A pseudo instructional animated video about how to turn a bed into an office. An ironic statement about our modern way of life.

Eden Mitsenmacher
(Netherlands)

Artist. Born in 1987 in the USA. Holds a BFA from Goldsmiths College of the University of London (UK) and an MFA from the Dutch Art Institute (Arnhem, Netherlands). Combines performance, video and installation to take a critical yet engaging view of social, political and cultural issues.

Rebecca Tritschler
(Netherlands)

Self-taught animator, filmmaker. Born in Glasgow, UK. Holds a BA from the University of Leeds, UK. Exhibited internationally. Currently working on making more socially conscious films, using animation as a tool for making information and complex subjects more digestible, understandable and interesting. Lives and works in Leeds, UK.



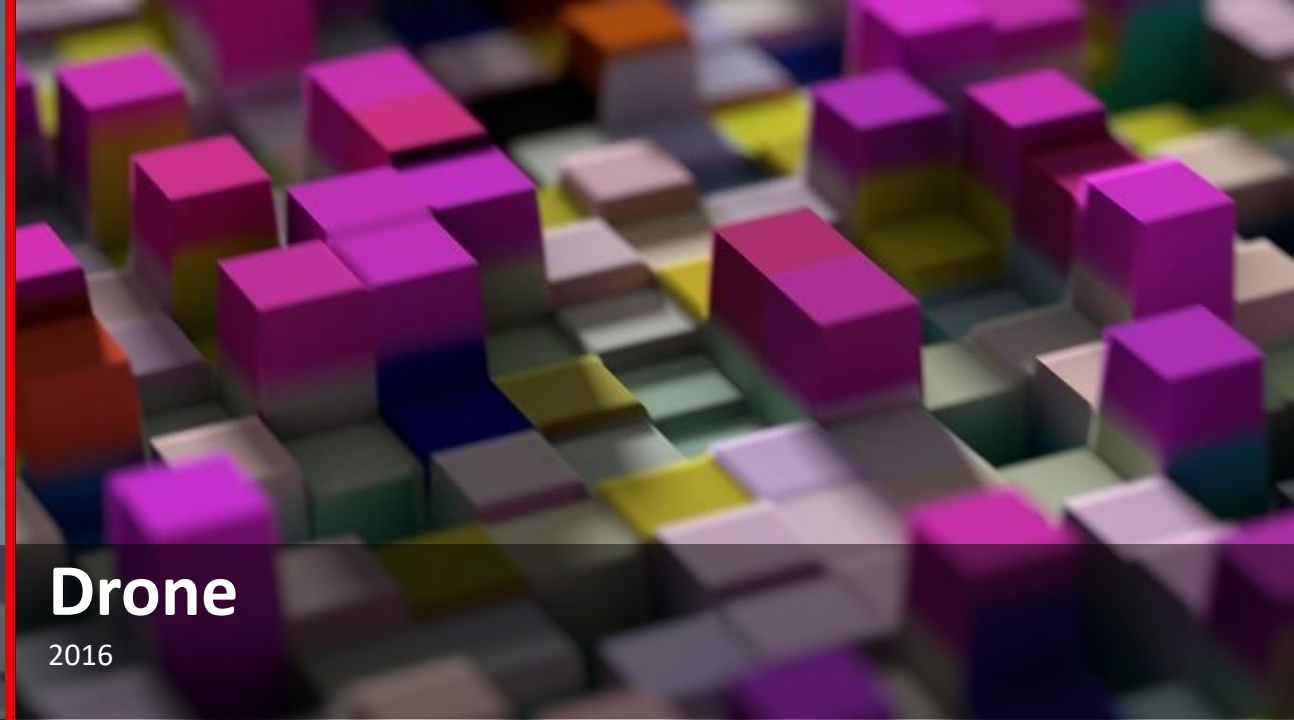
Esc/BSoD_1993

2017

The appearance of the first personal computers in the 1990s was just as important as political changes. The update of an operating systems and the update of the state system – people could follow these two processes with equally strong feelings. But social reality malfunctioned just as often as virtual reality. 1993 was the year of the “blue screen of death” and the storming of the House of Government.

Dagnini
(Russia)

Artist. Born in 1987 in Leningrad, USSR. Completed the program “School for Young Artists” at the Pro Arte Foundation (St. Petersburg, Russia). Formerly a “two-headed artist” in the Averyanova-Dagnini artistic duo, since 2015 she has worked solo under the name Dagnini. The main topics of her works are systematic restrictions, personal escapism, and post-Internet. She prefers performance, temporary works and working with the environment to creating objects. Lives and works in St. Petersburg, Russia.



Drone

2016

The artist programs a situation where the viewer is an observer inside an abstract visualized grid of news stories on lethal US military drone strikes collected via Google Alerts. Nine news stories have been coded and translated into hexadecimal color grids which are then assembled and extruded into 3D landscape or cityscape-like forms. The abstraction emphasizes the data disconnect. The video imitates a flight in a drone, a survey of terrain from the position of witness, voyeur, or predator.

Greg Marshall
(Canada)

Media artist. Born in Canada. Works in art video, installation, animation, documentary. Often explores the dissonance of technology and warfare. His work has been shown internationally at media art festivals and exhibitions such as the European Media Art Festival in Germany and Antimatter Media Art showcase in Canada. Lives and works in Calgary, Canada.



Half a Generation

2011

This work is an elegiac meditation on the grandiose architecture of Dubai, the laborers who built the city in “half a generation”, and its pending environmental decline — a visual iteration of the manifest destiny of global capital. Emerging as a dystopic, soulless vision of the future, notions of civil society, individual rights, and identity are subsumed in the logic of capital.

Andréa Stanislav
(USA)

Artist. Born in 1968 in Chicago, USA. Her hybrid practice is an intersection of film, installation, sculpture and sound projects. She received a BFA from the School of the Art Institute of Chicago, USA, and a MFA from Alfred University, New York, USA. Stanislav's work has been exhibited internationally. She is an Associate Professor, Department of Art, at the University of Minnesota in Minneapolis, USA. Based in New York (USA), Minneapolis (USA), and St. Petersburg (Russia).



Spatial Bodies

2016

“Spatial Bodies” depicts the urban landscape and architectural bodies as an autonomous living and self-replicating organism. Domesticated and cultivated only by its own nature. A vast concrete vegetation, oscillating between order and chaos.

AUJIK
(Sweden-Japan)

Art group from Japan. For AUJIK, nature is divided into Refined and Primitive categories. This separation presents a conflict that is the root of all chaos in the world. Refined nature consists of evolved technology such as robotics, artificial intelligence, cybernetics, DNA manipulations, and body enhancements. The Primitive includes fauna, flora, and the Earth itself. According to AUJIK, technology can help nature understand itself. Through crossbreeds of biotic and technological systems, AUJIK's animism for the Digital Age presents new possibilities for evolution and strives for Post-Human nirvana.



Need to Wake Up

2016

Sound: Viktor Mazin

A paradisiacal spring. A magical, constantly distorting fountain with shimmering water. Drops shine with bright colors. A closed system. A sign of eternity. Loneliness and isolation...

Tanya Akhmetgalieva
(Russia)

Artist. Born in 1983 in Kemerovo, USSR. Graduated from the Stieglitz State Academy of Art and Design (St. Petersburg, Russia) and Pro Arte Institute (St. Petersburg, Russia). Works in the genres of painting, installation, makes objects, video, likes to combine media. Her works were exhibited at major Russian and foreign venues, including Russian Museum (St. Petersburg, Russia), Moscow Museum of Modern Art (Russia), Winzavod Contemporary Art Center (Moscow, Russia), Calvert 22 Foundation (London, UK), Galerie Forsblom (Helsinki, Finland), Triumph Gallery (Moscow, Russia). She is a Sergey Kuryokhin Award winner in the category "Best project of visual art" (Russia, 2015). Lives and works in Moscow and St. Petersburg, Russia.



Points of Inflection

2015

Sound and visual effects are mutually dependent. An algorithmic composition creates a figure with different frequency ratios and phase modulation. The curve generates the step, harmony and volume of the sound. The points of inflection on the curve create rhythmical structures. The work was created using a visual language of programming with pure data.

Alexander Senko
(Russia)

Composer, sound producer, sound artist. Born in Moscow, Russia. Graduated from the Gnessin Russian Academy of Music (Moscow, Russia) as a sound engineer. Runs Acoustic Images laboratory (research and production of interactive installations). His creative interests include visual programming language Pure Data, electronic and electroacoustic music, sound art, audio-visual interaction. Lives and works in Moscow, Russia.



World Famous!

2017

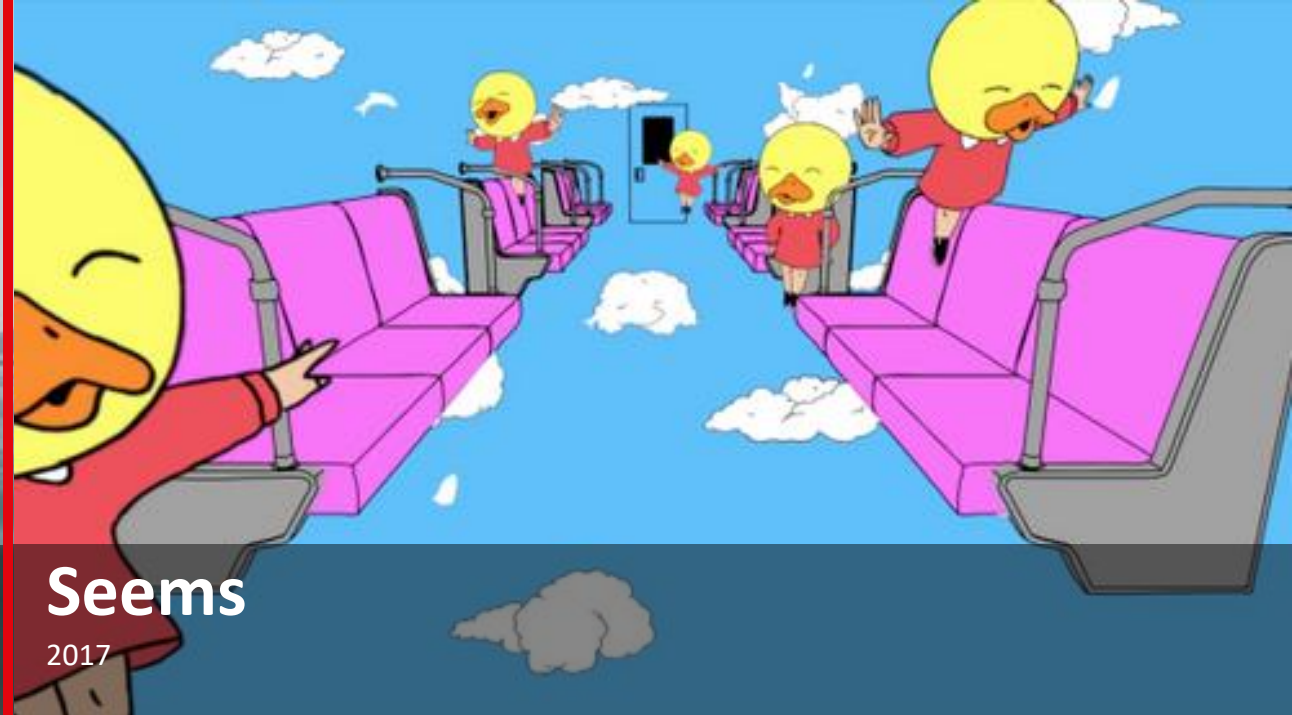
An ironic statement by the authors about the main motivation of artistic work. Only this prospect attracts the modern artist, everything else is just the invention of a devious mind.

Elena Gubanova
(Russia)

Artist, curator. Born in 1960 in Ulyanovsk, USSR. Graduated from the Ilya Repin State Academy Institute of Painting, Sculpture and Architecture (Leningrad, USSR). She is engaged in painting, sculpture, installations, and video. Lives and works in St. Petersburg, Russia.

Ivan Govorkov
(Russia)

Artist. Born in 1949 in Leningrad, USSR. Graduated from the Ilya Repin State Academy Institute of Painting, Sculpture and Architecture. He is engaged in philosophy, psychology, painting, drawing, sculpture and installations. Professor of drawing at the Ilya Repin Institute.



Seems

2017

The clip "Seems" (part of a trilogy of music videos) for a song by Ilya Lagutenko / Mumiy Troll is the work from the Russian artist and illustrator Andrey Kasay, the creator of the Flakonkishochi animation brand. His works can be seen on MTV, Red Bull, CNN, Washington Post, New Yorker, Google.

Andrey Kasay
(Russia)

Cyber designer, artist, illustrator, basketball player and vocalist of the group NRKTK. Born in the Far East, Russia. Creator of several psychedelic clips for the group Mumiy Troll. His works can be seen on MTV, Nike, Red Bull, CNN, Washington Post, New Yorker, Adidas. Lives and works in Moscow, Russia.