Ut.(Hanna) by Songül Boyraz at *ISEA2011 Uncontainable: Dislocations*, Museum of Contemporary Art Zagreb, 12 September – 16 October, 2011. (Photographic documentation by Tomislav Smider.)

ISEA2011
UNCONTAINABLE

DISLOCATIONS

MUSEUM OF CONTEMPORARY ART ZAGREB
12 EYLÜL–16 EKİM, 2011
ZİYARET SAATLERİ: 19:00–00:00

BAŞ KÜRATÖRLER/ SENIOR CURATORS **LANFRANCO ACETI & TIHOMIR MILOVAC**

SANATÇILAR/ARTISTS **SONGÜL BOYRAZ; DAVID COTTERRELL; CHARLES CSURI; MATHIAS FUCHS; DANIELLE RONEY & JEFF CONEFRY.**

SANAT DİREKTÖRÜ VE KONFERANS BAŞKANI /
ARTISTIC DIRECTOR AND CONFERENCE CHAIR
LANFRANCO ACETI

KONFERANS VE PROGRAM DİREKTÖRÜ /
CONFERENCE AND PROGRAM DIRECTOR
ÖZDEN ŞAHİN

Dislocations

ISEA2011 Uncontainable: Dislocations, Museum of Contemporary Art Zagreb, 12 September – 16 October, 2011. (Photographic documentation by Tomislav Smider.)

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TR Yeniden yorumlamalar, yanlış yorumlar ve bağlantısız bağlamlar; algı ve anlayışta yeni yaklaşımlar yaratarak bireyin hem kendisini hem de insanlığın müşterek özelliklerini yerel gerçekliklerin ve küresel klişelerin ötesinde baştan keşfetmesine yol açar. *Dislocations*, savaştan ve yaşadığımız "yerinden oynamış" gerçeklerden esinlenen veya bunlara gönderme yapan eserler sunuyor.

EN Re-interpretations, mis-interpretations and un-related contexts create new modalities of perception and understanding, leading to the rediscovery of the self and human commonalities beyond local realities and globalized stereotypes. *Dislocations* presents artworks that are inspired by or reference acts of war and the dislocated realities that we live in.

SONGÜL BOYRAZ

Songül Boyraz studied Sculpture at Mimar Sinan University of Fine Arts, Istanbul and Academy of fine Arts Vienna. In many of her works she deals with the human body and its fragmentation. Closely connected with the space created by the medium (video and photography) the concentration on the pars pro toto without any accessories and deception allows her works to tell in detail about the brutality and tragedy inherent in everyday situations.

Boyraz' residences have been MAK, Artists and Architects in Residence Program, Los Angeles in 2005; International Studies and Curatorial Program, New York in 2003; and Japan, Tokyo „No (more) image" in 2001. Her selected exhibitions include - NeoSI: neue Situationistische Inter...nationale, Vienna, in 2011; Galeri Nev, Ankara; Triennale Linz 0.1, Linz, Art Austria; Museumsquartier, Vienna in 2010; International Istanbul Film Festival in 2009; Landwirtschaft, Tiroler Landes Museum Ferdinandeum, Innsbruck in 2007; and International Rotterdam Film Festival, Rotterdam in 2006.

Ut.(Hanna), 2011, Songül Boyraz.

Ut.(Hanna), 2011, Songül Boyraz.

SONGÜL BOYRAZ

Ut.(Hanna), 2011, Songül Boyraz. Media Facade of the Museum of Contemporary Art, Zagreb. (Photographic documentation by Tomislav Šmider.)
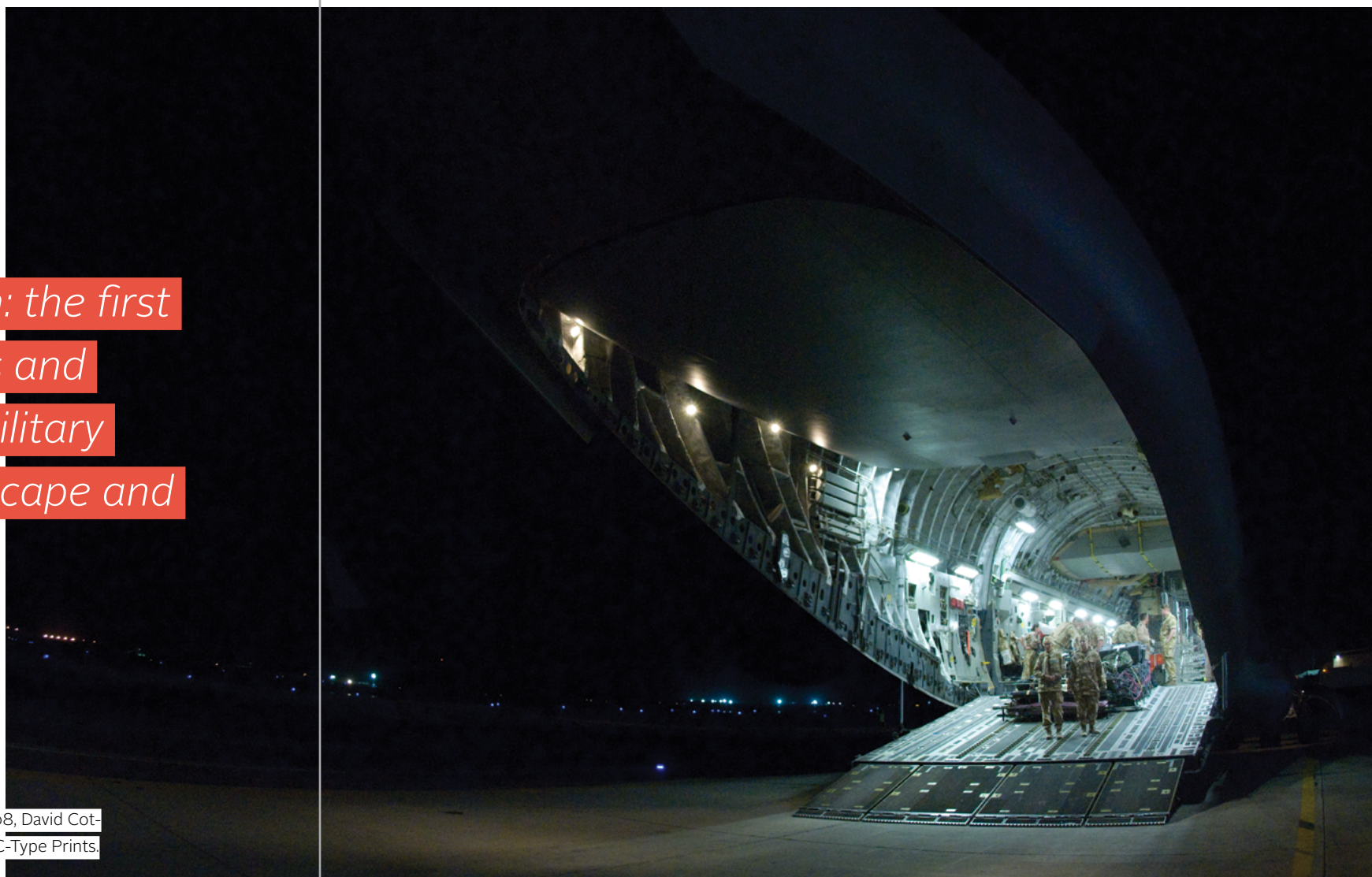
DAVID COTTERRELL

Two journeys through Afghanistan: the first accompanied by the field hospitals and medics. The second, outside the military environment, considered the landscape and communities in the North.

David is an installation artist working across varied media including video, audio, interactive media, artificial intelligence, device control and hybrid technology. His work exhibits political, social and behavioural analyses of the environments and contexts, which he and his work inhabit.

Over the last ten years, his work has been extensively commissioned and exhibited in North America, Europe and the Far East, in gallery spaces, museums and within the public realm. Recent exhibitions include: *Eastern Standard: Western Artists in China* at MASS MoCA, Massachusetts, *War and Medicine* at the Wellcome Collection, *London and Map Games* at the Today Museum of Modern Art, Beijing.

David is a Professor of Fine Art at Sheffield Hallam University, and has also been a consultant to strategic masterplans, cultural and public art policy for urban regeneration, healthcare and growth areas, as well as a council member of AIR (an artists' representative body). He is represented by Danielle Arnaud and is currently developing new work for solo exhibitions at Danielle Arnaud contemporary art (2012) and John Hansard Gallery (2012), with the support of the Philip Leverhulme Prize for research.

Gateway, 2008, David Cotterrell, 1 of 3 C-Type Prints.

*Theatre,* 2008, David Cotterrell. CT-Scan in Tier-3 hospital.

DAVID COTTERRELL

Theatre, 2008, David Cotterrell. Media Facade of the Museum of Contemporary Art, Zagreb. (Phographic documentation by Tomislav Šmider.)
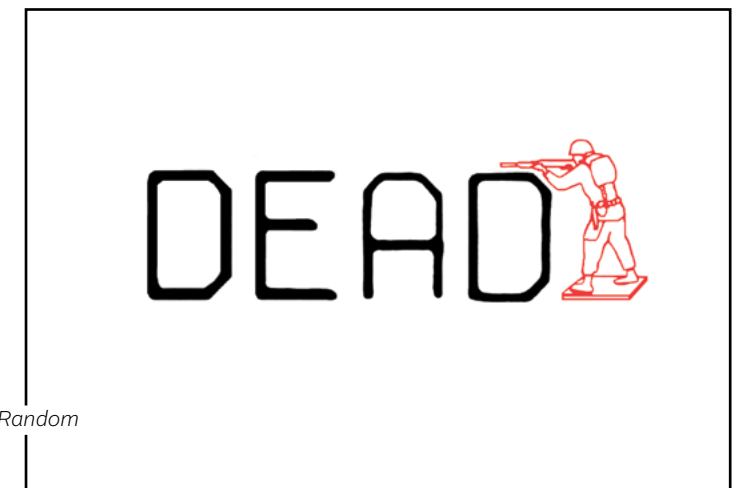
CHARLES CSURI

Random War (2011) realizes Csuri's original 1967 intention - that people experience art as a real-time virtual event. His vision of Random War (1967) as an interactive art object is only being realized as he celebrates his 89th birthday.

Charles Csuri is best known for pioneering the field of computer graphics, computer animation and digital fine art, creating the first computer art in 1964. Csuri has been recognized as the father of digital art and computer animation by the Smithsonian Magazine, and as a leading pioneer of computer animation by the Museum of Modern Art (MOMA) and The Association for Computing Machinery Special Interest Group Graphics (ACM-SIGGRAPH) . Between 1971 and 1987, while a senior professor at the Ohio State University,

Charles Csuri founded the Computer Graphics Research Group, the Ohio Super Computer Graphics Project, and the Advanced Computing Center for Art and Design, dedicated to the development of digital art and computer animation. Csuri was co-founder of Cranston/Csuri Productions (CCP), one of the world's first computer animation production companies. In 2000, Charles Csuri received both the 2000 Governor's Award for the Arts for the best individual artist, and The Ohio State University Sullivant Award, the institution's highest honor, in acknowledgment of his lifetime achievements in the fields of digital art and computer animation.
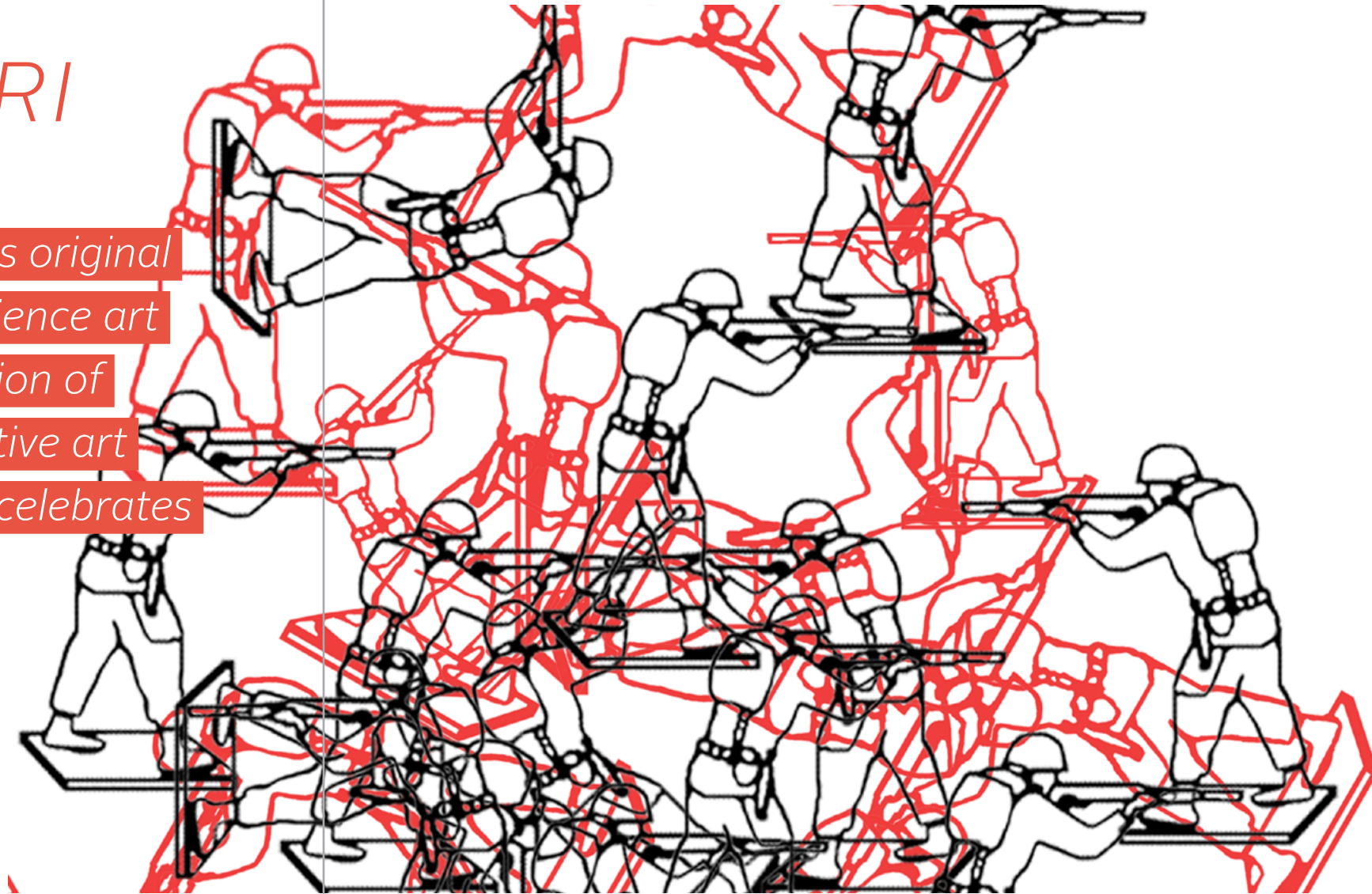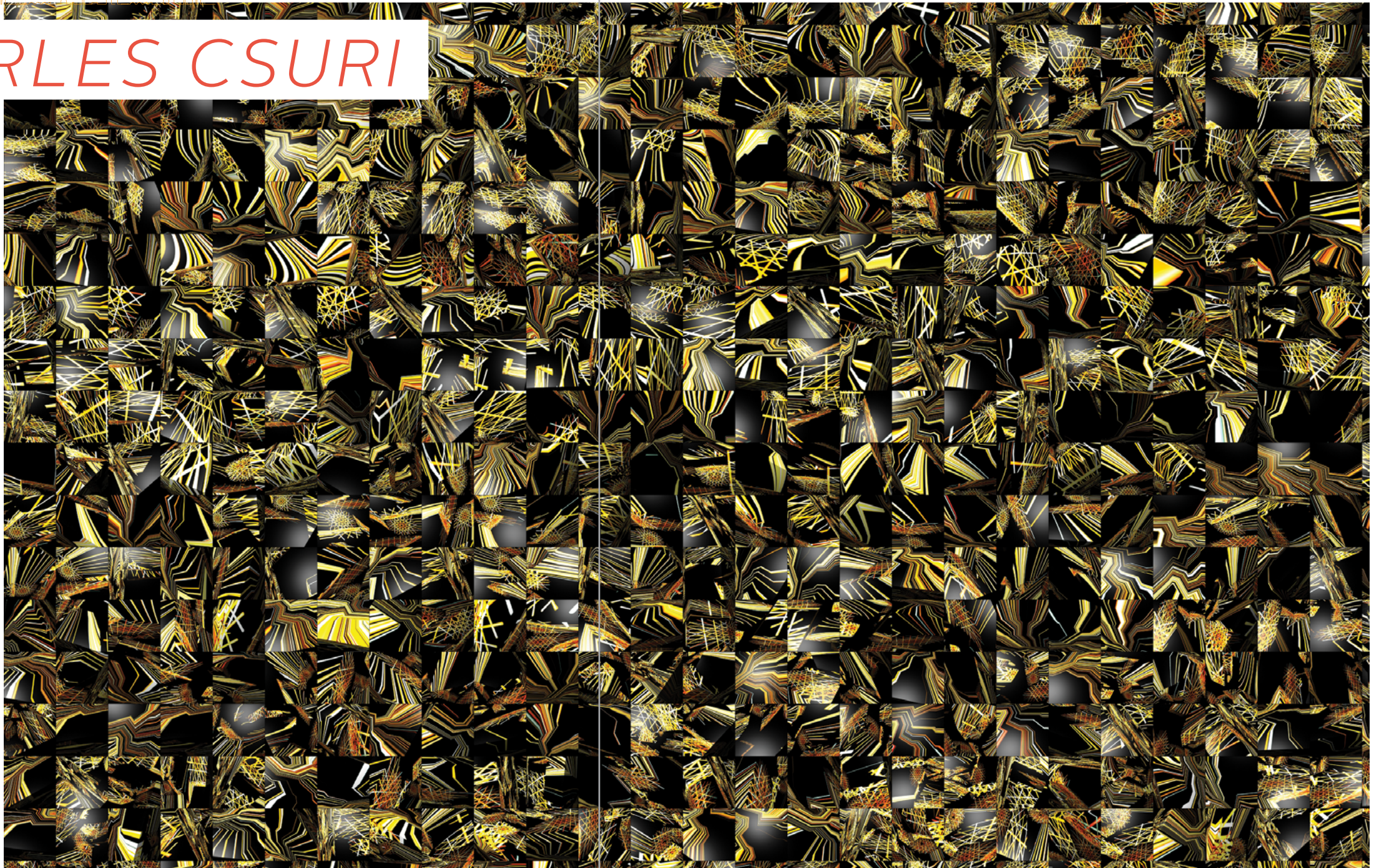

Morass, 2012, from *Random War (1967),* Charles Csuri.

Pointing at the Obvious , 2012, from *Random War (1967),* Charles Csuri.

CHARLES CSURI

Textures of Space, mosaic, Bartex series, 2012,
Charles Csuri. Linux environment and AI software.

MATHIAS FUCHS

'Creative Games' is a new emerging discipline at the crossroads of Computer Games, Media Art, Architecture, Urban Planning, Heritage and Advanced Digital Technologies.

Mathias Fuchs has pioneered in the field of artistic use of games and is a leading theoretician on Game Art and Games Studies. He is an artist, musician, media critic and currently Professor for Segmented Media Offerings at Leuphana University, Lüneburg. His work has been shown in Isea94, Isea2004 and 2011, resfest, Ars Electronica, PSi #11, Futuresonic, east, and the Greenwich Millennium Dome.

Mathias Fuchs has been a university lecturer at University of Applied Arts Vienna, The University for Industrial Design in Linz, Universität für Musik und darstellende Kunst in Vienna, Sibelius Academy in Helsinki, the University of Salford in Greater Manchester, at University of Potsdam, and at the University of Lüneburg. Recent publications include *kendinize bir hayat edinin!* (in Ekmel Ertan, *interpasif persona*, Istanbul, 2010); *Sinn und Sound* (Wissenschaftlicher Verlag, Berlin 2011); *Passagen des Spiels II* (Fuchs & Strouhal, eds. Vienna, 2010); *Ludic Interfaces* (in Catlow, Garrett & Morgana, *Artists Re:thinking Games*, Liverpool, 2010).

Borderline, 2011, Mathias Fuchs.

Borderline, 2011, Mathias Fuchs.

MATHIAS
FUCHS

Borderline, 2011, Mathias Fuchs, Media Facade of the
Museum of Contemporary Art, Zagreb. (Photographic
documentation by Tomislav Šmider.)

DANIELLE RONEY, JEFF CONEFRY

Opposing Views: The visualization of conflict and debate through biofeedback, sensor-driven, real-time video programming. A performative architecture presenting new avenues of communicative infrastructures.

Danielle Roney is an artist working with hybridization, immersive environments and interactive media architecture in the context of global identity structures. She presented concepts in transnational, networked public spaces at TEDGlobal 2005 in Oxford, England, with subsequent live interactions from Johannesburg, South Africa to Atlanta 2007. Her work has been exhibited internationally, including the Beijing Off-Biennial, Convergence 2005; Museum of Contemporary Art, Georgia 2008, 2011; and the Museum of Contemporary Photography, Chicago 2009.

Jeff Conefry is a media artist and painter specializing in 3D content development and interactive interface design. His recent projects include, media production and technical systems for the U.S. Pavilion, Venice Biennial of Architecture, pilot asset creation for Bark Bark Studios, and time-based construction animations for building information modeling. His work has been exhibited nationally including the Atlanta Biennial and the Museum of Contemporary Photography, Chicago.

Since 2004, these two artists have collaborated on large-scale installations in Beijing, South Africa, and Venice Italy.
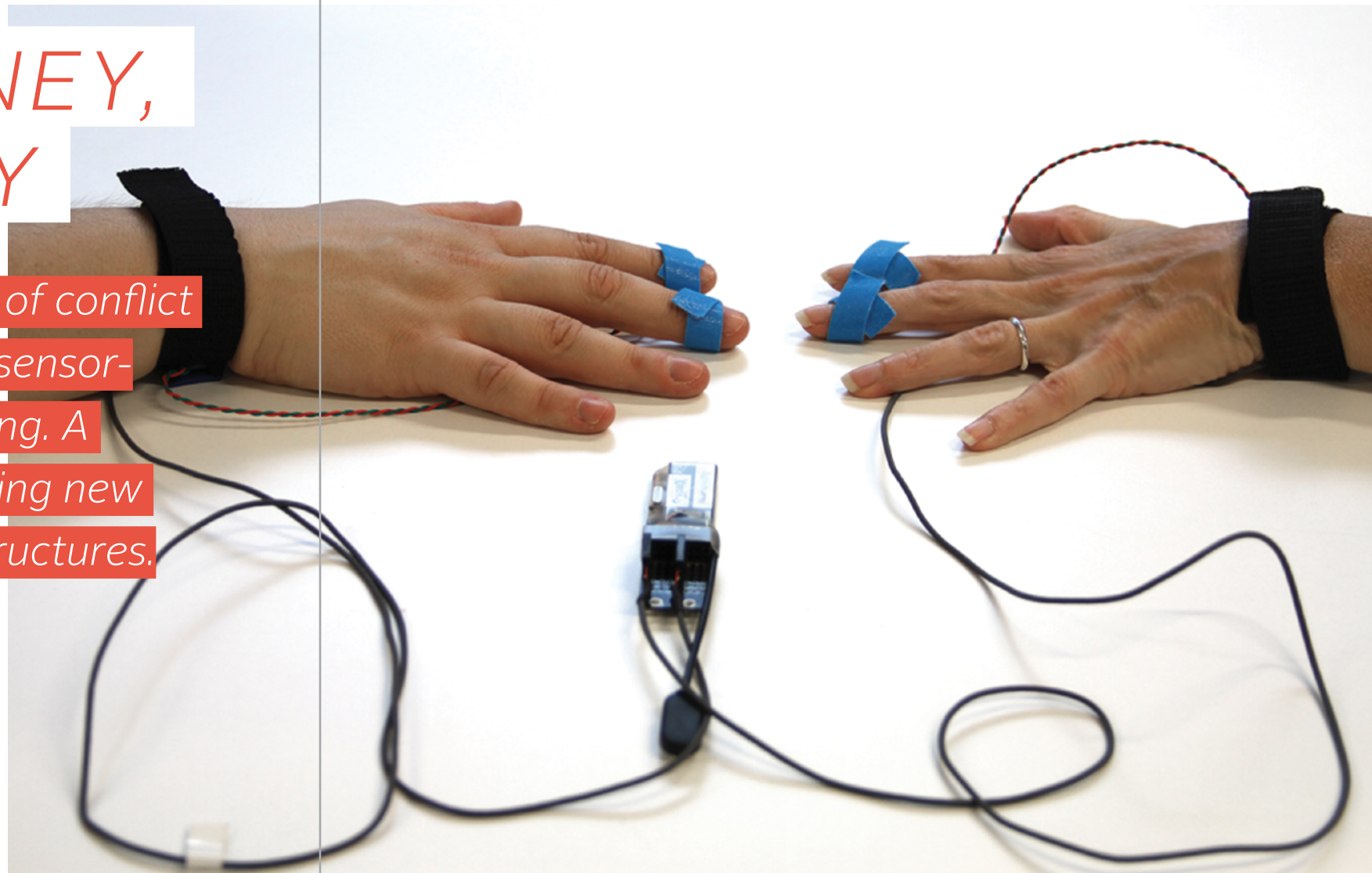
Opposing Views, 2011, Danielle Roney & Jeff Conefry. Sensor detail.
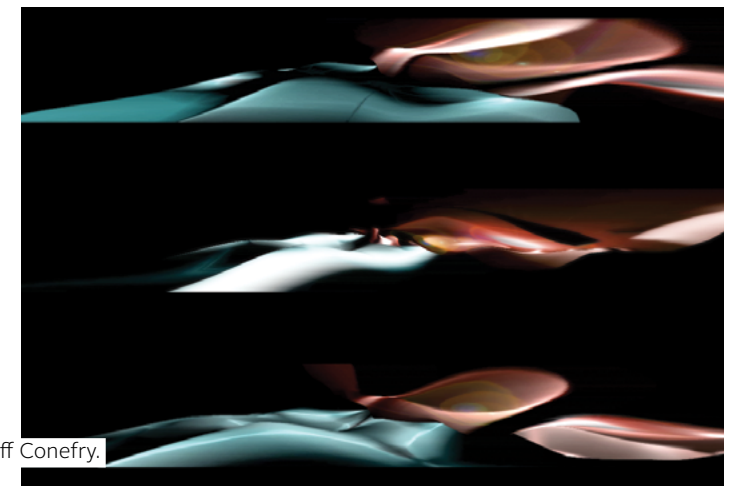
Opposing Views, 2011, Danielle Roney & Jeff Conefry. Panoramic screen captures.

DANIELLE RONEY, JEFF CONEFRY

Opposing Views, 2011, Danielle Roney & Jeff Conefry,
Media Facade of the Museum of Contemporary Art,
Zagreb. (Phographic documentation by Tomislav
Šmider.)