

space&designstrategies research overview ss 07 In 2006, space&designstrategies, a field of study at the Kunstuniversität Linz, established the research platform space&designstrategies_research.

Lead by Univ.Prof. Elsa Prochazka, space&designstrategies offers students the opportunity to develop cross-disciplinary skills in the fields of architecture, art, design, digital media, communication studies, and aesthetics.

The associated research platform space&designstrategies_research operates independently of the curriculum and functions as a competence centre for Ph.D. studies, research projects, visiting professors, and as a resource for independent projects.

It is aimed at supporting the interdisciplinary work of students by facilitating scientific exchange with external researchers, in order to provide a broader framework for discussion, the evaluation of student work, and intensified research.

We organize a series of events dedicated to our main research topics, each semester. In the year of 2006/07 research activities are focusing on the notion of MATERIAL PRACTICE. In summer term 07, artist Martin Walde was invited to lecture and conduct a three-day workshop called STORYBOARDING SCENT.

At the end of the semester we are going to organize a round table discussion entitled SYNAESTHETIC MEDIA SPACE.

Sandrine von Klot project manager

//intro



LINZ 2009 KULTURHAUPTSTADT EUROPAS



//material practice

//SYNAESTHETIC MEDIA SPACE

"Im Zeitalter technisch reproduzierbarer Bilder und Töne – und bald wohl auch der Kodierung von Geruch, Geschmack und Gefühl – stellt sich die Frage nach der Technologisierung der Wahrnehmung, den medialen Anatomien, Dispositiven und Transpositionen der Einbildungskraft, den Schnittstellen zwischen Medien und Affekten."*

For quite some time, new media has been considered a highly promising tool in supporting transformative forces within society.

They appear to undermine a certain hierarchy amongst the senses that was originally introduced by the invention of the letterpress.

New media claims all sensory perception of equal importance. For Marshall McLuhan new media in particular, signify a reactivation of the sense of hearing. (auditory denoted simultaneous, synchronized and networked forms of consciousness)

Today we are asking the question: has media given up on its ability to convey hope?



/////////IMPLIED TOPICS

Within the concept of synaesthetics the dimension of subjective perception move to the foreground.

Therefore questions arise concerning the implicit and necessary interplay of the senses, the impact of their diversity, as well as their limited accessibility for third parties.

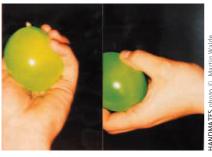
^{*} in: **Media Synaesthetics**, Konturen einer physiologischen Medienästhetik, Hrsg. C.Filk, M.Lommel,M. Sandbothe, Köln 2004



///////////MARTIN WALDE

lecture SS07, april 25th 2007 location Schirmacher / Hauptplatz Linz

After having worked in Paris and New York for many years, artist Martin Walde is presently based in Vienna. Much of his work indicates a profound interest in the unseen diagrams of social behaviour and daily routines. Martin Walde incorporates the observer as a constituent part of his artistic strategy in numerous works. He creates installations that invite the observer to interact and become actively involved in a process of ongoing transformation



HANDMATES photo © Martin Walde

The information we store over time, using our senses and our body, generates the `material' we bring to his art.

In his installations the artist claims the position of an observer, while the viewer becomes a productive and transformative element. Walde initiates processes of uncontrollable `genesis'.

Thus, his work demonstrates a high degree of autonomy regarding the internal ordering system in which he engages people physically.

For any of his installations it is crucial to maintain an original set of rules as a stable means of challenge.

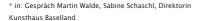
This principle of initiated, but uncontrolled genesis is reflected in a growing interest on the side of architects: through methodologies such as parametric form development, (see also: lecture+workshop by Ball-Noques Studio/ Los Angeles at s&d_research in ws06) architects search for concepts of space (space as material), space that allows for an enduring adaptation and transformation, and corresponds to varying programs and needs over time. Therefore, space comprises a dynamic substance that depending on changing requirements, develops altering patterns of behavior.



//statement



"At the point we leave the protective grounds of experimental set-ups, do we enter what we call `reality'? And remaining within the set-up, would that then be the experiment under ideal conditions? How should a piece of art be structured to be able to develop further, to send out impulses, to be accepted, to be able to absorb and give? I can see organic systems – how they produce unexpected effects and free themselves from conceptual frameworks." *









//workshop

////////////////////STORYBOARDING SCENT workshop SS07 by martin walde april 24-26 2007

//////OUTLINE

The focus lies on the investigation of the medial coherence of individual senses within their specific context formations. Media and senses can not be separately conceived. Every medium immanently requires feedback and correlation of the senses. On the other hand, our understanding of perception operates on the basis of interconnected and structured media.









///im-material





correlating subjective sensory perception and colour

generating individual colour codes (character cards)







//workshop

the fragrances

1. lavendel	2. pfeffer
3. badian	4. ylang-yling
5. abs. rose	6. birkenteer
7. galbanum	

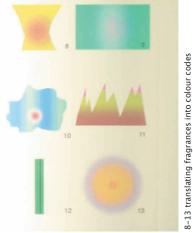
///////CONFIGURATION 2 INSTABILITIES OF SCENT-COLOUR SPACE

transfer of character card attributes into corresponding colour space

tracking evidence of unstable colour space (Medium: DV)

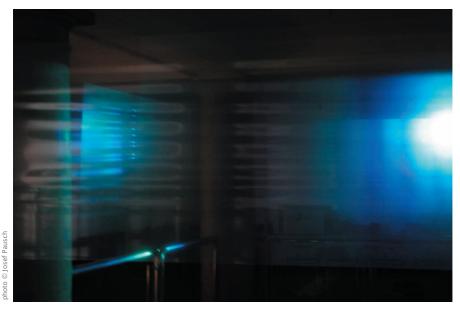
spatial intervention

installing three-dimensional unstable colour space





//media structure



/1 Lavendel

/2 Ylang Ylang /1











//////IN GENERAL

Twice a year we organize a 3-days-workshop intending to provide students with the opportunity to design and built an 1:1 installation in the main space of the Kunstuniversität Linz (Aula). Ideally participating students form an interdisciplinary group which then will be guided by an invited artist throughout the process. Our main concern in organizing these workshops focuses on the implied exclusive opportunity for students to become an immanent part of a creative production process while experiencing refined artistic working methods.

///roundtable



///////SYNAESTHETIC MEDIA SPACE

lecture SS 07, may 9 2007 at 7 pm Schirmacher / Kunstuniversität Linz moderation: Sandrine von Klot, r&d_research

///////ROUND TABLE GUESTS

Charlotte Poechhacker

ARTIMAGE, Architektur+Medien / Graz

As a founder of ARTIMAGE since 1992 Charlotte Poechhacker initiates exhibitions and conferences dealing with topics crossing the disciplines of architecture, urbanism, art and media. In 1993 she also implemented the GRAZ Biennale on Media and Architecture awarding especially cross-disciplinary projects. The 7th Biennale in 2006 emphasized on works from Chris Marker and Armin Linke.

Univ.Prof. Christa Sommerer Interface Culture / Linz

Since 2004 Christa Sommerer and Laurent Mignonneau.share a professorship at the Interface Research Lab at the Kunstuniversität in Linz. As media artists they also collaborate on art projects since 1992. Their main focus lies on issues concerned with interface design and the human being as a `machine' interacting and transforming. In 1998 they published the book with the title art@science. For many years as researchers and guestprofessors they lived in Japan.





//issues



///////ISSUES

What kind of staging, confusion or even change of our senses, what sort of fluctuation and sensory overlay can we depict in the fields of media arts/ interface culture?



Within societies based on media-plurality and their aim for simultaneous and transitory perception, actual limitations of our individual senses no longer appear to be apparent.

For example, skin and hands, to feel and to touch, are being summarized in the sense of touch - what are the implications of this sort of increasing technology-based perception for our perceptual reading of space today?

Tactile aspects of the gaze, the physical implications of sound waves, the visibility of tones and voices, the audibility of images, body type, the rhythm of senses, atmospheres, transformative processes, change of media and affective force lines – former hierarchies of sensory abilities are increasingly replaced by trans–sensory models. What strategies in the area of fine arts manage to reflect these issues presently?

What types of media contribute to objectifying our perception in order for it to become more measurable, ascertainable, and able to be intersubjectively experienced by third parties?



To what extend are artistic concepts today able to put up a resistance against procedures objectifying perception to the degree of making them freely available for others?

//associated



photo © Josef Pausch



//feedback

////WORKSHOP PARTICIPANTS

Johannes Steininger r&d Laura Krok r&d Maria Kerndle r&d Christine Foglar r&d Andreas Zingerle interface culture Mathias Schnell r&d Veronika Schuerr r&d Andreas Reinstadler tu wien





Finissage STORYBOARDING SCENT Aula Hauptgebäude Kunstuniversität Linz

space&designstrategies_research organizes events including round table discussions, lectures, and workshops. The series of events focus on the transformation and plurality of space perception in the intersecting fields of fine arts, design and architecture. Increasing mobility within modern societies invoked a tendency of weakening and even dissolving of the traditional notion of location and space.

Equally, it generates an enormous degree of differentiation and achievement of the contemporary concept of spatiality.

space&designstrategies_research
http://www.strategies-research.ufg.ac.at

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