ZARATAN
ARTE CONTEMPORÂNEA

ANDRÉ SIER
Lady of the Labyrinth's Honey

OPENING | Jan 9 at 19:00
ON DISPLAY | 9 Jan - 29 Feb 2020
OPEN | Thursday to Sunday, from 16:00 to 20:00
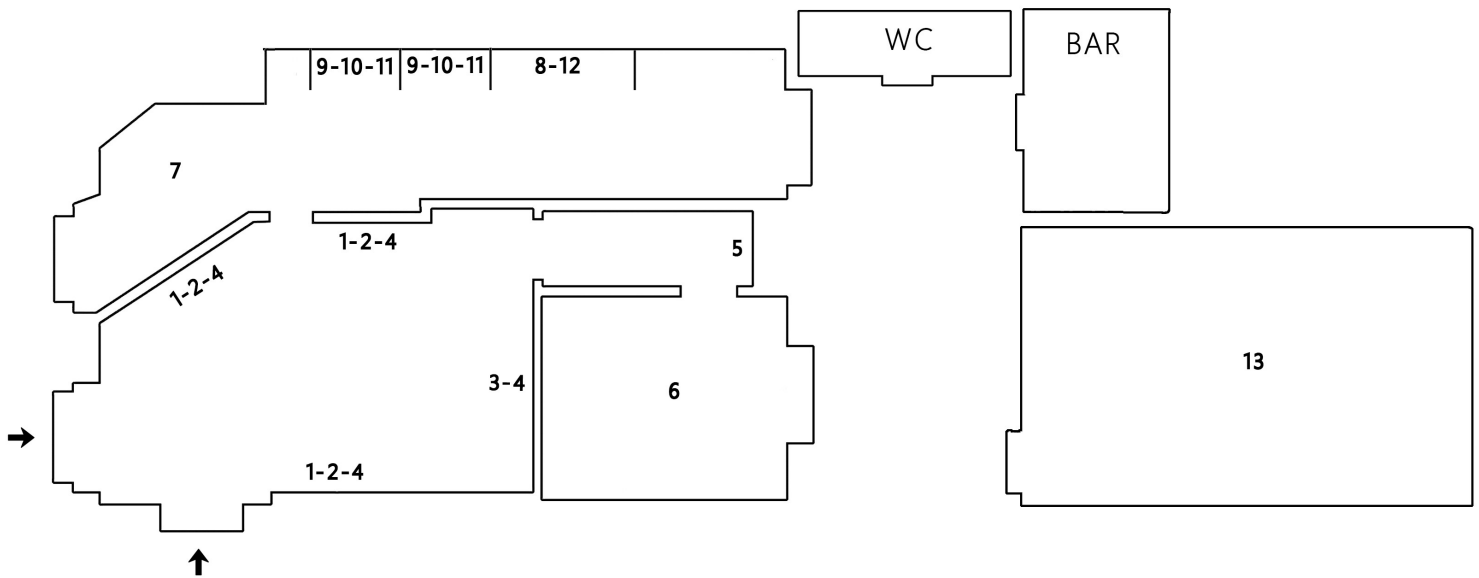**GUIDED TOUR | Feb 8 at 18:00**
INFO | info@zaratan.pt | (+351) 967580235 | www.zaratan.pt

Lady of the Labyrinth's Honey is first expression, archaeological, that guards the entrance of the first human labyrinths, before which are performed offerings of eusocial nectar, to the lady of the labyrinth, craving for safe passage before the first lethal device of serious and spacial games, in times where non-human aspects guide the sphere of human cosmos. This exhibition accounts for electronic and digital explorations in the footpath of the environment which braces the mythical engineered yarn: it proposes artifacts under the form of machinic drawings originating from non-human sources, abstract sculptures of the players, photographs and devices of bio-electronic aggregates, vegetable paintings with maps of played games, interactive visualizations of animal spaces, and a videogame, for two players. Daedalus, Ariadne, Minos, Theseus, Pasiphae, Asterion, and many others, dance and play, cyclically, in the virtual gardens of the lady of the labyrinth.

BIO:
ANDRÉ SIER works artistically with code, electronic, interactive, digital and conventional media, where he combines video games, installations, painting, sculpture, music, mathematics and computation in objects and electronic arts experiments, in which he fuses mythology, interfaces, spatiotemporal continuums. generative, human nonhuman art-science constructs. Award-winning artist at New Art Fest (2017), three times at Lisbon Maker Faire (2014, 15, 16), Cerveira Biennial (2009) and Jovens Criadores (2006). For the last 22 years he has been producing objects and serial interactive work, which playfully unveil spatial-temporal relationships synthesized in electronic substrates, shown in more than 27 national and international solo exhibitions, over 100 exhibitions and collective events. He has exhibited works at the MNAC (2017, 2016), São Roque Museum (2011), MEIAC (2006). André Sier is an electronic artist with a degree in science, arts, computing, a philosophy degree, a digital arts educator and he currently teaches at the University of Évora, and he is a PhD student in techno-arts at Planetary Collegium. Has a digital portfolio at https://andre-sier.com.

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dg'ARTES
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WC BAR

9-10-11 9-10-11 8-12

7

1-2-4

1-2-4

5

3-4 6

13

1-2-4

1. BIND (Binary Drawings), (2019)
Code, Gnu/Linux System, Plotter Drawing on Fine Art Paper. 46x30 cm each.
Drawings generated in code from granular analysis of byte patterns from programs, files and running processes in the Gnu/Linux system.

2. BIOD (Biological Drawings), (2019)
Code, Living Biological Aggregates, Sensors, Digitizer, Plotter Drawing on Fine Art Paper. 46 x 60cm each.
Drawings generated in code from granular analysis of signal analysis of raw electrical data captured from plants and other living aggregates.

3. Wolfanddotcom Drawings, (2017/19)
Code, Gnu/Linux System, Plotter Drawing on Fine Art Paper. 62X45cm each.
Drawings generated in code, by projecting textures and terrains in 3d space from granular analysis of byte patterns from programs, files and running processes in the Gnu/Linux system.

4. Eusocial, (2018)
Lasers, Ants, Photographs. 42x29cm each.
Photographs of bio-electronic ecosystem research, by stimulating ants with laser interferences and photographic observations inside their natural habitats.

5. Honey Krater, (2019)
Code, Smartphone, Modified Woofer, Honey, Laser, Amplifier. Touch interactive. Variable dimensions.
Interactive generative honey krater, produces electronic choir divinations based on stochastics and cymatic laser projections of mesmerizing shapes.

6. 8-bit Maze Gardens (#115, #116, #117), (2019)
Code, Plants, Wood. 80 x 122cm each.
Generative vegetable paintings on floral, mathematical and labyrinthine themes. The paintings is based on computationaly generated labyrinthine patterns using non-human methods. Man Machine Paintings with 101% biological generative inks. Variable dimensions on surfaces / old media.

7. Half-Ant, (2020)
Código, Computador, Ecrã, Som, Formigas. Dimensões variáveis.
Half-Ant é um ecossistema híbrido bioeletrônico, constituído em parte processos microeletrônicos, em parte por agregados biológicos de animais, estimula um ecossistema de formigas com padrões visuais e sonoros granulares, obtidos a partir de dados eletrônicos e matemática celular generativa.

8. Wolf-Totems, (2017)
Black PLA Sculptures,7cm^3 approx.
Series of sculptures performed on a 3d printer, they combine Wolfanddotcom's wolf animation moments into Wolf-Totems, totemic architectural sized landmarks in the virtual space ofthe videogame.

9. Labyrinth Players (Eu-Abstracto), (2019)
Sculptures in blue PLA, approximate dimensions 7x10x7cm.
Series of sculptures of the virtual players present in the videogame 0X Labyrinth.

10. Binary Sculptures, (2019)
Sculptures in flourescent yellow PLA, approximate dimensions 7x10x7cm.
Looking at the operating system that executes programs on electronic substrates as living entities, Binary Sculptures Series features unique editions of printed sculptures that mesh binary programs and processes at selected data offsets.

11. Biological Sculptures, (2019)
Sculptures in flourescent yellow PLA, approximate dimensions 7x10x7cm.
Biological Sculptures features the meshification of raw electrical data captured from plants on the piece Half-Plant (2017), where the sequential electrical impulses are transformed into 3d sculptural space.

12. Wolfspace, (2019)
Code, Tablet. Touch interactive. Variable dimensions.
Interactive visualization of movements over time and a sculpture produced by accumulating the positions of near extinct iberian wolves in the wild. Wolf GPS data was obtained by monitoring their activities remotely with non-invasive methods which would involve contact with humans, kindly provided by CIBIO, Universidade do Porto.

13. 0X Labyrinth, (2020)
Code, Smartphones, VR Sculpture Helmets, Network, Sound, Interaction. Variable dimensions.
0X Labyrinth is a generative immersive videogame that allows two players to share a competitive moment inspired in the first lethal and spiritual space and time device entanglement.