

## ANDRÉ SIER

### NEON PALEOLITIKOS

Inauguração 16 Nov, 19 horas

Exposição 17 Nov - 13 Dez 2017 | Seg a Sex, 12h - 19h

Espaço Camões da Livraria Sá da Costa | Praça Luís de Camões, 22, 4º andar, Lisboa

*Neon Paleolitikos* is an exhibition from electronic artistic André Sier within the Wolfanddotcom series that gathers only unpublished works: drawings, printed totemic sculptures and an interactive installation.

The works mingle games, animality, cyberspace; they look at the operating system that executes programs on electronic substrates as living entities. The bytes from files, programs and processes transform into fractal binarized visual patterns, they become lines that are organic, unpredictable, musical. The electronic subtract spawns drawings and three-dimensional landscapes, becomes terrain inhabited by bio-electronic beings resembling wolves, dragons, phoenixes into a vibrant, luminous, neon paleolithic age.

After the Anthropocene, Neon Paleolitikos is a new epoch dating since the decline of mankind until the zenith of new bio-electronic life-forms: operational symbioses combined amongst ruins of silica, transistors, algorithms, cells, plants, animals, electricity.

#### **Neon Paleolitikos Drawings**

##### **Desenhos**

Drawings with ballpoint pen on fine art paper, 50x70 cm, 2017

Drawing series performed on a plotter from code that visualizes the visual patterns from byte sequences from programs and electronic processes. These programs and informatic processes usually define the glade of an electronic working environment. The binary information is converted to image, defines the contours of information areas into visual patterns that become lines that are organic, unpredictable, musical – fractal arabesques derived from a microscopic aesthetic observation to the structure of information and running processes on gnu/linux systems. It is yet this information which forms the abstract 3D terrain which serves as base to the videogame *Wolfanddotcom*: the several differences of elevations of landscape segments and the endless structure of mountain ranges in virtual 3D space tinted with bi-dimensional textures from the repetitive information patterns.

## Wolf-Totems Sculptures

Sculptures inPLA, approximate dimensions 7cm<sup>3</sup>, 2017

Series of sculptures performed on a 3d printer. They present the wolf-totems from the virtual space of *Wolfanddotcom*, ambient videogame which combines the imagery of virtual life experiences with wolves in a near dystopic future, after an eventual disappearance of mankind. The wolves inhabit a virtual space populated with totems, architectonic-sized structures which combine several frames from the wolves animations in *Wolfanddotcom*. The totems operate as landmarks, passed amongst generations of animals, symbol of the rebuild of a virtual cybernetic network amongst them. Social animals that hunt in packs, or that adventure in lonely inhospitable grounds are among the survivors of this virtual apocalypse, and have to reconstruct a network amongst themselves to keep hopes of life enduring on earth.

## Half-Plant

Interactive Installation

Code, computer, WiFi AP, sound, table, wood log, plants, 2017

Half-Plant is a bio-electronic hybrid from the Neon Paleolitikos era within the series *wolfanddotcom*. Hybrid, partly microelectronic processes, other part microbiological voltages, operated by smartphone. It is an interactive bio-electronic work which broadcasts a WiFi Access Point (NeonPaleolitikos network) which allows whomever connects and navigates to *half-plant.com* (192.168.12.1:8000) can control an interface which allows to mix the different genetic processes which compose the hybrid, combinations of electronic and biological micro-fluctuations. The raw spectra from the processes is transformed in electronic and biological dna, which on their turn are combined through genetic algorithms in order to make a bio-electronic hybrid. By placing fingers on the interface, the audience can, collectively and autonomously, control the volumes, the genetic algorithms and mutation percentages, the reading speeds of the dna of each component.

ANDRÉ SIER é um engenheiro artístico com formação em ciências, pintura, escultura, música e uma licenciatura em filosofia. Nos últimos 20 anos tem produzido trabalhos em código, 3D, vídeo, som, electrónica, desenho, escultura, videojogos, exibidos em mais de 25 exposições individuais a nível nacional e internacional. Através de estruturas algorítmicas e interfaces humanos customizados, ele cria objectos e trabalho serial interactivo que visa deslindar de formas jogáveis relações entre o espaço e o tempo, bem como propor uma contínua e infinita cosmogonia virtual sintetizada em substractos electrónicos que poderia rivalizar a realidade. Destacam-se as séries '*struct*', '*747*', '*corrida espacial*', '*k.*', '*uunniivveerrsee*', '*piantadelmondo*', '*wolfanddotcom*', trabalhos imersivos em espaços abstratos, muitas vezes utilizando dados *site-specific* de microfones e câmaras, ou sintetizando experiências com matemáticas generativas e caóticas. Premiado nos Jovens Criadores (2006), Bienal de Cerveira (2009), três vezes na Lisbon Maker Faire (2014, 15, 16), Sier é professor regular de artes electrónicas desde 2002, actualmente professor auxiliar convidado na Universidade de Évora e a prosseguir estudos doutorais no Planetary Collegium. É um dos cinco finalistas do Prémio Sonae Media Art 2017, cuja exposição no MNAC - Museu do Chiado será inaugurada a 22 de novembro. É também um dos participantes no The New Art Fest'17, a decorrer no Picadeiro do Museu de História Natural e da Ciência, de 10 a 30 de novembro, com produção da Ocupart. <http://andre-sier.com>