

FESTIVAL X

ARTS ● TECHNOLOGY ● COMMUNITY

Exhibition Workshops Shows Talks

7-8-9
OCTOBER 2022

Dubai. Alserkal Avenue

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About

Dubai is a vibrant city known for being open-minded, fast-paced, and progressive. Its bold vision for the future has fostered an exceptionally diverse environment that attracts creative people from the Middle East and all over the world. As a cultural hotbed, we couldn't think of a better place for Festival X, a novel platform operating at the intersection of Art, Science, and Technology, forming a community. Interconnecting these three fields is not only an exciting way to broaden our perspectives, but also a valuable approach to tackle the critical questions of our times in a proactive manner.

This year marks the inception of an annual event, which aims to promote this transdisciplinary concept by bringing together captivating minds combining all three domains in workshops, talks, performances and an exhibition. Festival X is intended to be an educative space that illustrates, discusses, and advances the potentials of cross-pollination between different artistic and scientific practices that hold important opportunities to shape our future. It is meant to present unconventional thoughts and strategies to initiate conversation and spark explorative curiosity – among stakeholders, experts, and interested visitors alike. A further central goal of this inaugural edition is to lay the foundation for a lasting and continuously evolving regional community in the field, which enables knowledge exchange, networking, and collaboration on both a national and international level. We are confident that conflat[ing] intellectual capacities through this platform will bring forth intriguing suggestions for global issues in the years to come. Hence, raising the awareness of local artists, scientists, tech experts, and innovators, who want to get involved, is particularly crucial for our endeavor.

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Schedule

Workshops				Exhibition				Talks				Shows			
Day One October 7 th	Things Your Parents Didn't Tell You About Robots Instructor: Amir Bastani; Creative Robotics Lab <ul style="list-style-type: none">Jossa, Alserkal Avenue10:00 - 12:00			Exhibition Visiting <ul style="list-style-type: none">Concrete, Alserkal Avenue15:00 - 22:00			Opening Ceremony (Invite-Only) Doors open <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue17:30 - 18:00			Doors Open <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue19:30 - 20:00					
	From Sputnik to Starlink Instructor: Sebastian Alexander Neitsch <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue10:00 - 12:00						Opening Speech by Niousha Ehsan, CEO of LINKVIVA Opening Ceremony (Invite-Only) <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue18:00 - 18:06			Algorave India ft. Hosny by Abhinay Khoparzi <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue20:00 - 20:30					
	Lunch Break <ul style="list-style-type: none">Alserkal Avenue12:00 - 13:00						Speech by Amin Davaei, Co-founder and Director Opening Ceremony (Invite-Only) <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue18:06 - 18:12			Intermission <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue20:30 - 20:45					
	Things Your Parents Didn't Tell You About Robots - Continued Instructor: Amir Bastani; Creative Robotics Lab <ul style="list-style-type: none">Jossa, Alserkal Avenue13:00 - 15:00						David Brüll, Founder and Director of NODE Forum for Digital Arts and The NODE Institute, Creative Director at Studio Brüll Presentation <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue18:12 - 18:18			Algorave India by Abhinay Khoparzi <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue20:45 - 22:00					
	From Sputnik to Starlink - Continued Instructor: Sebastian Alexander Neitsch <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue13:00 - 15:00						Online Presentation by Martin Honzik, CCO of Ars Electronica Linz and Managing Director of Ars Electronica Festival Opening Ceremony (Invite-Only) <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue18:18 - 18:33								
							Speech by Alserkal Spokesperson Opening Ceremony (Invite-Only) <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue18:33 - 18:39								
						Exhibition Tour With The Artists Concrete <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue18:39 - 19:30									

Workshops				Exhibition				Talks				Shows			
Day TWO October 8 th	Things Your Parents Didn't Tell You About Robots <small>Instructor: Amir Bastani; Creative Robotics Lab</small> <ul style="list-style-type: none">Jossa, Alserkal Avenue10:00 - 12:00			Exhibition Visiting <ul style="list-style-type: none">Concrete, Alserkal Avenue11:00 - 22:00			Doors open <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue15:30 - 16:00			Doors Open <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue19:30 - 20:00					
	From Sputnik to Starlink <small>Instructor: Sebastian Alexander Neitsch</small> <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue10:00 - 12:00						David Brüll; Founder and Director of NODE Forum for Digital Arts and The NODE Institute, Creative Director at Studio Brüll <small>Presentation</small> <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue16:00 - 16:15			Ravel Landscapes <small>by Natan Sinigaglia</small> <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue20:00 - 20:30					
	Lunch Break <ul style="list-style-type: none">Alserkal Avenue12:00 - 13:00						Christl Baur; Head of Ars Electronica Festival <small>Presentation</small> <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue16:15 - 16:30			Intermission <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue20:30 - 20:45					
	Things Your Parents Didn't Tell You About Robots - Continued <small>Instructor: Amir Bastani; Creative Robotics Lab</small> <ul style="list-style-type: none">Jossa, Alserkal Avenue13:00 - 15:00						Intermission <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue16:30 - 16:45								
	From Sputnik to Starlink - Continued <small>Instructor: Sebastian Alexander Neitsch</small> <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue13:00 - 15:00						Open-Discussion Panel 01 <small>David Brüll, Christl Baur, and Kevin Jones discuss creating a community from scratch</small> <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue16:45 - 17:25								
							Intermission <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue17:25 - 17:40								
						Berley Rajan; Technical Sales Manager at Beckhoff Automation <small>Presentation</small> <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue17:40 - 17:55									
						Johannes Braumann; Founder of Creative Robotic; Professor at University of Arts & Design, Linz <small>Online Presentation</small> <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue17:55 - 18:10									
						Panel 02 : "Human, Robot and AI in artistic practice" <small>Amir Bastani, Media Artist & Researcher, Emanuel Gollob, Artist & Researcher</small> <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue18:10 - 18:50									

Workshops										Exhibition										Talks										Shows									
Day THREE October 9 th	Things Your Parents Didn't Tell You About Robots <small>Instructor: Amir Bastani; Creative Robotics Lab</small> <ul style="list-style-type: none">Jossa, Alserkal Avenue10:00 - 12:00										Exhibition Visiting <ul style="list-style-type: none">Concrete, Alserkal Avenue11:00 - 22:00										Doors open <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue15:30 - 16:00										Doors Open <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue19:30 - 20:00								
	From Sputnik to Starlink <small>Instructor: Sebastian Alexander Neitsch</small> <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue10:00 - 12:00																				Anderson Tegon, A.K.A Pepper's Ghost; Media Artist <small>Presentation</small> <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue17:30 - 17:45										Orbits <small>by Quadrature</small> <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue20:00 - 20:30								
	Lunch Break <ul style="list-style-type: none">Alserkal Avenue12:00 - 13:00																				Intermission <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue17:45 - 18:00										Intermission <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue20:30 - 20:45								
	Things Your Parents Didn't Tell You About Robots - Continued <small>Instructor: Amir Bastani; Creative Robotics Lab</small> <ul style="list-style-type: none">Jossa, Alserkal Avenue13:00 - 15:00																				Open- Discussion Panel <small>All featuring artists discuss their use of technology in art</small> <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue18:00 - 18:45										Abhinay Khoprazi <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue20:45 - 22:00								
	From Sputnik to Starlink - Continued <small>Instructor: Sebastian Alexander Neitsch</small> <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue13:00 - 15:00																																						
	Workshop Presentations <ul style="list-style-type: none">Warehouse 46, Alserkal Avenue15:00 - 16:30																																						



Workshops

From Sputnik To Starlink



About the Workshop

This workshop is a quick introduction to robotics and a step-by-step guide on ways of integrating robots into creative applications! If you are curious to know more about:

- Why are there different types of robots?
 - Why and how do we program the robots?
 - What is Human-Robot Collaboration?
- And
- Boring rumours vs exciting realities about robots!

During this workshop, we will learn how to program simple tasks for robots, a robotic arm from KUKA and Spot, the Boston Dynamics' quadruped robot.

About the Instructor

As a new media artist with a background in fine arts and philosophy, Amir Bastani (*1991) explores the conflict between the conscious and the subconscious. He realizes his works by designing narratives through real-time processes. Amir is based in Linz/AT where he is perusing his PhD and currently a researcher at Creative Robotics.

Instructor
Amir Bastani



Who can take this course?

Everyone is welcomed.
Background knowledge in robotics or programming will be helpful but not required!

How to prepare for the course?

Participants need to bring a laptop, preferably a Windows laptop.

Location: Jossa, Alserkal Avenue

Duration: 3 Days; 12 Hours

Students Fee: AED 500

Regular Fee: AED 1200

Capacity: 30 Pax

From Sputnik To Starlink

About the Workshop

Satellites are used for almost all modern achievements, from communication or navigation systems to environmental monitoring and military purposes. Their number is rapidly growing in an exponential rate. Just in the last three years the number of active man made objects orbiting earth increased in about 300% while the amount of space junk still exceeds that many times over. Currently there are more than 20.000 objects in near earth space.

Despite all of this, we hardly notice their existence or talk about them in daily life. From earth they are visible only in the rare case that they are in the perfect angle to reflect the sun. But all necessary data about the positions and paths of satellites is known and publicly available.

The 3-day workshop will dive into the topic of this rather new layer of infrastructure and its meaning for our technology driven society. The participants will learn about the history and current developments of near earth space exploration, where and how to get data and information about satellites and will together work on related concepts and speculative narrations.

About the Instructor

Sebastian Alexander Neitsch (1982, DE) started focusing on his media art practice during his early art and technology related studies in Halle (Germany) and Linz (Austria). Since 2010 he works as independent artist and educator with a main focus on technology and human-machine interactions.

Since 2013 he is part of the artist collective Quadrature.

Their artistic research focuses on data and physical experiments and they understand technology as a means to read and write realities. Together, they pursue a transdisciplinary approach, using various media such as time-based performance and installation as well as classical sculptural and two-dimensional works.

For some years, the artists have been working on the methods and stories involved in exploring our world and the cosmos around us. For Quadrature, the universe represents an intangible but very real place for their reflections, evoking both the most elemental emotions and the most advanced scientific theories. The boundaries and limitations the human mind and its physical representations encounter resonates in all their work.



Instructor
Sebastian Alexander Neitsch



Who can take this course?

Anyone interested in technology, science, society and outer space.
No special skills are required except of speaking english.

How to prepare for the course?

The workshop does not require any special knowledge but it helps if the participants have at least some basic understanding of programming.

Talks



Niousha Ehsan

• Co-founder and Chief Energy Officer at LINKVIVA

• 18:00 – 18:06



Amin Davaei

• Co-founder and Director of Festival X

• 18:06 – 18:12



David Brüll

• Founder and Director of NODE Forum for Digital Arts and
• The NODE Institute, Creative Director at Studio Brüll

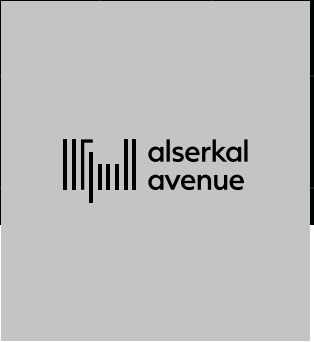
• 18:12 – 18:18



Martin Honzik

• CCO of Ars Electronica Linz and
• Managing Director of Ars Electronica Festival

• 18:18 – 18:33



Alserkal Spokesperson

• 18:33 – 18:39



David Brüll

- Founder and Director of NODE Forum for Digital Arts and
- The NODE Institute, Creative Director at Studio Brüll

• 16:00 - 16:15



Christl Baur

- Head of Ars Electronica Festival

• 16:15 - 16:30

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Berley Rajan

- Technical Sales Manager at Beckhoff Automation

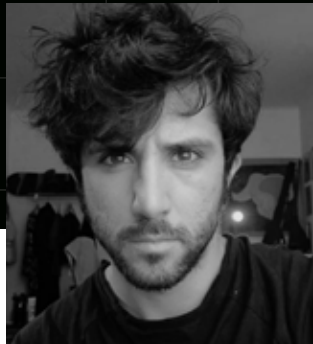
• 17:40 - 17:55



Johannes Braumann

- Founder of Creative Robotic;
- Professor for Creative Robotics at UfG Linz, and
- Co-founder of the Association for Robots in Architecture

• 17:55 - 18:10



Amir Bastani

- Media Artist and Researcher

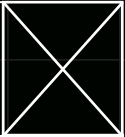
• 18:10 - 18:50



Emanuel Gollob

- Artist and Researcher

• 18:10 - 18:50



Anderson Tegen
(A.K.A Pepper's Ghost)
• Artist

• 17:30 - 17:45



Quadrature
• Artist Duo

• 18:00 - 18:45



Abhinay Khoparzi
• Artist

• 18:00 - 18:45



Rafael Ski
• Artist

• 18:00 - 18:45



Noor Stenfort Kroese
• Artist

• 18:00 - 18:45



Natan Sinigaglia
• Artist

• 18:00 - 18:45



Exhibition

EXHIBITION STATEMENT

Media art is a vital component for Festival X due to its incredible versatility and disruptive, forward-thinking force that carries the transgression of disciplines at its heart. Being a relatively new art form allows it the right amount of nimbleness and freedom to quickly incorporate latest societal as well as technological developments in its artistic practices. In the process, media art draws upon various areas of expertise, methodic skill sets, cultural influences, and modes of thinking to explore alternative viewpoints and uncover unexpected possibilities. As a laboratory for safe experimentation, it scrutinizes, envisions and probes our future in multiple ways, for example regarding the human relation with reality, technology, nature, or outer space. In this sense, it deserves to be called “the art of our time” that is deeply invested in helping to create a better, sustainable society.

The first exhibition of Festival X at the stunning Alserkal venue features several pieces of excellence by internationally renowned artists and serves an essential purpose: epitomizing the pioneering, galvanizing, and boundary crossing spirit of media art to give an inspiring impulse for the evolution of a community here in Dubai. The artworks were specifically selected with the aspiration to convey an idea of the immense diversity within the field on the one hand, and to emphasize the vast capabilities lying at the crossroads of Art, Science, and Technology on the other. Since education, transdisciplinarity, and knowledge transfer play a key role for the mission of Festival X, the exhibition will be accompanied by artist talks where visitors can learn more about their academic backgrounds, active research projects, and creative processes.

Credit: Alexander Wöran



Supraspectives

By Quadrature

• Artist Statement

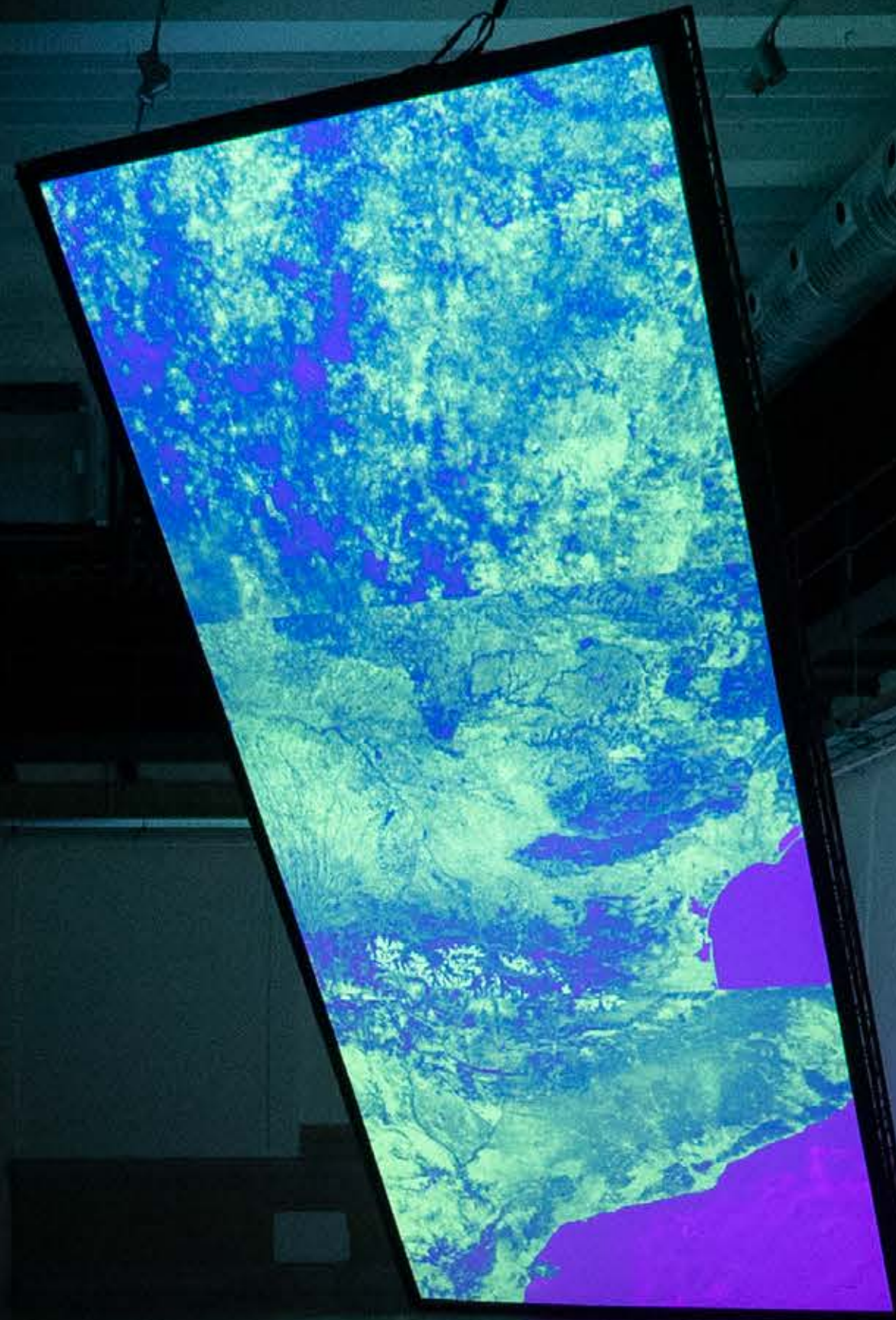
In the process of creating Supraspectives, the artist duo Quadrature has gathered the data of 590 (recent & former) spy satellites, whose trajectory the installation follows. A third of them can be considered space trash, as they are obsolete or damaged, but still, they continue overflying us. The installation calculates the paths of all those satellites in realtime and speculatively reconstructs the view they are capturing, offering artistically intervened images of what the satellites could be observing. Mainly, satellites passing near the exhibition venue are selected, combined with other specially interesting or suggestive satellite images. Additionally, a specifically built motorized live antenna on the roof connects with the satellites overflying Tabakalera, transforming their real radio signals into sound. Every time the installation connects with a satellite, the screen shows the data relative to it, such as the country of origin, or year of launch. The installation displays live visuals from the contrast between the suggestive beauty of the earth seen from above and outer space, and a critical awareness of its human colonization, very often for military and surveillance purposes.

• About the Artist

Quadrature understands technology as means to read and write realities, with data as their main artistic material. The Berlin based artists utilize transdisciplinary media to create artworks that not only capture the intersection between art and science, but also the convergence of digital and analog realms. The two members Juliane Götz (*1984, DE) and Sebastian Neitsch (*1982, DE) met 15 years ago at Burg Giebichenstein Kunsthochschule Halle. Their works are shown worldwide, including ZKM Karlsruhe, Hek Basel, Museum of Contemporary Art in Zagreb and Akademie der Künste Berlin.



Exhibition



Doing Nothing With AI

By Emanuel Gollob

• Artist Statement

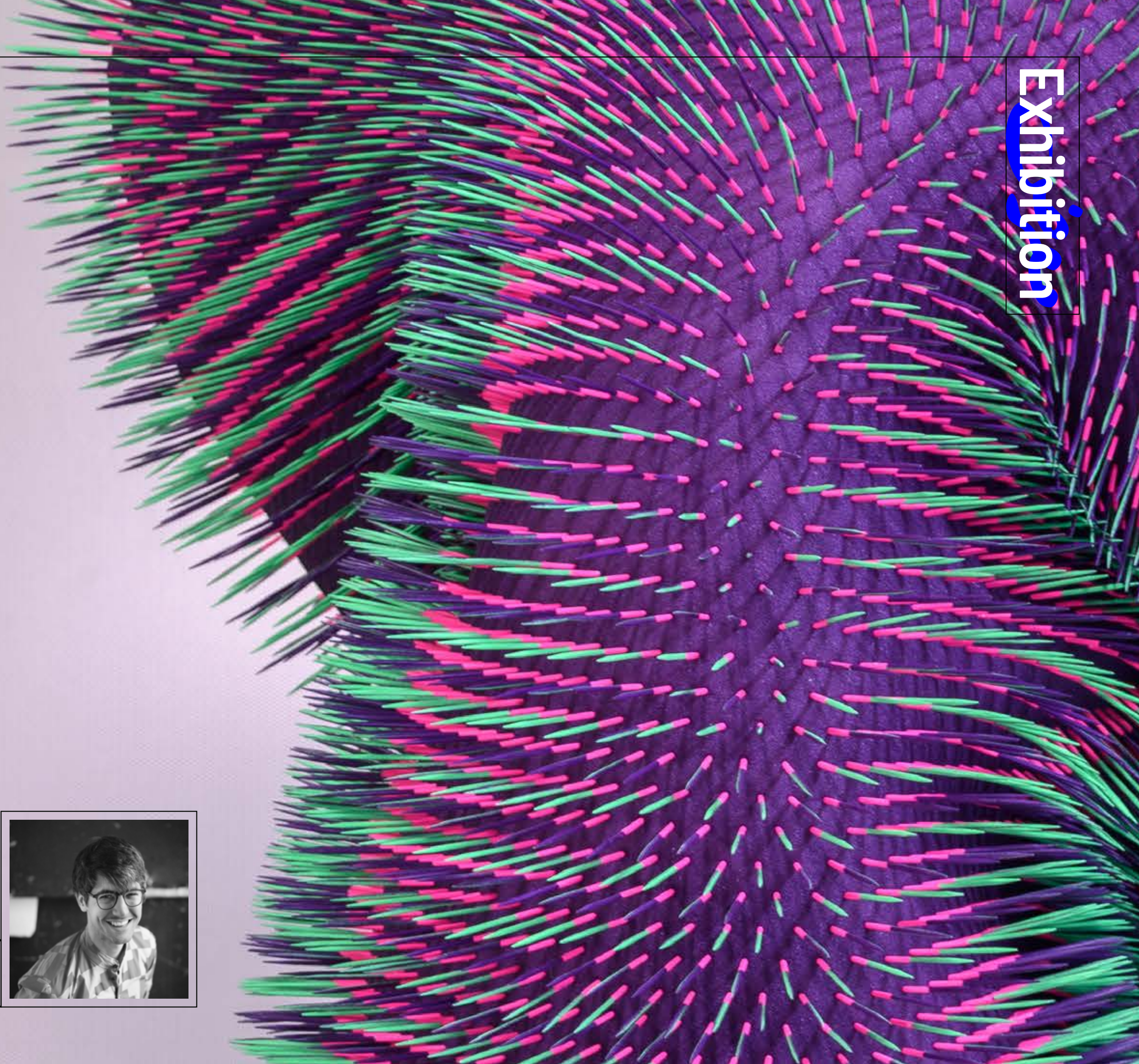
Doing Nothing with AI 1.0” uses AI, robotics, and brainwaves to continuously choreograph a flow of motions with the intention to make the participant “do nothing” and daydream. In times of constant busyness, technological overload, and the demand for permanent receptivity to information, doing nothing is not much accepted, often seen as provocative and associated with wasting time. People seem to always be in a rush, stuffing their calendars, seeking distraction and the subjective feeling of control, unable to tolerate even short periods of inactivity. The multidisciplinary project “Doing Nothing with AI” intends to address the common misconception of confusing busyness with productivity or even effectiveness. Taking a closer look, there is not too much substance in checking our emails every ten minutes or doing some unfocused screen scrolling whenever there is a five-minute wait at the subway station. Enjoying a moment of inaction and introspection while letting our minds wander and daydream may be more productive than constantly keeping us busy with doing something.

• About the Artist

With his art practice, Emanuel Gollob (AT) (b. 1991) bridges aesthetic research, human-A.I. interaction and robotics. Gollob graduated from the University of Applied Arts Vienna with a diploma in Design Investigation (2019). From 2020 to 2021, he was an artist in resident at MindSpaces, an EU research project in the STARTS initiative framework. Since 2020, he is a PhD candidate and artistic researcher at the University of Arts Linz. Gollob’s work has recently been exhibited in various international institutions, including Art Science Museum, Singapore (2022), Smithsonian Arts + Industries Building, Washington DC (2021); Science Gallery Melbourne, Melbourne (2021) and Laboral Centro de Arte y Creación Industrial, Gijón (2020), among others.



Exhibition



Rhiza

By Noor Stenfert Kroese

• Artist Statement

RHIZA is an interspecies connector that invites you to become part of the communication between her mycelium and oyster mushrooms. The tower's oyster mushrooms and mycelium continuously exchange biodata through electrical signals. The biosensors pick up these electrical signals and translate them into vibrations you can feel by standing bare feet on the mycelium floor pads. Rhiza emerged as an aspiration to enable human beings to transgress their own species and connect with otherness in a multiplicity by experiencing their connectedness. In Rhiza, which means roots, the visitors are integrated into the human-mycelium-mushroom interface through their own roots, their bare feet. Our biggest organ to sense the outer world, our skin, is connected with the mycelium's oscillations produced by electrical resistance. This hybrid-electric resistance and pulse sensation are transferred back to the human body via tactile sensory impulses. Rhiza is inspired by the interaction within mycorrhizal networks. This underground network of fungal connections exchanges back and forth between fungus and one plant and neighbouring plants, using fungi as a thoroughfare. As the fungal threads spread, they create webs known as 'common mycorrhizal networks. Through these networks, plants and fungi can exchange sugars, nutrients, water and more. These shared mycorrhizal networks embody the most fundamental principle of ecology: that of the relationship between organisms. Via RHIZA, I am researching the possibilities of creating an empathic relationship between humans and non-humans. Rhiza aims to create an awareness of being part of a bigger network. Namely, a way for humans to be aware of the communication and sharing of information outside of the human realm. Since "the human being" is no longer seen as the centre but as part of a comprehensive and complex system. The pandemic and current natural disasters have highlighted once again that we need to start living in coexistence and symbiosis with natural landscapes rather than dominating or exploiting them, as is common in many societies. What impacts nature also impacts us humans. RHIZA offers space to reflect and experience what these symbioses entail. To think and feel what it means to be part of the complex network we live in and that we can also listen to other systems instead of taking them over. Experiencing the complexity of the mycorrhizal network with its subtle blend of cooperation and conflict can be seen as a metaphor for how we relate to each other and our social systems. Just like human society, this society is characterised by variety, with its capacity to help, hinder, cooperate, and exploit. Nature is built on connections, and so are we.

• About the Artist

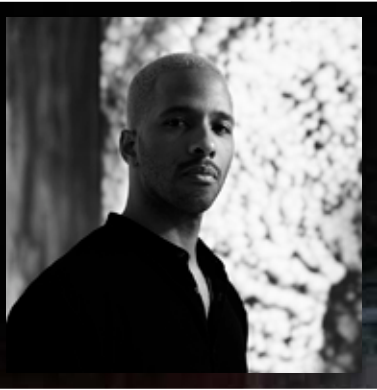
Noor Stenfert Kroese is a new media artist and scenographer. From a critical post-human perspective, her works evolve around the relationship between humans and non-humans in spatial performative installations. She is currently graduating at the MA Interface Cultures of Kunstuniversität Linz (AT). She graduated in 2020 with the BA Scenography from the Amsterdam University of Arts (NL). Her work is inspired by the interconnectedness of science, nature and technology. Whereby the intertwinement between her work and the spectators are essential. Her work does not provide a direct answer but seeks the space to ask questions and to experience. Her work was exhibited and performed at venues and festivals such as the Barcelona Design week (ES), EYE Filmmuseum Amsterdam (NL) Dutch National Opera & Ballet (NL), and the Ars Electronica Festival (AT). She received awards for her work from YouFab Global Creative Awards (JP) and Prins Bernard Young Talent Award (NL)

Exhibition

17

Ghost Over Banksy

By Anderson Tego
A.K.A **Pepper's Ghost**



• Artist Statement

Banksy for a large percentage of his artistic genius is a secret and invisibility has always been something very attractive to me. He would define it a superpower. The first time that I saw this artwork I immediately thought: "Can you imagine?... this child knows the secret!". From that moment, it immediately occurred to me that it would be magical to give bring her alive, and give her a voice and the digital art has this superpower. This is one of the cool part of this kind of art cause is able to make any place, space, wall that contaminates alive. I wanted to respond to all the many people that are still telling me that digital art is not real art and I found very funny to prove that they are wrong by animating what they consider art and creating a new artwork. This demonstrates that art is not made by comparing or classifying but by creativity and visionary sense of improving and innovation. This is something I try to do in all the installations I make: combine and give them a meaning to bring people into a journey full of intense emotions. Let's call it immersive art experience. It is my way of communicate what I have inside of me to the people who live our artwork regardless any kind of technology we going to use: to me it is about the intensity and the emotional strength of the experience. This is why I really like digital art cause has no limit, it can be an immersive experience, a light show, an outdoor or indoor installation, a concert or even a graffiti on the wall. I just don't like limits. In Ghost Over Banksy the Art took the full control of the technology and I used it like a brush. We do a lot of research into Technologies and it is very important but no one asks which spray was used by Banksy, Blue, or Eduardo Kobra rather than which kind of brush was used by Basquiat. In the same way, nobody cares about which kind of video projectors were used by Pepper's Ghost, people, like artists, only cares about emotions. The lyric that I personally wrote is a deep declaration and a provocation in pure hip hop's style, a culture that contains also the street art itself, with a flow that means something that specially as a black artist, I feel like a part of me. This is because of its simplicity and provocative capacity to be understandable to everyone telling the truth just using rhythms and words making us reflecting without give any answers but only by asking simple questions. It leads us to get Banksy's real intent and human selfishness capable of searching and

finding water on another planet and reserving wars, discriminations and hunger for our world. The match of all this is a new language. For the first time, street art and street culture find expression in an immersive digital version. It is for this love for street art that I wanted to create it respecting its deepest rules: A secret action, A nocturnal action, An action that leaves only a strong message, strong as only a performance of street art that paradoxically happened in the only city in the world without street. I was looking to do it playing with the canal's water that reflect the pink of the smoke to improve the natural Venetian's atmosphere surrounded by that intense voice when suddenly the "Migrant Child" turns on the flashlight and just say: Shhhhhh... enjoy the silence because I am real, I am alive... just here and now, just for one night.... look at me, listen to me and feel me.

Exhibition

• About the Artist

Anderson founded Pepper's Ghost in 2019 . This name, recalling the first hologram effect ever, refers to a collective of digital artists, graphic engineers, visual and video artists, light and sound designers. Pepper's Ghost creates, produces and self-produces immersive exhibitions, digital street art performances and NFTs. Pepper's Ghost realized some of the most important digital artworks in Italy: such as Aura | The Immersive Light Experience in Milan, defined one of the top 5 immersive exhibitions in Europe, the first permanent digital installation commissioned by Ministero della Cultura at Museo Collezione Salce, the 360° immersive and real-time navigable space at Monte Rosa 91, a Milanese iconic building by Renzo Piano and much more. On March 2022 he launched its Ghost Over Banksy, based on a famous Banksy's stencil and which reveals the first Digital Street Artwork ever made. Now he is approaching the Middle East market with new stunning immersive experiences and installations.

Freeing Images In Dust

By Rafael Ski

Exhibition



• Artist Statement

Modern society imposes its standards. Men, children, and especially women have had their self esteem challenged for centuries. Today this imposition has become a massacre.

The media impose standards of unattainable beauty. The results are psychological disorders, eating disorders, fear...

The cult of self-image, the selfie, self advertising. Open the computer screen and see patterns. Patterns of apparent happiness, superficial, unattainable. Rafael Ski works with his time tools, merging procedures of the visible and the invisible. When speaking of the omnipresence of selfies, he says of absences. Are we somebody or are we some image? The answer doesn't matter. Because, like any image, at some point, we will also be erased/forgotten. Is invisibility our best chance at freedom? Undo/deconstruct/erase would be the most radical form of resistance?

• About the Artist

Since 2010, Rafael Ski has been working with the tools of his time: the so-called "cutting edge low technology", using affordable, simple, and everyday electronic components combined with advanced technologies such as facial recognition, elaborate motion sensors, and intricate movements of digital particles. In this sense, the Brazilian artist is always exploring the impact of new technologies on our daily lives. Among the residencies and festivals participated in, two editions of the digital art festival TADAEX in Tehran, Iran, stand out; in addition to three editions of the artist residency "Interactivos?", which took place in Spain and England. Working with digital and interactive media, his artistic objective is not limited by the technology itself: although Ski uses logical reasoning to create interactive environments, he seeks to awaken the public, provoking reactions and feelings that go far beyond the sphere of reason. Within this potentially cold and rational environment, the artist seeks the humanization of technologies.

Fragile Cosmos

By Natan Sinigaglia

Exhibition



• About the Artist

Natan Sinigaglia is a sound and visual artist from Italy, currently based in Berlin, Germany. With a strong background in music, contemporary dance and real-time graphics, he creates canvases where languages lose their boundaries and share forms and meanings. During his artistic research, he collaborated with many musicians (Maxim Vengerov, Vanessa Wagner, Gloria Campaner, Hildur Guðnadóttir, Odile Auboin, Mira Calix, Novi_sad, Jamie xx, Four Tet ...), composers (Nick Ryan, Dmitri Kourliandski), orchestras (Ensemble Intercontemporain, London Contemporary Orchestra, International Menuhin Music Academy Orchestra), dancers (Alexander Whitley), visual artists (Marshmallow Laser Feast, Quayola, Pedro Mari, Claudio Sinatti) worldwide. As an active developer, he contributes to open-source libraries and participates in the development of vvvv, the visual programming language adopted for all his creations. Natan Sinigaglia gives lectures and workshops about generative code and sound-visual art at international festivals.



• Artist Statement

As in a quiet forest, any movement breaks the intimate silence of the space, generating echoes that solely time can bring to fading. Only when stillness permeates once more, can the gentle uncovering of a fragile cosmos re-emerge. Using bespoke software the motion and noise levels are registered in the space. Any perturbation of stillness and quietness detected will rupture the gentle unfolding of this digital process. Each person is responsible for the other's experience as much as their own. How to exist in this interdependent ecosystem? The public, standing on the threshold between observing and being observed, is invited to contemplate on the act of witnessing as a delicate form of participation.

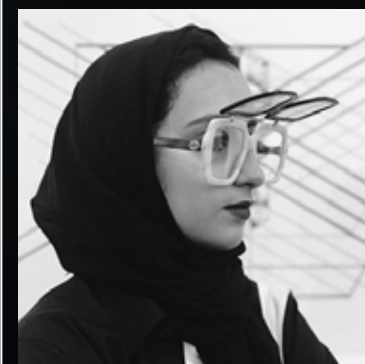
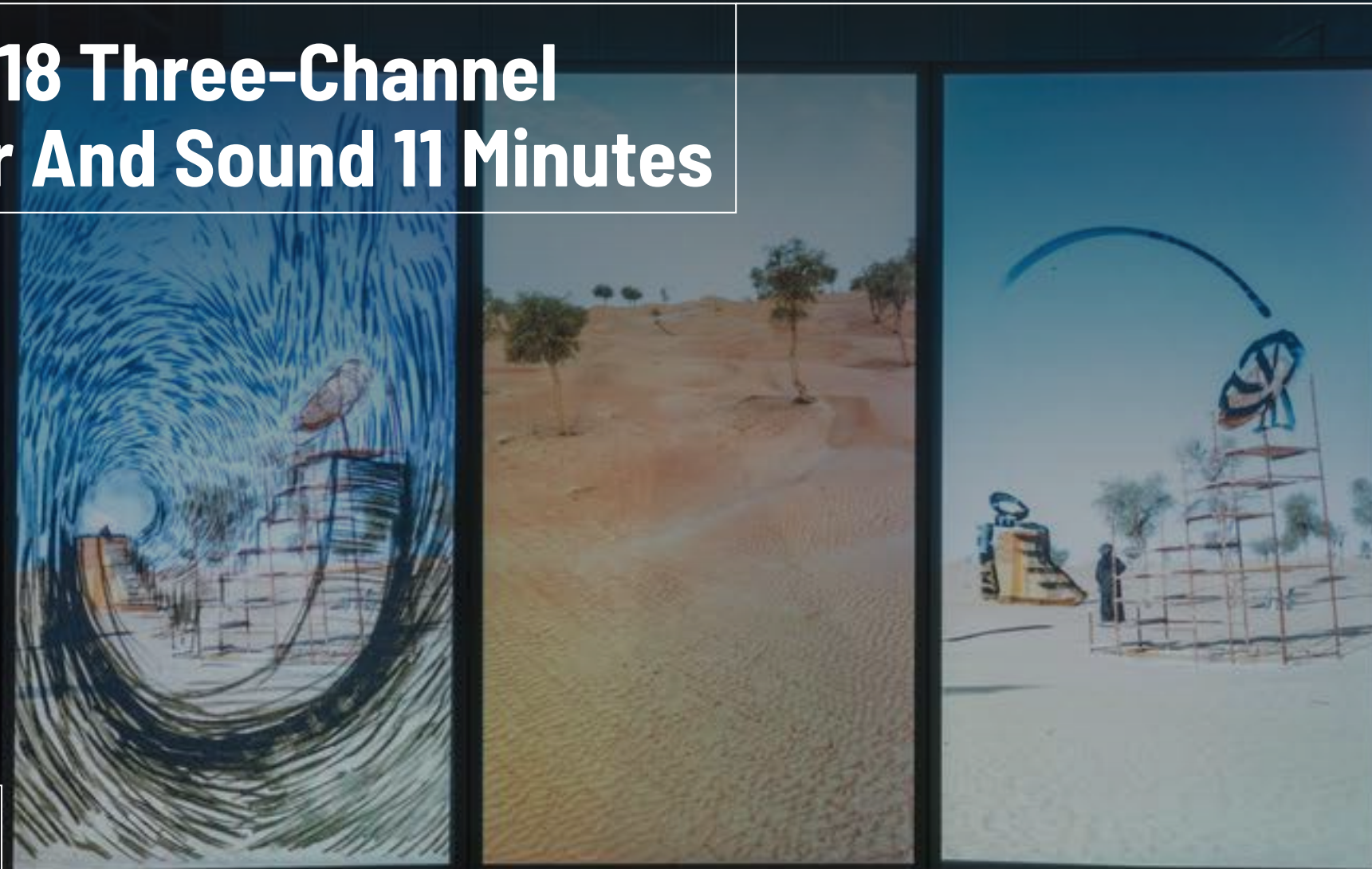
Ath'thaniyah, 2018 Three-Channel Video With Color And Sound 11 Minutes

Shaikha Al Ketbi

Exhibition

• Artist Statement

In my lens of perception consciousness and subconsciousness are interwoven landscapes. They coexist in conjunction with one another, only accessible through my personal acts of dreaming, mark-making, and meditative contemplation. In that vast, complex landscape which appears barren, instances of thought manifest into monuments and conclusions take a physical, architectural form. I am interested in the manner in which my subconscious has constructed this particular monument: a set of haphazardly scattered stairs leading up to a large platform with a satellite dish casting an immense shadow. My consciousness is only given access to it in my sleep. Through this work, my current physical existence has felt the need to retrieve this experience by constructing this monument in the 'real world' and almost roleplaying this dream. My process examines how that act of manifesting monuments of the subconscious advances the conversations I have with myself, thus creating more reactions within my subconscious and giving birth to more monuments. - U.A.E. Unlimited is a satellite platform founded and supported by His Highness Sheikh Zayed bin Sultan bin Khalifa Al Nahyan, one of the youngest prominent patrons of the arts in the United Arab Emirates. The platform is managed by the Executive Director, Shobha Pia Shamsani, who is also the Art Adviser & Director of the Modern & Contemporary Middle Eastern Art Collection of H.H. Sheikh Zayed bin Sultan bin Khalifa Al Nahyan.



• About the Artist

Shaikha Fahad Al Ketbi is a visual artist whose multimedia practice spans across photography, drawing and installation art. Her work explores themes of self-awareness and blurs the line between fiction and reality. Her artistic practice involves documenting site-specific rituals within isolated landscapes, which are then contextualized through her vivid dream-like imagery. Al Ketbi graduated with a Bachelor's degree in Visual Arts, at the College of Arts and Creative Enterprises at Zayed University. She participated in the Salama bint Hamdan Al Nahyan Foundation Emerging Artists Fellowship, and currently she is pursuing her Masters of Fine Arts in Global Art Practice at the Tokyo University of the Arts. Her work has been included in exhibitions including the 2018 Arab Women Artists Now exhibition 'Perpetual Movement' in London, 2018; Art Bahrain 2018; Armenia Art Fair 2018; UAE Unlimited's 'Ishara: Signs, Symbols and Shared Languages' exhibition 2018; the Zayed University graduate exhibition in 2016; 'Collectivity' at Maraya Art Centre; and the 2018 Tribe Magazine's 'Tribe: Contemporary Photography from the Arab World' in Washington, DC. She is also one of the founding members of the Public Art Collective, a group dedicated to the research and advancement of public art dialogue in the UAE.

Shows

Algorave India

Abhinay Khoparzi

• Artist Statement

Algorave, short for algorithmic rave, is a performance format and underground movement that revolves around the practice of live-coding, that is, writing and editing code live in front of an audience to create music and visuals. Emerging out of the demo scene of the 1980s and 1990s—where people would swap demos of graphics and music software—live coding has been a medium for performing arts for almost three decades, but it was usually restricted to either the art world or tech and trans-media events. Then, in 2012, Sheffield-based musicians Alex McLean and Nick Collins decided to take live coding into the club environment, organizing live coding jams at local music venues under the algorave banner. In May of 2018, musician/filmmaker/technologist Abhinay Khoparzi, filmmaker/vj/mother-of-various-subcultures-in-mumbai Dhanya Pilo, artist, technologist and archeoacoustic researcher Akash Sharma, Musician and producer Joshua co-instigated Algorave India, a collective of artists, musicians, and visualists intent on promoting programming as performance art through events called Algoraves. In June 2019 Abhinay and Akash decided it to reach further out by organising independent events, talks, and workshops.

• About the Artist

Abhinay Khoparzi is a multidisciplinary creative technologist who maintains a practice across film, video, music and web technologies. He has had a long relationship with the experimental electronic music scene in Mumbai with performances at The Indian Electronica Festival (Blue Frog, 2008), 6 Foot Oscillator in a 4 foot Room (Zenzi Mills, 2009), One Sunday (H2011 ,20). He is also known for his association with pioneering web platform, netlabel, and publishing company 3rd Thought Entertainment and his filmmaking work with Empatheia Films.



Shows

Ravel Landscapes

Natan Sinigaglia



• Artist Statement

Ravel Landscapes fuses generative image, created by visual artists Quayola & Sinigaglia with the classical pianist Vanessa Wagner's interpretations of Ravel's Pavane, Les Vals Nobles et Sentimentales, Gaspard de la Nuit and Ma Mere L'Oye. By application of custom software, the polyphonic sound of the piano is analysed and transformed into complex visual compositions. Quayola & Sinigaglia are interested in addressing the same oniric dimension Ravel intended with Gaspard de la Nuit, where due to technical challenges and profound musical structure, the 3rd section, Scarbo is considered one of the most difficult solo piano pieces ever written. The visuals encompass concepts alluding to a landscape of the psyche, where tangible dimensions exist as a reverie and linger in waking realities. A journey between polarities unfolds, conscious and unconscious, real and unreal, intuitive and orchestrated realities develop synchronously through sound and image as dynamic sequential scores.

• About the Artist

Natan Sinigaglia is a sound and visual artist from Italy, currently based in Berlin, Germany. With a strong background in music, contemporary dance and real-time graphics, he creates canvases where languages lose their boundaries and share forms and meanings. During his artistic research, he collaborated with many musicians (Maxim Vengerov, Vanessa Wagner, Gloria Campaner, Hildur Guðnadóttir, Odile Auboin, Mira Calix, Novi_sad, Jamie xx, Four Tet ...), composers (Nick Ryan, Dmitri Kourliandski), orchestras (Ensemble Intercontemporain, London Contemporary Orchestra, International Menuhin Music Academy Orchestra), dancers (Alexander Whitley), visual artists (Marshmallow Laser Feast, Quayola, Pedro Mari, Claudio Sinatti) worldwide. As an active developer, he contributes to open-source libraries and participates in the development of vvvv, the visual programming language adopted for all his creations. Natan Sinigaglia gives lectures and workshops about generative code and sound-visual art at international festivals.

Shows

Orbits

Quadrature

• Artist Statement

The aesthetics of man-made objects in space, their appearance and especially their orbits are transformed into a minimal audiovisual performance, showing the poetic dance satellites and their trash perform while revolving around us. Seemingly chaotic paths mutate to amazing patterns of an almost organic nature—all of it due to pure physical necessity. When we started working with global satellite data, their information was based on a web-site maintained by the US Air Force. Yet after some time, based on information from the Union of Concerned Scientists, we discovered that some objects were missing. Fortunately the data on classified satellites is generated by enthusiastic amateur astronomers observing the night skies. Merging the two sources, balancing between artistic autonomy and the necessary scientific rigorousness, the performance is an aesthetic and intuitive live experiment, revealing this new layer of human infrastructure.

• About the Artist

Quadrature understands technology as means to read and write realities, with data as their main artistic material. The Berlin based artists utilize transdisciplinary media to create artworks that not only capture the intersection between art and science, but also the convergence of digital and analog realms. The two members Juliane Götz (*1984, DE) and Sebastian Neitsch (*1982, DE) met 15 years ago at Burg Giebichenstein Kunsthochschule Halle. Their works are shown worldwide, including ZKM Karlsruhe, Hek Basel, Museum of Contemporary Art in Zagreb and Akademie der Künste Berlin.



Algorave India Ft. Hosny

Hosny



• About the Artist

Mohamed Hosny , Oud player and Arabic singer , songwriter , started his journey studying at the institute (conservatoire de music) at Alexandria Egypt , then went to Arabic oud house and had the privilege to study under master Ashraf Awad , Nancy Farouk and Nasser Shamma and Hazem Shaheen . performed in major chains in Egypt such as Alexandria bibliotheca , jesuit culture centre , al sawy culture wheel , cairo jazz club with different bands as an arabic singer and oud player . Since 2015 moved to the UAE and performed at (park hyatt hotel - four seasons dubai - sheraton jbr - grand millennium hotel - Ritz Carlton abudhabi - Habtoor palace hotel dubai . in 2018 joined NOON band and participated in many festivals in the reign and worldwide : Mother of the nations festival UAE 2019 , magnetic fields festival INDIA 2018 , wasla music festival UAE 2019 , Middle Beast festival SAUDI ARABIA 2019 , Barzakh festival NYAD ABUDHABI UAE 2019 , Smithsonian folklive festival USA 2022 . Hosny is collaborating with Abhinay Khoparzi, to create magical music from live coding and nostalgic sound of the arabic oud.

Shows

Tacit / Amire B.Ash Collaboration

Tacit



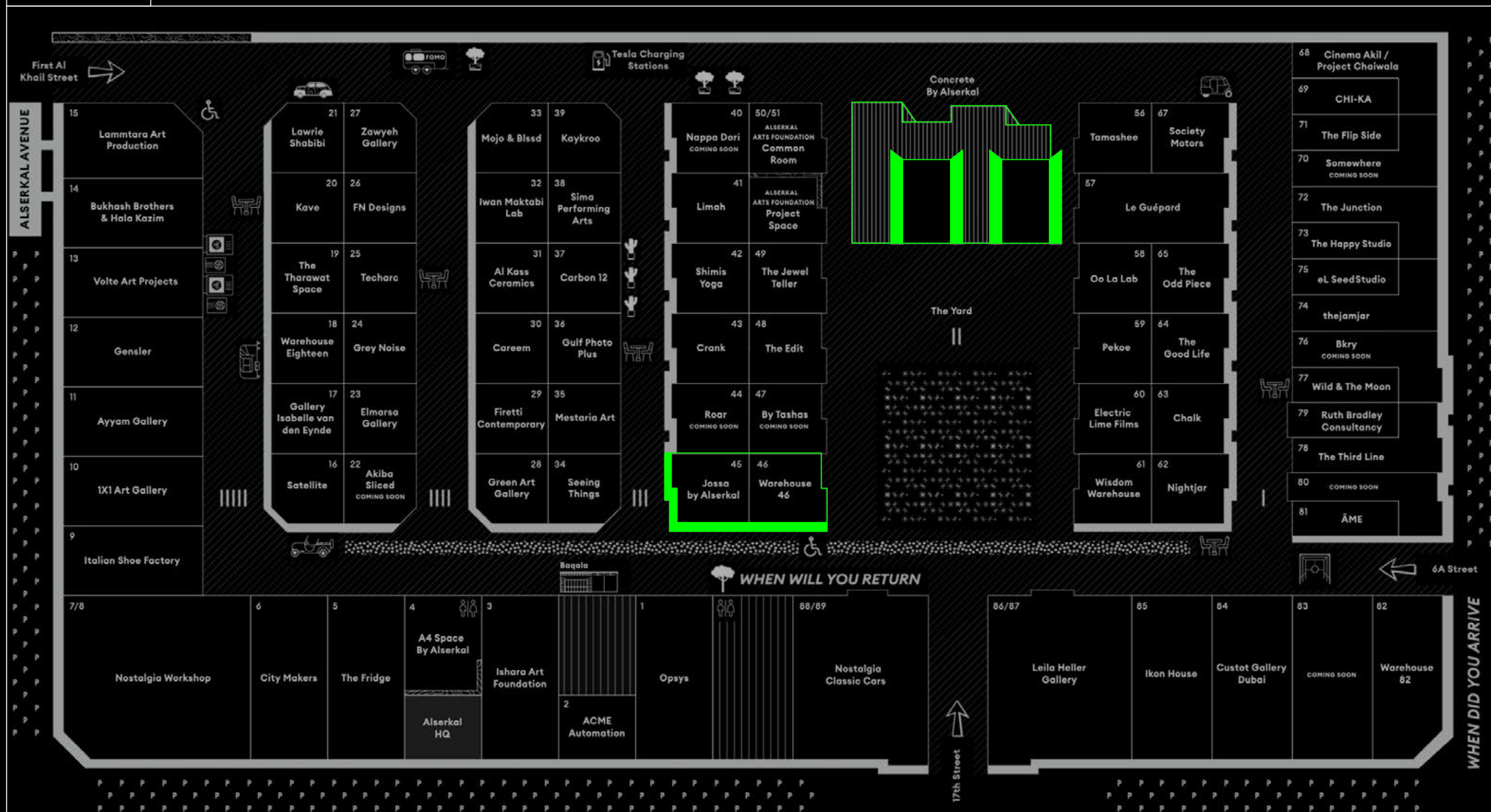
• About the Artist

Tacit consistently delivers mind bending electronic live performances. Having been classically trained from the age of 10, he builds his live sets on a strong classical/Jazz foundation, incorporating hard beats, industrial sounds. Living in Dubai, UAE, and resident-artist at Analog Room, the most leading underground scene in the Gulf region.

Shows



Map



X Partners and Collaborators

THE
N • DE
INSTITUTE

EDUCATION PARTNER

Berlin based NODE Institute established in 2019 as an on-going platform extending the Frankfurt-based biannual NODE Forum for Digital Arts, a community and media arts festival which kicked off in 2008. Both institutions were founded by **David Brüll**, co Curator and Festival X consultant. NODE is one of our primary benchmarks and sources of inspiration.

STUDIO BRÜLL

CO-CURATION AND CONSULTATION

Studio Brüll is a berlin based studio for design, art and technology. We design and produce interactive installations, exhibits, artworks and live experiences for exhibitions in museums, showrooms, trade fairs and other communicative spaces and events.

 ARS ELECTRONICA


OFFICIAL FESTIVAL ADVISORS

Located in Austria, Ars Electronica is the oldest and largest community that consists of educational programs, prizes, a centre for arts, technology, research and a museum and as well as the pioneer of the very first festival of this kind, which we have benchmarked; **Christl Baur**, head of the of Ars Electronica along with **Martin Honzik**, the managing director, acting as our Festival X's official Advisors and will both be speakers at the festival as well.

 alserkal
avenue

OUR LOCAL PARTNER

The cultural and artistic hub of Dubai, Alserkal is an arts and culture enterprise based in Dubai, dedicated to developing homegrown initiatives, cultural production and events, while supporting creative minds and contemporary non-profit research. Alserkal takes on the crucial role of engaging the local community and bridging the gap between Festival X and our target audience.

 CREATIVE ROBOTICS

INTERNATIONAL PARTNERS

CR is engaged in arts-based and industrial research covering a wide range of applications, from developing new robotic processes with traditional craftsmen

Kunstuniversität zu
Linz
University of Arts
Linz

INTERNATIONAL PARTNERS

Founded in 1947, the University is considered a pioneer in connecting applied art and technology in Europe.

BECKHOFF

INTERNATIONAL PARTNERS

Beckhoff specialises in development of innovative products and solutions based on PC-based control technology and has remained consistent with their innovations and has been partnered with Festival X to provide technological requirements

X Team

Amin Davaei

• Co-Founder & Director

Pooria Montaseri

• Co-founder and Chairman at LINKVIVA
• Festival X Co-Founder

Niousha Ehsan

• Co-founder and Chief Energy Officer
at LINKVIVA
• Festival X Co-founder

David Brüll

• Founder and Director of NODE Forum
for Digital Arts and The NODE Institute,
• Creative Director at Studio Brüll
• Festival X Co-Curator

Martin Honzik

• CCO of Ars Electronica Linz and Managing
Director of Ars Electronica Festival
• Festival X Advisor

Christ Baur

• Head of Ars Electronica Festival
• Festival X Advisor

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Marilyn Tavares

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