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L U X  
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ISEA2019  
Gwangju, Korea  
Lux Aeterna



**ISEA 2019**

Gwangju, Korea

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**Lux Aeterna**

June 22 - June 28, 2019

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# ISEA2019 RESIDENCY with ACT Showcase Creators in Lab

ISEA2019 in partnership with Asia Culture Center had a residency program for the artists working at the intersection of art and technology to create works addressing the themes of ISEA2019: Aeternitas, Symphonia, Illuminatio, and Penumbra. Applications were selected by a panel comprising of ISEA2019 organizers and representatives of Asia Culture Center, based on their creativity and relevance to the themes of ISEA2019, disruptiveness of the research, and the impact to the community.

## Residency Program

ACT Showcase Creators in Lab X ISEA2019

- Residency Duration: May-June, 2019
- Finalists for ISEA2019 Residency:
  - Johnny DiBlasi
  - Carlos Castellanos, Bello Bello
  - FRAUD (Audrey Samson, Francisco Gallardo)
  - Ralph Borland

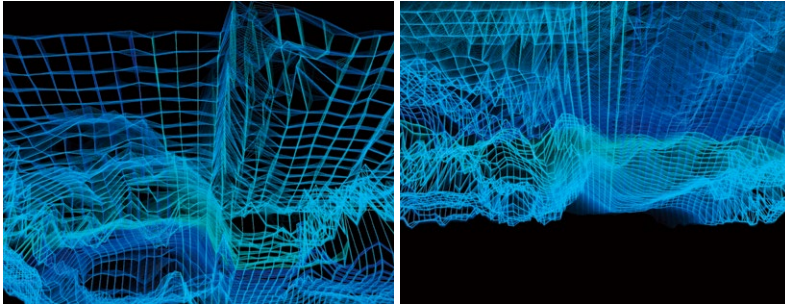
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JOHNNY DIBLASI (UNITED STATES)

## hidden layer (2019)

In the United States “precision farming” is the term used to describe the processes of using technologies and sensors to gather data to target resources to crop production. These technologies are tools to understand, monitor, and control organic systems. Johnny DiBlasi’s work is an ongoing inquiry into these invisible data structures within the landscape. He creates public interfaces where all these various inputs—specifically data signals, the public, and the broader ecology—are connected, and a tension with and awareness of the invisible digital architecture is explored through the public’s experience.

*hidden layer* is a site-specific and interactive installation that utilizes sensors to gather data from various spaces both in the natural environment and the constructed urban spaces around the site of the artwork. Various biosensors are setup within the space that capture organic and environmental information and transcode this data into physical form and light. This data will drive the representation of a large physical grid or mesh comprised of strands of light emitting diodes while live sound waves create a sonic representation at the site. Codec explores how this bio-data can be captured and its potential to generate a new interactive aesthetic experience of the local ecosystems.



## Johnny DiBlasi (United States)

Johnny DiBlasi's creative practice sits at the intersection of art and technology and explores various computational processes and forms. He works with data and code to create large-scale, interactive installations that fuse site-specific data structures into a physical architecture. Through this work, DiBlasi is interested in the complex relationships between our landscape and its networked technologies.

DiBlasi is an Assistant Professor of Scientific Visualization and Digital Media in the Department of Art and Visual Culture at Iowa State University. He earned an MFA from the Photographic and Electronic Media program at the Maryland Institute College of Art in Baltimore, MD. Prior to that he received a BFA in Photography and Digital Media from the University of Houston. DiBlasi teaches studio courses in video and computational media courses, and he explores topics in data visualization, biosensors, and machine learning through his research-based practice. Along with a few other engineers and artists, DiBlasi co-founded the artist collective {exurb} whose practice spans a range of various media.

<http://johnnydiblas.com/>

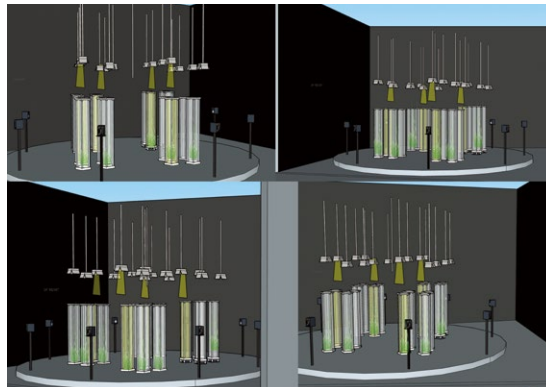
## PlantConnect

*PlantConnect* is a human-plant interaction system that combines the electrophysiological and photosynthetic activities of plants, the breathing of human interlocutors and the analytical abilities of intelligent computational systems to connect plant and human on a perceptual and physiological level. Part of larger investigations into alternative models for the creation of shared experiences and understanding with the natural world, the project explores complexity and emergent phenomena by harnessing the material agency of non-human organisms and the capacity of emerging technologies as mediums for information transmission, communication and interconnectedness between the human and non-human. The system measures the photosynthetic and bioelectrical activity from an array of plant microbial fuel cells (P-MFCs) and translates them into light and sound patterns using machine learning. Bioelectricity, light, sound, CO<sub>2</sub>, photosynthesis and computational intelligence form a circuit that enhances informational linkages between human, plant, bacteria and the physical environment, enabling a mode of interaction that is experienced not just as a technologically-enabled act of translation but as an embodied flow of information. In doing so, *PlantConnect* affords a novel experience of otherness, a heightened experience of otherwise mundane, unseen – but nevertheless vital – interdependent biological processes.

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<https://vimeo.com/336012468>

CARLOS CASTELLANOS, BELLO BELLO (UNITED STATES)  
**PlantConnect**



**PlantConnect**  
Carlos Castellanos  
Bello Bello  
ISEA 2019

## Carlos Castellanos, Bello Bello (United States)

Carlos Castellanos is an interdisciplinary artist and researcher with a wide array of interests such as cybernetics, ecology, embodiment, phenomenology, artificial intelligence and transdisciplinary collaboration. His work bridges science, technology, education and the arts, developing a network of creative interaction with living systems, the natural environment and emerging technologies. His artworks have been exhibited at local, national and international events such the International Symposium of Electronic Art (ISEA), SIGGRAPH, ZERO1 San Jose. Castellanos is an Assistant Professor and director of the Digital/Experimental Media Lab in the Department of Art, Kansas State University.

<http://ccastellanos.com/>

Bello Bello is an interdisciplinary artist who creates custom electronics and software to enable participants to interact with plants and other lifeforms and serve as indicators of our current state of mind and collective unconsciousness. Bello received his Bachelor's of Fine Arts with a concentration in Digital/Experimental Media from Kansas State University. He was part of group exhibitions at the Beach Museum of Art and Chapman Gallery. In addition, he has had solo exhibitions at various galleries. In 2018 he received Mark A. Chapman and Cheryl Mellenthin Fine Arts Scholarship and a residency with Parallel Studios as part of the 21st Century Community Learning.

<http://bellobello.com>

FRAUD (AUDREY SAMSON, FRANCISCO GALLARDO)  
(CANADA/SPAIN)

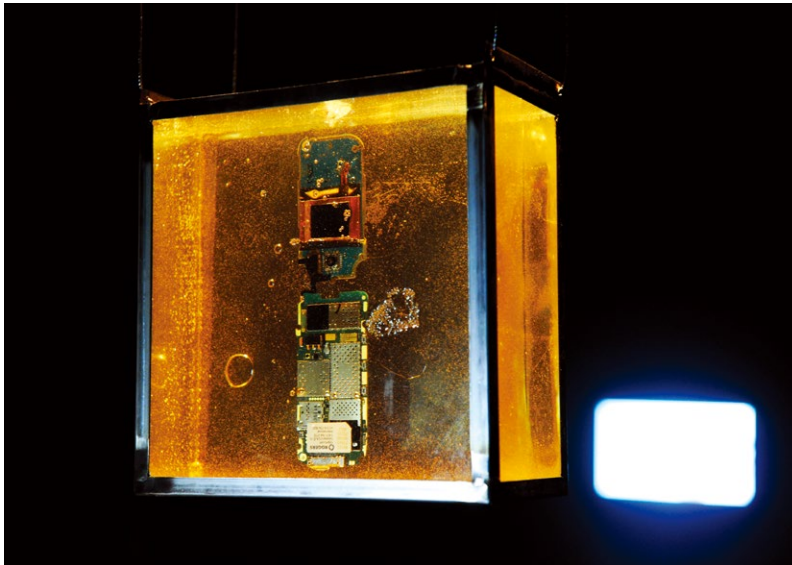
## Goodnight Sweetheart / The night to happiness

Data leaks... The undead data haunts us and our need to forget. Servers are wiped, books burned, stories re-told. Time and politics are effectively effaced through systematic re-writing of history. The site of execution is politicised. Between grammatisation in corporate servers, systematic surveillance, data persistence, and hidden camera footage(몰카), the archive fever is growing strong. The materiality of data traps us by eluding us. Erasure is an important part of archiving. Memory is a dynamic process of constant execution and erasure, happening in transmission. Goodnight Sweetheart is a gesture to the site of execution. Through the visceral procedure of data embalming, the 'undead media' is symbolically exorcised by its mummification. In light of the prospering business in the field of digital undertakers in Korea, reflecting a growing concern with the "right to be forgotten", this project addresses the politics of erasure through a series of digital data funerals, in which the 'undead media' is embalmed.

<https://vimeo.com/220012200>

FRAUD (AUDREY SAMSON, FRANCISCO GALLARDO) (CANADA/SPAIN)

Goodnight Sweetheart / The night to happiness



Photograph by Maryam Mohammadi, courtesy of esc medien kunst labor.

## FRAUD

(Audrey Samson, Francisco Gallardo) (Canada/Spain)

FRAUD is a métis duo of artist-researchers that develop art-led enquiries which explore forms of necropolitics that are embedded in the entanglement of ecology and technical objects, and erasure as a disruptive technology in knowledge production. Audrey leads the Digital Arts Computing BSc and is a lecturer in Critical Studies in the Art Department at Goldsmiths. FRAUD has presented work internationally.

<https://fraud.la/>

RALPH BORLAND (SOUTH AFRICA)

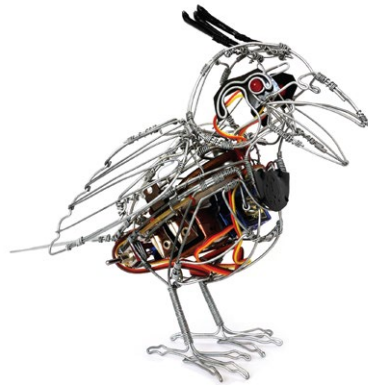
# African Robots in the City of Light

The proposal for this artist residency is to explore local craft and vernacular design cultures in Gwangju, along with the street-level electronics scene, and subcultural activities such as sound-system scenes, hacking and toy culture, combining these elements to create locally-relevant automatons. The artist will bring his design, interactivity, sculpting and fabrication skills to the project. The resulting work will reflect a combination of influences, those brought by the artist, combined with those of the locale, in the creation of hybrid, affective objects made from local material, which bridge cultures, 'high' and 'low' art and technology.

<https://theculturetrip.com/africa/south-africa/articles/meet-ralph-borland-the-artist-behind-playful-african-robots/>

RALPH BORLAND (SOUTH AFRICA)  
African Robots in the City of Light

AFRICAN  
Robots



IN THE CITY OF LIGHT  
GWANGJU 2019

## Ralph Borland (South Africa)

Ralph Borland is an artist, designer, curator and interdisciplinary knowledge worker based in Cape Town, South Africa. His project African Robots is a collaboration with street wire artists in Southern Africa to introduce electronics and mechanics to their practice. He has a degree in Fine Art from the University of Cape Town, and a Masters in Interactive Telecommunications from New York University. His PhD from Trinity College Dublin is a critique of first world design interventions in the developing world. His post-doctoral work has focused on North-South knowledge inequalities. His art-design piece Suited for Subversion (2002), a protective and performance suit for street protest, is in the permanent collection of the New York Museum of Modern Art. Across his work, Ralph pursues an interdisciplinary approach to teasing out issues of power, activism, social engagement via designed objects, the aesthetics of make-do and ad hoc design, and the pleasures of pop culture, sound and music, multimedia and sculpture, and collaborative artistic practice.

<http://ralphborland.net>

Exhibition of ISEA2019 Residency

# ACT Festival 2019 FoodHack

Fusing technology and art in creative ways, Asia Culture Center ACT Festival has been a platform to introduce future-oriented projects and contents, and to encourage professionals in and out of the country for the exchange of ingenious and innovative ideas. The ACT Festival 2019 leads you to a journey of hacking food for the present and the future, which also became the title of this edition. The original meaning of 'hack' or 'hacking' is 'the pure pleasure from the process of working'. Through extensive programs including ACT showcase, A/V performance, talk, lecture, workshop and screening, it seeks pleasure in food itself while also interrogating the aftermath and speculating possible options. Participants armed with different ideas provoke a rethink of food and suggest alternative recipes for the future. Together with artists, designers, engineers and cultural creators from all over the world, ACT Festival 2019 FoodHack will present the most contemporary and futuristic technology.

2019.06.22-08.04  
ACC Creation Space 4

Artists: Carlos Castellanos, Bello Bello/ FRAUD (Audrey Samson, Francisco Gallardo)/ Johnny DiBlasi/ Ralph Borland/ JEON Minjae/ Mattia Casalegno/ PARK Eunyoung/ Unhappy Circuit/ Yaloo/ Paul Gong/ Ting-Tong Chang/ Air Floating Media (Noriyuki Juni)/ Cyber Interface Lab (Felipe Reinoso Carvalho, Takuji Narumi)



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