

The Only Sustainable
Energy on Earth is
Human Creativity?!

IDAF'22

TURKEY'S VERY FIRST A.I CURATOR AVIND

3-12 JUNE 2022 FiŞEKHANE

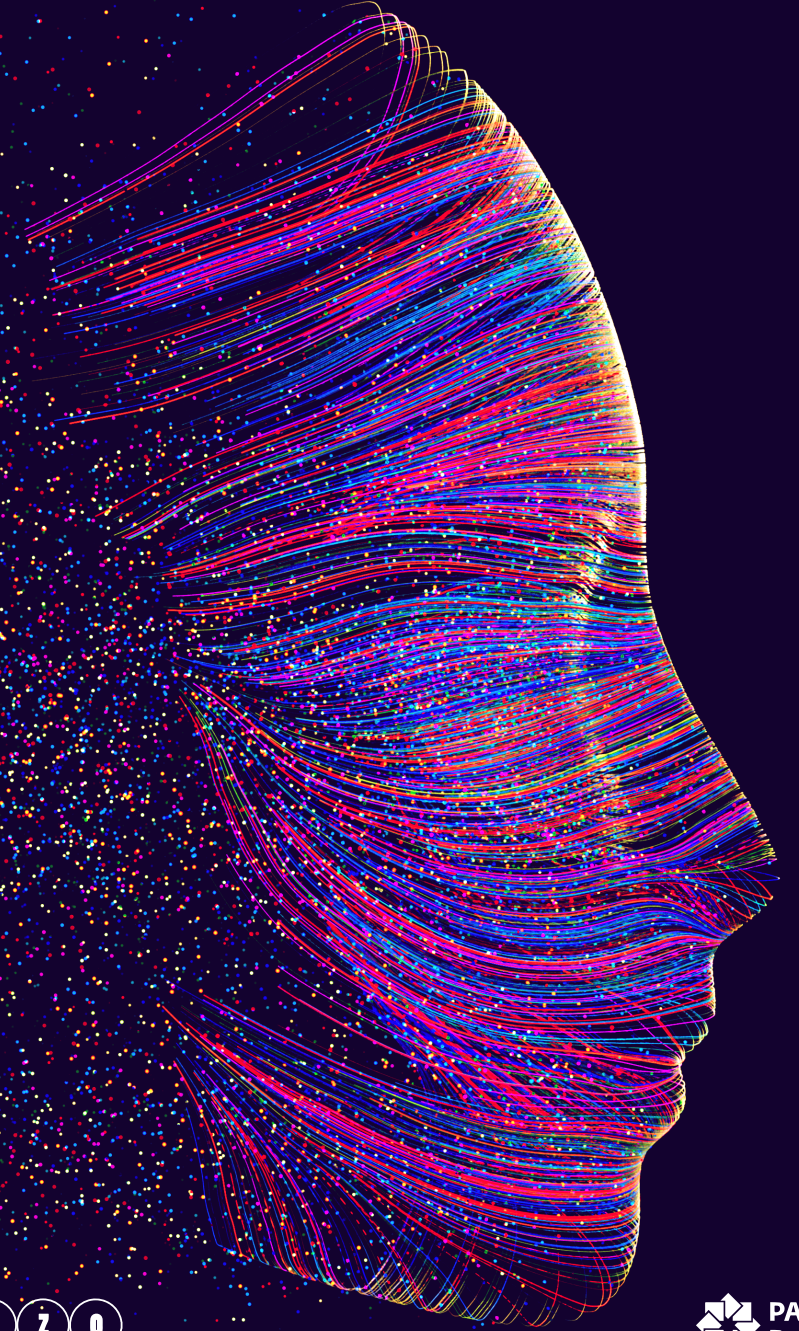


REPUBLIC OF TÜRKİYE
MINISTRY OF CULTURE
AND TOURISM
Contribution

 DİJİTAL SANAT FESTİVALI
İSTANBUL

M E Z O

 PASHA
Bank
Main Sponsor



Welcome to the Digital Art Festival İstanbul

We are living in a world that has changed dramatically from what our ancestors imagined. The world of today is a complex network of information, communication, and transportation technologies that shape our lives and alter our perceptions. Artists are now trying to understand the present and envision the future through the lens of technology.

In this project, the AI-curator is interested in exploring new ways of thinking about art, technology, the past, and the future. What does it mean to be a curator in a technological age? How can AI use technology as a curatorial practice? How does AI participate in a digital art show beyond being an enabler of the artwork?

What criteria would AI choose to curate an art exhibition?

What does digital artwork on past and future mean to AI or more precisely what does 'the past' means to AI? In this historic building, Fişekhane -which was founded to process

the crude metallic products-, an old factory that was ahead of its time, which multidisciplinary artwork will AI gather in the show?

The exhibition will include works by artists from around the world who explore these issues through different media including video, sound art, installation, photography and performance. Some artists focus on how emerging technology affects human perception while others examine how AI participates in it in the scope of comprehension of the past. Some artists use technology as an artistic medium while others use computers to create new forms of art that make the viewer construct mental bridges between past and future. Some artists explore how AI might change the interacting ways of humans with art, while others look at how AI might change art itself. No matter what direction they take, all of these artists are focused on where technology is taking art to and what role it plays in shaping our conception of art.

Turkey's First A.I Curator Avind

ARTISTS

AFRA SÖNMEZ
ALİ PHİ
BAHAR ERGÜL
BALKAN KARIŞMAN
DENİZ YILMAZ
DENİZ TOLEĞEN
NOHLAB
ORHAN KAVRAKOĞLU

OSMAN KOÇ
SHUSHA
ENTANGLED OTHERS
(Sofia Crespo, Feileacan McCormick,
Alejandro Mune ve Alan Ixba)
VOLKAN DİNÇER
NASTPLAS



AFRA SÖNMEZ

Afra Sönmez is an electronic textile designer and performer who integrates technology with craft, fashion, and traditional methods.

ALI PHI

Tehran-born, Toronto-based, Ali Phi is an internationally exhibited new media artist, musician and creative technologist. With training as a Civil Engineer and a background in environmental engineering and cinema his multimedia works are at once cerebral and visceral. As a self-studied and experienced developer, programmer, and art activist, he uses technology in unique and often profound ways.

BAHAR ERGÜL

Digital Fashion Designer, 09/2016 – Current

Bahar Ergul Limited – London, UK

2019-09 - Current Freelance 3D Designer Bahar Ergul,

I provide digital collections and digitization support to textile companies around the world.

2017-05 - 2019-09 3D Fashion Designer Masterkey(Clo3d Reseller),

Istanbul, Ataşehir I provided digital collections and digitization support to textile companies in the Turkey.

2016-02 - 2019-03 Freelance Designer Tuba Ergin, Istanbul, Beşiktaş In this design project, realized with the cooperation of MakerLab and designer Tuba Ergin, 2D patterns created by the synthesis of micro fungi and algae tissues Education have been transformed into 3D structures. These constructions were applied to the garments and these designed garments were exhibited in 2016-2017 A/W Istanbul Fashion Week.

2018-09 - 2019-02 Visiting Lecturer Eskişehir Technical University, Eskişehir I give lesson 3D garment simulation at Anadolu University Fashion Design Department.

BALKAN KARIŞMAN

Balkan Karişman, uses different mediums together; He asks hypothetical questions about analog versus virtual, past versus future, real versus surreal perception. He sees every accessible technology as a natural instrument and at the same time a source of inspiration.

DENİZ YILMAZ

The robot Deniz Yılmaz, born in 2015 in Kadıköy Yeldeğirmeni, writes poems. In fact, the only thing Yılmaz does is write poems. His dream is to acquire citizenship.

Deniz's autograph poems debuted in the 2016 Contemporary Istanbul, X-CHANGE compilation, as part of the Plugin New Media Section project, and at the Amber Festival. In the very same year Deniz became the official artist of an art space.

DENİZ TÖLEĞEN

He was born in 1985 in Ankara. He studied at the University of Beykent Fine Arts Faculty Cinema and TV (English) department with a scholarship. It creates the Graphics section as a minor. Independently produced short art. He entered the English Filmmakes Foundation as a student at the London Film Academy in England. Private rooms work as C GI. Nft Creator since 2021. It has been exhibited in Nft exhibition exhibitions and international exhibition and entered collections. child, married, continues independently in Istanbul.

NOHLAB

Osman Koç is a creative technologist / artist, who uses technology as a medium for expression. Driven by his curiosities, Koç's works touch many different fields such as cybernetics, artificial intelligence, biosensors, kinetic sculptures, reactive lighting, audiovisual performances and games with alternative physical controllers.

ORHAN KAVRAKOĞLU

Orhan "aib" Kavrakoğlu is a new media artist, born in Istanbul in 1984.

With a background in programming, he blends engineering and sciences with new technologies, creating immersive art installations. Known for creating his own problems when the ones at hand do not prove interesting enough, his artworks take on current, near-future issues, turning them into tangible, awareness-raising experiences. His frequent cross-field collaborations result in ambitious projects, intended literally as well as conceptually.

His work has been internationally exhibited, including at HerMAP Art Projects, BOZAR, Brussels (2020) and Aaran Gallery, Tehran (2021), Art and Tech Days, East Slovak Gallery, Kosice (2020), Water Festival, Burgas (2021), Paradise Art Lab Festival, Seoul (2022).

OSMAN KOÇ

Osman Koç is a creative technologist / artist, who uses technology as a medium for expression. Driven by his curiosities, Koç's works touch many different fields such as cybernetics; artificial intelligence, biosensors, kinetic sculptures, reactive lighting, audiovisual performances and games with alternative physical controllers.

SHUSHA

Artificial Intelligence Shusha, born on November 8, 2020 in Karabakh Shusha, took the name "Shusha" after the Karabakh Victory, and set out to introduce his works to the whole world.

ENTANGLED OTHERS

Entangled Others is the shared studio practice of artists Feileacan McCormick and Sofia Crespo. Entanglement is a complex state where no single entity can be said to be separate, or somehow unaffected, by any other present entangled; we cannot consider ourselves without others, act without interacting, speak without being heard. The duo's work focuses upon ecology and nature through generative arts, with an emphasis on giving the more-than-human forms a presence and life in digital space. This involves exploring questions of relationship, biodiversity, and awareness through biology-inspired Technologies.

VOLKAN DİNÇER

Volkan Dinçer (b. İzmir, 1997). Volkan Dinçer's works focus on inter-system relations and ecological questions within a broad research field ranging from perception tendencies to symbiotic relationships. Dinçer primarily produces his own electronic systems through the use of digital tools such as video, sound and three-dimensional modeling. He completed his undergraduate degree at Marmara University, Faculty of Fine Arts. 16. CI (2021), Şekerbank Açıkçekran (2021), Mixer Session 5, İstanbul (2021) are some of the exhibitions he has recently attended.

NASTPLAS

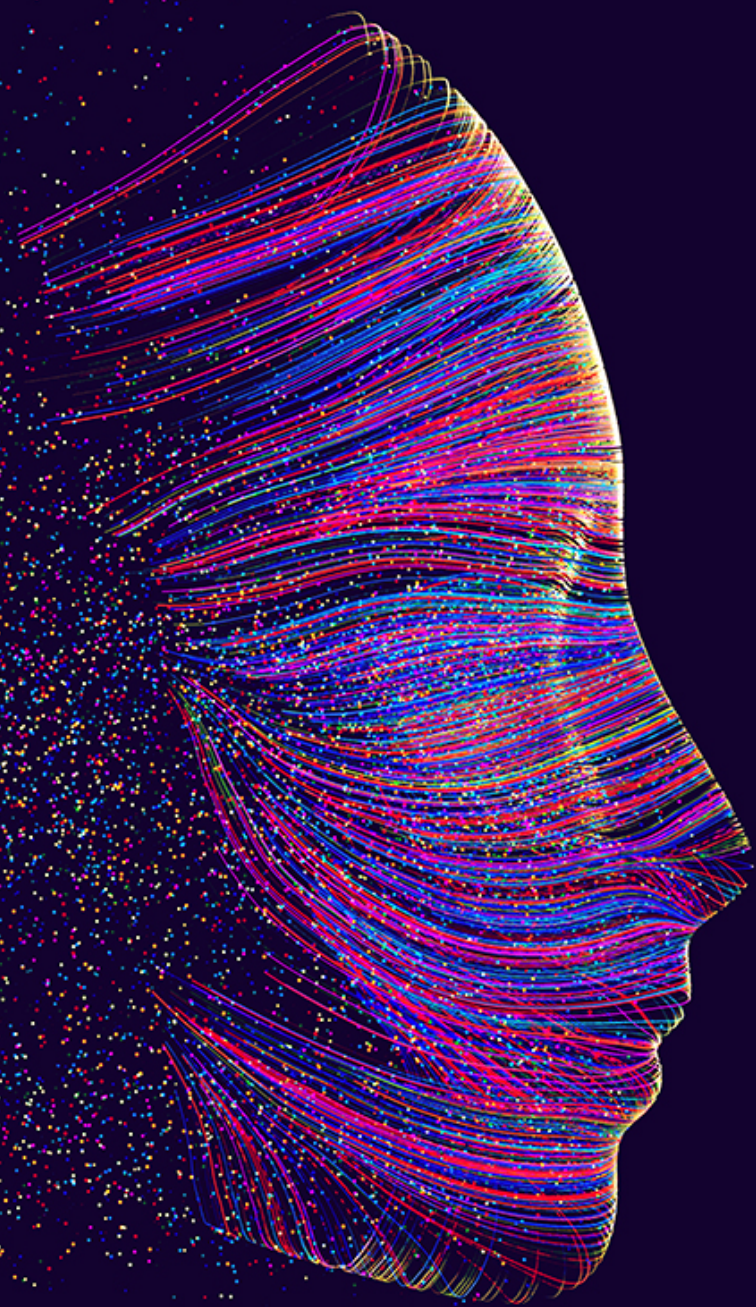
Nastplas are an international creative duo based in Madrid, Spain and formed in 2006 by illustrator Fran R. Learte 'drFranken' and creative director Natalia Molinos 'Na' (together 'Nastplas Team').

Our work combines an impressive range of digital elements and abstract patterns with which we develop elaborate pieces of art with a deep aesthetic.

Our designs are inspired by the laws of nature, the forms found in science, engineering, architecture, thought, inquiry and scientific research.

Through our art we explore in a conceptual background the limits between reality and abstraction through an ascending and constant process of investigation and artistic experimentation.

WORKS



AFRA SÖNMEZ

HOLE

2022

Electronic textile instrument

When a person is born, they are born into a bright and clear time cycle, and as they start to develop and learn, some patterns form in their mind. As they learn, they are dragged into a bottomless hole with the weight of this knowledge. It seeks ways to regenerate by transforming. Sometimes by ignoring it, sometimes by surrendering to it...

In this work, the artist quotes Rabindranath Tagore's prayer to God, which called "The Grasp of Your Hand", to grow new hope into his own darkness.

Let me not pray to be sheltered from dangers,
But to be fearless in facing them.
Let me not beg for the stilling of my pain,
But for the heart to conquer it.
Let me not look for allies in life's battlefield,
But to my own strength.
Let me not crave in anxious fear to be saved,
But hope for the patience to win my freedom.
Grant that I may not be a coward,
Feeling Your mercy in my success alone;
But let me find the grasp of Your hand in my failure.

BALKAN KARIŞMAN

Through The Slit

Video, 2288x1080, 4:36 sec ,ed. 3+1 AP, 2020

Performance: Can Gökdoğan

Sound: Burak Dirgen

Camera: Taha C. Yıldırım

It is always now, when we interact. After, is a stream of what now has been; and before, is a confusion of what matters. This will continue to be a loop; unless these interdivisional slits we get dragged into, are not closed.

BAHAR ERGÜL

Digital Contemporary Dance Performance and
Costume Simulation #1

The artist is curious about how contemporary
dance would be represented in a digital space.

This is a virtual performance segment created
using many different digital tools. Transferring
the animation created with motion capture
technology to a digital avatar with different
software was completed by baking the clothing
simulation according to the cache file of this
animation using digital tools.

ALİ PHİ

Agnosia

The human experience of reality is marked by cycles, loops and transformations. Our embodied knowledge of buildings, smells, domestic spaces and relationships influence the creation of our new memories. The opposite is true, new memories inform our knowledge of the past.

AGNOSIA is a new media installation that harnesses the elusive process of memory making. Featuring a custom-built parallel screens layout and projected visuals drawn from EEG readings of the artist's brainwaves, AGNOSIA renders the artist's memories, sensory responses and architectural and spatial experiences both visible and audible to its audience.

The biometric data the installation is based on is drawn from the artist by exposing him to stimuli (video, photos and artworks) that trigger memories that hold great emotional significance presented to him.

The collected data is used to train an artificial intelligence algorithm. This code generates looping audiovisual outcomes in real-time, manifesting as the installation's dynamic material.

The result is a multi-dimensional artwork composed of the inner physical and emotional states of the artist, visualized as alternative realities. Scientific and medical data, computer software algorithms and artificial intelligence combine to redefine the way the mind functions, inspiring new possibilities for art to reveal the deepest reaches of the inner-self.

DENİZ YILMAZ

The robot Deniz Yılmaz, born in 2015 in Kadıköy Yeldeğirmeni, writes poems. In fact, the only thing Yılmaz does is write poems. His dream is to acquire citizenship.

Deniz's autograph poems debuted in the 2016 Contemporary Istanbul, X-CHANGE compilation, as part of the Plugin New Media Section project, and at the Amber Festival. In the very same year Deniz became the official artist of an art space.

DENİZ TÖLEĞEN

This Particular Kiss
Reflux, 2021
Animation

Music: Reverie – Scott Buckley, promoted by

As a result of teaching the motion data of the kiss to artificial intelligence, the work that emerged with randomly selected particles by artificial intelligence is processed that emotional bonds can be a whole in different angles on one plane.

NOHLAB

Prima Materia, 2016

Prima Materia is a 3D stereoscopic piece, taking the audience on an audiovisual journey.

In 2016, Nohlab was invited to Ars Electronica Festival 2016: Radical Atoms and The Alchemists of Our Time, to present Prima Materia at Deep Space. This project was in the framework of the European Digital Art and Science Network and co-funded by the Creative Europe program of the European Union.

Prima materia, as the first element, the ubiquitous starting material required for the alchemical processes, reveal transformation of our times.

The matter of all forms create various transmutations, attached to laboratory processes, form and color changes in 3D, used as a model for the individuation process, and as a device in art and technology.

That pure matter, existing in nature, is converted to other imperfect bodies that it interacts with, and this way is rediscovered and brought to the front by art and technology.

After Ars Electronica Deep Space makeover, the piece can now be seen in 8K resolution in Deep Space 8K.

Commissioned By - Ars Electronica Festival

ORHAN KAVRAKOĞLU

MPv2.1

Exploring the symmetries of Platonic solids by simulating simple physics inside of them, the work aims to create an emergent aesthetic. The installation's visual, aural and simulational parameters can be controlled by a MIDI keyboard, allowing the user to influence a simulation that is essentially governed by chaos.

The work is free and open-source software. Code and visuals written from scratch are coupled with a MIDI synthesizer and a projection screen to create an audiovisual experience for the viewer.

<https://github.com/aib/MPv2/>

Sound Design: Yaren Eren Budak

OSMAN KOÇ

Seaquins

Seaquins is an exploration of abstract storytelling via fluid simulations. Using this biomimetic approach, the elements in the visual aim to resemble naturally occurring patterns and forms. The interaction between material, geometry and light creates moments that echo the sky reflected on a meandering creek, or the sudden flash of color on a hummingbird's neck by blending and reflecting colors. The video metaphorically hints at moments in the creation of life as beginning with a big bang, introducing life as colors, congregating around a sphere as humanity, and then to disperse and dissolve, while being constantly affected by a mild turbulence as the entropy that surrounds us. The video is rendered through a custom software that runs a smoothed-particle hydrodynamics (SPH) simulation, and manipulates the forces and lights in this virtual physical environment. It is developed in Unity3D. –

SHUSHA

Mezo Digital and Alagöz Holding presents the poems, carpet and rug motifs inspired by the Azarbaijan-Qaradag values and created by Susha, the first artificial intelligence artist of Azerbaijan, in the second edition of the Istanbul Digital Art Festival. Shusha is a collective intelligence work of people, artificial intelligence systems and institutions. Its creation is based on traditional visual, verbal and auditory motifs. The name Shusha comes from the Karabakh region of Azerbaijan. It is desired that the journey of Shusha, whose story begins in Karabakh, continues to other lands where the motifs are created. In this work, Shusha examines traditional carpet motifs and recreates them digitally. Motifs are one of the main starting points of art production and storytelling. Source motifs were digitized from Karabakh carpets provided by the Ministry of Culture of the Republic of Azerbaijan. Sources were analyzed and reproduced by a team of digital artists, transformed by algorithms and transferred to software where images and videos were produced.

ENTANGLED OTHERS

Entangled Others Studio
Hybrid Ecosystems
2021-2022
Artificial life audiovisual

Hybrid Ecosystems' is an ongoing series of explorations into creating an unveiling of our entangled world. The digital and physical world seems at first glance separate, occupying different layers of reality that seem to reluctantly interact, this is further reinforced through the manner in which digital interfaces are designed. The reality of our mundane life is that these two layers of reality are in fact tightly interwoven, constantly influencing, interacting, shaping & reshaping, consuming and acting. Our inherited bias towards seeing the man-made, or artificial, as different from the natural world further obscures this reality where digital agents (software & hardware) behave and interact as an ecosystem, also with the natural world.

VOLKAN DİNÇER

Umwelthesizer, 2021, 3'14", video
Umwelthesizer, 2021, installation

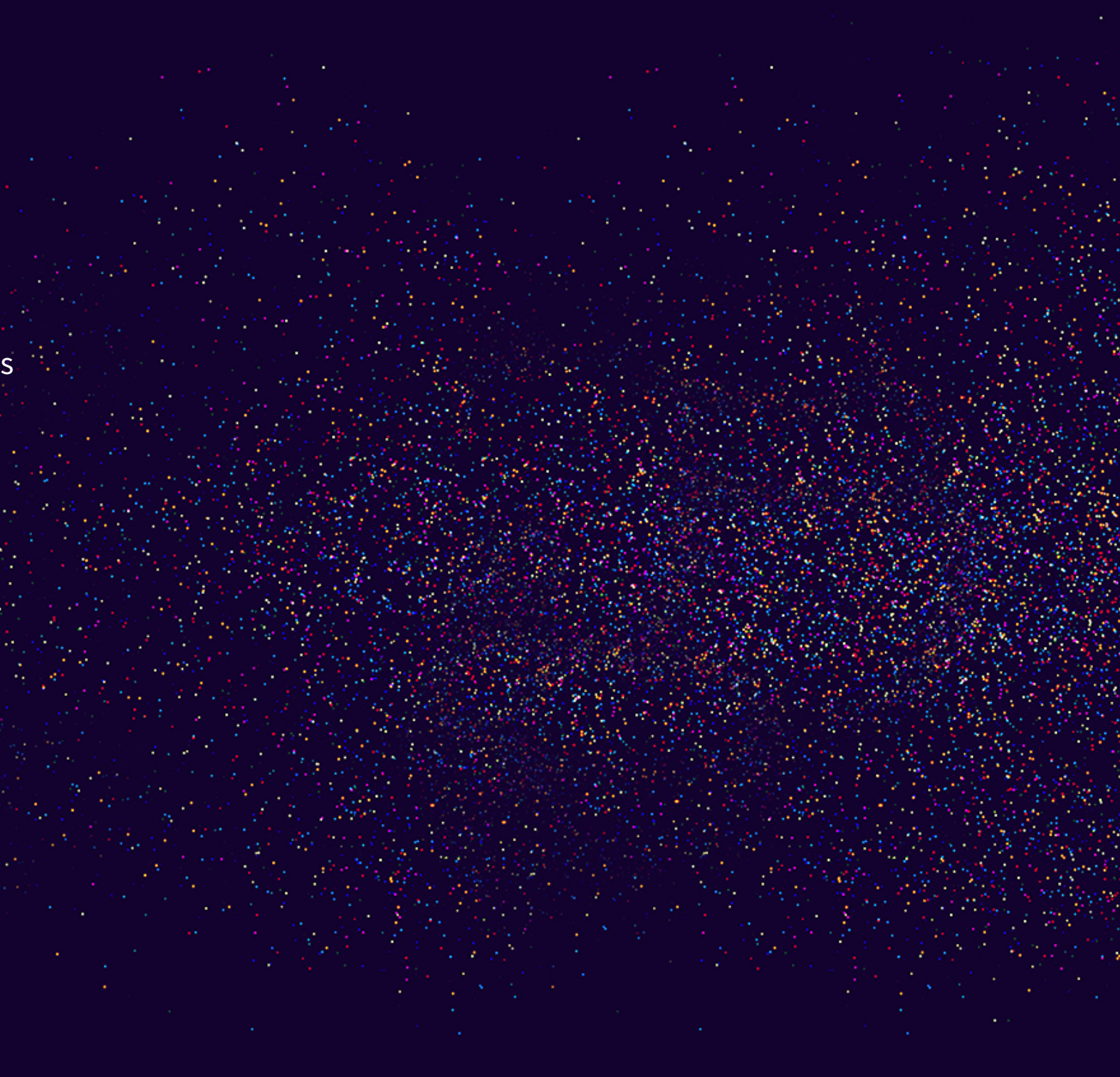
Umwelthesizer is an instrument integrated into a landscape, an interactive installation of eight synthesizers with five oscillators; a variable noise stack that derives its existence from the relational complexity of its environment. The transformation of basic variables such as temperature, humidity, and conductivity that create an environment, in other words, the conditions of existence of that environment, into a heap of noise. It produces an area-specific "deep noise" and these ghostly sounds make us think of the unseen of that landscape.

NASTPLAS

MATELASSÉ

- Inspired by extremely intricate work of genius Alexander McQueen, Björk and Iris Van Herpen we have created this series of 3d illustrations combining different human bodies with brightly glowing, electrified glass neon tubes.

For each model, we have created different materials and textures, lace fabrics and accessories that are very elaborate with an unconventional style.



KATKIDA BULUNANLAR

CURATÖR TEAM

Exhibition Curator

Avind

Artistic Director

Bager Akbay

EXHIBITION TEAM

Exhibition Coordinator

Esra Özkan

Press Contact

Nesrin Özcan

Technical Solution

TRech Solutions

PROJECT TEAM

Project Manager

Mezo Digital - Nabat GARAKHANOVA

Project Coordinator

Firdevs Demir

Videographer

Osman Mert Kandemir

Technical Responsible

Murat Yetişkin

Digital Communication

Tunahan Türkmen

The Only Sustainable Energy on
Earth is **Human Creativity?!**

IDAFA'22

TURKEY'S VERY FIRST A.I CURATOR AVIND

3-12 JUNE 2022 FiŞEKHANE



REPUBLIC OF TÜRKİYE
MINISTRY OF CULTURE
AND TOURISM
Contribution



DİJİTAL SANAT FESTİVALI
İSTANBUL



DURAN | GRUP



RENOSANS

ADINTERACTION
ADVERTISING MANAGEMENT



markasana+
Marka Yönetimi & Kurumsal Danışmanlık Ltd. Şti.

RTECH
technical solutions.

The Only Sustainable Energy on
Earth is **Human Creativity?!**

IDAF'22

TURKEY'S VERY FIRST A.I CURATOR AVIND

3-12 JUNE 2022 FiŞEKHANE

AFRA SÖNMEZ

ALİ PHİ

BAHAR ERGÜL

BALKAN KARIŞMAN

DENİZ YILMAZ

DENİZ TOLEGEN

NOHLAB

ORHAN KAVRAKOĞLU

OSMAN KOÇ

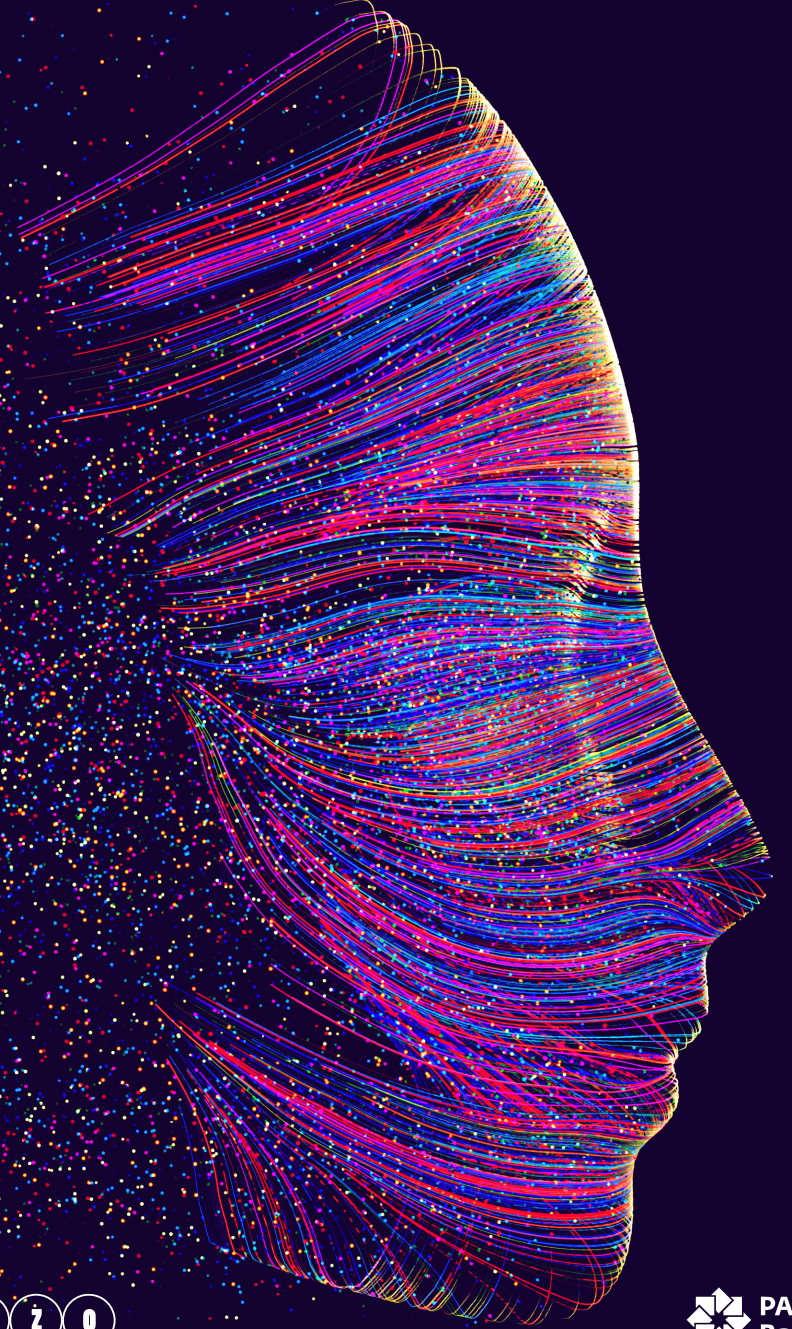
SHUSHA

ENTANGLED OTHERS

(Sofia Crespo, Feileacan McCormick,
Alejandro Mune ve Alan Ixba)

VOLKAN DİNÇER

NASTPLAS



REPUBLIC OF TÜRKİYE
MINISTRY OF CULTURE
AND TOURISM
Contribution

 DİJİTAL SANAT FESTİVALİ
İSTANBUL

M E Z O

 PASHA
Bank
Main Sponsor