Joana Fernandes Gomes

Installation + Paper : **HOME**

Topic: Artificial Life

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Abstract:
The piece "HOME" is a video art installation, where the materiality is questioned and where the real and the virtual are confronted, opening windows to a completely abstract and digital world.

Generated by an artificial life system, this piece communicates with the spectator in two ways: one abstract and another actual (concrete). Each one shows one side of this algorithmic world.

Outside of the installation room there is a screen; on it is shown to the visitor an artificial life system in its more abstract form; the digital world as it really is: mathematical and schematic. The individuals have shapes that remand the visitor to a digital/virtual world, and transmit the mathematics and "dehumanization" inherent to such world. Is a community built by computers and represented trough graphics.

On another side, inside the installation there are three screens that represent the "construction" of that same world. This system provides its own actions and it modifies itself during time by means of parameters set by the algorithm. During the time that such assembly of individuals exists, they feed themselves, reproduce themselves, die and so on. The result of those actions is assessed and creates a set of parameters, which selects at each minute an assembly of three videos from a database. Triggered in a synchronized way and displayed on each of the installation walls, such assembly of videos represents the "status" of the world. The sequence of those choices results in the presentation of the "landscape" of that world.

The videos are composed of characters that interact with each other in a wide white immenseness and that move along the various screens. The goal is to create a world that communicates with the spectator in those two ways, being at the same time abstract and actual.

Assemble of some video options

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