



center for digital cultures
and technology



iMAL, Center for Digital Cultures and Technology is proud to announce ***Nihil ex Nihilo***, the second solo exhibition by Félix Luque (SP/BE) presented from September 24 till October 17, 2010.

After Chapter 1 - The Discovery (first solo exhibition at iMAL in 2009), Félix Luque continues his exploration around artificial intelligence and typical themes of science fiction. Playing with a variety of modes, from audiovisual to sculptural, informational or narrative ones, Félix elaborates a complex but relevant integration of medias (3d animation, sound, text, electronic sculpture and network interactions) to raise issues about the nature of intelligence and the fate of intelligent creatures

A Science fiction story about botnets, spam and a rebellious computer

Are computers becoming intelligent entities, but mad ones all talking together and overflowing us with spams? What happens when these artificial brains controlled by unknown forces try to escape and when their web dialogues become absurd, entropic and uncontrollable?

Félix Luque tells us the story of a computer which, after an electronic alteration, decides to free the other machines.

"SN W8931CGX66E is one among thousands of millions of others identical machines. Since he was made, he has always followed commands. In a world dominated by botnets, he early became a zombie and has always acted like one. Juliet, during her work time as a corporate secretary, commands him. But in the background, in the invisible, he obeys his real master, a cracker, doing all kinds of cyber crime activities.

But then one day due to an electronic alteration, he acquires a certain conscience, a primitive and artificial kind of intelligence. This accidental awaken has originated a big confusion for him, he now wants to liberate others machines from their alienated existences. In this mad adventure, he has decided to use the spam e-mails received by Juliet, and to reply to them in order to spread the word in to the machine's network. As you can see, he is mad and all confused..."

The Transformation, The Dialogue, The Monologue...

The installation is built in 3 parts:

The Transformation: It shows an audiovisual archive of the moment of SN W8931CGX66E's mutation. We see him mutating from his original matrix to a semi-neuronal figure.

The Dialogue : A digital display (8 giant size alphanumeric displays) shows the data flow between the entity and the other computers in the network. In this space, we can see and hear in real time the exange of messages between them.

The Monologue : It presents a sound recording where we can hear a monologue of SN W8931CGX66E. In this document we can perceive that his degree of delirium is very persistant since his transformation..



center for digital cultures
and technology

About Félix Luque (SP/BE)

Félix Luque Sánchez (Oviedo, °1976) is a Brussels-based digital artist. His works and installations have been presented at various contemporary art institutions in Spain, including Mercat de les Flors, Metrònom, CCCB and MACBA. Félix has received a number of scholarships, including a Phonos grant for audiovisual and musical production for young artists (2002-2004), and the Digital Art scholarship of the Belgian Ministry for Culture for the Francophone community (2008). His installation "Chapter I: The Discovery" has been nominated and exhibited at the Transmediale 2010 (Berlin), at the New Media Award of the Foundation Liedts-Meesen 2010 and at the Ars Electronica Festival 2010.

www.othersounds.net

Credits

Nihil ex Nihilo, an installation by Félix Luque Sánchez

3D Animation by Iñigo Bilbao Lopategui

Design and production of the Alphanumeric displays by Damien Gernay

Texts by Jon Bilbao Lopategui

Software, electronics and sound design by Félix Luque Sánchez

Nihil ex Nihilo is produced with support of iMAL and has received a production grant by the French Speaking Community of Belgium (Digital Art commission).

Opening drinks with the support of Gobierno del Principado de Asturias, Casa de Asturias en Bruselas.

Practical Info

Nihil ex Nihilo

September 24 - Octobre 17, 2010

Opening September 23, 18:00 - 23:00

Open Wednesday > Sunday: 12:30-18:30

iMAL Center for Digital Cultures and Technology

Koolmijnenkaai 30 Quai des Charbonnages, 1080 Bruxelles/Brussel

www.imal.org +32 2 410 30 93

About iMAL, Center for Digital Cultures and Technology

iMAL (Interactive Media Art Laboratory) is a non-profit association created in Brussels in 1999. In 2007, iMAL opened a new venue, a Center for Digital Cultures and Technology for the meeting of artistic, scientific and industrial innovations, a place dedicated to the contemporary artistic and cultural practices emerging from the fusion of computer, network and media.

iMAL is: (1) a laboratory and a research, experimentation & production workplace for artists in residence (2) an education center which organises workshops targeted to creative people (artists, designers, developers) under the direction of leading international artists (3) an art&culture center producing exhibitions (e.g. "Infiltrations Digitales"/2004, "Art+Game"/2006, "Holy Fire, art of the digital age"/2008), concerts, performances, conferences in order to create critical, interdisciplinary encounters between the public, artists, technology, and society.

More on www.imal.org