

## A GALLERY GUIDE FOR FAMILIES AND EDUCATORS



ksawery komputery

MARCH 7 - APRIL 20, 2024 | CICA VANCOUVER

# About Us!

CICA Vancouver is a registered charitable multidisciplinary art organization founded in 2021. We aim to cultivate the creation, development, and engagement of the next generation's art.

The objective of the organization is to enhance the public's engagement in the arts through exhibitions, panel talks, workshops, and special events. It aims to showcase artists' works that represent contemporary culture and aesthetics and bring diversity into the local art scene.

## Preparing for your visit:

### Gallery rules



Please do not touch the artwork.



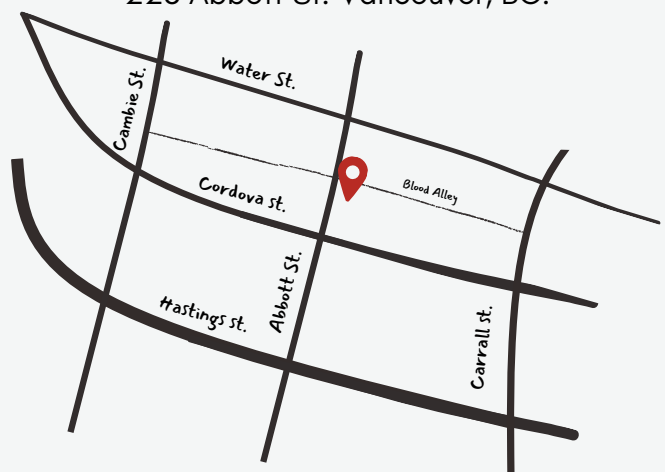
No eating or drinking in the gallery.



No flash photography.

### Location

228 Abbott St. Vancouver, BC.



CICA Vancouver is located on the unceded territories of the xʷməθkʷəy̓əm (Musqueam), Skwxwú7mesh (Squamish), and səliwətał (Tsleil-Waututh) First Nations.

### Accessibility

Wheelchair friendly (including washroom)

Tours available in English or Mandarin

LGBTQ2S+ friendly



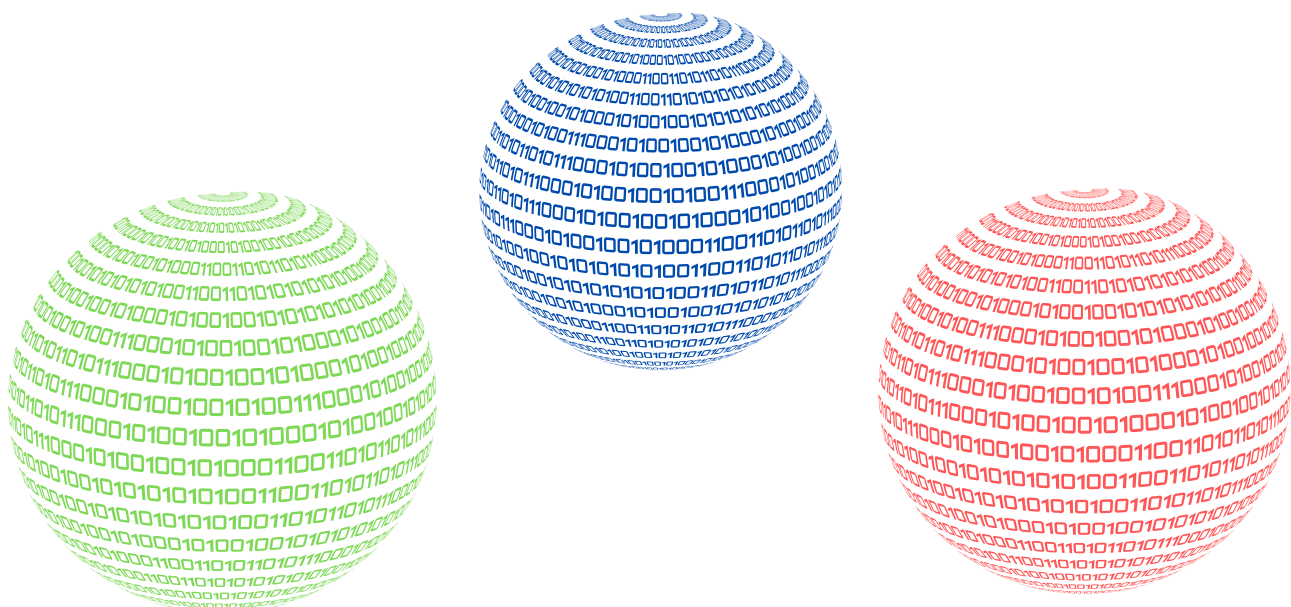
CICA Vancouver has a commitment to accessibility, we want all families to feel welcome in our space. If you or your family need accommodations please email us at [info@cicavancouver.com](mailto:info@cicavancouver.com) in advance of your visit so we can arrange to meet your needs.

# Vocabulary (beginner)

1. **Art Installation:** A type of art that is created for a specific space, often transforming the way people experience that space.
2. **Artistic Perception:** How an artist uses visual elements like colour and light to make people think and feel a certain way when they look at their work.
3. **Epiphany:** A sudden, profound realization or moment of insight that brings clarity and understanding.
4. **Artist Portfolio:** a curated collection of an artist's best works.
5. **Contemporary Art:** Art created in recent times. Ksawery is a contemporary artist because he is still creating art today.
6. **Experiential Art:** Art that is meant to be experienced rather than just looked at. Ksawery's art often invites people to participate and engage with it.
7. **New Media:** New media art includes artworks designed and produced by means of electronic media technologies, comprising virtual art, computer graphics, computer animation, digital art, interactive art, sound art, Internet art, video games, robotics, 3D printing, and cyborg art.
8. **Innovative:** Using new and creative ideas. Ksawery is considered innovative because he comes up with unique ways to make art.
9. **Interactive Art:** Art that invites people to participate or engage with it in some way. Most of Ksawery's art pieces encourage viewers to engage with them, mostly through movement.
10. **Generative Art:** visual or auditory artworks that are generated algorithmically using codes and computer programming.
11. **Creative Coding:** Creative coding involves using programming languages to create expressive and artistic digital experiences
12. **Inspiration:** What motivates and influences an artist. Ksawery's inspiration often comes from his fascination with the process of machine learning.
13. **Perception:** How we see and understand things.
14. **Visual Experience:** What we see when we look at art. Ksawery creates unique visual experiences that go beyond just looking at a picture.

# Vocabulary (intermediate)

1. **Immersion:** The feeling of being surrounded or enveloped by an artwork or environment.
2. **Commissioned Art:** Commissioned art is artwork created based on a specific request or agreement between an artist and a client.
3. **Phygital:** Phygital is a term blending "physical" and "digital," referring to experiences or products that seamlessly integrate both physical and digital elements.
4. **Perceptual Art:** Art that engages with the viewer's perception, often challenging conventional ways of seeing and experiencing artworks.
5. **Generative Music:** Generative music is a type of music created using algorithms and rules, often with the aid of computer programming.
6. **Digital Realm:** The digital realm refers to the virtual and computerized space where digital information, data, and activities exist.
7. **Legacy:** In art, legacy refers to the lasting impact or influence an artist's work has on subsequent generations of artists, viewers, and the broader cultural context.
8. **Fusion:** Fusion refers to the merging or blending of different elements, styles, or concepts to create a unified and often innovative result.
9. **Net Art:** short for internet art, is a form of contemporary art created and displayed online.





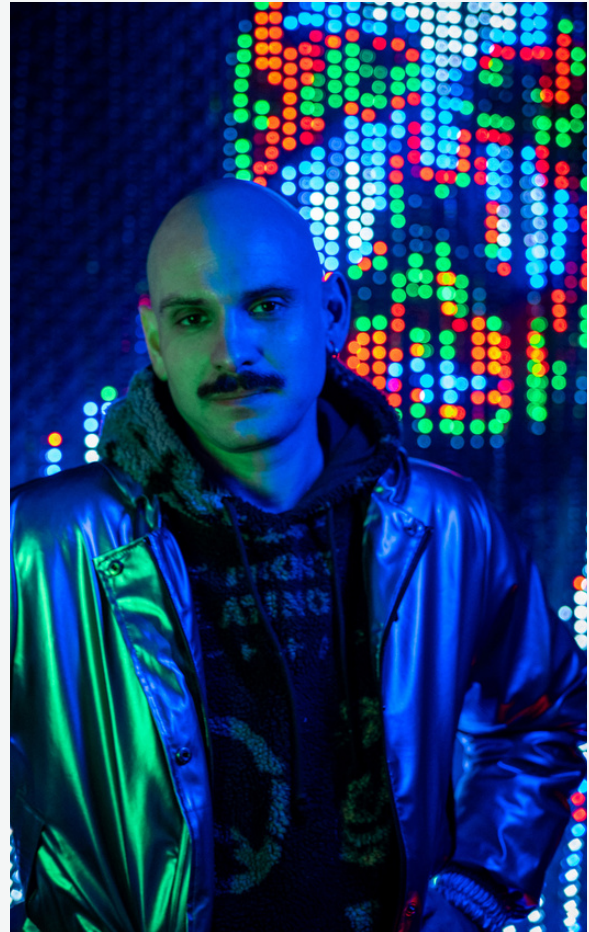
## About the artist...

Ksawery Kirklewski, also known as Ksawery Komputery, is a Polish-born **creative coding** and **new media** artist born in 1988. His journey into the world of art and technology began with a passion for 'big pixels' and computer science, leading him to pursue studies in these fields at the Academy of Fine Arts in Gdańsk, Poland. However, a timely **epiphany** redirected his focus towards fine art, coding, and graphic design.

In 2015, Kirklewski graduated from the graphic department of the Academy of Fine Arts in Gdańsk, Poland, with a diploma in "Exhibition of Banners" (2015), awarded by the Minister of Culture's Prize for the "Best Diplomas of Polish Art academies." Kirklewski's artistic practice is grounded in fine art, coding, and graphic design, with a particular emphasis on digital and **generative art**. His **portfolio** includes **interactive** light installations, music videos, generative animations, **phygital** sculptures, and realizations in public spaces. His work often utilizes new technologies, programming, and advertising media to create **immersive** and innovative experiences.

Under the alias "Ksawery Komputery," Kirklewski has left an indelible mark on the art world with projects like "Flux," an interactive light installation showcased during the Miami Art Week, and "Enter," **commissioned** by the Nxt Museum in Amsterdam. His collaborative endeavors extend to a **generative music** website titled "Symphony in Acid," created in partnership with Max Cooper from the UK. Additionally, the series of phygital sculptures titled "Ctrl\_dat" for the Kate Vass Gallery in Zurich, Switzerland, showcases his commitment to bridging the gap between the physical and **digital realms**.

Kirklewski's exploration of the term "phygital," an assortment of "physical" and "digital," is central to his work. This concept focuses on blending online and offline experiences, emphasizing the **fusion** of analog and digital worlds. Ksawery Kirklewski continues to push the boundaries of art and technology, leaving an enduring **legacy** in the realm of generative and net art.



Ksawery Komputery

Get to know some of Ksawery Komputery's works:



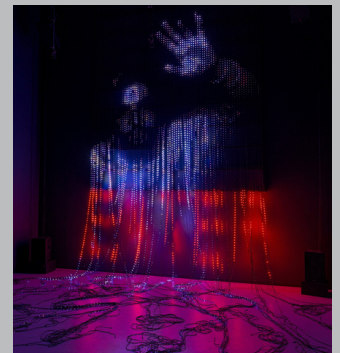
**The Flux**

Modern technology pushes the speed of communication between people to its limits. Meeting friends over web cameras feels almost like sitting in the same room. The signal that gathers us at this virtual table, and vast amounts of data transmitted to space and back, seems imperceptible. For FLUX, we've also aimed to push the technical aspects of digital interaction to the maximum. We've built our system, both in software and hardware, to use the highest potential of programmable LEDs on a large scale. The whole show runs by code, and is tightly synchronised to the spatial sound score. With a tubular shape rising to the clouds, four high-speed cameras and an eight-speaker sound system we've built an immersive experience which reveals hidden algorithms that shape our online encounters at the speed of light.

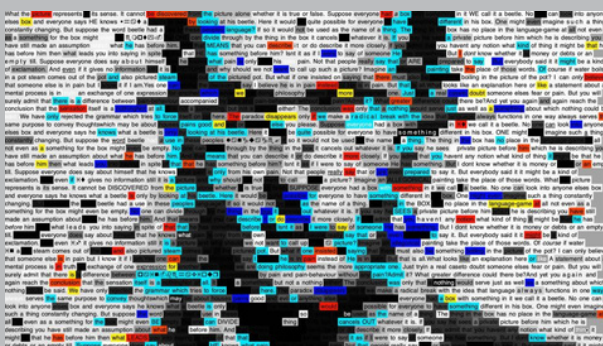
*interactive light installation, 6 meters tall, 13-meter diameter on the ground, 4 high-speed cameras, 8-speaker sound system, 4 800 meters of LEDs strips, 144 000 pixels running at 100 frames per second, with custom software and hardware*

"Every day we input our personal information to clouds of data. At the same time we witness the birth of human-like artificial intelligence. Imagine your avatar as a self-minded clone of yourself, trained to assist you in your daily tasks. Maybe the era of keyboards is coming to an end. Maybe soon all we will do is speak to screens?"

*interactive light installation, using 800m of double-sided LED strips, a high-framerate infrared camera, a sound system with four speakers and a microphone, running on custom software and hardware*



**Enter**



**Symphony in Acid**

A typographic music video for "Symphony in Acid" ("Unspoken Words") by Max Cooper, built as a generative+interactive website [symphonyinacid.net](http://symphonyinacid.net) and recorded afterwards. It features text from "Tractatus Logico-Philosophicus" (1921) by Ludwig Wittgenstein, dealing with limits of language.

Get to know some of Ksawery Komputery's works:



**Hanging D**

A videoclip for Max Cooper remix of "Hanging D" by Joep Beving, inspired by the idea of "data excavation". Programmed entirely in Processing in 4K, 60fps.

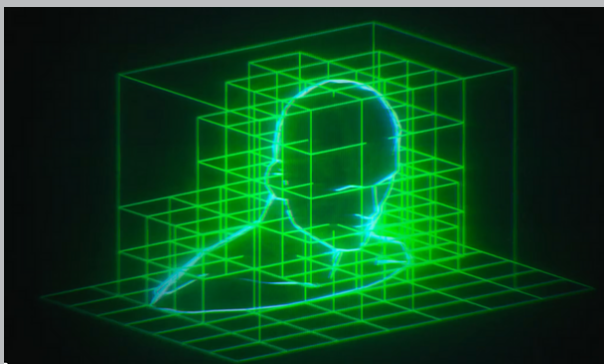
"Hanging D" puts me in a deeply nostalgic mood. The dense ticking calls to mind the passing time while the strong piano chords point to the different stages of life. The track reminds me of my phone's gallery filled with tons of memories growing every day. It's a completely new situ."

a mechanical flipdigits display with a pre-coded custom board assembled in a black steel case of 20cm × 20cm × 7cm size. 2022

CTRL\_DAT, a limited series of 5 phygital sculptures, is a study about time used as a base factor in the generative art field. In one year loops, every minute, the sculpture generates a new composition, covering a number of 525 600 unrepeatable compositions in total (365 days × 24 hours × 60 minutes). Each sculpture has a unique built-in key to assure a different set of results.



**CTRL\_DAT**



**WHOWHO - BAMBOO**

A videoclip designed and coded for a single titled "bamb00" of a Polish drummer Jacek Prościński aka wh0wh0. This work also includes an interactive website bamb00.net

The video itself is a live record (without cuts and montage) of a computer program (coded in JavaScript), which reacts to the signal from the drums. Every playback, the program generates a different result - random elements, perspectives and movements - but guided by programmed rules.

## Gallery Activity (all ages)

### **"MY FAVOURITE ARTWORK"**

#### Objective:

1. Participants will develop their observation skills and attention to detail through close examination of different artworks.
2. Participants will be encouraged to express their own opinions and preferences regarding artwork and to articulate why certain pieces appeal to them.
3. Participants will be encouraged to think critically and creatively about the artwork they encounter and to consider how it relates to their own experiences and perspectives.

#### Materials Needed:

1. My Favourite Artwork worksheet.
2. A pencil or pen.

#### Instructions:

As a family, explore the gallery and ask your child which artwork they like best. Take time to look at the artwork together and ask three questions: 1) What do you see in the artwork? 2) How does it make you feel? 3) What questions would you ask the artist who made it? You can do this for one artwork together or each family member can pick their own favourite and compare and contrast what you find in each work.





Center of International  
Contemporary Art  
VANCOUVER

**CREATIVE  
LEARNERS**

## My favourite Artwork:

artist name:

title:

materials:

What I See:

What I feel:

What I wonder:

## Gallery Activity: All Ages

### **QUESTIONS FOR ACTIVE OBSERVATION**

#### **Beginner:**

What does this artwork remind you of, have you seen something like it before?

What emotions or feelings does the artwork evoke?

How do you think this artwork is interactive?

What do you see when you first look at the center piece?

What do you think the artist wants you to notice or think about when you look at this artwork?

Does the artwork make you think of a specific concept, memory or an image?

#### **Intermediate:**

How does Ksawery's use of coding and light compare to more traditional forms of visual art?

What is the relationship between the viewer and the artwork?

How else can an artwork become interactive?

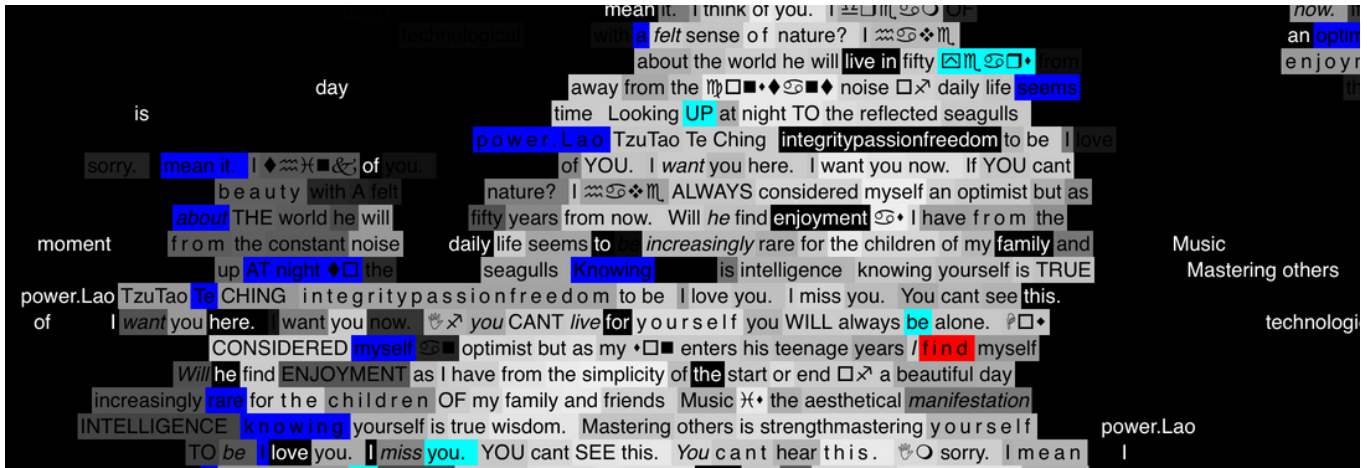
How might cultural, scientific, or philosophical influences be reflected in Ksawery's artistic choices?

How does Ksawery's generative work differ from ai generative art?

How else can technology be used in creating art?

Extend your experience beyond the gallery:

## ONLINE ACTIVITIES:

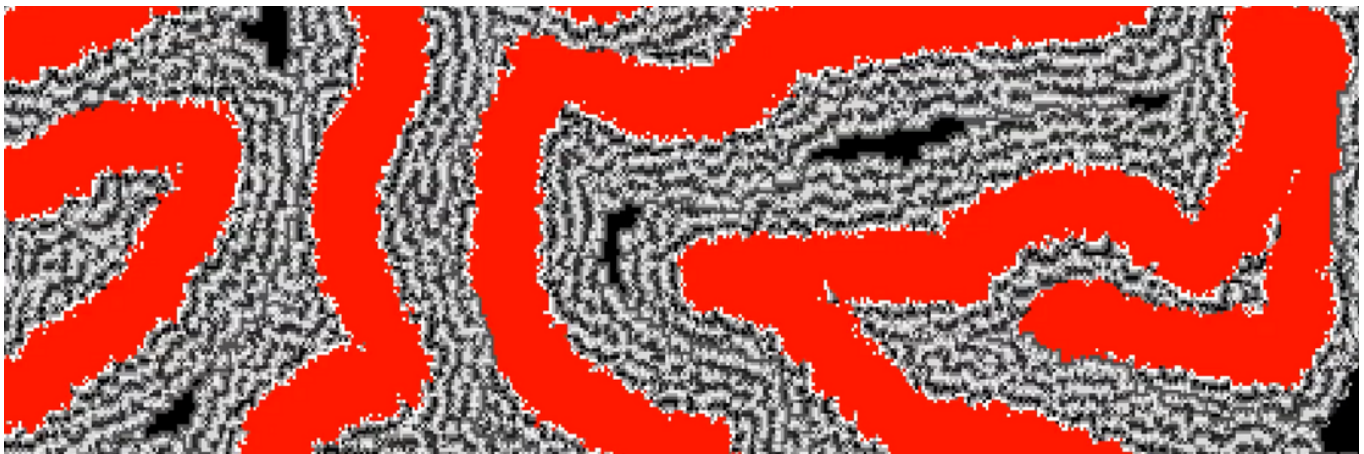


1. Experience Ksawery's "Symphony in Acid" in selfie mood:

<https://symphonyinacid.net/selfie/>

2. Explore Ksawery's tools and open source codes:

<https://ksawerykomputery.com/tools/>



3. Share your unspoken words: <https://unspokenwords.net/submit/>

4. Interact with [Bamb00](#).