

WEEKEND DEDICATED TO AUDIOVISUAL WORKS AND MOVING IMAGES

# ROAMINALE

## #2 screen

*24-25/02/2023*



## **#KILLHASHTAG**

19:30

Olivier Hölzl & Katharina Kawalle

2022

Only entertainment videos are allowed and Political messages are systematically detected and censored. Thanks to encryption, the resistance still manages to send its messages. But the artificial intelligence is being perfected more and more, so that it recognizes whether it is political speech on the basis of movement patterns. To fool the AI, the underground decides to keep its political messages in typical entertainment movement patterns, namely dancing them. Kill Hashtag! Dont give up the Fight.

Credits: a production by Katharina Kawalle & Olivier Hölzl [www.livil.at](http://www.livil.at)



## ***Brötchen***

7:40

Shira Orion

2018

A self-produced trap song that is sung by a female robot voice. The film shows 8 men, the artist and a bread roll. With humour and music, the work tries to approach the topic of sexual violence and sexuality and to examine the question of which filters are needed to cope with these problems within art.

Assistant: Oded Arad

Music: Tomer Baruch

Cinematographer: Rodrigo Levy

Gafer and first camera assistant: Kelvin Bügler

2nd unit cinematographer (tutorial scene): Klara Johanna Michel

Actors: Markus Riexinger, Rabea Alomari, Hussein Nimer, Majd Yaghi, Marc Wilkins, Tomer Baruch, Dror Birger, Shlomi Itzhak

Thanks to: Coco Liebe Cafe, Kristiane Kegelmann, Bastian Hilengass

Graphic Design: Alon Sivan

Driver: Emma Delforno

Second driver: Graziano Distefano

Supervisor: Dirk Peuker



## ***Russian cinema 92-15***

1:54

Nayana

2022-2023

This is a compilation of violent scenes in Russian cinema of period since 1992 to 2015. It's a part of a bigger project, in which we make an analysis of patterns of violence in movies in different countries.

Big thanks to Bezborodaya Aleksandra, Rodchenko art school and Uliana Podkorytova.



## ***Songs 4 Boredom***

14:19

Helena Keskküla

2020

I was home alone with my audio effect rack working hard without my friends who never get what I need.



## ***Sin With Me!***

3:59

János Brückner

2022

I want you to laugh and cry at the same time while experiencing a twisted perspective of reality through images which permeate directly to the heart. I create images which show extreme emotions and contradictory themes right next to each other using humor and straightforwardness. This practice is my interpretation of the Eastern European realistic tradition. It is a way to see and a way to reveal, but it is also a way to find access to the reality around me – it is a way to live life. You can recognize it as the absurd genre – as constructed by Örkény or Hrabal or Daniil Kharmis amongst others. I adapted the approach of these masters in order to seek visual expressions of beauty and inherent freedom in the present situation of our times. The videos *Sin With Me!* and *Cosas della vita* are remakes of two 90's pop songs with the same title. In my version, Mudboy is singing and presenting these emotionally overcharged songs. The Mudboy (which I invented and keep alive together with Márton Emil Tóth) is the complete opposite of civilization: it's an awkward, dirty creature, thus able to carry these raw moments of ecstasy with a hint of dark eroticism.

Singing voices sampled from Tina Turner & Eros Ramazzotti – *Cosas della vita*

in collaboration with We Didn't Do It! Crew

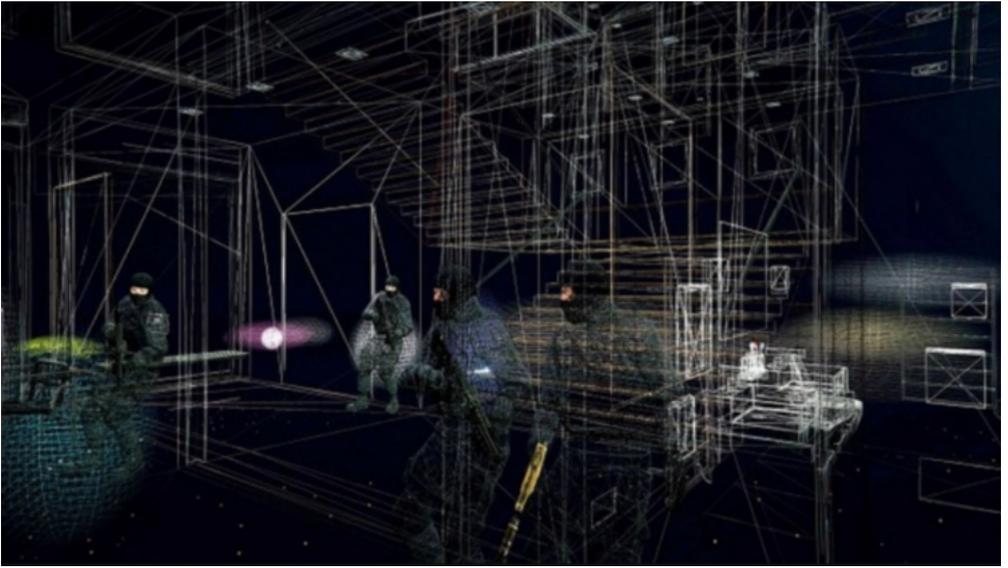
Directed & edited by János Brückner

Camera by Márton Emil Tóth & Péter Batory

Performance by János Brückner

Music by János Brückner

In collaboration with Márton Emil Tóth



## ***Swatted***

21:00

Ismaël Joffroy Chandoutis

2018

Online players describe their struggles with “swatting”, a life- threatening cyber-harassment phenomenon that looms over them whenever they play. The events take shape through Youtube videos and wireframe images from a video game.

Thanks to: Kelterborn Collection, Frankfurt



## ***Grow Up Get Over It***

4:29

Robin Ellis Meta

2021

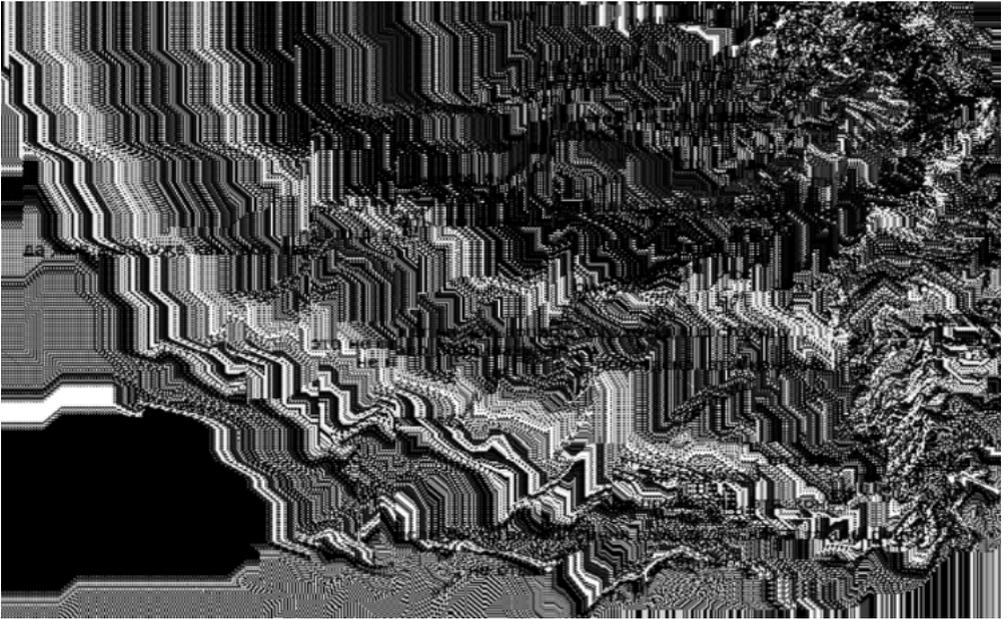
A fictional artist Robin Ellis Meta contemplates contemporary art exhibitions at roam project space.

Directed and edited:

Kristen Rästas & Kelli Gedvil

Supported by:

Cultural Endowment of Estonia



## ***Meta-argument***

unlimited

Nayana

2022

It's an algorithmic work, where meaningless phrases that we often use in our conflicts when we argue with a person with other values, becomes a mess. This work was made within the framework of the projects of Rodchenko art school.

Big thanks to Oleg Makarov and Andwer Robinson's YouTube tutorials of Max Msp.



## ***The Nine Faces of Baba Yaga***

4:24

Markus Jäntti-Tuominen (in collaboration with Walter Sallinen)

2022

The Nine Faces of Baba Yaga is a constantly changing representation of the witch's hut on chicken legs as it might be described by different people sharing the story polyphonically. It belongs to a series titled *Et le passé revit le temps d'une visite* (And the past comes alive again for a visit), an interdisciplinary project implemented by visual artist Markus Jäntti-Tuominen and composer Walter Sallinen between 2017-2022. Combining fine art and music, the project draws its inspiration from the birth history of composer Modest Mussorgsky's *Pictures at an Exhibition*. The artistic result is a ten part video piece that brings together visual and audio works created in the project and an audiovisual catalogue of Jäntti-Tuominen's visual works and Sallinen's compositions.

Video: Markus Jäntti-Tuominen, Walter Sallinen & Markus Koistinen

Artwork: Markus Jäntti-Tuominen

Sound: 'Responsorio dell'Uccello' by Walter Sallinen & Markus Koistinen

Sound mixing: Kaj Mäki-Ullakko



## ***Non Nobis Solum***

4:51

Music: FREMEN | Video: Paul Klooren

2022

"Non nobis solum nati sumus" - "not for us alone are we born" (Cicero).

Non Nobis Solum is a subconscious expression of the immense power women hold - power to rage, change and unite.

Composed by using an array of both digital and analog animation techniques, the video highlights and expands on the multicolor, mystical qualities of the music.



## ***E-ANIMALS***

13:49

Katharina Swoboda

2022

"E-Animals" is an experimental film about animal videos on the Internet. The starting point of the artistic work is footage of animals that appeared in Lockdown 2020.

While people sat at home, animals in zoos were able to move freely for the first time. Animal keepers, for example, filmed penguins walking through the closed Shedd Aquarium in Chicago. These images went viral on social media, and in the months that followed, zoos around the world staged such tours.

Also part of the artistic work are photos of dolphins that caused a stir in 2020. They were meant to show that the animals had reintroduced themselves off Venice in the pandemic. However, this turned out to be a hoax. The footage came from Sardinia.

"E-Animals" collages an experimental journey through animal images on the Internet and is an invitation to zoological cinema

Video, 4K, color, sound

Sound: Sara Pinheiro



## ***Bodymachine Project***

3:00

Clarissa Falco

2020/2022

Bodymachine Project is a short film born from the collaboration with Bloodhouse Production.

In a dystopian future, the reproduction of human life takes place through the hybridization of these with machines; an attempt to shed new light on the hidden relationship that binds body and technology.

Thanks to the direction of Bloodhouse Production, my artistic and performative path takes shape in a horror / Sci-fi reality inspired by the film Tetsuo: The Iron Man by Shin'ya Tsukamoto.

Bodymachine Project is raw, imaginary, dark, taboo narration, frames of a dystopian world hidden by the respectability that characterizes our contemporary.

Credits: Bloodhouse Production



## ***Cosas della vita***

4:48

János Brückner

2021-2022

I want you to laugh and cry at the same time while experiencing a twisted perspective of reality through images which permeate directly to the heart. I create images which show extreme emotions and contradictory themes right next to each other using humor and straightforwardness. This practice is my interpretation of the Eastern European realistic tradition. It is a way to see and a way to reveal, but it is also a way to find access to the reality around me – it is a way to live life. You can recognize it as the absurd genre – as constructed by Örkény or Hrabal or Daniil Kharms amongst others. I adapted the approach of these masters in order to seek visual expressions of beauty and inherent freedom in the present situation of our times. The videos *Sin With Me!* and *Cosas della vita* are remakes of two 90's pop songs with the same title. In my version, Mudboy is singing and presenting these emotionally overcharged songs. The Mudboy (which I invented and keep alive together with Márton Emil Tóth) is the complete opposite of civilization: it's an awkward, dirty creature, thus able to carry these raw moments of ecstasy with a hint of dark eroticism.

Singing voices sampled from Tina Turner & Eros Ramazzotti – *Cosas della vita*  
in collaboration with We Didn't Do It! Crew

Directed & edited by János Brückner

Camera by Márton Emil Tóth & Péter Batory

Performance by János Brückner

Music by János Brückner



## ***A Ghost Story***

5:52

Keiu Maasik

2022

“A Ghost Story” tells the story of a son and father that took place in an old rally game. It is a story about how a piece of somebody can be stored virtually and somehow live on, although the technology is not yet very advanced in that respect.

Music by Madis Kurss

Text read by Kirill Havanski

Translation by Kristiina Kams



## ***The Stream***

7:45

Sten Saarits

2022

Production assistant: Egle Ehtjen

Lighting, camera assist: Erko Ever

Drone operator: Kristjan Koskor

Actors: Alo Suursaar, Egle Ehtjen, Erko Ever, Heini Kiis, Janno Lepind, Kati Müüripeal, Kristen Rästas, Kristjan Koskor, Lauri Aksel, Madli Kadakas, Markus Tiitus, Mart Joost, Martin Loik, Sten Saarits, Sven Sosnitski, Tiina Vändre



## ***DAS PORTAL AM ENDE DER WELT***

11:43

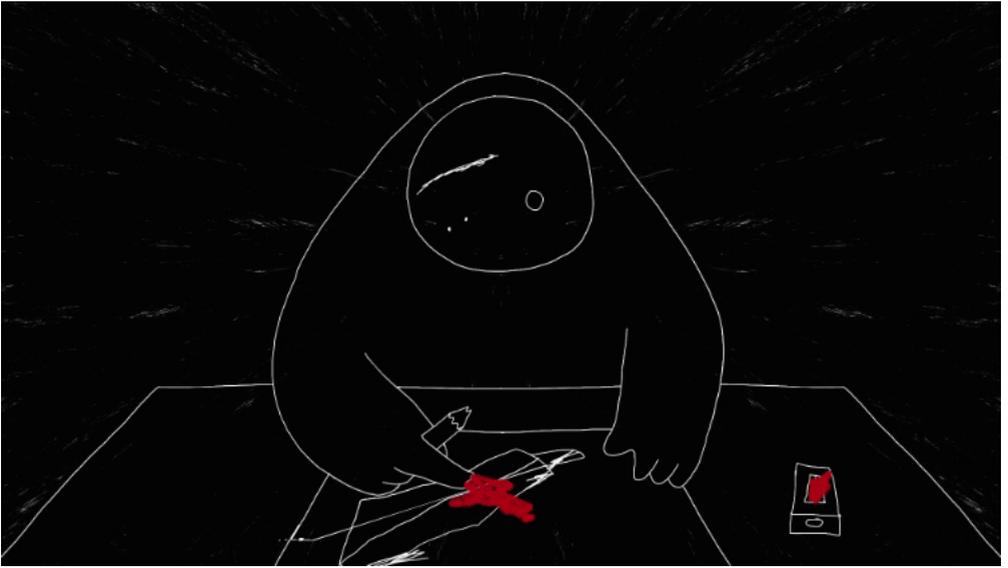
Dennis Rudolph

2022

DAS PORTAL At the End of the World by Dennis Rudolph takes us to the “other side” of his project Das Portal in California City in the Mojave Desert. This other side is the Virtual Reality. The artist recreated the landscape of the city in the game engine Unity using Google height maps and satellite photos.

Using a VR 3D painting software which tracks his artistic hand and allows him to transport his gesture into the realm of the digital, the artist started painting on top of the virtual recreation of this failed city. The digital paintings take their inspiration from the ceiling fresco Triumph of Divine Providence by Cortona- a major baroque art work.

Originally Das Portal was an update of Rodins Gates to Hell which Rudolph completed in the medium of Augmented Reality in 2018. It is marking the end of the western world. Rudolph painted Das Portal in a virtual reality headset using a 3D painting software. He placed the final work with a GPS based Augmented Reality app for smart phones on the designated location in California City. The work is thus there and not-there at the same time.



## ***Touché***

3:47

Sofja Gorelova

2020

"You" are trying to get in touch with "your inner self", but it turns out you speak different languages and turns on the mode of self-destruction.

Director | Script | Art Design | Animation | Composite: Sofja Gorelova

Production: Estonian Academy of Arts

Production country: Estonia



## ***Horsewoman Appearing Normal (NFT #1)***

1:00

Eva Davidova

2021

Global Mode > Horsewoman Appearing Normal appropriates the object of desire and speculation NFT aesthetics to deliver an image of the ecological and social disaster that we are already in—sat ourselves for extinction, and keep programming for self-destruction. The name Global Mode plays with terms from both the virtual and social world building: In 3D applications Global is a mode, in which 3D objects move in a space not defined by the object itself (as opposed to Local Mode). Politically, it could be understood as a state of affairs that seems inescapable, having apparently overtaken the whole world. Normal is another reference to the virtual and social spaces—the normalization of the state of "about-to-self-destruct" and the implicit acceptance of it, or the subverted use of normals as the actual skin of the animal, instead of guiding the light.

Direction: Eva Davidova

Sound: Matthew D Gantt

Animation: Eva Davidova and Meredith Drum



## ***STONES***

8:38

Katharina Swoboda

2021

Most elements which are built into a smartphone are extracted from the earth. Great amounts of rocks need to be mined and then laboriously processed to extract the elements and components needed to built the phone. Some of these coarse rocks, from which elements such as palladium, tantalum, lithium or rare earth metals can be extracted, are shown in the video. A female scientist examines these stones in a microscope and with her we take an abstract look at the “inner landscapes” of a smartphone. The video ends with an experiment- after referring to the beginning of the smartphone's raw material chain with the rocks, the experiment focuses on the end of the useful life of the device.

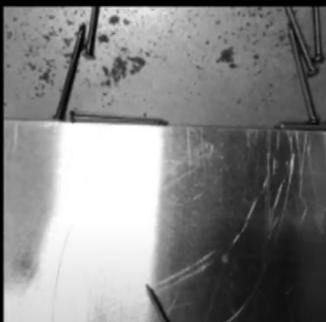
Directed by: Katharina Swoboda

Video, 2K, color

Performer: Christine Murkovic

Camera: Sonja Aufderklamm

Sound: Sara Pinheiro



## ***CARGO - 200***

23:29

Sofia Yesakova

2022

The latent function of audio accompaniment in the project is the construction of an existential and emotional space, the creation of a sense of encirclement (surroundings) and, consequently, the involvement of the listening subject in some imaginary life conditions and situations. Long-delayed reverbs can emphasize or evoke feelings of loneliness and emptiness, evoking large empty spaces that are "filled with other people" in everyday urban life.

The tactility of anxiety, located in the center of the sound, increases as you listen. This video explores the problem of war perception, which is that our own consciousness can never share the level of consciousness of dying soldiers and vice versa. In the course of war, after a certain time, we see war only as a familiar field with its signs and "special effects".

Video design by Sofia Yesakova

Sound design by WM



## ***Next Goodbye***

4:46

Video: Jane Garbert | Music: The Meek Dagger

2023

Eine Fahrt im Auto durch die Nacht.

Lichter und Schatten

Häuser und Felder

Gesichter in der Dunkelheit

Ein Feuer bahnt sich an

-

A ride in the car by night.

Lights and shadows

Houses and fields

Faces in the darkness

A fire is coming



## ***Up and Through***

10:00

Kamen Stoyanov

2020

Best in Experimental at Dumbo Film Festival, NYC, USA, 2020

A journey of a bucket filled with sea water starts and continues up a steep cliff. On the cliff a man carries the bucket through an unfinished hotel.

„Up And Through“ shows the post apocalyptic life of a wrecked hotel through its encounter with art.

Produced and directed by Kamen Stoyanov

Cinematography- Marin Kafedjiski

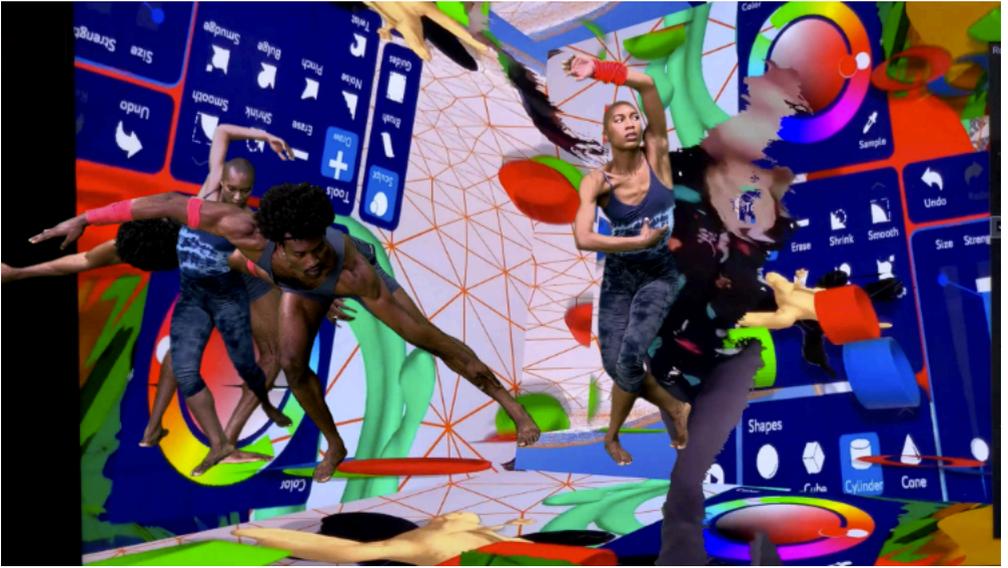
Composer and sound design- Bojidar Spassov

Cast:

Alexander Todorov, Bojidar Spassov, Teodor Stoyochev, Stoycho Stoychev, Victoria Dimova, Simona Tsaneva

String quartet „Frosch“: Negina Stoyanova, Petja Dimitrova, Teodora Atanasova, Maria Valchanova

The Quartet plays Illumina (Hi, papa Haydn), 2018 by Bojidar Spassov



## ***Vinson and Catherine in Garden***

2:13

Eva Davidova

2022

Somewhere in Jean Baudrillard's book *Cool Memories* (1990), about the "disillusioned side of America", I read: "crossing spaces is erotic". In an instant (and at least for an instant) my own disillusionment and melancholy are shattered. I think the crossing spaces that Baudrillard referred to is the joy of inhabiting with action. The joy of creating a relationship with an inert space and turning it into a living organism to inhabit together, rather than in it. A performance rooted in the absurd, *Vinson and Catherine in Garden* investigates overlaps of realities, crossing spaces, and the technological subconscious.

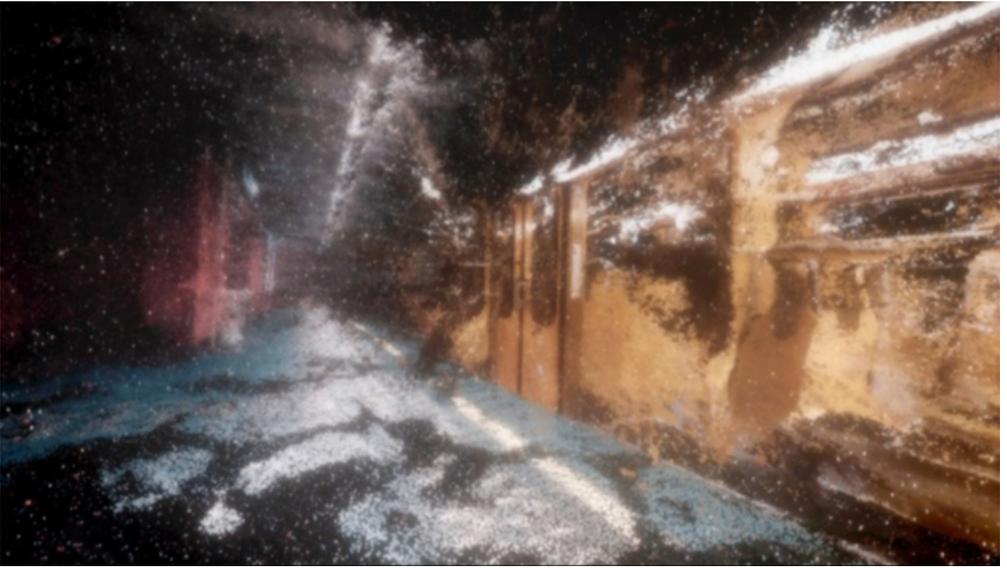
Direction: Eva Davidova

Sound: Matthew D Gantt

Performers: Catherine Kirk, Vinson Fraley, Eva Davidova

Animation and volumetric camera: Eva Davidova

Greenscreen studio and camera: RD Content



## ***Maalbeek***

16:12

Ismaël Joffroy Chandoutis

2020

In the film *Maalbeek*, the point clouds convey a sense of a young woman's amnesia: Sabine, who has barely survived the terrorist act of 22 March 2016 in Brussels in one of the carriages at Maalbeek metro station. In a long, cautious reverse tracking made up of alternating image sequences of the metro station, the viewer witnesses the melancholy related to such states of oblivion, before the survivor herself, in voice-over, begins to speak. Then her face appears, likewise detached from the voice, her skin leading a flickering life of its own, as if sparked by the point clouds, while she herself describes her feeling of absence, as if another person had experienced everything reported to her. (Ursula Panhans-Bühler)



## ***The Superhero***

5:49

Alexei Gordin

2022

Red dot sticker would be usually attached to a sold artwork in the space of white cube. I started to collect red dots 4 years ago as an ironic answer to the general selling and buying obsession. For this video red dots were assembled into collage, printed and presented as clothing item for protagonist to wear. In the time of instability the figure of superhero in mass culture is always a distracting maneuver for consumers. Condition of instability is a constant condition for majority of artists. I have noticed that superheroes are often wearing cool looking coats that are cinematically flattering in the wind. From the point of logic, wearing this kind of coat while fighting with evil is quite uncomfortable and risky. Taking art as a tool for creating “better world” is also uncomfortable and risky. Art had always been endowed with “heroic” attributes but the figure of artist is often seen as a looser character in society. Thus, the Superhero became the marginal element, incapable to change anything or help somebody.

Idea and performance: Alexei Gordin

Camera: Kristina Koobak

Gast: Eva Oizhinskaja, Kristina Koobak

Sound: Freesound.org

Supported by Cultural Endowment of Estonia

24/02/2023; 19:00

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**Brötchen**

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FREMEN

**E-ANIMALS**

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**Bodymachine Project**

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**25/02/2023; 19:00**

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ON FEBRUARY 24-25TH, A THEMED WEEKEND  
ROAMINALE #2 SCREEN IS DEDICATED TO AUDIOVISUAL ARTWORKS  
AND MOVING IMAGES AT ROAM. THE AIM OF ROAMINALE IS TO  
BRING FURTHER VISIBILITY TO WORKS OF VARIOUS TOPICS OF  
CONCERN AND AS WELL ARTISTIC CREATIVITY WITHIN  
DISTINGUISHABLE VISIONS OF EACH PARTICIPANT.

ROAMINALE #2 SCREEN IS THE SECOND EVENT  
IN THE SERIES AND IS SHOWING A SELECTION OF  
SHORT FILMS AND VIDEO ART IN A VARIETY OF GENRES.  
THESE ARE PRESENTED AT THE PROJECT SPACE  
IN THE FORMAT OF A TWO DAY PUBLIC SCREENING EVENT  
AND ADDITIONALLY LIVE-STREAMED  
ON THE WEBSITE OF ROAM.

*roam*

ROAM  
LINDENSTRASSE 91  
10969 BERLIN

WWW.ROAM-PROJECTS.EU  
2023