

The Night Journey é o resultado de uma

colaboração entre o artista Bill Viola e

os designers do Game Innovation Lab, da

University of Southern California. Um

jogo experimental que concilia, com

harmonia, a videoarte e a interação

humano/computador. Assim se conta, na

primeira pessoa, a busca individual por

um conhecimento que nos transcende. Uma

anteriores de Bill Viola, que nos remete

poeta e místico islâmico do século XIII;

XVIII-XIX; São João da Cruz, religioso e

poeta espanhol do século XVI; e Plotino,

Bill Viola • Estados Unidos da América,

1951

obra visual, inspirada nos trabalhos

históricas, como, por exemplo: Rumi,

Ryōkan, poeta budista zen dos séculos

também à vida e obra de figuras

filósofo do século III.

A HIGIENIZAÇÃO

INTERAÇÃO É

OBRIGATÓRIA

DAS MÃOS ANTES DA

BEYD DOMNEY

HONSE OE CYBDS #5 ■ 5001 ENDIESS COLUMN IN CONTEXT ▲ 2005

THE ORE OF BOOKS ▲ 2015 **BYBRICADES** ■ 2013 CHALK MARK (HOPSCOTCH) ▲ 2010 **BKOKEN BIKE TYNE** ▼ 5000 **CYSTLES BENEATH CITIES ● 2008** HOUSE OF CARDS #3 ● 2007

Courtesy of the artist Various dimensions Digital prints on paper

THE BEKEECT THEOM ■ 2010

POLCKEATED ▼ 2008

MHILE BKICK ■ 5011

PIXZESTONKKEK ■ 5010

minimalist, his pieces operate as social other mobility devices. Subversively furniture and, sometimes, bicycles and the various cities he visits, urban advertising, texts hidden in the walls of paving stones, brand posters and of the poetic possibilities hidden in the détournement, he reminds us, playfully, formal use of assemblage and the absurdity of everyday life. Making exhibiting political power structures and and paradoxes of contemporary life, make us think about the contradictions urban space and of political activism to around the world. Downey makes use of the performative pieces he has created all ambiguity and conceptual labyrinth of the by this North American artist reveal the The video and photographic works on show Courtesy of the artist Various durations Digital videos, color, sound ON-STITCHING KARL ● 2008

also become tourists. extinction in an age when travelers have craft working processes that are under

nostalgically, to a world of objects and

sculptures that convey the audience,

Brad Downey ▲ United States of America, 1980

NON-INTERACTIVE