

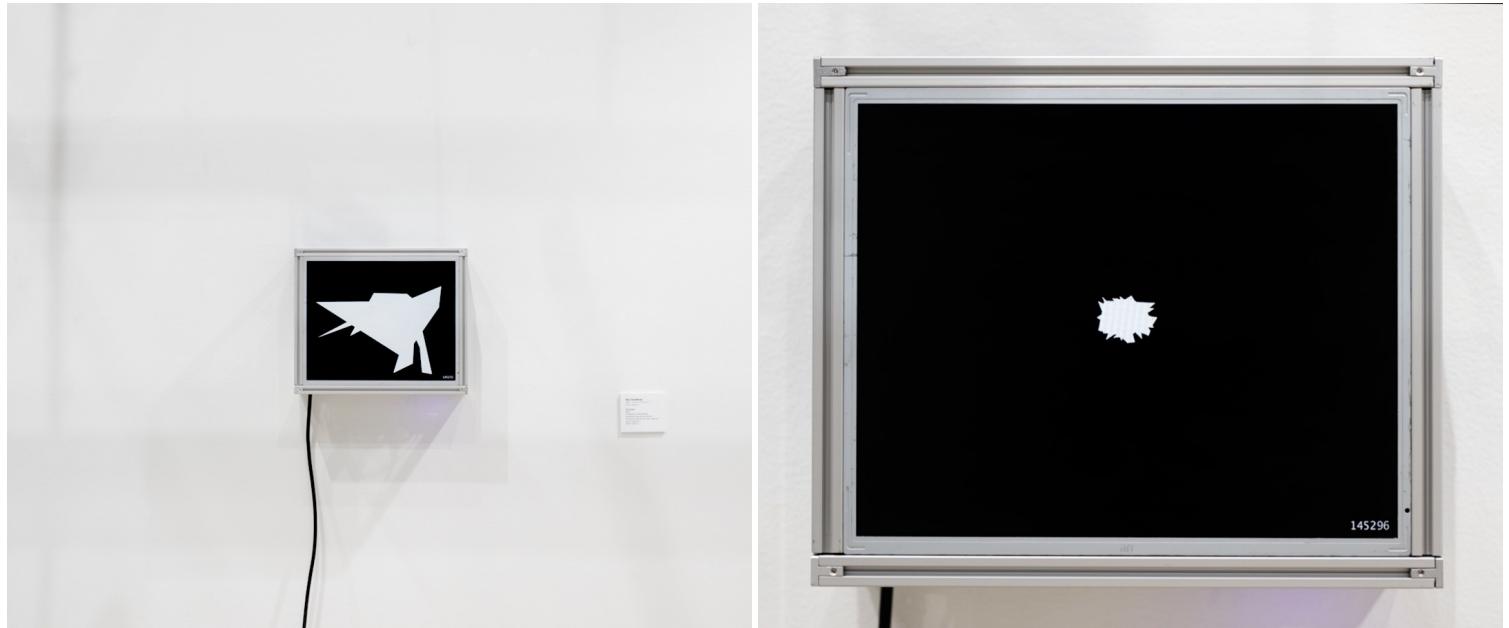
**Artworks
CV
Bio & Hyperlinks**

All shapes

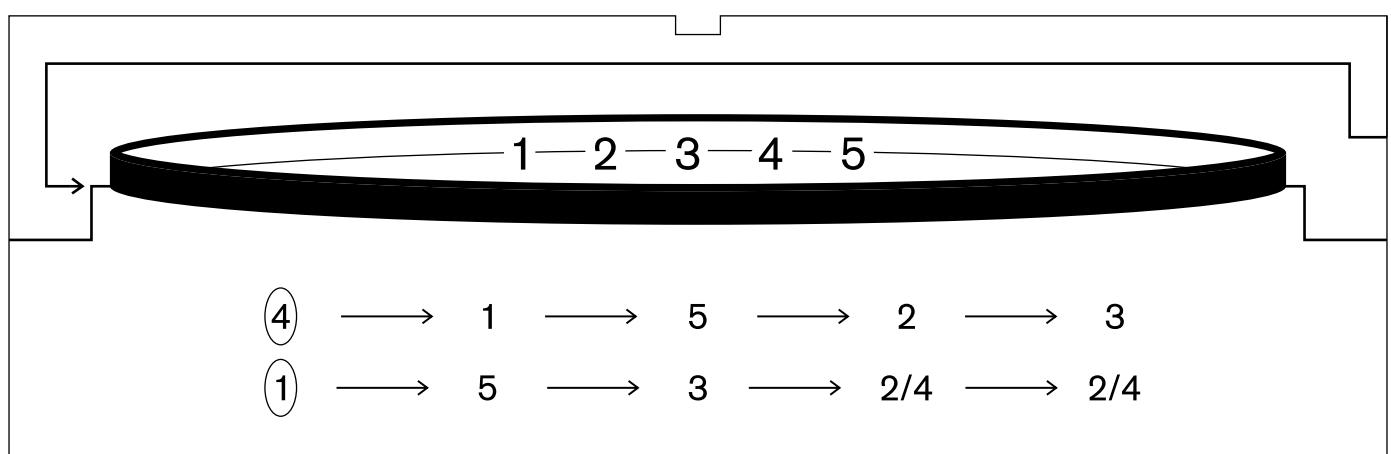
2023

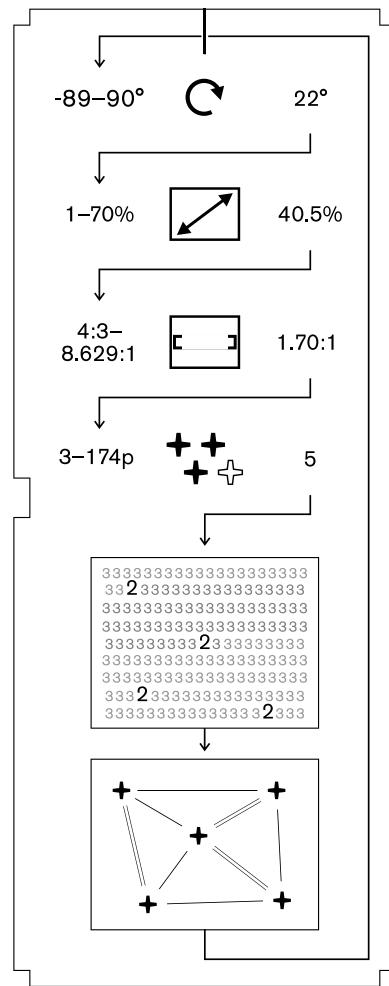
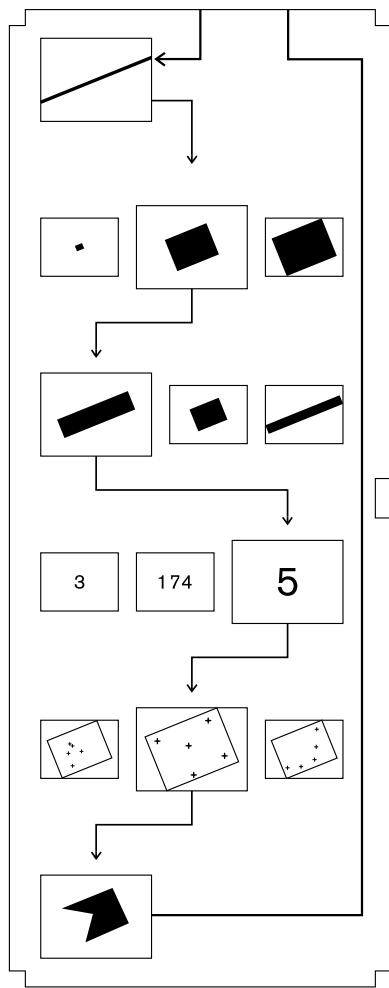
Processing, LCD screen, aluminium, laser-engraved acrylic, Raspberry Pi 4

A container of all possible shapes within its own physical constraints. Shapes are presented iteratively as part of a sequence with stochastic origins. Each newly selected shape has maximally contrasting features to those, that have been previously displayed.



video link: dl.dropboxusercontent.com/s/bignl24vv9wgbpf/allshapes2.mp4





Untitled (Semantic Bounds Violation)

2022-23

Unity engine, laser-cut plywood/acrylic, LCD screen, modeling paste, acrylic paint, transparent silicon sealant, computer



This work attempts to examine the problem of semantic interpretation of different artworks by various audiences through self-reference and composition utilizing intercultural features. Construction of a “path” through order, contrast and causality as well as avoiding any dependency on symbols.

Main objects are distinguished from others by placement, size, different material (very material impasto technique with layers of paint sticking out of the board x immaterial digital visualization) and by being interacted with.

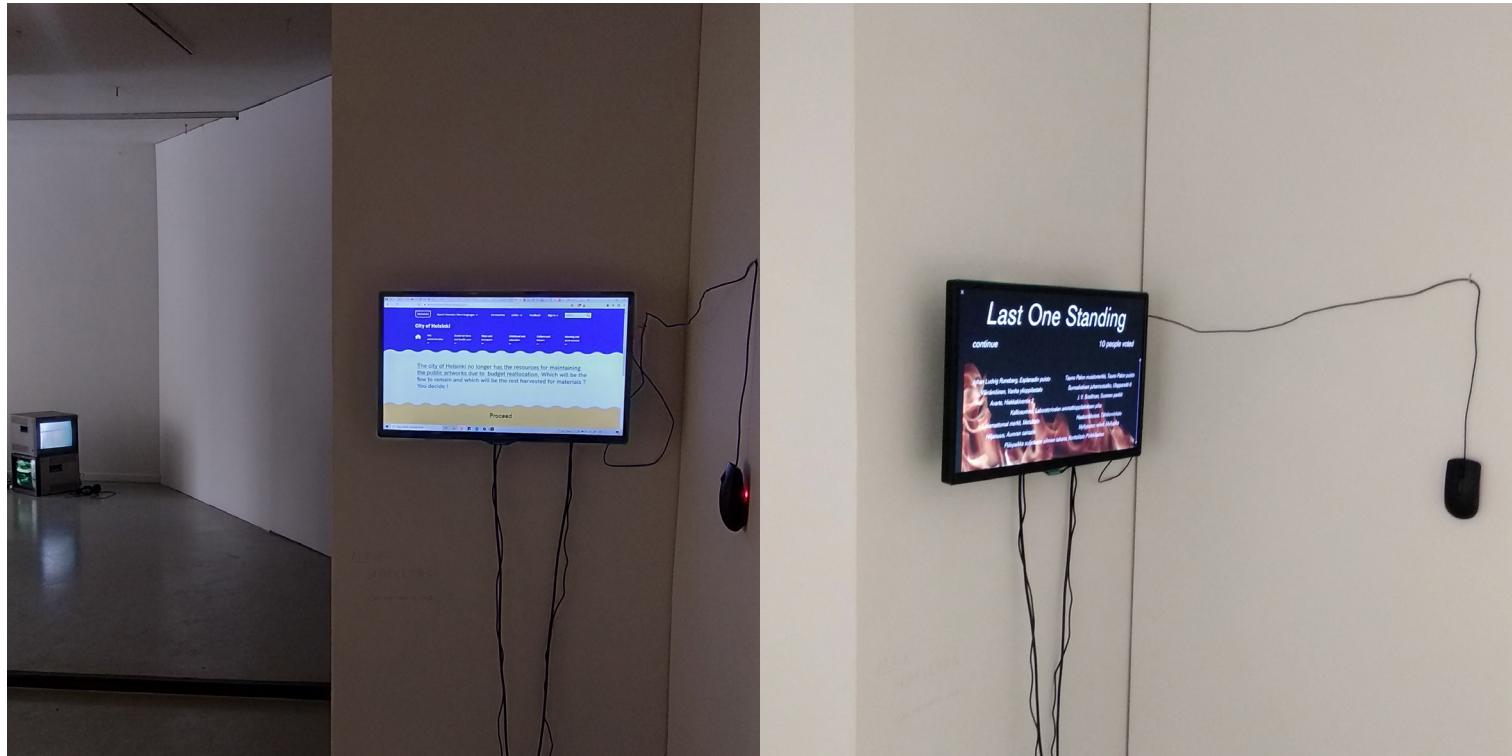
video link: dl.dropboxusercontent.com/s/rb576a9cbgdgcynz/semantic_boundsViolation.mp4

Last One Standing

2022

Processing, LCD Screen, computer mouse, Raspberry Pi 4

Survey tracking the current popular opinion on public artworks in the city of Helsinki with fictional circumstances and outcomes!



The screenshot shows the official website of the City of Helsinki. The header features the city's name in a white speech bubble, language links (Suomi | Svenska | More languages), and navigation items like Coronavirus, Listen, Feedback, Sign in, and a search bar. Below the header is a blue navigation bar with categories: City administration, Social services and health care, Maps and transport, Childhood and education, Culture and leisure, and Housing and environment. The main content area has a yellow background with a wavy pattern. It contains a large text message about budget reallocation and public artworks, followed by a 'Proceed' button.

x

age:

◀ 36 ▶

permanent resident in Helsinki:

[Yes / No]

highest attained level of education:

Master's degree

field of work:

Arts, culture and entertainment

submit & continue

x

21 / 444



How would you rate this artwork?

- 2

1

0

1

2 +

(Please pick 0 if you do not recognize it.)

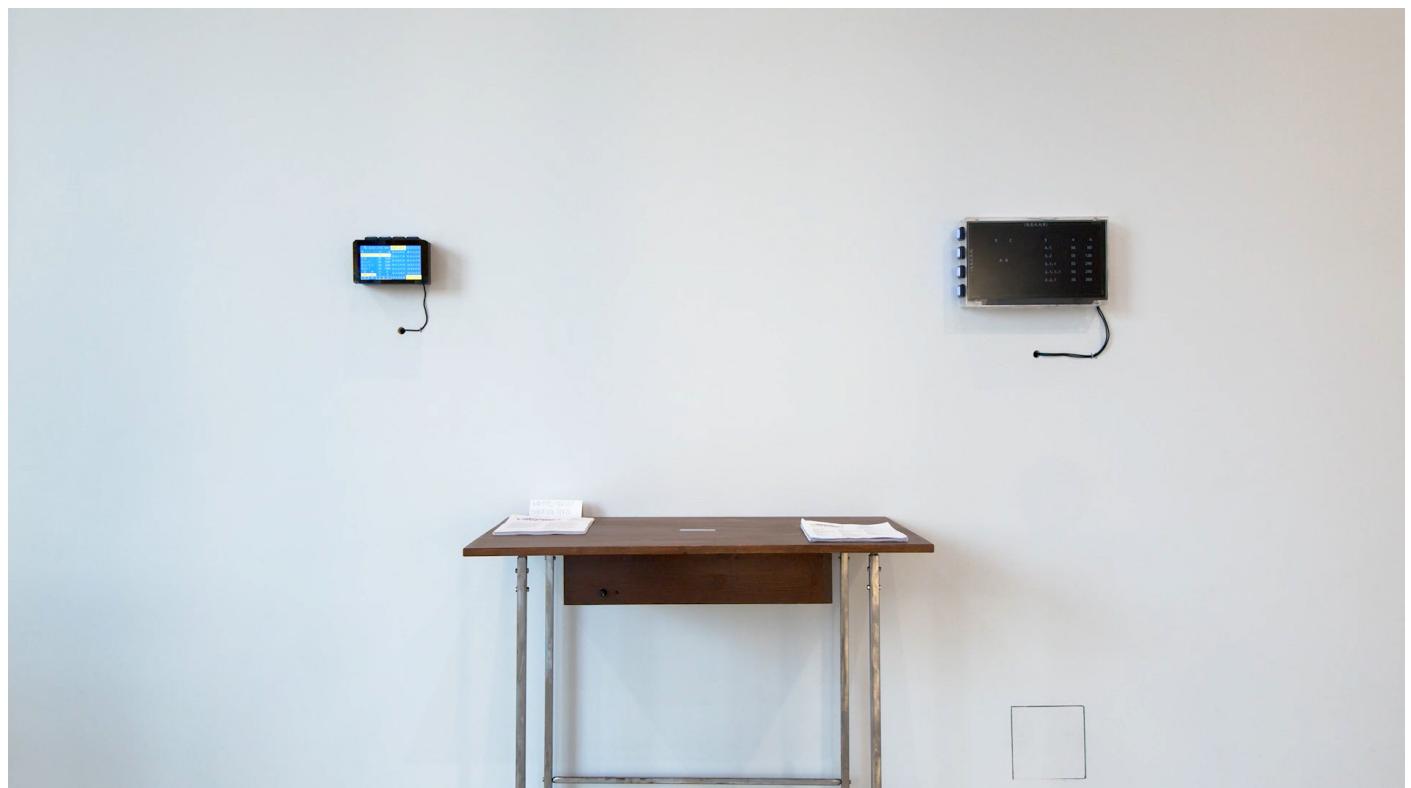
2021 freesounds & all their 5 beat rhythms (1.406704e+12)

2021

SuperCollider, Python, Processing, wood, metal, PLA, acrylic sheet, bone conductor transducers, Raspberry Pi 4, LCD screens, potentiometer, pushbuttons, wires, analog to digital converter, LCD panel controller boards

Despite my view of art as a pursuit of novelty and intellectual entertainment, I position artworks existing as everyday objects to be superior to ones that are not. This hierarchy, I believe, is a momentary necessity due to the current resource-scarce reality. Although, there must be a gray area, depending on the trade-offs in the degree of innovation achieved, be it functional or not.

It is a juxtaposition of great differences rather than subtle adjustments that provide, in such vastness of variability, interesting results. The system of maximum contrast pattern selection operating inside of the table is visually uncovered in the form of the two boxes.



video link: dl.dropboxusercontent.com/s/mxuw52l6m7b3v57/unity%20version%20freesound.mp4



[A, C, B, X, A]	[C, C, C, C]
5	4 4
4 & 1	60 60
3 & 2	120 120
3 & 1 & 1	172 240
2 & 1 & 1 & 1	172 240
2 & 2 & 1	172 360
	1024
[X, X, X, X, X]	

L [A, B, C, X, X] → [C, B, A, A, B]	[X, X, X, C, X]
5 2 /4	[B, X, B, B, C] [A, A, A, A, A]
4 & 1 2 /60	[B, C, X, A, C] [A, X, A, X, X]
3 & 2 1 /120	[C, B, B, C, A] [B, A, B, B, B]
3 & 1 & 1 2 /240	[X, X, X, A, B] [C, C, C, C, C]
2 & 1 & 1 & 1 2 /240	
2 & 2 & 1 2 /360	[A, B, C, X, X]
A B C X	
A B C X	
A B C X	11/1024

FreesoundPercussion2020

2020

cutting board, LCD display, audio transducers, raspberry pi 4, supercollider

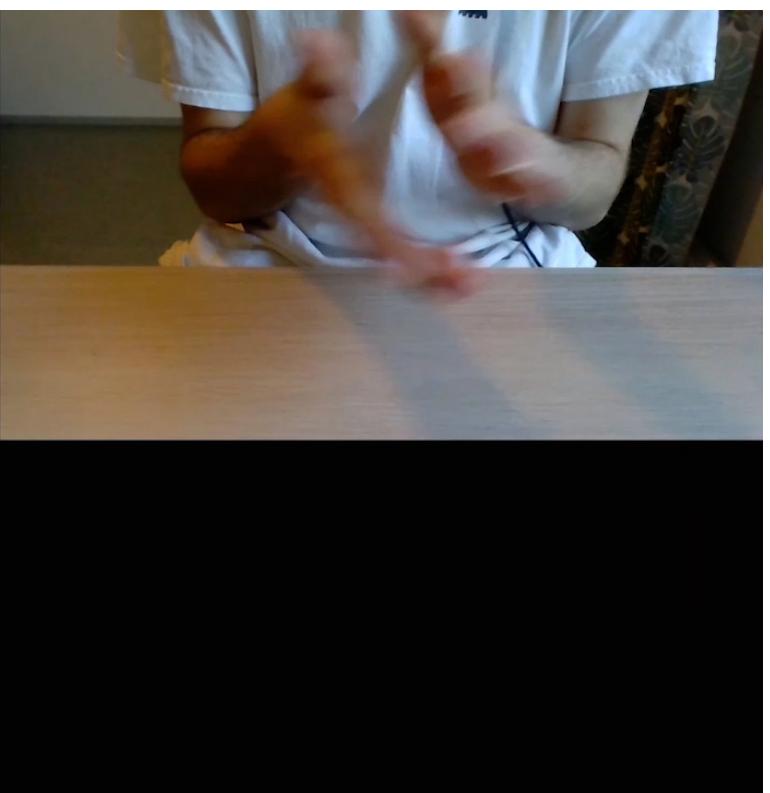
All possible rhythmical progressions of 3 instruments within 5 beats, using a dataset of all percussive sounds available on freesound.org at the end of 2020, embedded in a functional cutting board. Instruments change after all 1023 permutations are exhausted, but do not repeat. Each following permutation of sounds is picked to be as different as possible from the previous ones.



video link: dl.dropboxusercontent.com/s/xhlw71grp3my1sv/freesound_percussion_2020.mp4

superollider, processing

First produced sound, inside the space, starts to be played (per second) in each possible permutation of a 5-second duration (31). The frequency and length are registered and await for a second sound. If there is none and all the permutations have been iterated through the whole pattern gets rewinded to the beginning and code waits for a new first sound input. If there happens to be a second input. Its' frequency and length, in specified ranges (short, medium, high), are compared to that of the first sound. If it matches input is discarded. If not, the pattern played up to this point gets rewinded and all the permutations of these two sounds (242) start to be played. Identical process follows for the third sound input. Once it is found all the permutations for all the three sounds (1023) get played until the end. Rewinding afterwards to the very beginning. The permutations are divided by a beep scaled from 80 to 15500 Hz as to present an idea of time and end. In order to avoid any otherwise necessary visual cues.



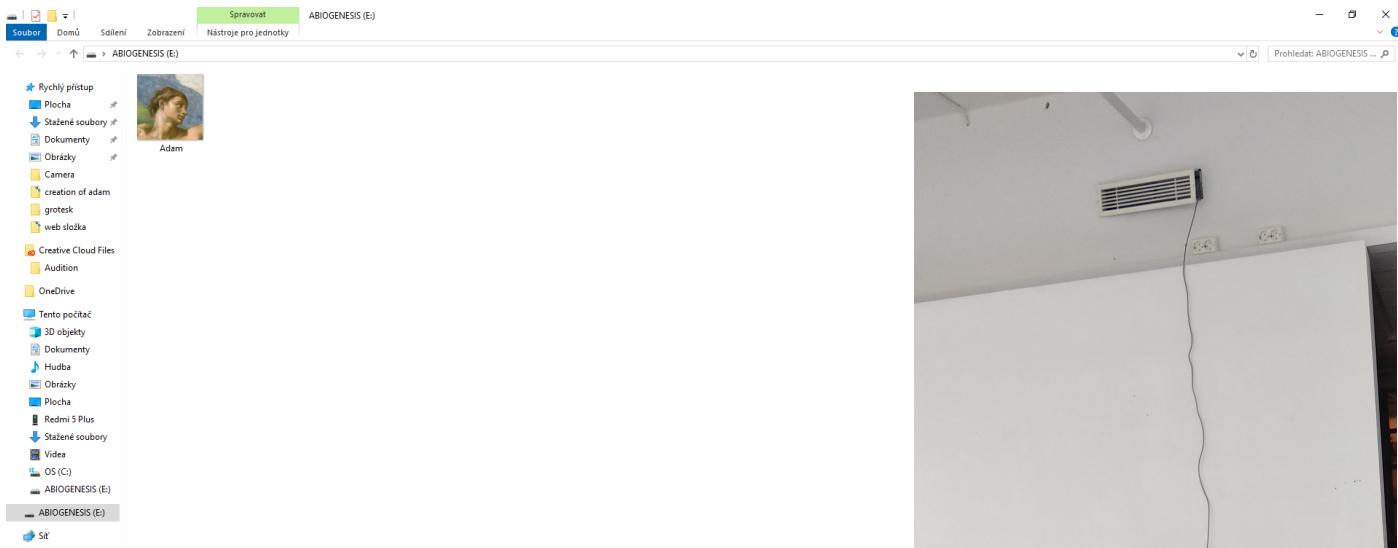
video link: dl.dropboxusercontent.com/s/ewiikq1ugrpp147/video%20zvuk%20lowres.mp4

Creation of Adam

2019

usb cable

Ancient paradigm unfolds before the viewer within contemporary form. In this instance creation is not a mere 2D illusion. Spectator can take on the role of a mediator. Allowing the artwork to take place and assess the foregoing events. Did (image of) Adam came into existence by connecting a USB cable with a computer? Or did the image exist elsewhere prior to that? Composition mimics the original painting. With a device on the bottom left and cable coming from the top right. Device, if stationary, on the chair is motionless (Adam) while the whole action is executed by moving the cable (god).

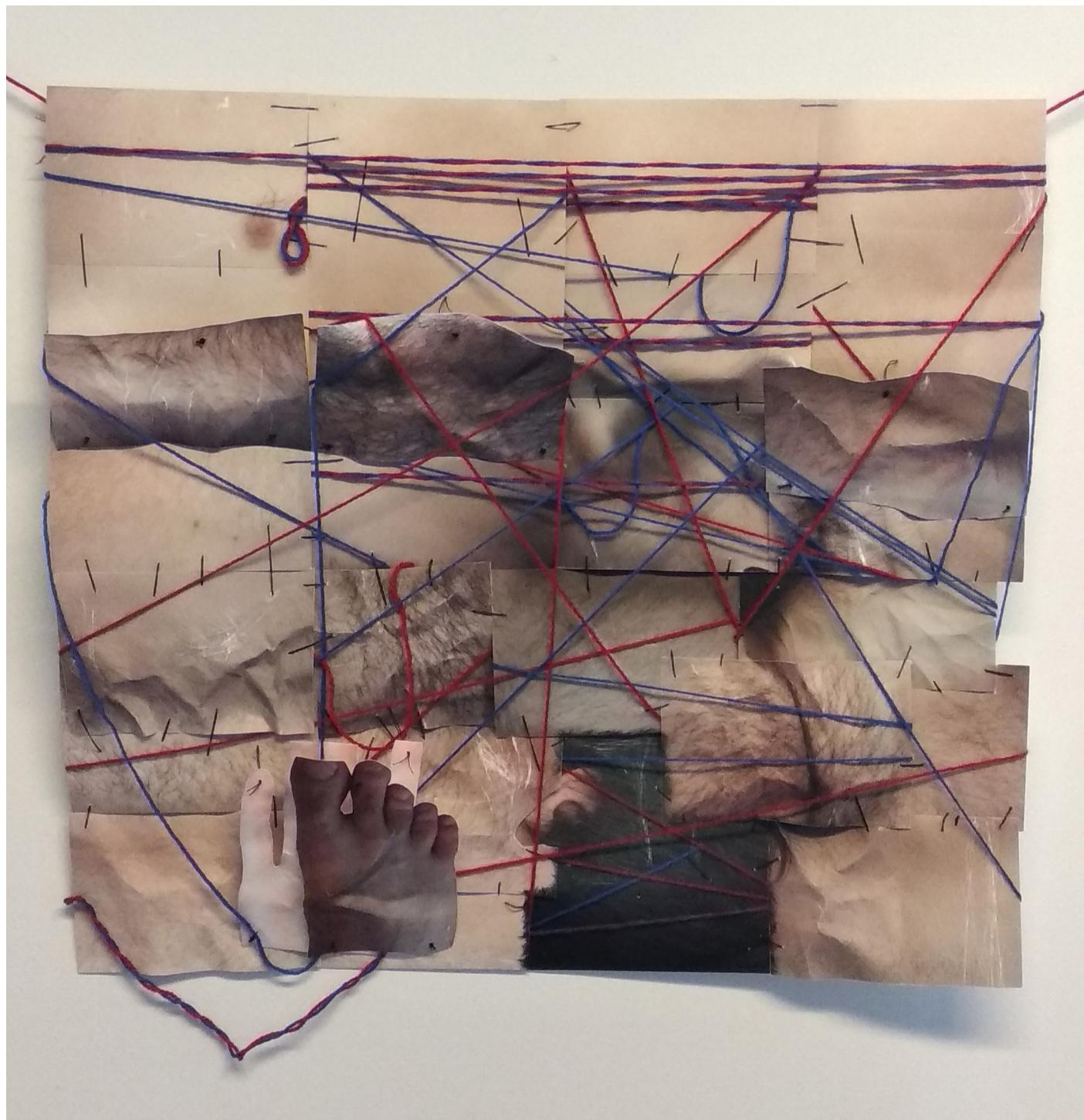


Aesthetic alignment pt. 2 (landscape)

2018-19

paper print, yarn

The second component of the same-titled work. Major feature of the 1st part, the shock by examination, seemed little bit impractical. Since it cannot be expected for every viewer to go through the pile of given photos. Therefore this second part takes the role of conveying it in a more showcase-able way. A framed 3D collage made out of sewn together and overlapping photographs of the same format, clothless, depicting landscape. Interlinked with a blue/red yarn representing the previous alignment of its parts (body) in the form and operating direction of veins/arteries. Oxygenated red goes down and blue goes up. If the images are on the same level in the collage both colors are used.



Genesis of failure

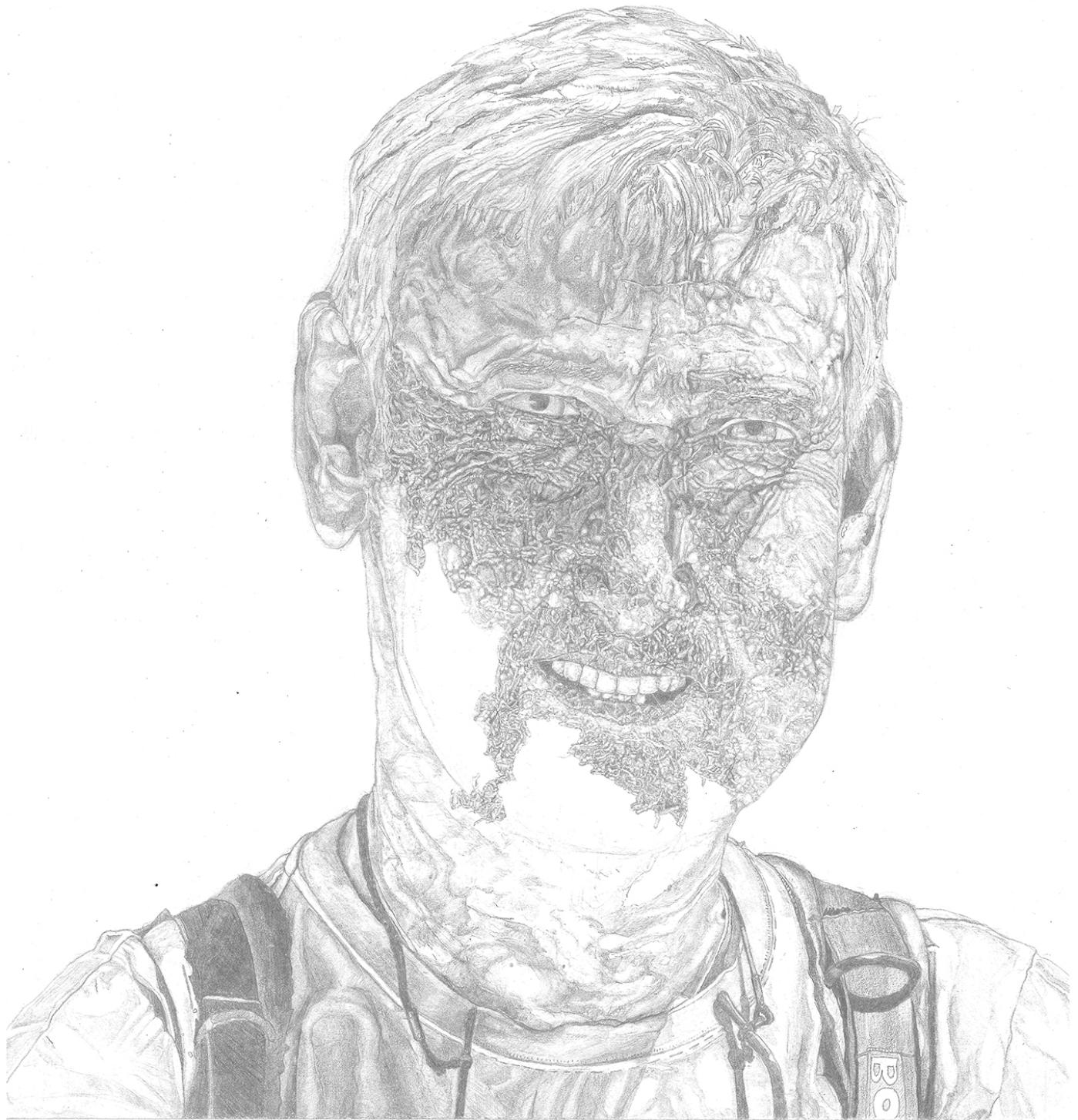
2017-18

laser cut photograph, drawing, nylon tarp

Based on the realization while drawing; what was supposed to be a realistic portrait of my pediatrician meant as a gift. After several hours of work, turned into anything, but a realistic drawing. Therefore, it failed in its sole purpose - making the portrayed person recognizable. Which in afterthought, I concluded to be an unavoidable process of the brain lacking the magnitude of synaptic connections vital to such output. The cutout text symbolizes and also functions as a notional filter. Through which all the information has to pass in order to allow for making of the actual line in the drawing itself.



Result of the light input reflected by the source photo trough eye cornea and pupil into the lens, which refracts and reverse the light onto posterior retina's pigmented layer including all light receptive cones and rods, that transduces the light into an electric signals transferred in between synapses of neurons into optic nerve, carrying impulses till reaching optic chiasm, where a nerve fibers are decussating and branching into lateral geniculate nucleus forwarding information to primary visual cortex and by dorsal stream indirectly transmitting trough a cortico-cortical links to posterior parietal cortex and sending it to premotor cortex connected to primary motor cortex, which is relaying it to brainstem, or subcortically towards cerebellar cortex coming from pontine nuclei as well as to basal ganglia causing an inhibition of substantia nigra pars reticulata and globus pallidus interna due to dopamine boost and activation of striatum that allows thalamus to send signals back to the cortex, which forwards it also to brainstem connecting with corticospinal tract reaching to the upper motor neurons of the hand providing signal to lower motor neurons releasing action potential allowing myosin to pull on actin contracting z-lines in towards m-line causing whole muscles to follow.



Aesthetic alignments p.1

2017-18

photographs, 2 sec gif

Stack of photographs of abstract details and at the bottom an image of the composition of all the pictures present in the stack in the form of a body in a defensive stance. Resulting in supply of meaning into the obliviousness, but mainly a little shock value, because parts of what was once something, which seems like a being, are unknowingly found in the viewer's hands. Probably by violence, hence the posture.



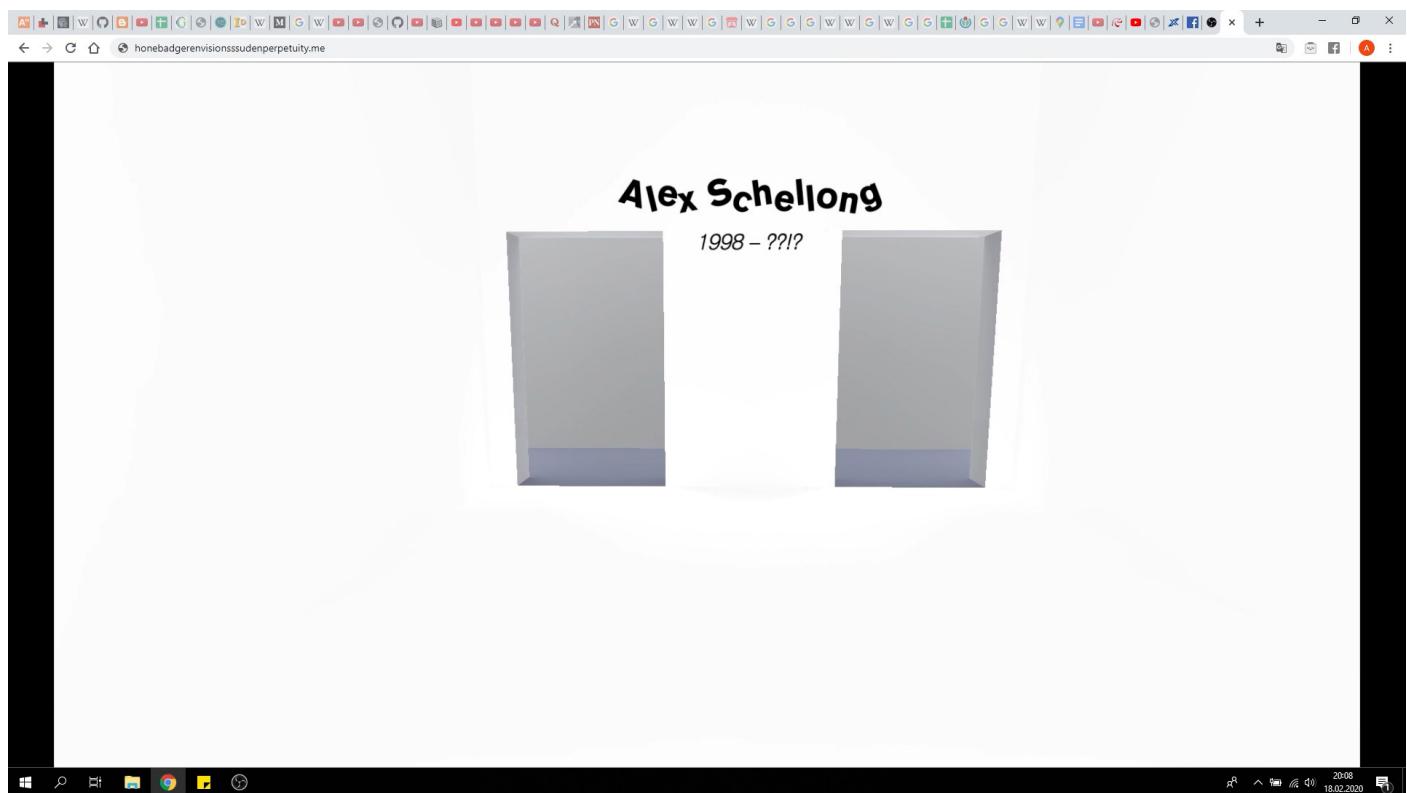
video link: dl.dropboxusercontent.com/s/ho73u3f4w1mby9u/gif%20final_small.mp4

Retrospective Alex Schellong

2017

drawing, laser cut photograph, cover

Experimental analogy of my portfolio in ever-changing, according to the current purpose, virtual space accessed through a website. In this very first version, I intended to create classic white box environment focused on relationship between artworks and space. And to evoke a feeling of retrospective “journey” in approach to art. We start in a relatively humble room with a landscape view and figure drawings, representing presumptive overview of the nature of art. We rise upon the steps. The forms are starting to get more abstract with some interest in an actual idea or content. Just to sink again into a large room further opening up to conceptual darkness with hints of light in the distance symbolizing mystery and unexplored aspects of given topics/forms. The name of the website was formed according to the surrealistic game “exquisite corpse”. In my interpretation of the game, I asked people, who I consider closest, about certain words (in a sequence of word classes to allow for forming a sentence) reminding them of me in an indirect way. Later I randomly draw, which word from which person is going to be in a certain spot in the sentence. The extension at the end of the website address alludes to that the sentence is actually myself in the mind of others.



video link: dl.dropboxusercontent.com/s/oayfcrmadhf18ak/honeybadgerweb.mp4

Alex Schellong

(1998)

Portfolio	www.lifeworld.solutions github.com/alexschellong	
Exhibitions	Kuvan Kevät Kuva/Tila	2023
	Monumental Change: Public Art (What) Now? Project Room	2022
	final BFA show Kuva/Tila	2021
	Everything was already redone Tasku Gallery	2019
	Final works – Scholastika Gallery 1st Floor	2018
Residencies	Brunnenstrasse 45 (Berlin)	2020
Education	Time & Space (BFA) → Sculpture (MFA) Uniarts Helsinki – Academy of Fine Arts	2018 – 23
	Media (exchange) University College London – Slade School of Art	2020
	Philosophy and Social Sciences University of Hradec Králové	2017 – 18
	Multimedia High School of Applied Cybernetics in Hradec Králové	2013 – 17
Work experience	Scale AI Coder – AI training	2024 –
	Verner Salonen Unity development & design – AR/VR art installation	2023 –
	Studio Kalleinen Unreal engine project migration & optimization	2023 – 24
	Studio Kalleinen Internship – Unreal engine systems design & programming	2022 – 23
	Kuvataideakatemia Sculpture committee representative	2022
	Realness Internship – Content agency	2017
	Anifaktura Animator	2013 – 16
	DECADENTI s.r.o. Internship Advertising agency	2015
Digital toolset	Unity, C#, Unreal Engine Python, SQL JavaScript, HTML, CSS Processing, SuperCollider	Adobe Creative Suite, Figma Cinema 4D, Fusion 360 Cura, PrusaSlicer Git + Github, Docker

Biography

I am Alex Schellong, born in Czech republic 1998, an artist living in Espoo, Finland. Where I have concluded both my BFA and MFA studies in the time & space and sculpture departments respectively at the Academy of Fine Arts Helsinki.

My current focus in research and my artistic work has been primarily on reaching for a complete understanding of the underlying neuroscience of art appreciation and perception especially via computational means. In the pursuit of maximizing potential value of art for the general public, these core mechanisms need to be uncovered and tangible data found. Yet despite the (for the time being) utopic nature of such objective, I view each of my projects as an intermediate learning step towards it. Spanning from formal art objects to functional furniture and fully digital works. Some of which have already been showcased in exhibitions both in Prague and Helsinki.

Hyperlinks

Website: lifeworld.solutions

GitHub: github.com/alexschellong

Instagram: instagram.com/alexalexalex_alexalexalex

Linkedin: linkedin.com/in/alex-schellong

Email: alex.schellong@gmail.com