FARHANAZ RUPAIDHA - PORTFOLIO
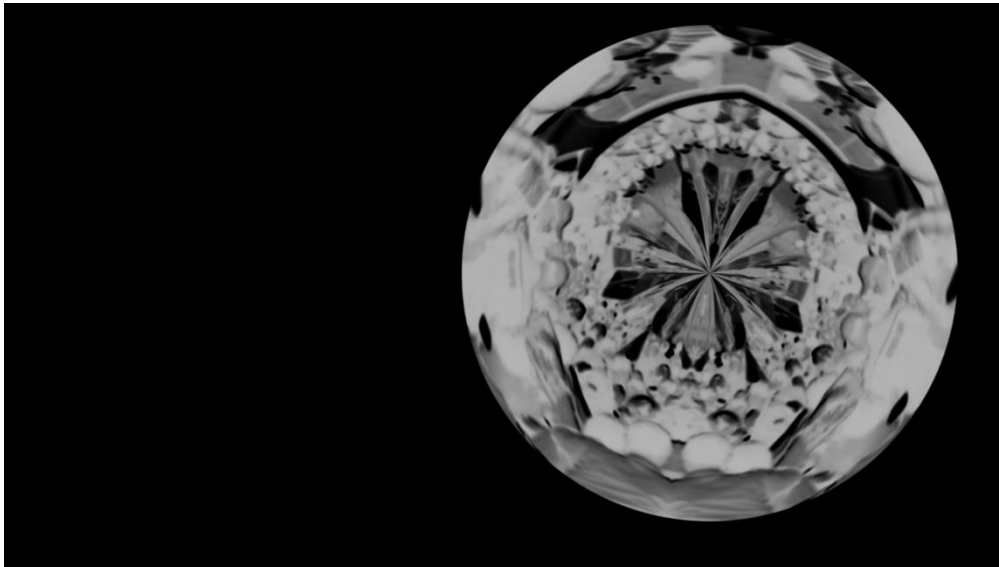

Image 1. Still image of 24 Grids Living in Harmony of Dust and Heat's left channel

Image 2. Still image of 24 Grids Living in Harmony of Dust and Heat's middle channel

Image 3. Still image of 24 Grids Living in Harmony of Dust and Heat's right channel

24 Grids Living in Harmony of Dust and Heat
5'00 min, multi-channel video - sync, 2014

Preview links:

https://drive.google.com/open?id=0B4kDtgYEwsBwV2lCeDR0REpwQUk

https://drive.google.com/open?id=0B4kDtgYEwsBwfnVjb0p3SDBSRTNLdi1pMllvNHFKRkU3T2ZSSGozNGMzcFZsMWNCVlExT2s

https://www.farhanazrupaidha.com/posts/24_grids

For 24 years the artist was born and lived in this city, she found that Cikarang had gone through a phase that began with the agrarian social system that evolved into modern society. Irregularities that occurred in the city of Cikarang have resulted in dirty looks and veils to the environment.

Disorders appear in Cikarang, not just as a result of environmental contamination/pollution which arises from the pollution of water, air, and soil as well as sound or noise, but also through the pressure arising from the economic, social, and employment.

This work is expected to be used as a picture of Cikarang through the pieces of recording that are presented from a subjective perspective (personal). Through the video channel amalgamation, the creator donated most of the basic stories and insights that stem from the experience of living for 24 years in Cikarang.

Image 4. Still image of Techno Inferno

Techno Inferno
5'24 min, single-channel video, 2019

Preview links:

https://drive.google.com/file/d/1c7KWpvrp9C8fOknG2f3Wwl-1Yxk9WRV2/view?usp=sharing

https://www.farhanazrupaidha.com/posts/techno-inferno

Earth is fading with the extinction of nature. The wind blows the dead of the real beauty. Only the garbage lefts. The mountain of garbage from our excessive lust of foods, vehicles, hybrid conveniences and freedoms of communication. We hurt the land of nature by extracting fuel then give back to it as a waste.

We respect our gifts of beauty only through our electronic devices. We snap the scenery, record the sound and manipulate it into something that only depends on our selfish will. Beyond that matter, we eventually changed to be the mother of inferno to our own place of living.
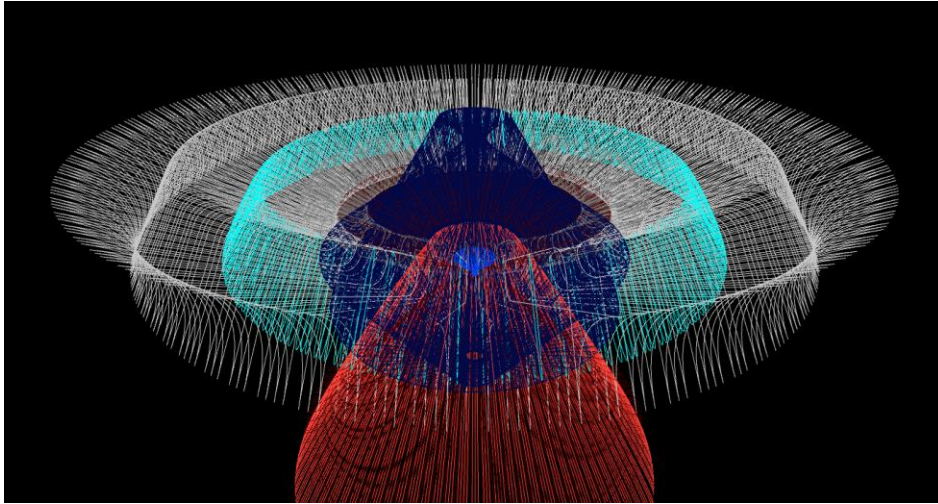
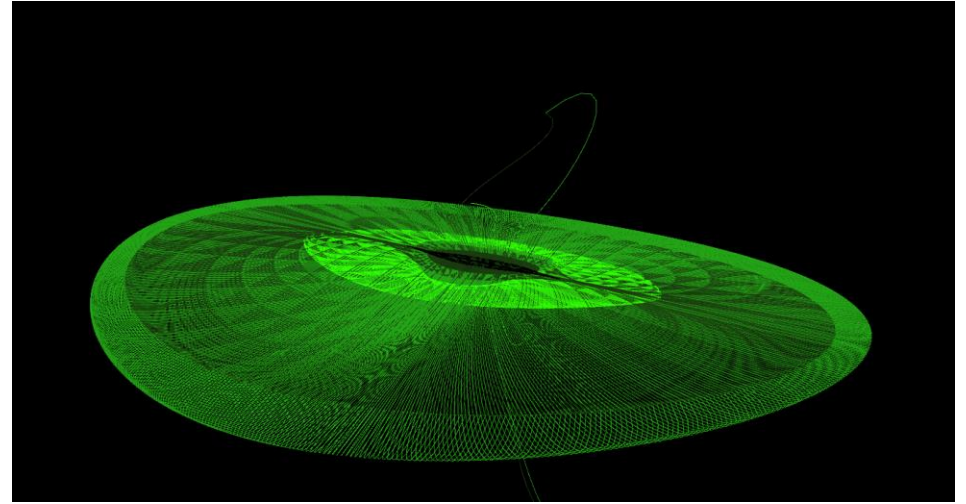*Image 6. Deconstruction Reconstruction: Babel still image*
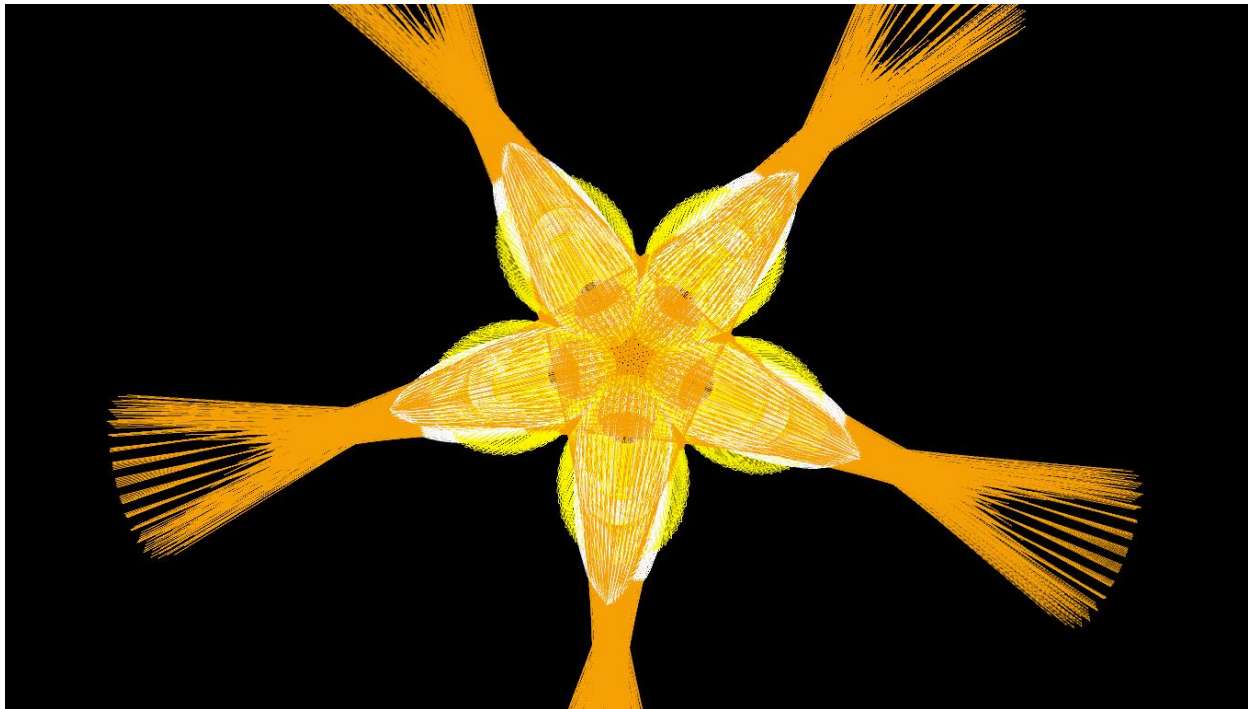

Image 7. Deconstruction Reconstruction: Bloom still image

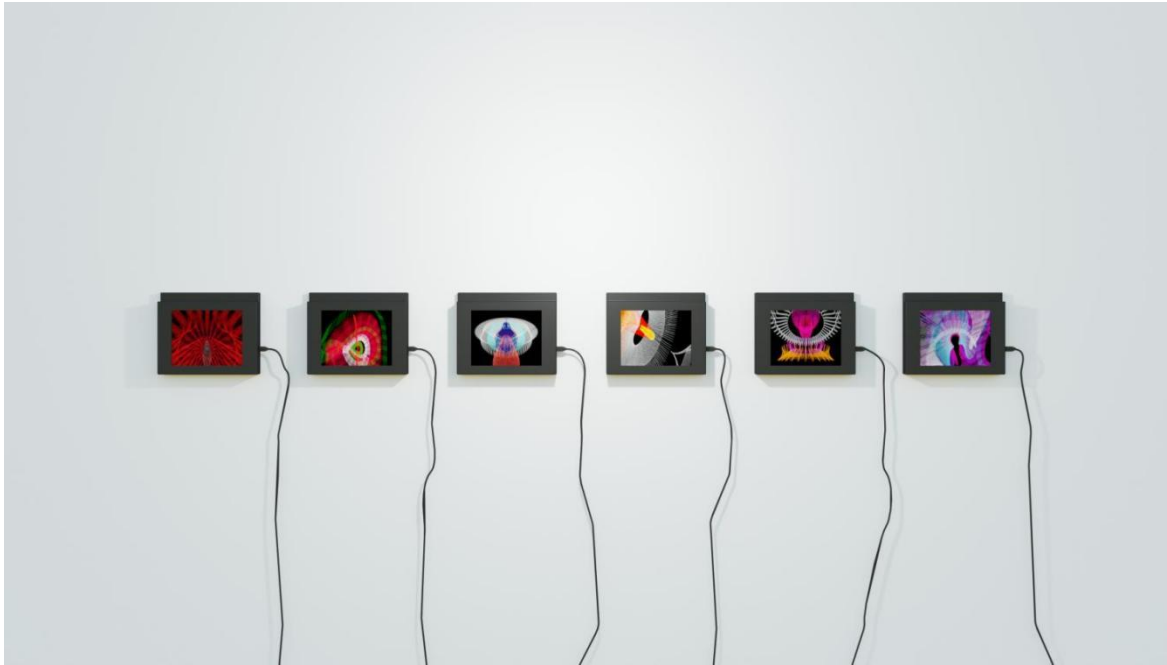*Image 8. Deconstruction Reconstruction: Refresh still image*

Image 9. Installation view of Deconstruction Reconstruction: Babel

Decontruction Reconstruction Series
Variable dimension, Android application-based series
interactive art, 2018 - 2020

Preview link:

https://www.farhanazrupaidha.com/posts/deconstruction_reconstruction

Deconstruction Reconstruction was planned to be a series of Android application which can be downloaded and collected through the internet. The aim is to give a chance to the viewer to interact and collect the work instead of just seeing it installed in a gallery. The artist purposely wants to be as close as possible with the viewer by taking aside the gap between her and viewers since an artwork mainly can only be seen in a gallery or an art space.

Babel is a-six series Android application based artwork which demonstrates the changing of forms based on lines rotation movement. With Babel, people could tap one coordinate on their electronic device to have a result of visual reconstruction. Furthermore, through old ancient writings, Babel or the Tower of Babel was known as an interpretation of myth about diversity and the vanity of its people. The pomposity that human has in this work entitled Babel cannot eliminate the control basis through the 'if' function just as a human cannot assert that his existence is the highest and is on top position of God.

Bloom is a-three series of Android application which demonstrates the changing of perspective based on lines rotation movement. The reference of the shape is based on the illustration of a petal. Through the app, each time people tap their mobile screen the viewing perspective of the petal will change its form. As though from up and down viewing, tilting from a certain degree and twisting from a particular amount of strength.

Refresh is a-two series of Android application which demonstrates the changing of shape based on lines rotation movement. In Refresh the shape and color through the code that works inside of it change its appearance into a presumable look of a geometrical starflower. The interactivity within the work represents the artist's wishes to present novelty towards life throughout the global situation regarding the apocalypse that was arise by the current pandemic.

Image 10. Installation view of Ground - from the inside of the installation right side

Image 11. Installation view of Ground from the inside of the installation left side
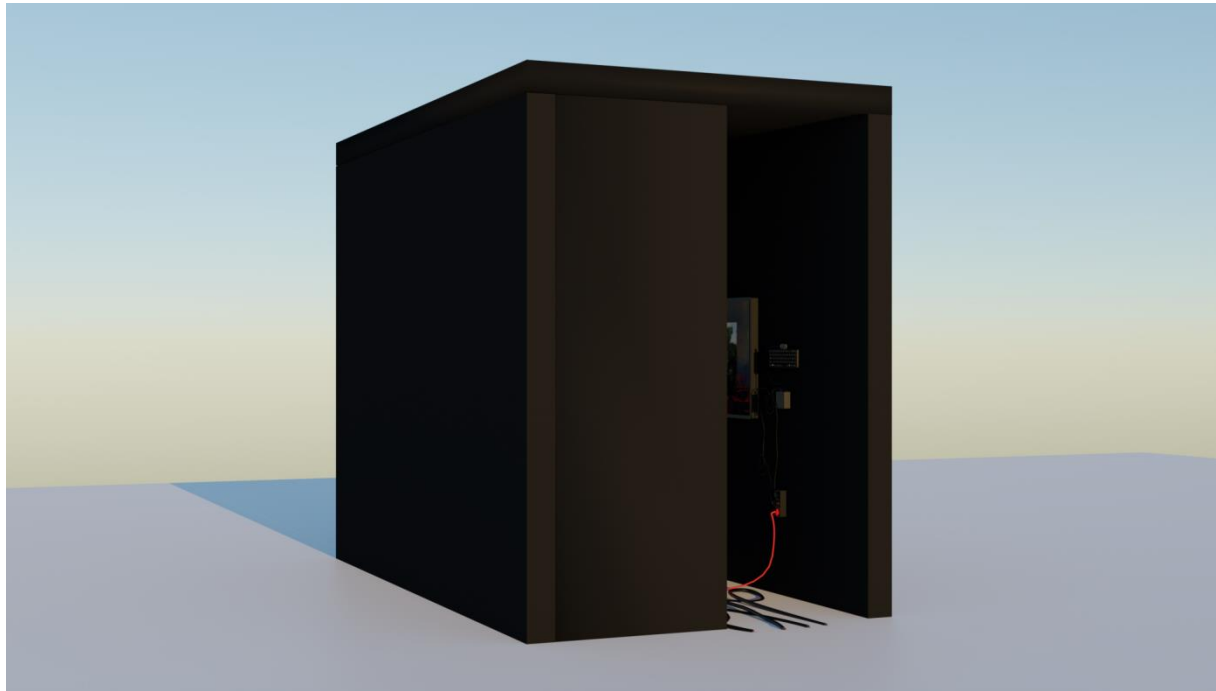
Image 12. Installation view of Ground

Ground
Web-based and computer software interactive art installation with scattered cable laying on the floor and a red cable lamp, 2019

Preview link:

https://www.farhanazrupaidha.com/posts/ground

Ground or surface is generally interpreted as the basis of an object or building. In the universal order, ground always interpreted as the surface of the planet Earth. Human existence as a subject that is based on the surface of the earth now through the development of digital technology has shifted to the situation where they are not always physically present. But rather as part of the data entity on various electronic devices.

With the continued increase in data on the internet through various manipulation efforts that have been carried out, the activity of translating the beauty and ugliness of nature has finally been replaced by activities to sharpen the validation of self -existence on various platforms on the internet.

Dystopia and Utopia will only be the business of scientists and fictitious stories. Natural conditions such as global warming, forest fires and garbage that accumulated will only be news material. Ground or surface of the planet Earth then will only about the digital cables of data distribution which needed to be think about when the electricity goes out. The choice to replace the meaning of ground as the surface of the planet whether it is the earth or mars will always be in the hands of humans as living creatures that in the essence initially have the main awareness to protect their environment.

Image 13. Still image of Bayang 1

Image 14. Still image of Bayang 2

Bayang

2 Games/Virtual Environments, 2021

Hardware needed for operation:

1 unit Windows 10 operating system with at least 8gb RAM

1 package of a computer mouse and keyboard combo

Preview link:

https://www.youtube.com/playlist?list=PLCsp56mL33MgNla-JtxcQsmYRIp20QCNU

The game was intended as an attempt to present the atmosphere of the Setu Patok lake area virtually. It is comprised of two versions with Bayang 1 consisting of the environment with buildings and objects that were created with mostly from my own imagination and Bayang 2 consisting of the environment with buildings and objects that were located in the exact area. Is it between what people wanted the situation to be and what is exactly located and happening in the area. It was first exhibited at the Komunitas Salihara with work presentation strategy through time intervals with Bayang 1 shown during the first half of the exhibition duration and followed by Bayang 2 presented afterward.

This work was created after I moved to Cirebon with the idea that was taken from what I have seen in the area by following the Sekolah Alam Wangsakerta daily activities. I witnessed a reality that was imperceptible in the capital city. That the people living in the village don't know the agricultural and plantation methods and don't see the potential of natural and human resources in their environment, the arid forest land condition, poverty, and children dropping out of school. This situation appears to be very contradictory to the current development in which the science of education is directed toward things that are computational technology.

On the other hand, Sekolah Alam Wangsakerta voluntarily tries to embrace and together with the local community look for alternatives to overcome the problems that occur in the Setu Patok lake village area. Karang Dawa hamlet in particular. Through environmental and social-based field research.
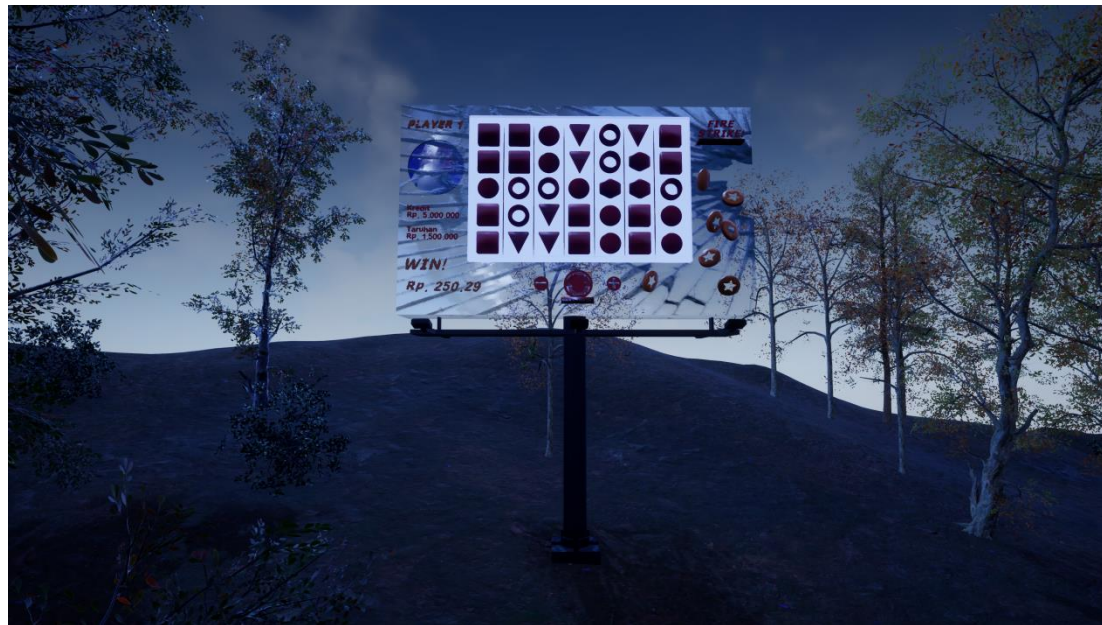
Image 15. Still image of Blue Neptune

Image 16. Still image of Blue Neptune

Image 17. Still image of Blue Neptune

Blue Neptune

1 Game/Virtual Environment, 2023

Hardware needed for operation:

1 unit Windows 10 operating system computer with at least 8gb RAM

1 package of a computer mouse and keyboard combo

1 monitor

Preview link:

https://www.farhanazrupaidha.com/posts/blue_neptune

Thanks to the pandemic we now not only see phones as a tool for communication. It is our friend, our family, our place to store the documentation of our daily lives and it is our saviour when we thought it could help us deal with our psychological and financial needs.

Whenever we interact with it, it's almost feels like we're in another world where people are frozen and the sky is full with blue dimmed light. We have everything in it. A game we love and the money to bet. We never lose. Wild animals are our friends. Drugs won't kill us and dopamine is forever. We do still pray but it is for the sake of the inner sensation. We are our own king and for the Blue Neptune dimmed light we bow.

This game was created as a response to the phenomenon of the widespread online gambling activities carried out by the public, especially after the pandemic that took place after the year 2020. This activity is carried out by the public regardless of social status, age, and gender. Online gamblers look like frozen humans trapped in a dim, blue-lit world created by their addiction from the blue light of their device screens.

Image 18. Still image of War Zone

War Zone

Single channel video, 2024

Preview link:

https://jackplan.com/journals/war-zone

The world is in a weird condition. There are so many things happening everywhere. Post-pandemic, climate change, forest fire, violence between nations, and robots versus humans paradigm. We see everything happening through the news. Reality scenes slide on our screen without a break.

Then suddenly we realize, we're living in the game without knowing who is the player. We are all at the never-ending war. Risking our blood and stomach to fight for the land and food. Thus, who are they who have the eyes and ears to hear us?