

GALERIA PALÁCIO

Andrés Stephanou
Partículas de Luz
May 12 – July 1, 2018

Galeria Palácio is pleased to present *Partículas de Luz*, Andrés Stephanou's second solo exhibition with the gallery. *Partículas de Luz* presents two works composed by a new custom software conceived by the artist, introducing to the public two visualization versions of the visual matter generated by the software. *Partículas de Luz 1* (2017–2018) and *Partículas de Luz 2* (2017–2018) are operated by unconnected processes.

While *Partículas de Luz 1* introduces a close view of the visual matter generated by the software, *Partículas de Luz 2* introduces a distant view. Generative, the custom software simulates tens of thousands of self-propelled light particles in a fluid motion, manifesting constant mutation in the concentration and volume of the particles. Each of the tens of thousands of light particles contains its energy, free to act in its context. *Partículas de Luz 1* and *Partículas de Luz 2* results in self-structured and self-sustaining digital systems, producing random visual states defined by algorithms. The works explore the ability of digital systems to achieve, by themselves, self-organizing patterns of existence, without any external force.

In *Partículas de Luz*, a unique exhibition is created at each instant of time. During the one-hour exhibition period, more than two hundred thousand distinct versions of *Partículas de Luz 1* and *Partículas de Luz 2* are self-generated, never occurring again each version. If arranged operating uninterruptedly for 24 hours, each of the works can generate over five million distinct versions. The visual composition generated by the custom software in the present instant does not recur in the future. *Partículas de Luz 1* and *Partículas de Luz 2* replicate the constant alterability and the infinite variability present in nature's pattern-forming processes, in the broader field of subjectivity.

Not presented in the exhibition, *Partículas de Luz VR* (2017–2018) introduces a virtual reality visualization of the visual matter generated by the custom software, in an immersive and interactive visual experience.

Andrés Stephanou (1993, Porto Alegre, Brazil) lives and works in Porto Alegre.