

GALERIA PALÁCIO

Andrés Stephanou

Chaos

June 24 – August 6, 2017

Galeria Palácio is pleased to present *Chaos*, Andrés Stephanou's first solo exhibition with the gallery. *Chaos* presents a single work.

Chaos (2016–17) simulates particles within space existing under an unpredictable and chaotic sequence of events that continually influence the interaction between the particles. Affected by a never-ending and non-repetitive process of self-organization, the particles interact with each other attracting or repelling. Such simulated forces are generated by the unpredictable and chaotic sequence of events, incorporating a system in which acquires emergent properties that cannot be directly predicted from the individual properties of each particle. Exploring the viewer's sense of visual perception, *Chaos* investigates notions of motion and change – the order coming from the chaos.

Monochromatic, *Chaos* evokes a binary microscopic vision: the light grey background and the dark grey particles recall the light-field and dark-field aesthetic characteristics of microscopy. Visually, the artwork is fundamentally about minimalism as it is reduced to its most basic components (color and form).

Chaos takes inspiration from processes of self-organization found in nature and society, in the broadest sense of representation, encompassing from micro to macro scales. The simulation is rich in possibilities of meaning and perception, proposing new ways to interpret the world, the everyday, and life itself. Displayed on a big screen, *Chaos* results in a visual experience that invites the viewer to an immersive exercise of contemplation, followed by a free and personal interpretation of the visual language presented in the simulation.

Every simulation frame is a singular composition. Each composition is a phenomenon that occurs just once time, with a duration of a brief instant of time. Algorithm-driven, *Chaos* does not exhibit the same composition twice. The current composition exhibited by the simulation exists for a brief instant of time and after that is discarded, not occurring again; demonstrating the impossibility to predict what composition will emerge and when or even if any composition would emerge at all. Computer-generated in real time, having no beginning, middle, and end, *Chaos* explores the sense of temporality and passage of time, dealing with notions of unpredictability, ephemerality, and singularity.