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 (generative simulation, 2017–2018) and *Partículas de Luz 2* (generative simulation, 2017–2018) are presented in real-time, operated by individual custom high-performance computers, in 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 software simulates thousands of fluid moving light microparticles, constantly changing the concentration and the volume of the composition. With infinite duration and never repetitive visual configuration, the works presented reorganize in constant flux, producing unprogrammed and aleatory visual states, self-defined by random algorithms.

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 visual compositions. The visual composition generated by the custom software in the present instant does not recur in the future.

Not presented by Andrés Stephanou in the exhibition, two works introduce other visualization versions of the visual matter generated by the custom software. In *Partículas de Luz 3* (generative simulation, 2017–2018), a high zoom view of the visual matter generated by the software is introduced, while in *Partículas de Luz (VR)* (VR, generative simulation, 2017–2018), the visualization is presented in virtual reality.

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