

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 tens of thousands of self-propelled light microparticles in a fluid motion. Presenting constant mutation in the concentration and volume of the composition, results in a self-structured and self-sustaining artificial life system, introducing self-guided behavior and shaping its architecture. With infinite duration and never repetitive structural organization, the works presented are rearranged in continuous flux, producing unprogrammed and aleatory visual states, self-defined by randomized algorithms. As a living artificial ecosystem, the randomized algorithms drive the digital systems of *Partículas de Luz 1* and *Partículas de Luz 2* towards organizational self-sufficiency. Exploring the ability of a digitally constructed system to achieve an organized pattern of existence by itself without any external force, *Partículas de Luz 1* and *Partículas de Luz 2* act in a constant structural rearrangement.

Patterns of self-structuring can be observed throughout the universe, from galaxies to molecules to living matter — from micro to macro. *Partículas de Luz 1* and *Partículas de Luz 2* replicate the constant alterability and infinite variability present in nature's pattern-forming processes, in the broadest field of representation. In *Partículas de Luz 1* and *Partículas de Luz 2*, each of the tens of thousands of light microparticles contains its own energy and universe, free to act in its context. The microparticles grow and multiply on their own, interacting with each other, presenting self-guided behavior.

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 structural organizations. The structural organizations generated by the custom software in the present instant does not recur in the future.

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

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