

**Vertigo** - frames from the garden scene of Hitchcock's Vertigo are layed out as a labyrinth mapped after the spiral of Kim Novak's chignon. The work was made using the Unity software and is presented as a first-person walking simulator.



**Titanic** - a remediation of James Cameron's Titanic, with each shot of the film converted into an animated GIF (2668 total) and displayed in a grid on a website. A play with the increasing volatility of images, free floating and disjointed by the democratization of editing tools.

(b. 1994, Poznan, PL) - i am an artist and researcher whose main area of study considers the affordances and limits that guide our interactions with technical images. With the dichotomy between analog and digital as a vantage point by which I orient my practice, I often work with film and video games as paradigmatic cultural products of the present and 20th century, symptomatic of modes in which the culture is consumed. Since 2018 I've been actively developing an interest in archival practices, with particular focus on questions related to preservation of moving image and digital born objects. I have worked with Video Data Bank in Chicago where I prepared a plan for the preservation of the institution's collection of CD-ROM artworks and implemented its initial stages. Together with LIMA, an Amsterdam based platform for media arts, I am currently working on a research project that seeks to map and imagine the present and possible models for distribution of computer based artworks.

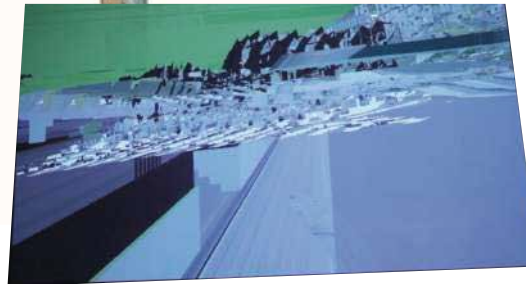
stefan

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**Basilisk** - a machinima (~videos made with video games) shot within a modified version of Counter Strike. The focal length of the virtual camera attached to the player has been infinitely shortened, expanding the field of vision to 179.99(...) degrees. The resulting images are the game's conflict zones looked upon by an eye flattened into a disk

live  
performance /  
playable  
video  
game

**GTA:SA:architectural study** - an alternative interface to the game's urban space, allowing for control of the environment rather than of the avatar within living it.



links  
Titanic Vertigo  
GTA:SA: architectural study  
bLOCKcoin  
Encryption Archive



Encryption  
Archive

- technical assistance to Dylan Fish. A light and fabric installation containing 19 files encrypted as binary code and woven into 45 metres of fabric. Their decryption keys have been translated into morse code which is signalled by the Arduino controlled neon lights. A website, running the same encryption script, allows the participants to encode their own messages into a graphically represented format.

**bLOCKcoin** - collaboration with Dylan Fish. bLOCKcoin is a collectible digital token that has been designed to operate as a fully functional cryptocurrency within the local economy of Lockport, Illinois. A multifaceted project consisting of usable cryptocurrency, a website and a multichannel installation in the building that once was First National Bank of Lockport.

