



Thiago G Hersan

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<https://thiagohersan.com/>
<https://astrolabe.thiagohersan.com/>
<https://astrovandalistas.cc/>
<https://outras.ml>

Artist Biography:

Thiago Hersan has a master's degree in electrical and computer engineering, and has worked as an integrated circuit designer and web programmer. He was a technical advisor in cultural institutions such as the Museum of Image and Sound in São Paulo, Marginalia+Lab in Belo Horizonte, and Silo - Arte e Latitude Rural in Rio de Janeiro.

Today he works with education, communication and art. He is interested in the digital, biological, political and social technologies that we use to communicate, and the process of 'hacking' as the deterritorialization of the techniques necessary to shift, intervene and subvert dominant structures.

He is part of Astrovandalistas, a collective that uses technology, art and design to expand the possibilities of affective communication. He received a VIDA 15.0 award to develop memememe, an art and artificial intelligence project. In 2015 he was a resident at FACT in Liverpool where, together with Radamés Ajna, he created a space for collaboration and experimentation where artists could explore creative uses of digital technologies.

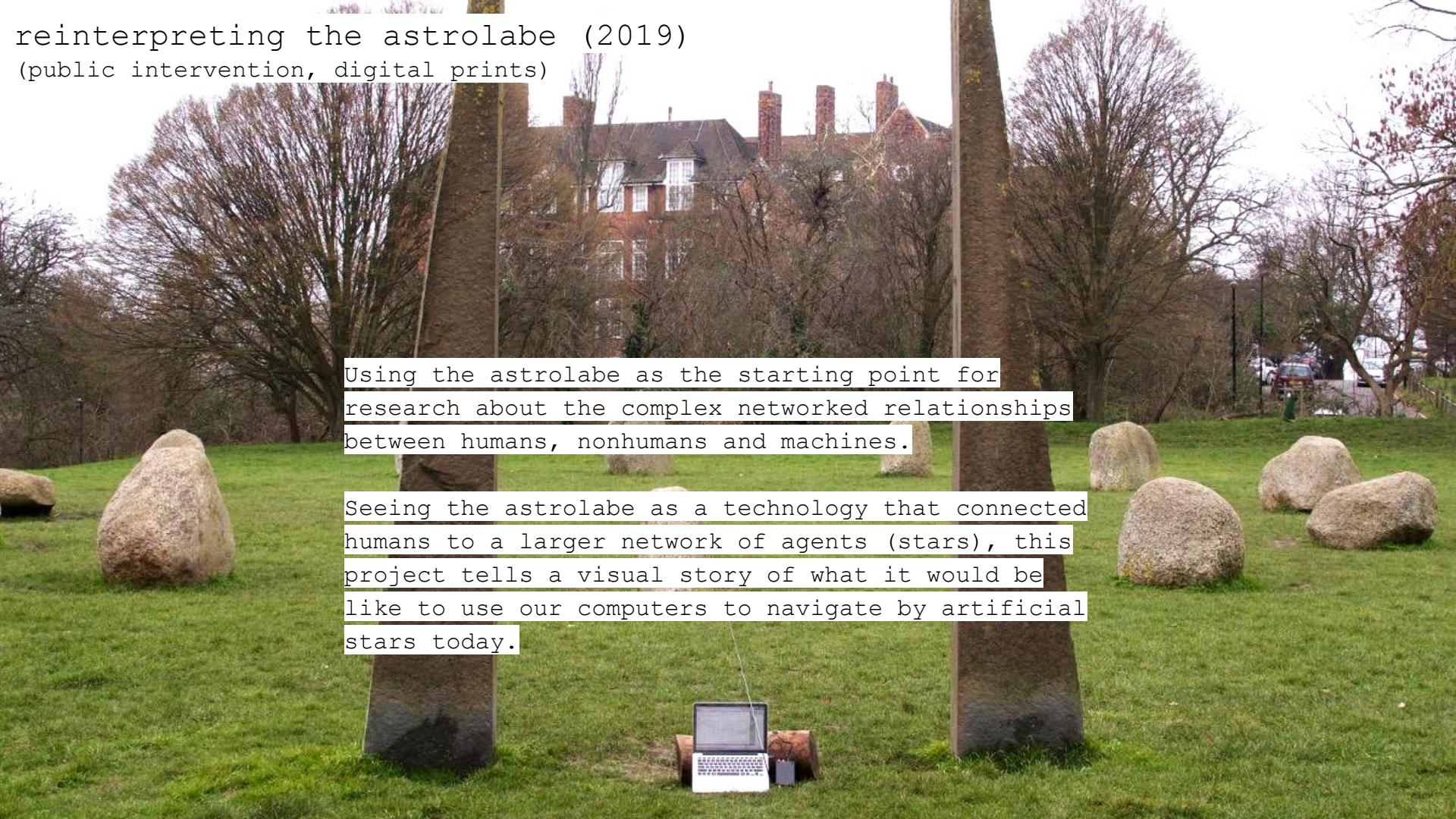
He has participated in exhibitions like: Mirror Mirror in Lausanne, Humans Need Not Apply in Dublin, Unsettled Artifacts in Los Angeles, Follow in Liverpool and Multitudes in São Paulo.

Artist Statement:

Generally speaking, my work deals with the structures behind the technologies that we use. Whether these technologies are digital, biological, mechanical or social, I'm interested in the process of "hacking" as the deterritorialization of techniques necessary to shift, intervene and subvert these structures.

reinterpreting the astrolabe (2019)

(public intervention, digital prints)

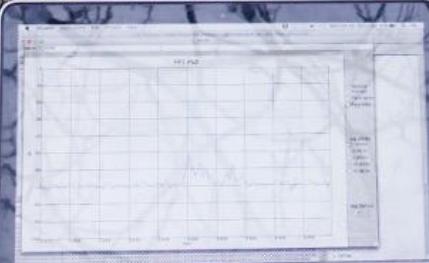


Using the astrolabe as the starting point for
research about the complex networked relationships
between humans, nonhumans and machines.

Seeing the astrolabe as a technology that connected
humans to a larger network of agents (stars), this
project tells a visual story of what it would be
like to use our computers to navigate by artificial
stars today.





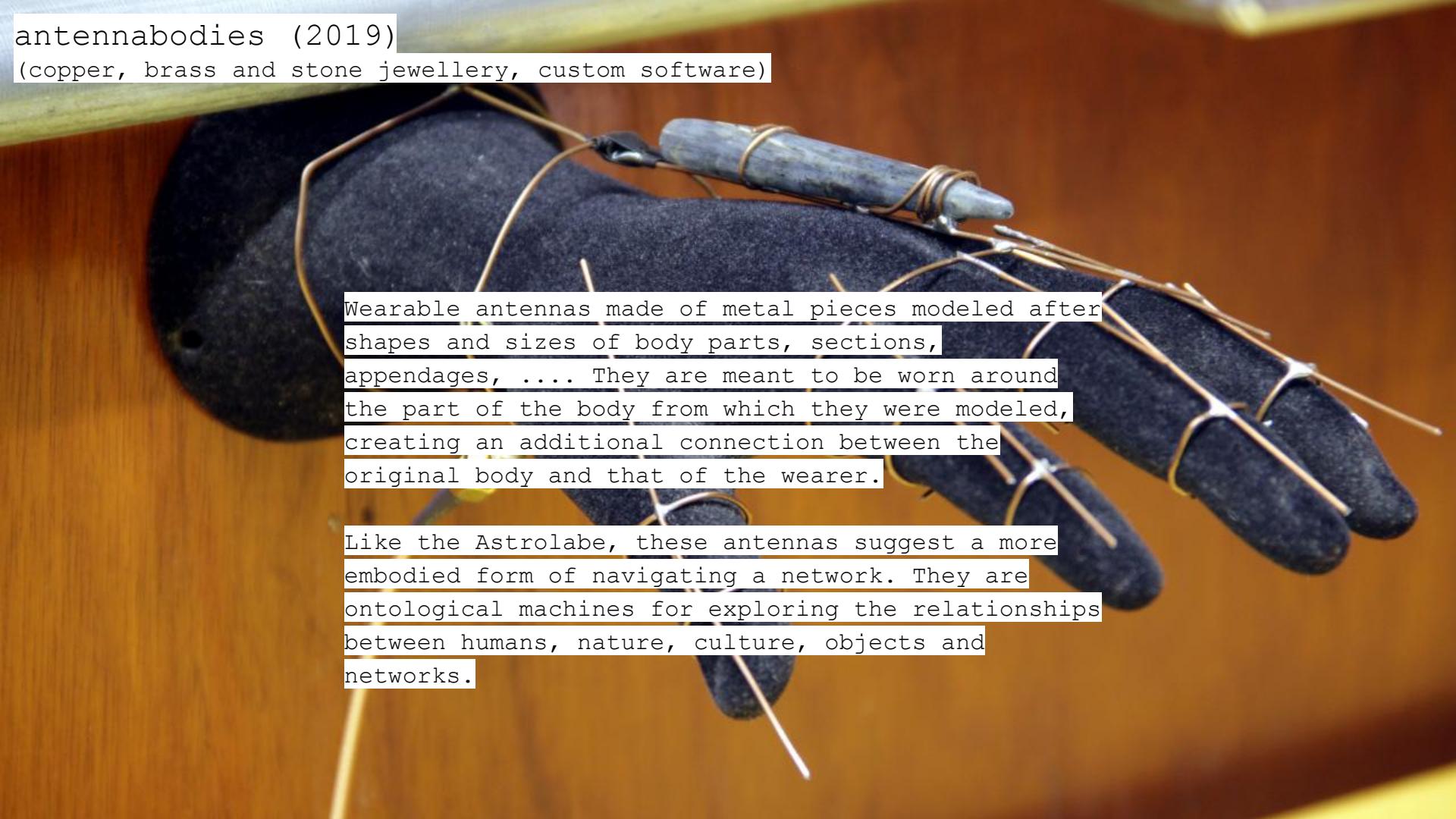


MacBook Pro



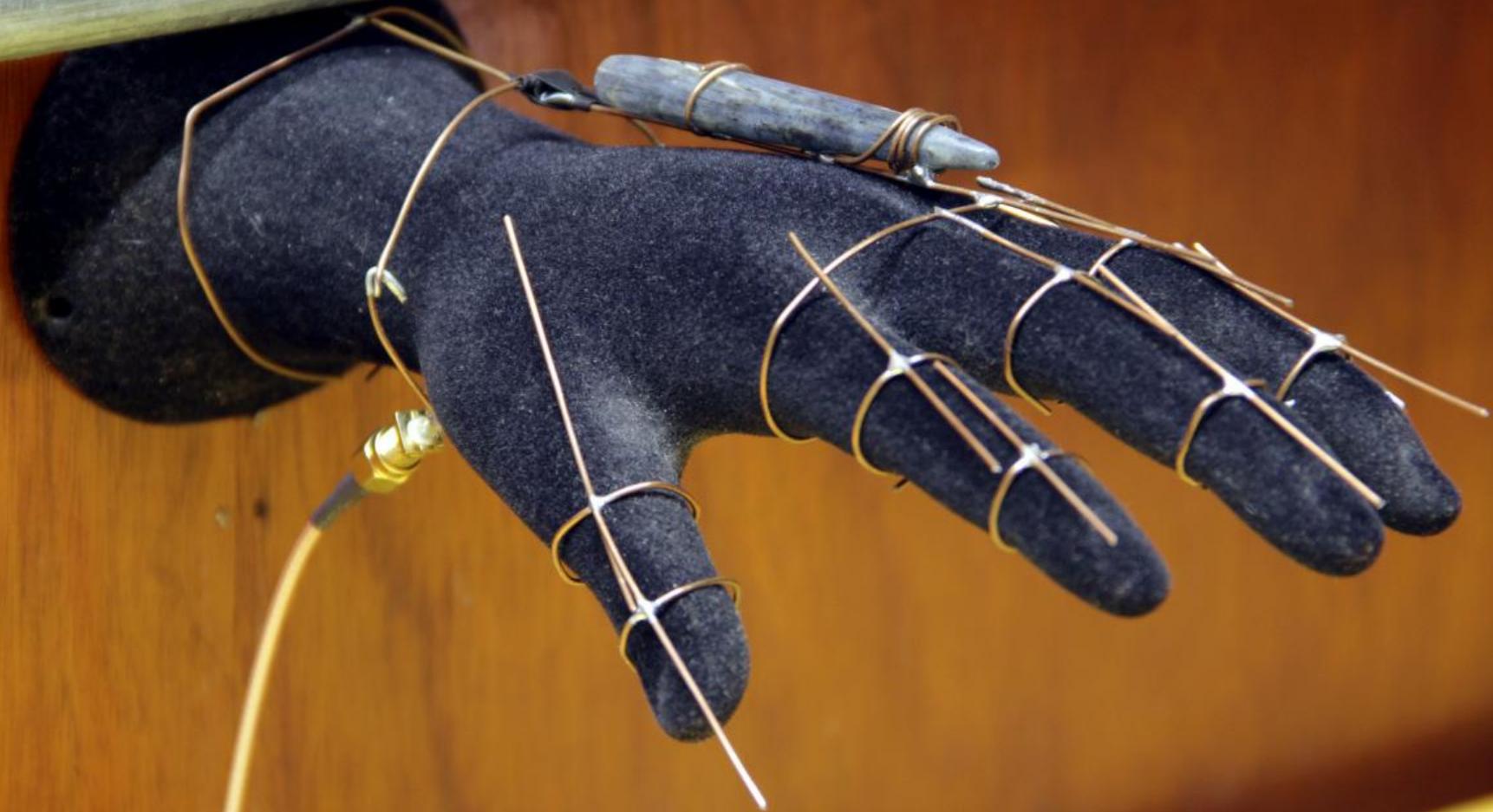
antennabodies (2019)

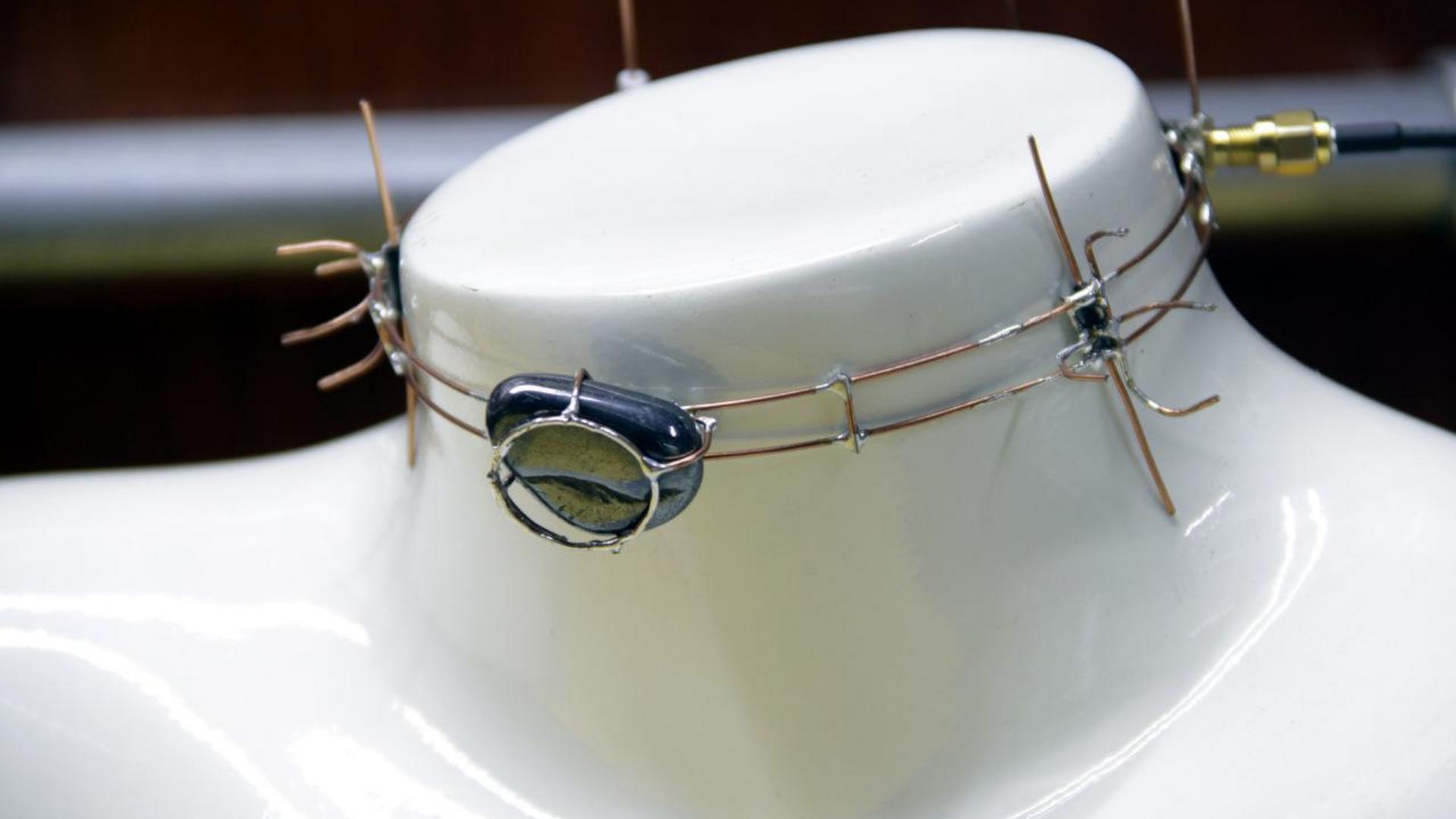
(copper, brass and stone jewellery, custom software)

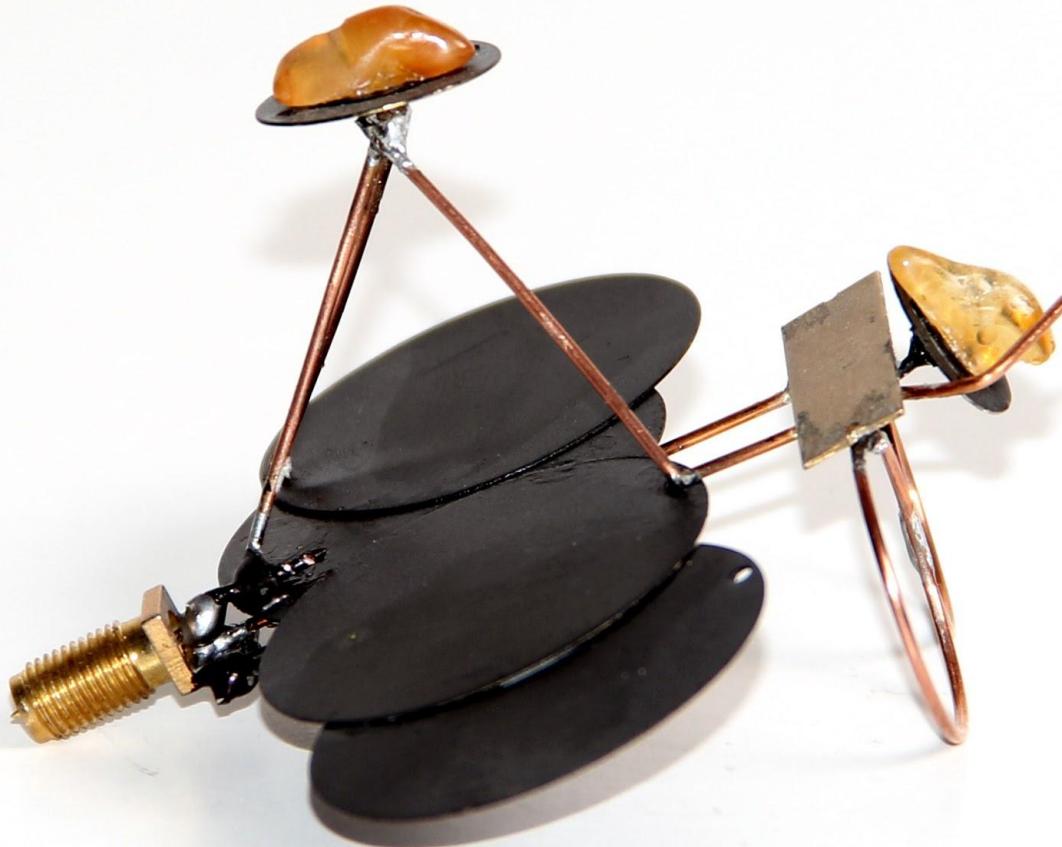


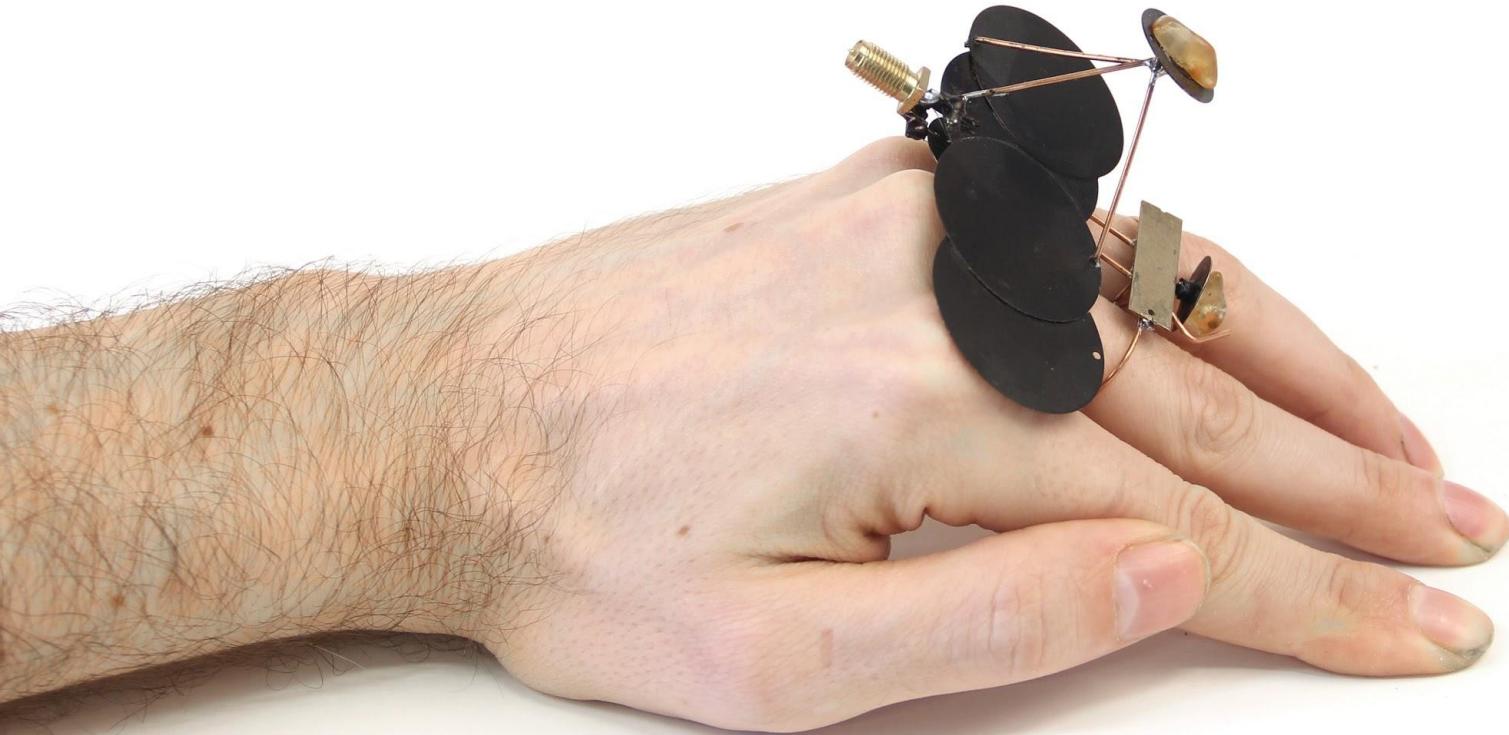
Wearable antennas made of metal pieces modeled after shapes and sizes of body parts, sections, appendages, They are meant to be worn around the part of the body from which they were modeled, creating an additional connection between the original body and that of the wearer.

Like the Astrolabe, these antennas suggest a more embodied form of navigating a network. They are ontological machines for exploring the relationships between humans, nature, culture, objects and networks.

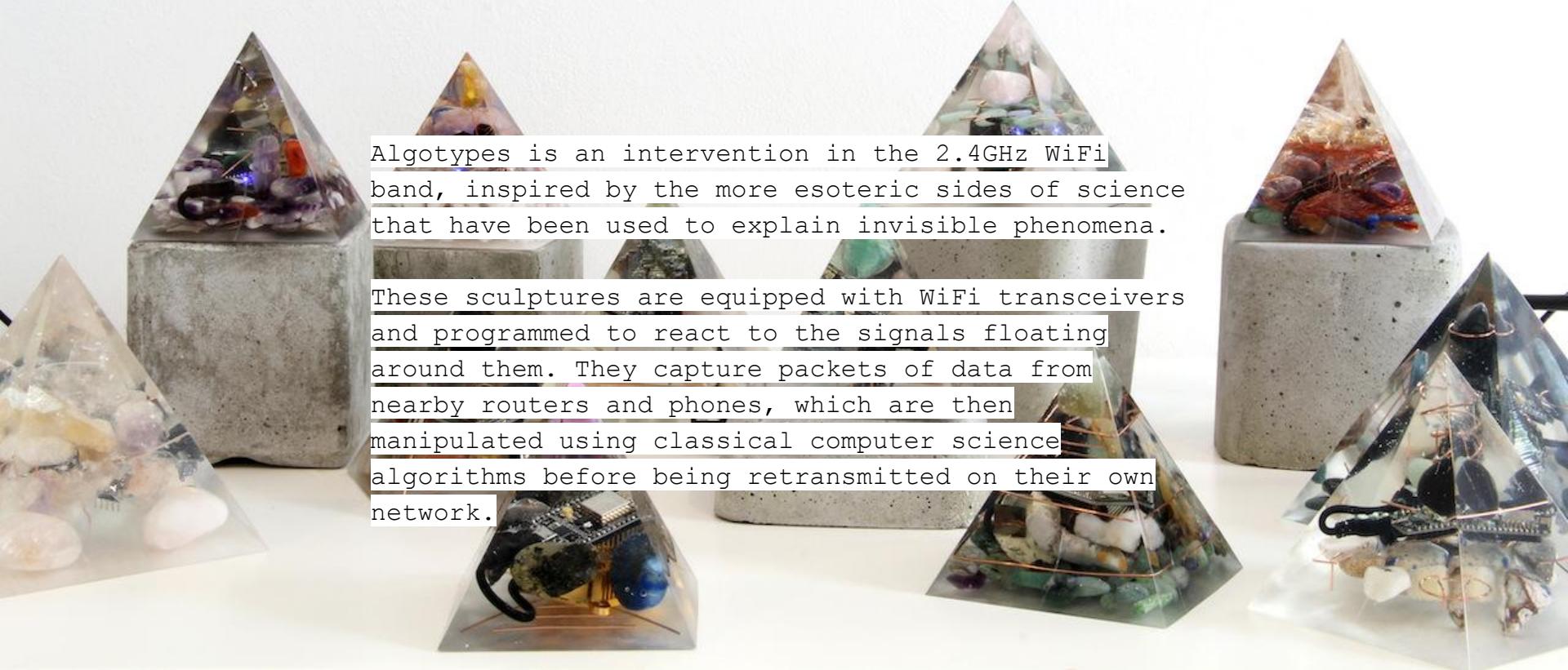








algotypes (2020)
(resin, stones, electronics)

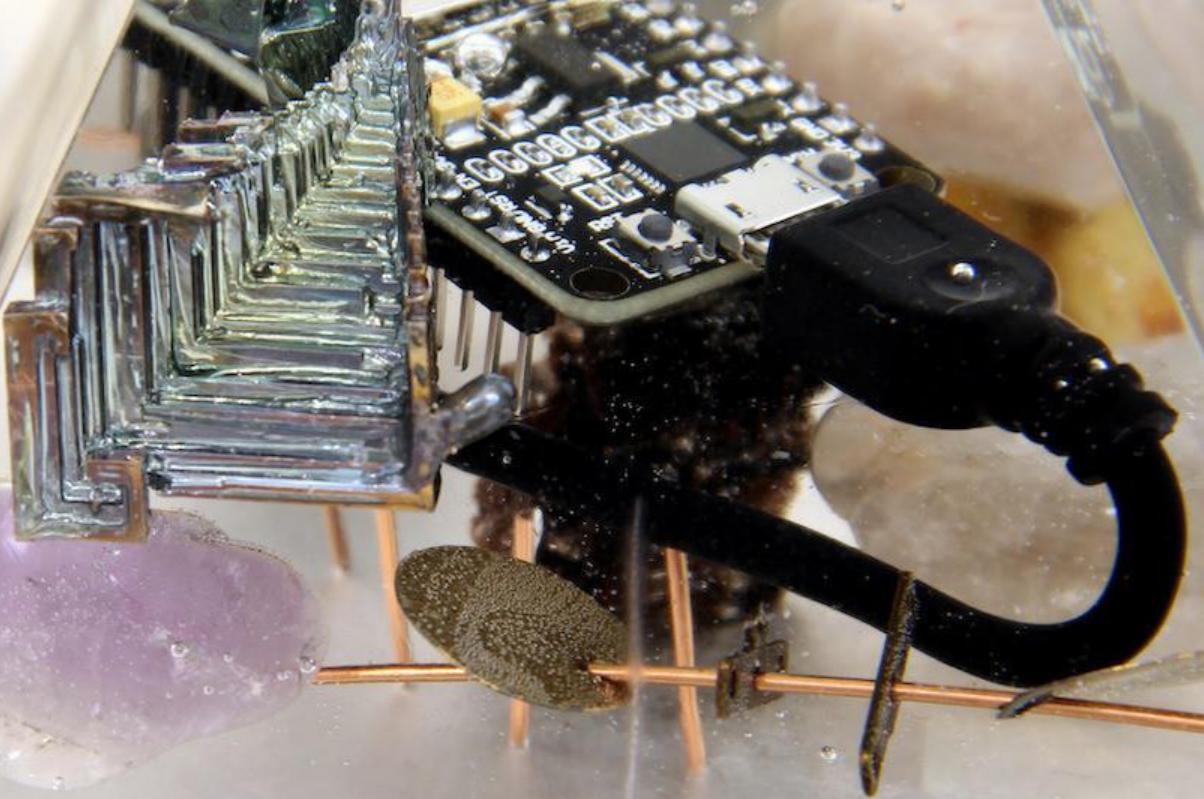


Algotypes is an intervention in the 2.4GHz WiFi band, inspired by the more esoteric sides of science that have been used to explain invisible phenomena.

These sculptures are equipped with WiFi transceivers and programmed to react to the signals floating around them. They capture packets of data from nearby routers and phones, which are then manipulated using classical computer science algorithms before being retransmitted on their own network.





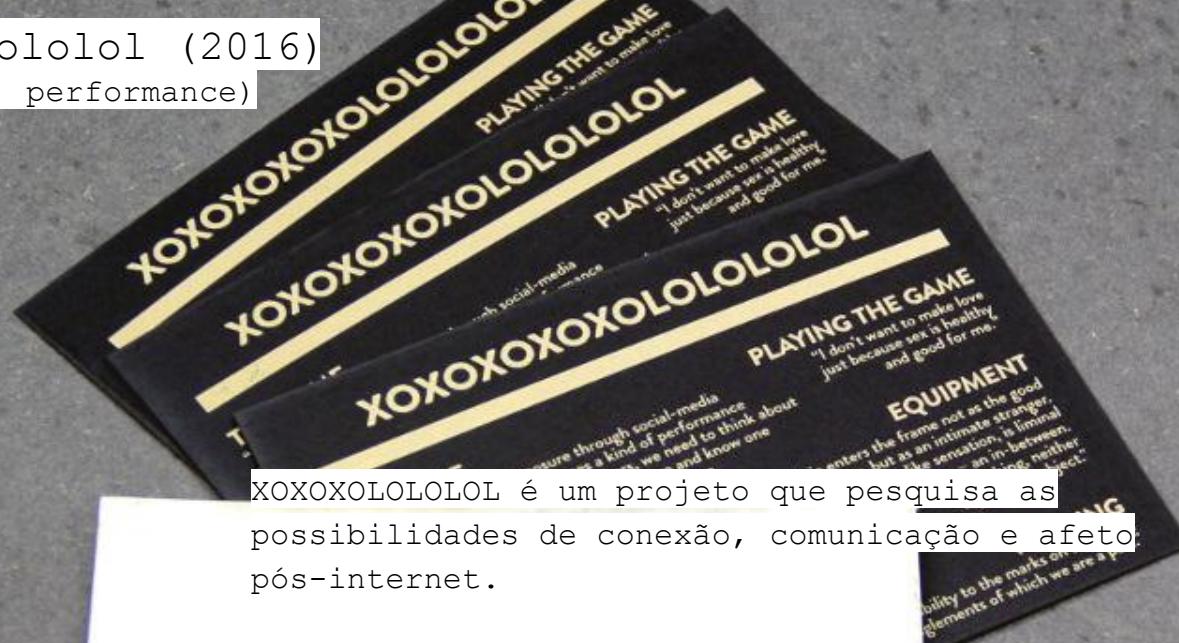






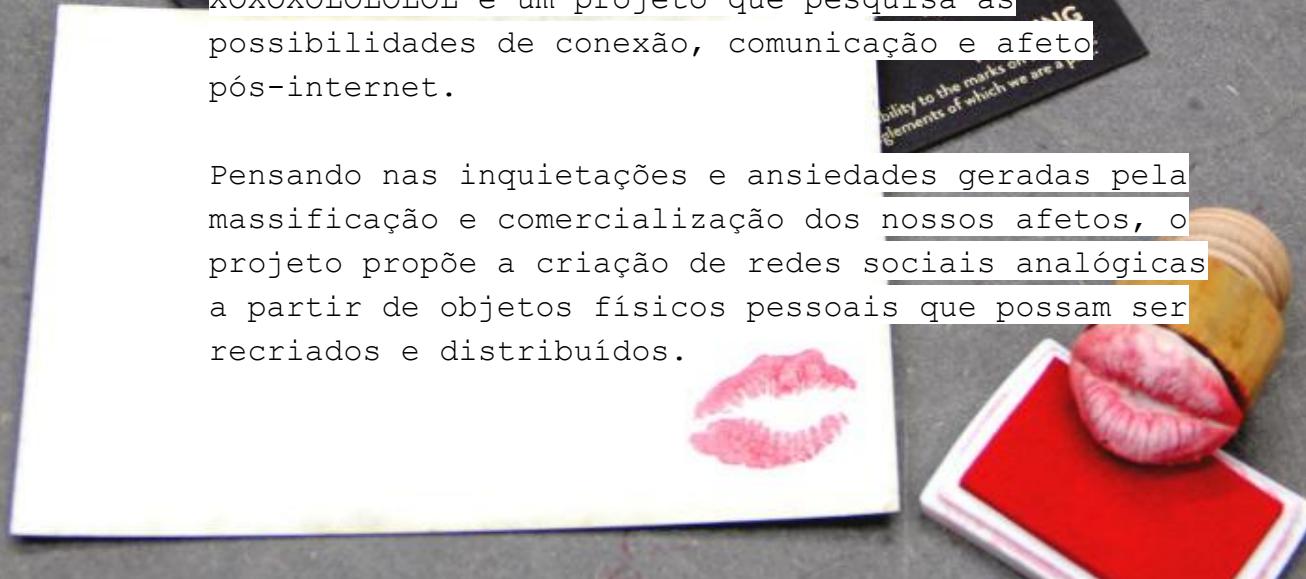
xoxoxolololol (2016)

(mail art, performance)



XOXOXOLOLOLOL é um projeto que pesquisa as possibilidades de conexão, comunicação e afeto pós-internet.

Pensando nas inquietações e ansiedades geradas pela massificação e comercialização dos nossos afetos, o projeto propõe a criação de redes sociais analógicas a partir de objetos físicos pessoais que possam ser recriados e distribuídos.



kit do jogo enviado pelo correio



XOXOXOLOLOLOL

O Jogo

“As our voluntary self-exposure through social-media and visible consumption becomes a kind of performance for the perpetual gaze of virtual others, we need to think about how this gaze inflicts how we find, measure and know one another, and also how it affects everything from our ability to access human warmth to our ability to access means of subsistence.”

Objetivo

“Aquele dia eu achei que você tivesse desmaterializado... Como se o avanço da consciência levasse à desmaterialização. No fundo dessa ideia está minha descrença com a humanidade, em contradição com o meu reconhecimento como parte de nossas descobertas.”

Como Jogar

“Não quero fazer amor só porque sexo é saudável e faz bem para mim.”

Componentes

“O maquinico entra em cena não como uma alteridade boa ou ruim, mas como um desconhecimento íntimo. Aparelhagem, como sensações, é algo transitório e indeterminado, intermediário, in-between. É uma coisa não-humana, nem objeto nem sujeito.”

Como Vencer

“Objectivity is about accountability to the marks on the body; responsibility to the entanglements of which we are a part.”

instalação participativa



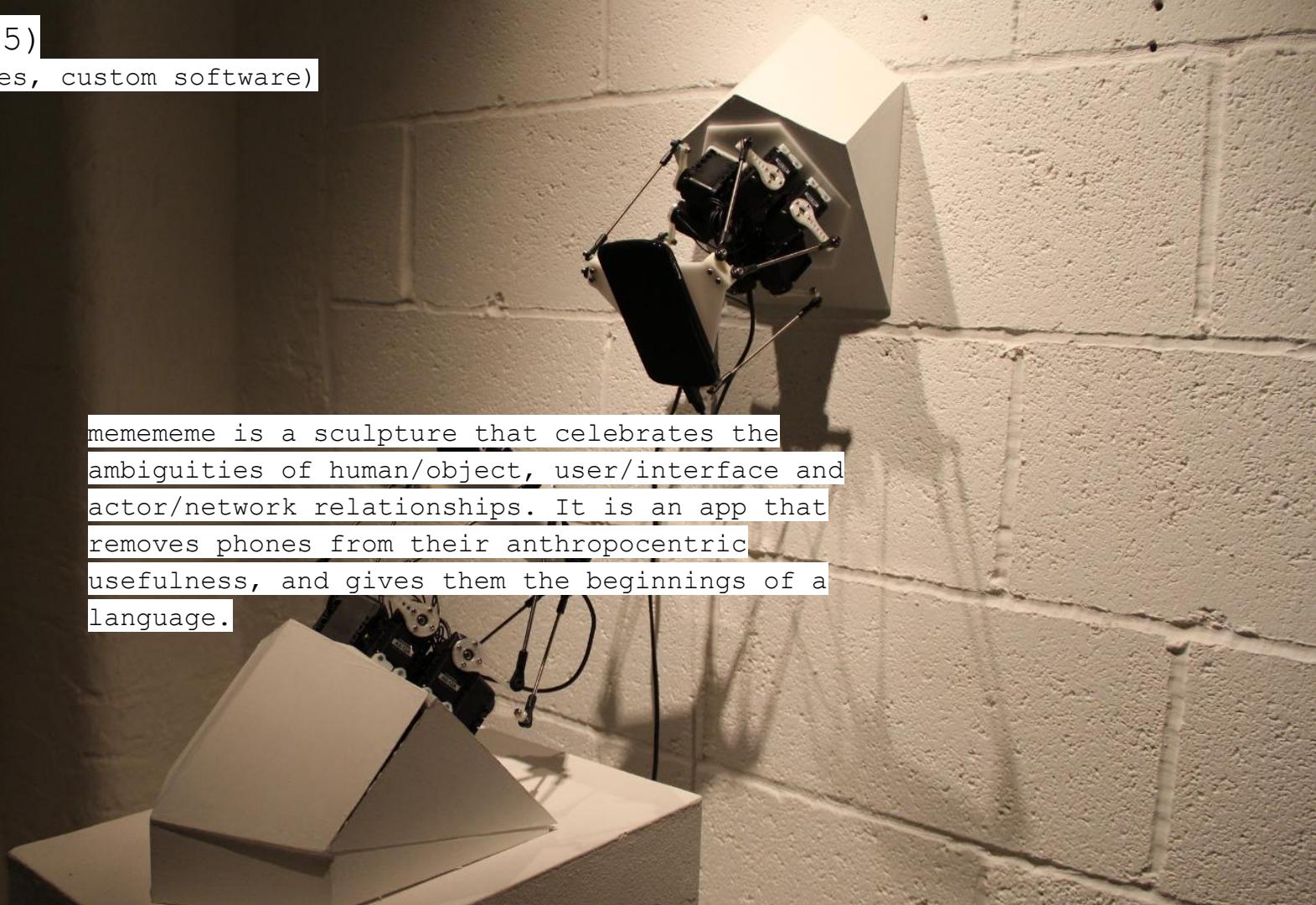
still de videoperformance

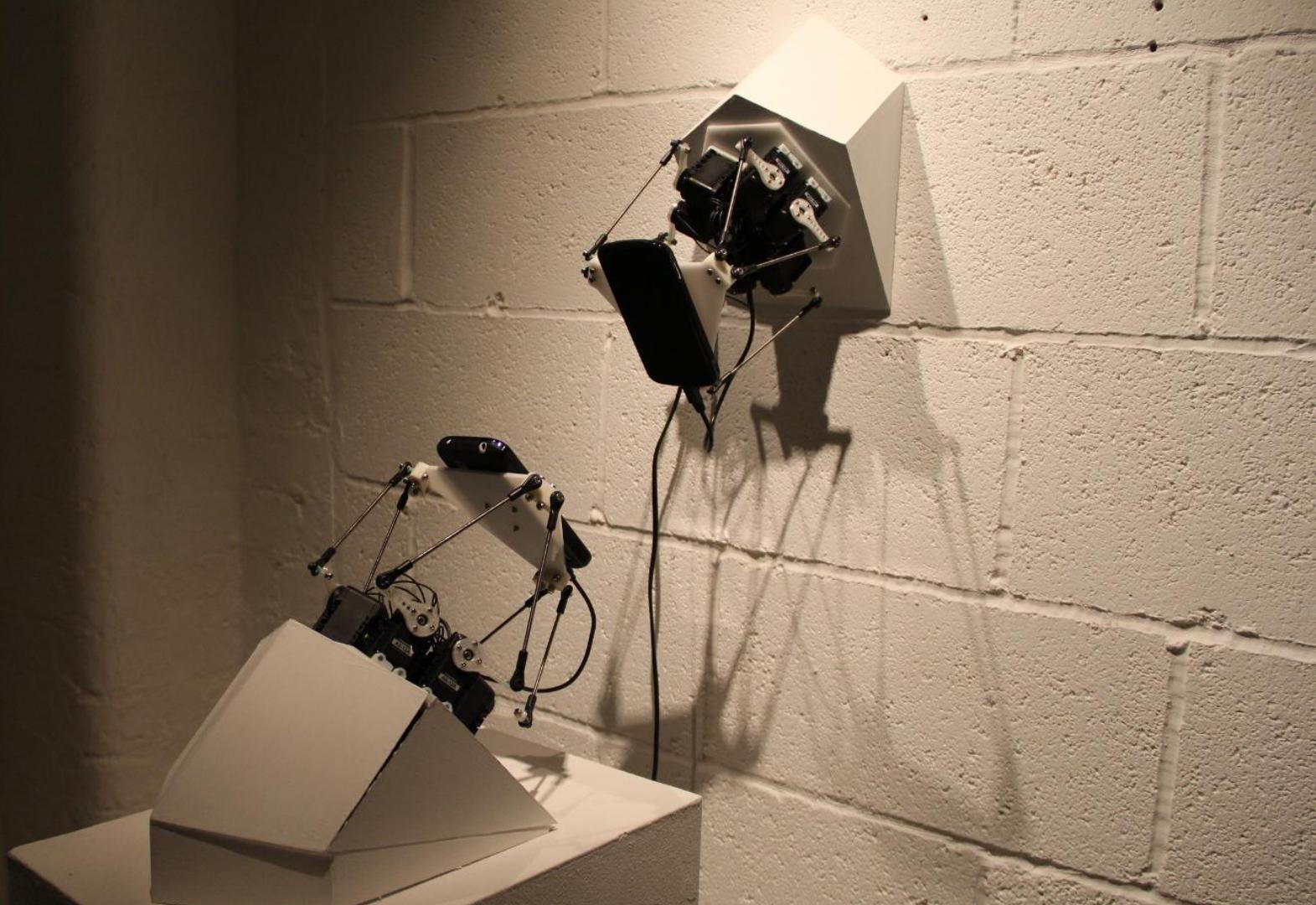


memememe (2015)

(motors, cellphones, custom software)

memememe is a sculpture that celebrates the ambiguities of human/object, user/interface and actor/network relationships. It is an app that removes phones from their anthropocentric usefulness, and gives them the beginnings of a language.



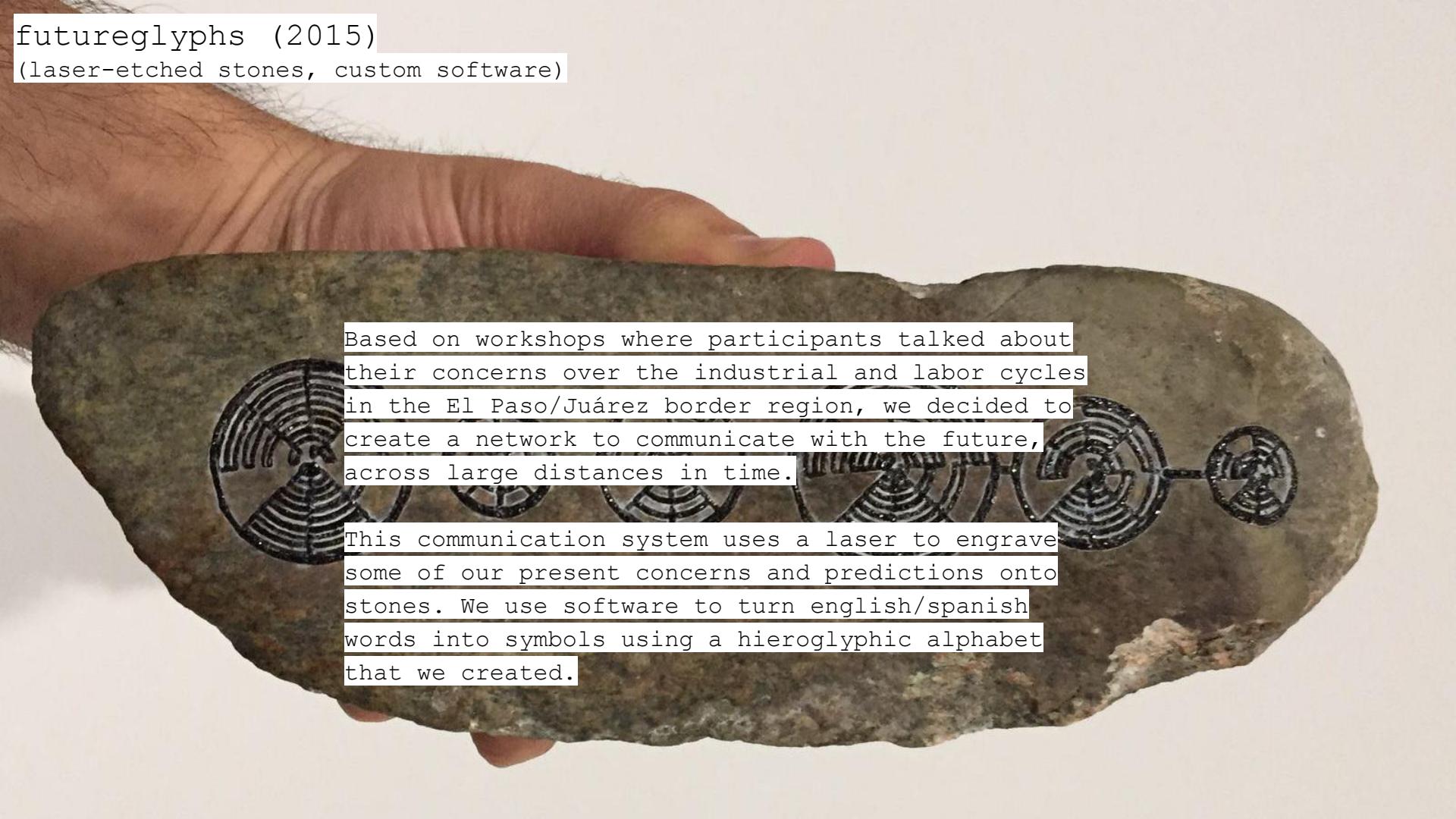






futureglyphs (2015)

(laser-etched stones, custom software)



Based on workshops where participants talked about their concerns over the industrial and labor cycles in the El Paso/Juárez border region, we decided to create a network to communicate with the future, across large distances in time.

This communication system uses a laser to engrave some of our present concerns and predictions onto stones. We use software to turn english/spanish words into symbols using a hieroglyphic alphabet that we created.

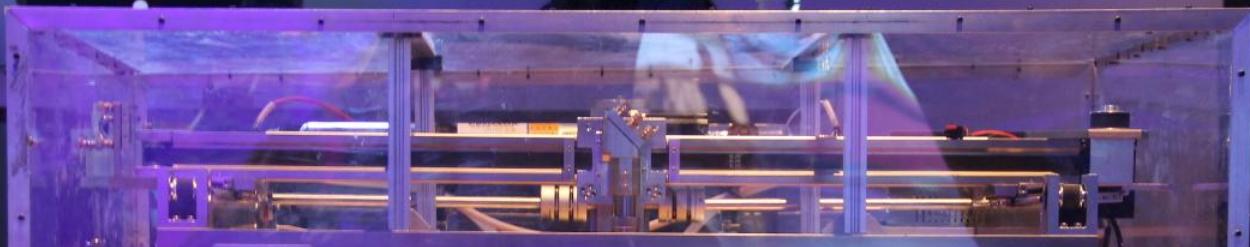












sdr (2015)

(radio, transmitter, custom software)



SDR é uma instalação que cria e transmite canções de protesto nacionais recontextualizando suas letras usando mensagens de protesto postadas em redes sociais em 2014.



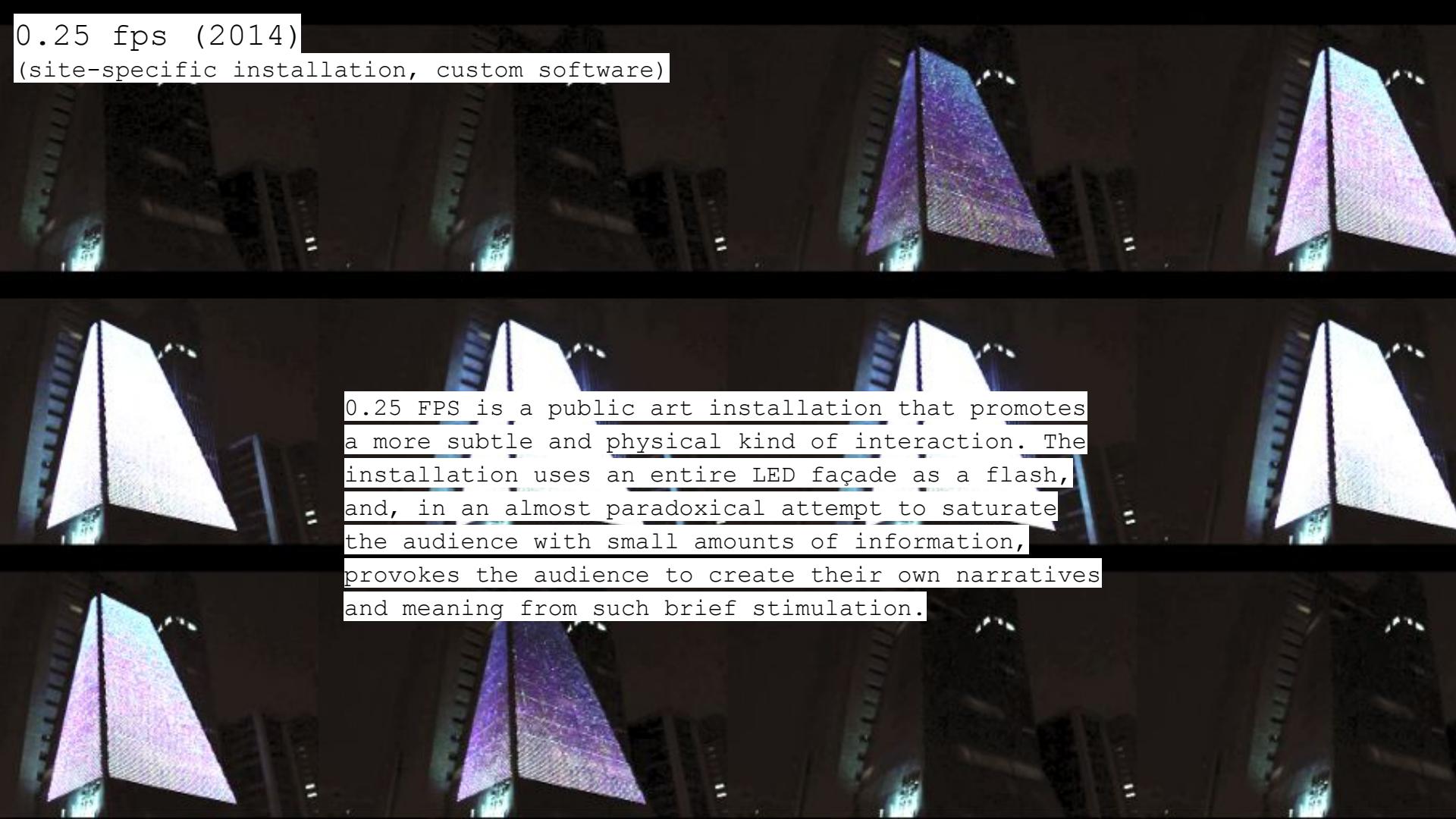






0.25 fps (2014)

(site-specific installation, custom software)



0.25 FPS is a public art installation that promotes a more subtle and physical kind of interaction. The installation uses an entire LED façade as a flash, and, in an almost paradoxical attempt to saturate the audience with small amounts of information, provokes the audience to create their own narratives and meaning from such brief stimulation.









vox pop (2014)

(megaphones, motors, electronics, custom software)

Instalação e sistema de comunicação que amplifica mensagens faladas transformando-as em intervenções sonoras no espaço expositivo.

Criada para a exposição *Multitude*, inspirada por formas alternativas de organização e protesto vivenciadas durante as manifestações de 2013 e 2014.

Fofoque-me
(11) 981 80 73 42

Fofoque-me: Vox Populi é um sistema aberto de comunicação que promove a criação de um espaço público temporário. As mensagens enviadas pelo público são recontextualizadas e redirecionadas por estruturas mecanâmicas robóticas, dando-se imediatamente a exposição.

PARA PARTICIPAR, ENVIE UMA MENSAGEM PARA O NÚMERO
(11) 981 80 73 42

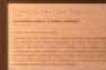


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PARA PARTICIPAR, ENVIE UMA
MENSAGEM PARA O NÚMERO
(11) 981 80 73 42





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links

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