

kasuga021

Daemon#004

Hansi Raber & Andreas Lutz



Data

kasuga021

Release: 30/11/2018

Digital release

kasuga-records.com/releases/daemon004/

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|---|---------------------|----|---------------------|
| 1 | Daemon#004#0 (3:38) | 6 | Daemon#004#5 (3:31) |
| 2 | Daemon#004#1 (1:36) | 7 | Daemon#004#6 (4:25) |
| 3 | Daemon#004#2 (1:51) | 8 | Daemon#004#7 (7:36) |
| 4 | Daemon#004#3 (2:04) | 9 | Daemon#004#8 (8:32) |
| 5 | Daemon#004#4 (3:27) | 10 | Daemon#004#9 (5:54) |

The reactive audio stream for "Daemon#004" was triggered at Oddstream Festival in Arnhem / Netherlands in October 2018.



Daemon#004

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Machines and artificial intelligence have permeated virtually every aspect of our lives and consistently are about to conquer the last bastions of human autonomy. The rational efficiency of high technology has irrevocably installed in our daily lives and their abstract semantics invades and replaces human communication. At all major intersections of our society, binary guards are installed to constantly review the decisions made by humans and to evaluate if there's insufficient logic. And if not, to override the human decision immediately with an optimized solution. This artificial logic achieves an error rate never to be attained for an emotionally controlled consciousness. Do machines represent the more contemporary, ultimately perhaps even better humanoids and mankind gradually gets absorbed by this perfect system?

The reactive audio-visual installation "Daemon" analyzes the never-sleeping and permanent alertness of an artificial intelligence. Consisting of three semi-translucent, spatial shifted surfaces, the installation represents a solid wall when entering the space. When no visitor is in the room, the installation is in balance and visualizes infinite planned tasks and processes: rational beauty. When visitors enter the room, the installation reacts and the perfect procedure gets more and more distorted. When the visitor walks into, through and behind the surfaces, his silhouette gets merged with the projected visuals and absorbed by the surfaces.

Artist



Hansi Raber works on the boundary between digital arts and computer engineering. His pieces are centered around playful, simple interactions. He likes to explore novel experiences with few to no initial goals. His primary domain is digital audio.

kasuga-records.com/artists/hansi-raber/



Andreas Lutz analyzes and reveals phenomena of perception versus reality and principles of abstract aesthetics with audio-visual installations.

The creation of experimental soundscapes and the relation of semiotics and sound are further aspects of his work.

kasuga-records.com/artists/andreas-lutz/

