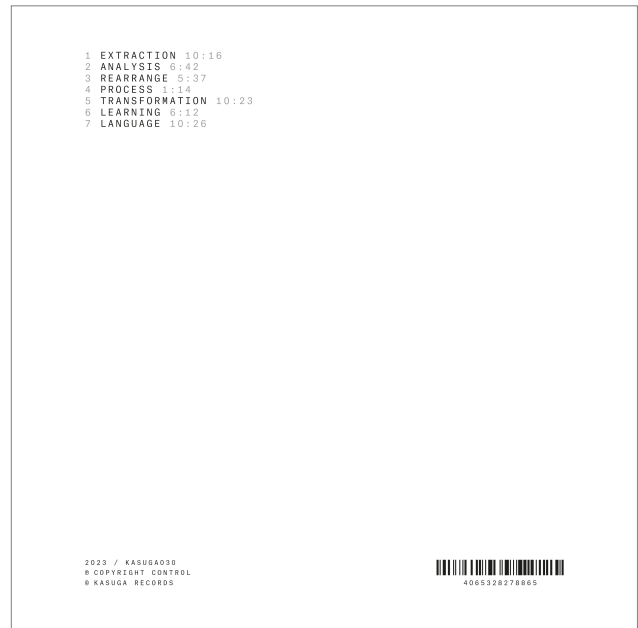
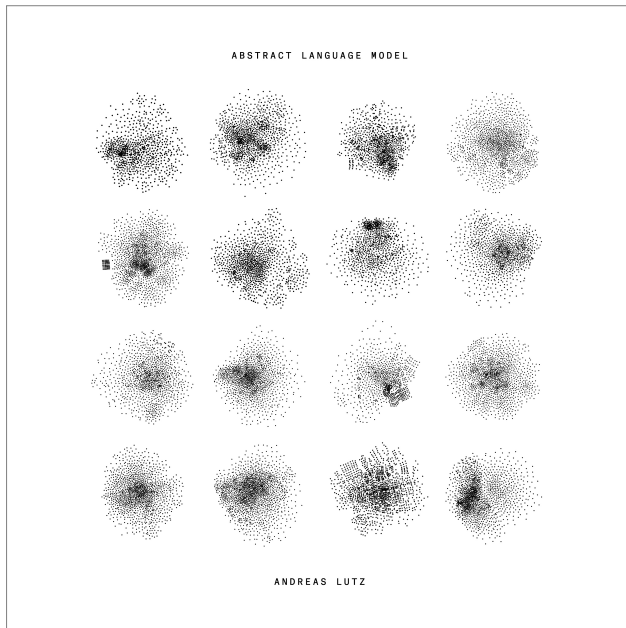


kasuga030

Abstract Language Model

Andreas Lutz



Data

kasuga030

Release: 15/09/2023

Digital release and limited SD Card edition

kasuga-records.com/releases/abstract-language-model/

- 1 Extraction (10:16)
- 2 Analysis (6:42)
- 3 Rearrange (5:37)
- 4 Process (1:14)
- 5 Transformation (10:23)
- 6 Learning (6:12)
- 7 Language (10:26)

The album *Abstract Language Model* accompanies the visual representation for the same titled performance and installation, for which an artificial neural network was trained with the entire charactersets represented in the Unicode Standard. Consisting of seven different states, the original audio-visual sequences are based on a real-time interpolation through the trained models and depict the transformation into a machine created semiotic system.

Abstract Language Model by Berlin-based artist **Andreas Lutz** will be released digitally and as a limited SD Card edition.



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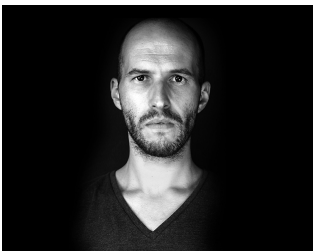
Abstract Language Model

Andreas Lutz

The album *Abstract Language Model* accompanies the visual representation for the same titled performance and installation, for which an artificial neural network was trained with the entire character sets represented in the Unicode Standard. The resulting complex data models contain the translation of all available human sign systems as equally representable, machine-created states. Through extraction and interpolation of these artificially created semiotic systems a transitionless universal language originates, which can be seen as a trans-human / trans-machine language.

Consisting of the seven different states *Extraction, Analysis, Rearrange, Process, Transformation, Learning* and *Language*, the original audio-visual sequences are based on a real-time interpolation through the trained models and depict the transformation into a machine created semiotic system.

Artist



Andreas Lutz's initial works refer to alternative human machine interaction and the approach, to create integrated and universal communication systems. He 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.

Among others, Lutz's work has been exhibited at the Center for Art and Media (ZKM) in Karlsruhe (Germany), the Antarctic Pavilion during 57th Venice Biennale (Italy), the National Art Center Tokyo (Japan), at Sónar+D in Barcelona (Spain), at Karachi Biennale KB22 (Pakistan), at Galerie Mazzoli in Berlin (Germany), at FILE in São Paulo (Brazil) and won the Excellence Award at the 19th Japan Media and Arts Festival (Japan), the Premio Celeste Art Prize (Italy), the Webby Award (USA) and the German Design Award (Germany).

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

