KASA GALERI

Dislocations

September 12
October 16
2011

David Cotterrell

Chuck Csuri

Mathias Fuchs

Jeff Conefry and Danielle Roney

Songül Boyraz

KASA GALERI
DIRECTOR LANFRANCO ACETI
VICE DIRECTOR AND IN HOUSE CURATOR ÖZDEN ŞAHIN
ADJUNCT CURATOR VINCE DZIEKAN

"DISLOCATIONS"
Senior Curators: Lanfranco Aceti, Tihomir Milovac

"DISLOCATIONS" is in collaboration with and supported by the Museum of Contemporary Art Zagreb, Borusan Muzik Evi

David Cotterrell - (Monday, 12 September to Sunday, 18 September)
Chuck Csuri - (Monday, 19 September to Sunday, 25 September)
Mathias Fuchs - (Monday, 26 September to Sunday, 2 October)
Jeff Conefry and Danielle Roney - (Monday, 3 October to Sunday, 9 October)
Songül Boyraz - (Monday, 10 October to Sunday, 16 October
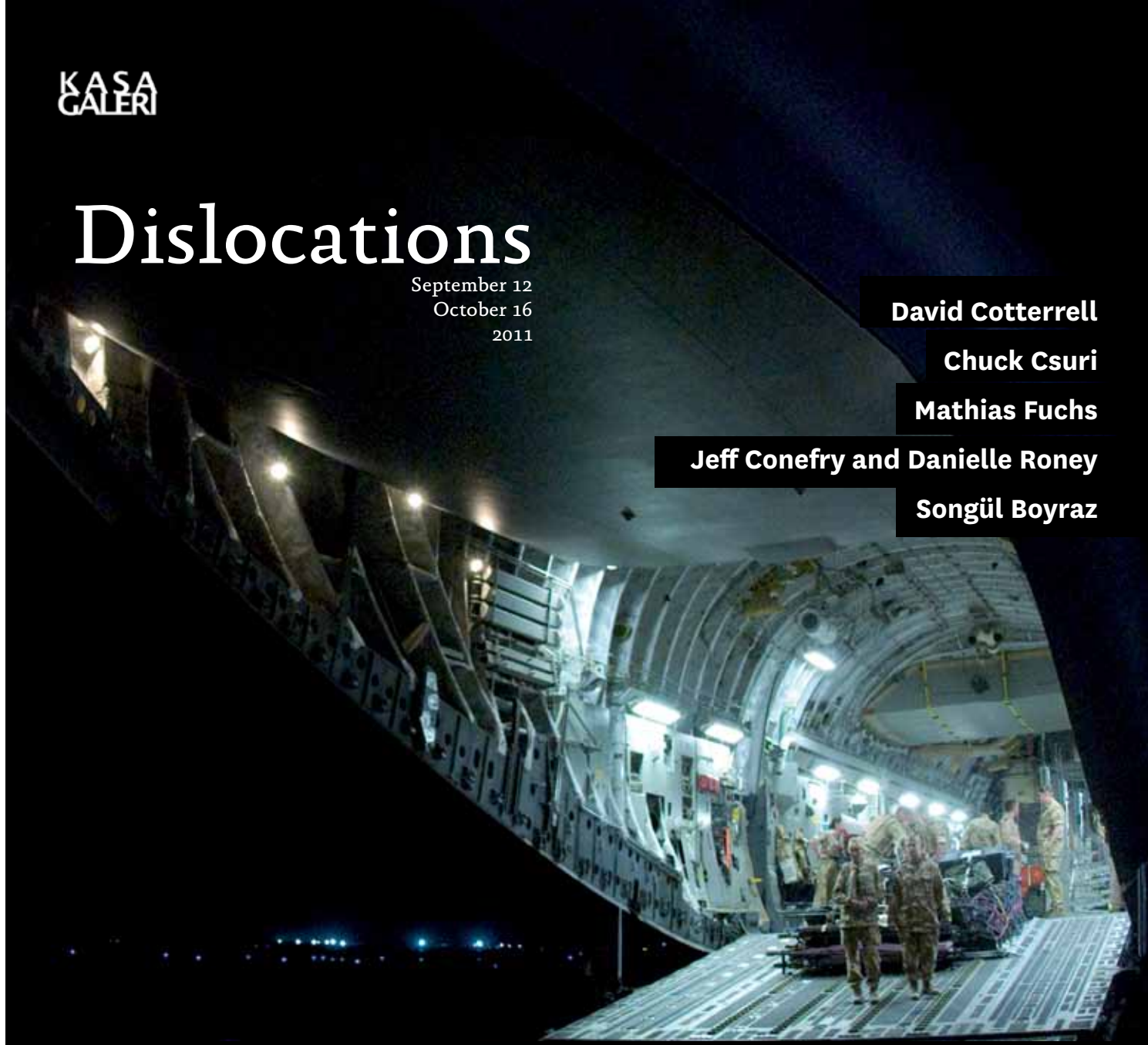
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Image courtesy of the artist - David Cotterrell

KASA GALERİ 2011 / DISLOCATIONS
| DISLOCATIONS ARTISTS
12 EYLÜL–16 EKİM 2011

KASA GALERİ

KASA GALERİ 2011 / DISLOCATIONS | DAVID COTTERRELL , CHUCK CSURI , MAT HIAS FUCHS, JEFF CONEFRY & DANIELLE RONEY , SONGÜL BOYRAZ
SEPTEMBER 12ᵀᴴ-OCTOBER 16ᵀᴴ 2011 | Senior Curators: Lanfranco Aceti, Tihomir Milovac

DISLOCATIONS, AN ART PROGRAM OF RE-CONTEXTUALIZATION AND TRANSMEDIATIONS, SEES THE PARTICIPATION OF SONGUL BOYRAZ, DAVID COTTERRELL, CHARLES CSURI, MATHIAS FUCHS AND DANIELLE RONEY.

Image courtesy of the artists - Jeff Conefry and Danielle Roney.

Re-interpretations, misinterpretations and un-related contexts create new modalities of perception and understanding, leading to the rediscovery of the self and human commonalities beyond local realities and globalized stereotypes. *Dislocations* presents artworks that are inspired by or reference acts of war and the dislocated realities that we live in.

For its world premiere *Dislocations* will also introduce to the world audience *Random War*, the new transmediated artwork on Facebook by the digital pioneer Charles Csuri, inspired by a 1967 plotted drawing by the same title.

Image courtesy of the artist - Mathias Fuchs.

Songül Boyraz

Songül Boyraz studied Sculpture at Mimar Sinan University of Fine Arts, Istanbul and the Academy of fine Arts Vienna. In many of her works she deals with the human body and its fragmentation. Closely connected with the space created by the medium (video andphotography) the artists concentrates on the relationship of the part to the totality and without deceptions is able to narrate the brutality and tragedy of the 'normality' of everyday situations.

Jeff Conefry

Jeff Conefry is a media artist and painter specializing in 3D content development and interactive interface design. His recent projects include media production and technical systems for the U.S. Pavilion, Venice Biennale of Architecture, pilot asset creation for Bark Bark Studios, and time-based construction animations for building information modeling. His work has been exhibited nationally including the Atlanta Biennale and the Museum of Contemporary Photography, Chicago. He attended The Rhode Island School of Design and holds a Bachelor of Fine Arts in Painting from the University of New York at Purchase.

David Cotterrell

David is an installation artist working across a variety of media including video, audio, interactive media, artificial intelligence, device control and hybrid technology. His work exhibits political, social and behavioural analyses of the environments and contexts, which he and his work inhabit.David is Professor of Fine Art at Sheffield Hallam University, has been a consultant to strategic masterplans, cultural and public art policy for urban regeneration, healthcare and growth areas.

Charles Csuri

Charles Csuri is best known for pioneering the field of computer graphics, computer animation and digital fine art, creating the first computer art in 1964. Between 1971 and 1987, while a senior professor at the Ohio State University, Charles Csuri founded the Computer Graphics Research Group, the Ohio Super Computer Graphics Project, and the Advanced Computing Center for Art and Design.

Mathias Fuchs

Mathias Fuchs a pioneer in the field of artistic use of games and is a leading theoretician on Game Art and Games Studies. He is an artist, musician, media critic and currently Senior Lecturer at the University of Salford. Since 2011 he holds a visiting Professorship at the University of Potsdam.During the last 3 decades he presented sound- and media-installations. Since 2004 Mathias Fuchs' work focuses on Creative Games for Museums, Urban Planning and Theatre Performances. Mathias Fuchs studied computer science in Erlangen and Vienna University of Technology, and composition in Universität für Musik und darstellende Kunst Wien, Vienna and in EMS, Fylkingen in Stockholm.

Danielle Roney

Danielle Roney is an artist working with hybridization, immersive environments and interactive media architecture in the context of global identity structures. She attended the University of Georgia in sculpture and digital media and has held studios in Los Angeles and Beijing. Roney is currently working with transnational spatial narratives and the migrant human condition through interactive architectural facades.