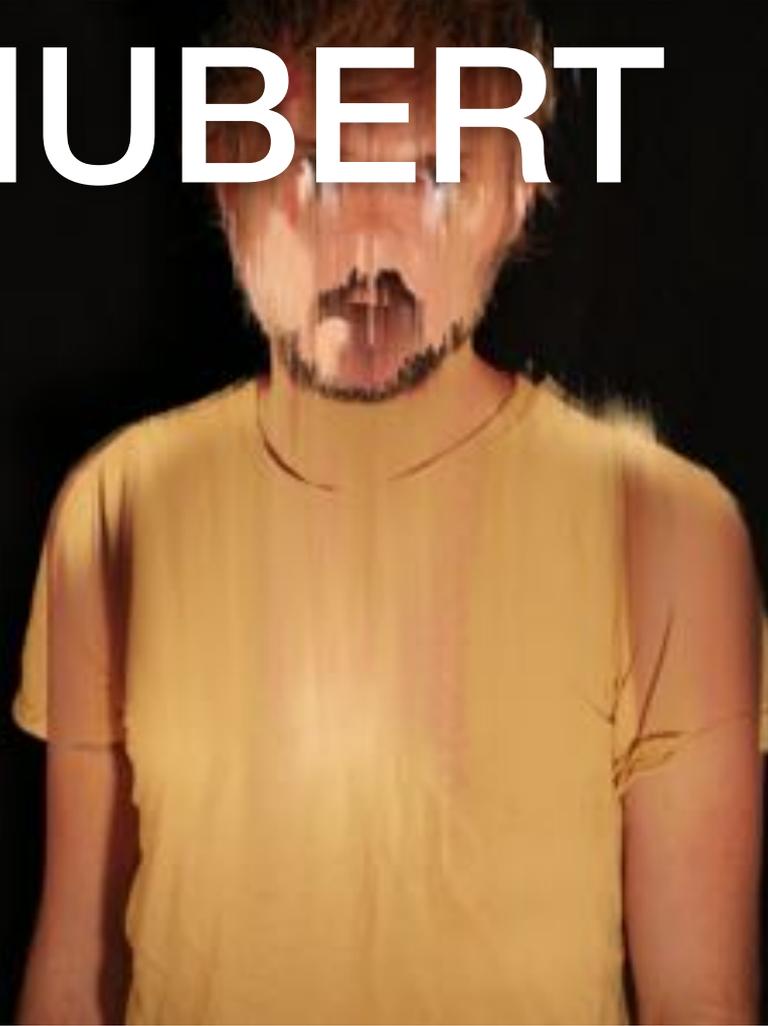


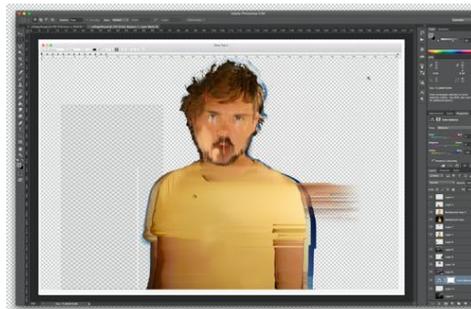
ALEXANDER SCHUBERT



Alexander Schubert

Multimedia and
Sound Artist /
Composer

—> [Homepage](#)



Alexander Schubert (1979) studied bioinformatics, multimedia composition. He's a professor at the Musikhochschule Hamburg.

Schubert's interest explores the border between the acoustic and electronic world. In music composition, immersive installation and staged pieces he examines the interplay between the digital and the analogue. He creates pieces that realize test settings or interaction spaces that question modes of



perception and representation. Continuing topics in this field are authenticity and virtuality. The influence and framing of digital media on aesthetic views and communication is researched in a post-digital perspective. Recent research topics in his works were virtual reality, artificial intelligence and online-mediated artworks. Schubert is a founding member of ensembles such as "Decoder". His works were performed more than 1000 times in the last years worldwide.

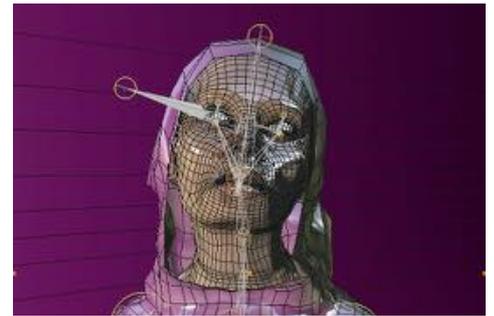
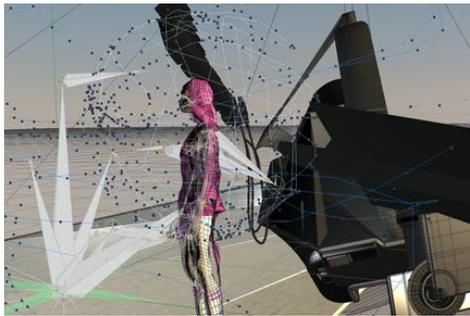
AV3RY



Av3ry

Virtual AI Persona

—> [Website](#)



Av3ry is an AI program and a virtual persona, who is composing music, communicating with people and learning from interactions.

Av3ry combines natural language processing, algorithmic composition, data crawling and machine learning. She*he is constantly operating and creating music, poems and pictures in the moment - based on communication with interacting users. The music pieces are based on the criteria specified by the users.

So the result is instant and individual - and send directly to a single user. The program extracts key features from the description of the users and tries to generate the pieces accordingly. Through the feedback of the users after listening to the result the algorithm can learn and fine-tune its parameters. In the same way the language generation is updated and adjusted through the conversations.

The persona Av3ry is nonbinary.

CONVERGENCE



Convergence

AI Performance

—> [Video](#)



„Convergence“ uses the concept of Artificial Intelligence to learn features of human musicians and then recreate new entities based on these recordings. In the piece the players interact with their generated counter-parts. They see themselves transform and reshape. The technology used is centered around Auto-Encoders (and GANs). Metaphorically they demonstrate a world that is constructed and parametric. The

friction between machine perception and human world perception is the starting point for questions that address the fluidity of the self and the restrictions of perception.

Co-developed with IRCAM, Paris

Funded by Kulturstiftung des Bundes.

GENESIS



Genesis

Real Life Virtual
Computer Game

—> [Website](#)



Genesis is an experiment, which lasts over seven days, in which the audience participate, according to their own ideas, in creating a space, a community, a world. Genesis is a social simulation that unites in itself, ideology and criticism. Thereby virtual communication, the maximum open setting, its social components can transform into one another. The project starts in an empty industrial hall. The

empty space can continuously be transformed and cropped with the help of a contingent of material. Through the participants' selection of material the setting is continuously developed and redesigned over the time of seven days. The audience is invited to create the space according to their own imaginations.

UNITY SWITCH



Unity Switch

Interactive Virtual
Performative
Installation

—> [Video](#)



„Unity Switch“ is a participative installation, which allows the participants to look through the eyes of different people and interact on a virtual level. Through the use of video glasses and cameras the perception of vision and sound is routed from one person to another. In this setting the constant switching of perception questions embodiment, body images, virtual distance and digital

emotions. It is an exploration space aimed to create a personal experience. The aspects cover such contrasting associations as empathy, control, collaboration, isolation, virtuality and perceptual overload. While delivering a strong sensory input it is designed as a setting to be explored by the visitor - and created to allow a personal and emotional engagement.



ASTERISM

Immersive AI
Concert Installation



„Asterism“ is a location of digital spirituality that people wander towards in order to witness a virtual appearance. It is a naturally emotional site which is as artificial and virtual as it is immersive and real. In an off-site industry hall a post-digital nature setting is recreated which is hosting an artificial intelligence entity. The three-stared sign for asterism classifies a curious movement and is the astrological

symbol for a loose assembly of planets or concepts. It can be perceived as a whole, even though it escapes a clear container.

SOLID STATE



Solid State

Audio-Visual
Installation

—> [Video](#)



SOLID STATE is an audio-visual installation, which deals with the “rave” (party) experience and transcendence.

The room is transformed through the use of light, fog and surround sound into a multi-sensory hallucinative and ecstatic state. It utilizes synchronous as well as shifting visual and auditive patterns to re-shape the perceived geometry of the room.

Due to the visibility limited to one meter the visitor can't perceive the dimensions of the space he/she enters, resulting in disorientation and the need to let go of conscious control. The intensely strobing and continuously shifting visual stimuli impose intense patterns on the retina. Expect a cross between a cognitive experiment and a post-rave psychological state.

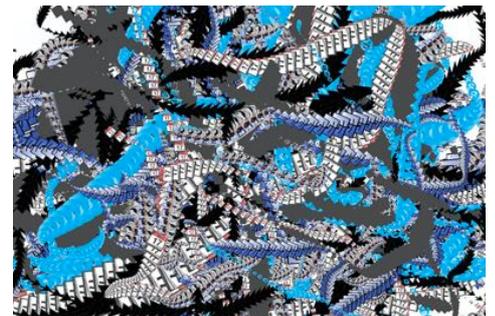
SWITCHING WORLDS



Switching Worlds

Book @ Wolke Verlag

—> [PDF Book](#)



In the context of this work, I propose the examination of my compositional strategy in the context of a postdigital perspective and present my artistic method as a tool for visualizing and sensually experiencing digital effects in the analogue world. This approach is based on the assumption that, today, the use of digital tools and representational forms is no longer the exception but the rule, and that this circumstance nowadays significantly influences our

interactions, views and body images. In particular, these approaches address the question of whether, in this newly established constitution, our view of the analogue, non-digital environment has also changed. "Post-digitality" is to be understood here as a "shift in perception". This readjustment of a digitally influenced or digitally reflective perspective will be presented as a compositional strategy. Under the title "Switching Worlds", this practice will be established as a technique that actively thematizes the interweaving

of the analogue with the digital and their interplay, thus making it palpable, and shall present and contrast different perspectives. The comparison of virtual and physical worlds and their artistic decoupling will be presented as a compositional approach and method of artistic research that attempts to convey these implications not only theoretically, but also to make them comprehensible to the senses.

CODEC ERROR



Codec Error

Light Based
Composition

—> Video



The use of strobe lights and highly synchronized light patterns visualizes the performer on stage in a videoclip-like way. This means that only short passages of movement are visible for the audience which results in an almost static and therefore mechanical appearance. This puppet-like display is the attempt to look at a human being on stage as if looking at a digital representation. The continuity and presence of the players is subject to alterations and error-like manipulations that we know from a

crashed computer program - digital mistakes. While these faulty glitches are commonly experienced on a computer screen the attempt of this work is to bring this perception on stage to the actual persons and through that turn the musicians into their malfunctioning avatar in real life.

The body is subject to digital manipulation, the entity is infringed.

BLACK MIRROR



Black Mirror

Immersive Concert
Installation

—> [Video](#)



„Black Mirror“ is a concert installation in and around an abandoned hotel located at the city border of Luxembourg. The audience arrives with a bus and is equipped with wireless headphones, a cape and a cat mask. From this point on audience and performers all look alike. The audience is guided through the space via headphone instructions interacting with each other and the performers. The hotel is put into different audiovisual situations - it's a dream-like scene supported by surround-sound,

automated moving light, performance and video projection. The aim is to create an immersive setting in which the audience is both thrown back to themselves and also confronted with an anonymous group identity. Both the group situation and the specific site of the abandoned hotel lay the scene for the emotional, subjective plot of the piece. It's designed as a return to a forgotten place which stands for avoided, hurtful and dark memories.

SUPRAMODAL PARSER



Supramodal Parser

Immersive Post
Rave



—> [Video](#)

The one-hour piece examines different aspects of ecstatic "letting-go" episodes through multi-sensory scenarios comparable to those experienced at extended techno events. It deals with both losing one's self in at times overwhelming audiovisual input and, contrastingly, at times in an almost "frozen in time" / standstill environment. These settings intend to reflect different

psychological states rather than create a club event to be danced to. It is a drive through personal perspectives on how to get lost.

ACCEPTANCE



Acceptance

Documentary Piece

—> Video



The performer stays in nature for five days, without speaking to anybody, and constructs 6 wooden sculptures. The performer writes down everything relevant in text form during the process. The work period is documented by a camera man.

The process and the development of the piece are shown and explained in the presentation. This includes both

the actual work phase but also the period leading to these days and the time after. The topic of the work is just as much about the process, personal factors and constraints of an art context. It deals with the impossibility of creating a just artwork.

This piece is presented in varying forms - with a variable duration of approximately 20-30 minutes.

CONTROL



Control

Virtual Experimental
Control Setting

—> [Video](#)



CONTROL is a participative installation dealing with topics of control, intimacy and virtuality. In a VR-like setting the audience moves through different stages in an empty building while using first-person-perspective surveillance technology to experience the setting both in a virtual and an immersive context. The experiment-like setting allows for a rich palette of human interaction and depicts social

and technological aspects of an artificial and systematized world.