

# Digital 2023

LCB Depot's exhibition & events programme highlights work from different creative practices every month. In January 2023 the focus is on Digital creativity from XR to game design and Artificial Intelligence.

The exhibition is across the site and online from **16<sup>th</sup>– 27<sup>th</sup> January 2023, Mon to Fri, 9am - 5pm** From Jan 30<sup>th</sup> – Feb 3<sup>rd</sup> there is a special exhibition 'Runtime' showing the work made in the seasons Live Coding Bootcamp

To find out more visit <http://lcbdepot.co.uk/event/digital2023>

#digital [@lcbdepot](https://twitter.com/lcbdepot)



**3 artworks: 1) OH, MELETE! 2) MÖBIOTROPE 3) 'PƏRS(Ə)NƏ, LĪZ**

Aleksei Martyniuk

Screen, wall projection, 2-channel sound system

OH, MELETE!

Inspiration is the key to the infinite creativity. Alongside with Melete, the ancient Greek muse of thought and meditation, we open door by door in different corners of our mind, trying to unite the shattered images that arise.

This artwork is a kind of analysis of the creative processes behind the emergence of ideas and the following elaboration. The spontaneous and chaotic nature of these mechanisms is emphasised with neural networks as the main visual language.

## MÖBIOTROPE

Every day we walk the same routes and rarely pay attention to the world around us. Days merge into a series of blurry photos, where only rare changes can attract our attention. But even the familiar places are full of interesting details and can surprise us if you put a little effort into it.

Our vision has one feature of visual perception - inertia or persistence, which transforms series of images into a complete single picture. Thaumatrope uses this feature and allows us to look at the same things from both sides simultaneously. The Möbius strip, in turn, is a loop where the concept of a side/face disappears. Experiments with these components alongside with the exploration of the city artefacts filled this "view through the window of public transport" with the interesting spots in the local environment.

## 'PƏRS(Ə)NƏ, LĪZ

What would Argus see in a mirror? Nowadays, when we are able to follow all world events, it's easy to start identify yourself with the all-seeing giant.

But our world is also full of people whose views can either coincide with yours or be radically different. Such variability of interpretations and the changeable nature of our perception formed the basis of this artwork. «'PƏRS(Ə)NƏ, LĪZ» finds itself simultaneously in the role of the observed and the observer, and the viewer is getting involved in this endless play of its possible states.

This artwork follows the experiments with persistence started in the «FF0000 0000FF». Joseph Plateau's phenakistiscope was taken as the main visual unit, the properties of which were expanded by by the optical illusions. The generative nature of the artwork forms each time a unique picture of the world in the eyes of a viewer.

## NFS

### **Artist Bio**

Aleksei Martyniuk is a filmmaker and interdisciplinary artist. With the help of new media and technologies, he expands the boundaries of his own artistic practice. Aleksei mainly works in the field of video art where he integrates different visual techniques and concepts. He treats his artworks as narrative experiments that allow him to react to discoveries made or ongoing events.

Within these surreal worlds that Aleksei creates, he tries to expand the perception of familiar things. One of the topics artist deals with is a cyclicity and changes it brings with every new iteration.

Currently Aleksei is a student of the first in Russia practice-oriented master's program «DA –Digital Art» at Far Eastern Federal University, Vladivostok.

[@martin\\_uk](#)