

SOUND ART AND INTERACTIVE MEDIA ON THE ASBURY PARK BOARDWALK, CITY ARTS WEEKEND, SEPTEMBER, 24th – 26th

- Curated exhibit on Asbury Park Board Walk on September 24 to 26

Event: Exhibition at Asbury Park Boardwalk
Date: September 24 to 26
Where: Asbury Park Casino and Carousel Building
Cost: Free and open to the public
Info: WWW.ARTSCAP.ORG.

WEST LONG BRANCH, NJ (September 20, 2010) –
On September 24 to 26, an exhibit of innovative site-specific art will be shown on the boardwalk of Asbury Park for City Arts Weekend. The selected works are from an international group of renowned artists who use cutting edge technology to engage their audiences.

The Casino building will feature three sound art compositions that connect with the unique location in a variety of ways. New York City artist Adam Rokhsar has created an artificial intelligence algorithm in which a computer learns to read by “reading” Jersey Shore star Snooki’s tweets. The algorithm is called a self-organizing map, and is modeled after how the human brain processes the things we see. Composer Erik DeLuca is represented by the work IN which is an underwater sound composition that collaborates with different ecosystems in and off the Atlantic and Gulf coasts of Southern Florida. Recorded exclusively with underwater microphones, IN explores the normally inaudible sounds that propagate within these natural environments, as well as aquariums, where ideal signal-to-noise ratios allow for sonic magnification of the complexity of specific animal vocalizations.

Zachary Seldess’ composition TINGE, DISPERSE draws on various hypothetical mundane and environmental sounds extracted from the structure’s past life as a multi-use casino. Zachary’s work has been recently featured at some of the premier venues for new media art including ZKM in Karlsruhe Germany and in Siggraph Asia. Zachary currently works as Audio Systems Coordinator and Developer at the Visualization Lab, King Abdullah University of Science and Technology in Saudi Arabia.

Next door at the Carousel building, local media artist Michael Richison, will create a hands on installation

with interactive sculptures that control audio and video playback. The work uses embedded circuit boards and customized software and encourages participants to move the sculptures in order to create unique audio and visual experiences.

The British video artist Chris Meigh-Andrews will be screening his film Temporal View of Amsterdam (After BB Turner) on the Madison Marquette monitor facing out towards the boardwalk. This digital video is based on a calotype image made by the English photographer Benjamin Brecknell Turner at the same location in 1857. This new digital video sequences are recorded at the same location 146 years later, capturing the ordinary events and occurrences, the light changes and sound, framing of the daily activities of and from a specific location.

By bringing these diverse and innovative works together the curator, Andrew Demirjian, hopes to alter our perceptions of these unique spaces.

Andrew Demirjian received his MFA in Integrated Media Arts from Hunter College. He is a specialist professor at Monmouth University teaching courses in video production, interactive media, screen studies, and mass communication.