Mihaela Kavdanska

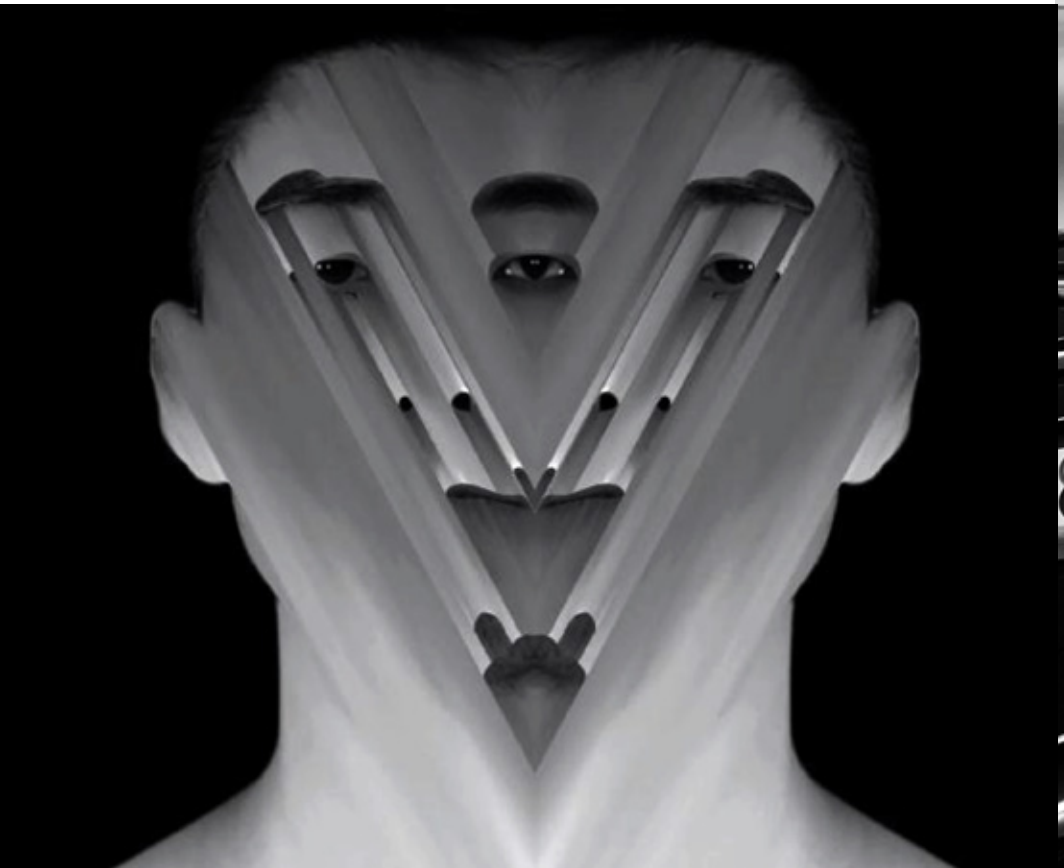
PORTFOLIO | 2000 - 2021 (Auswahl)

DARV

Wandering Islands

Mixed Reality Medienkunstausstellung
Paradise Art Festival, Seoul
28. Oktober bis zum 1. November 2020

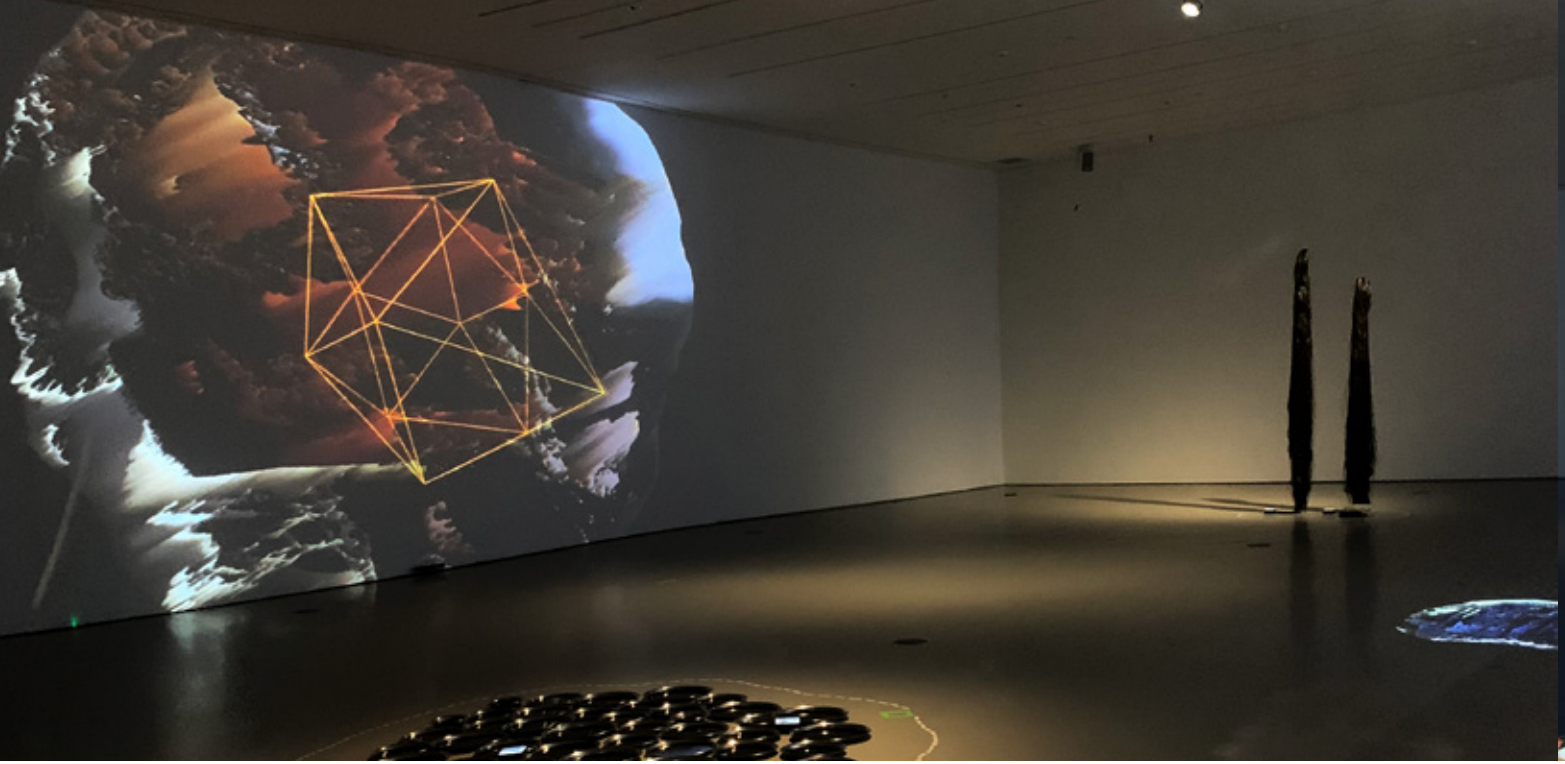
Konzept und Kreativdirektion, Künstlerische Leitung
und Videoprojektionen: Mihaela Kavdanska



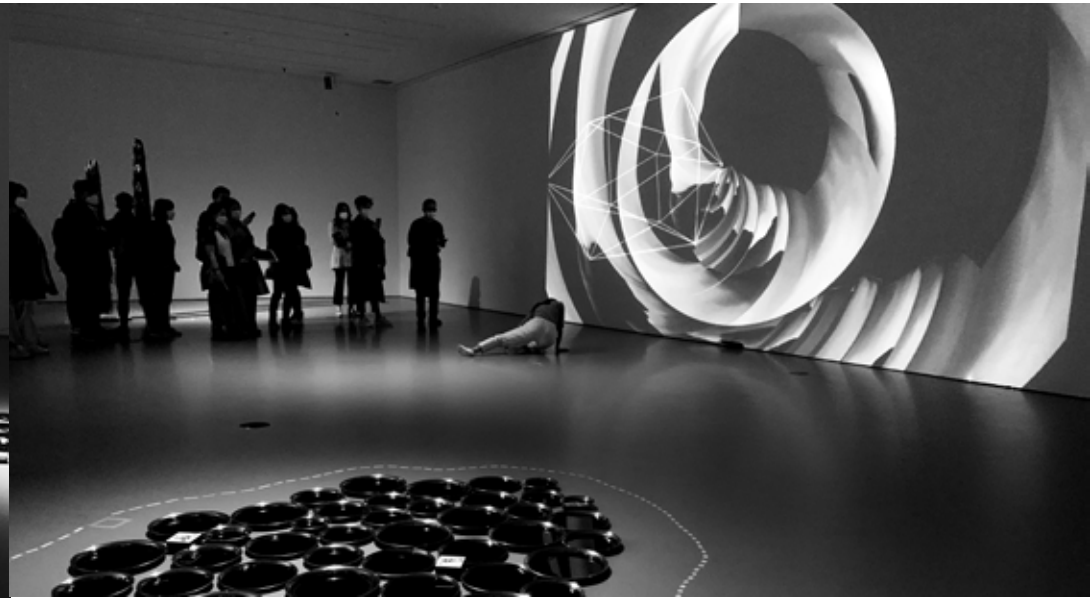
Die DARV-Projektedition mit dem Titel ***Wandering Islands*** ist als Medienkunstausstellung konzipiert. Alle beteiligten Elemente - performative Interventionen, ortsspezifische Installationen, intermediale Tanzperformances und großflächige interaktive Videoprojektionen - werden durch den Einsatz einer Augmented Reality (AR)-Anwendung zu einer Mixed-Reality-Erfahrung verbunden.
Das künstlerische Konzept dreht sich um die Interaktion zwischen getrennten Fragmenten eines größeren Ganzen und ihre transformatorische Reise zwischen verschiedenen Welten.
Da die Insel ein vom Festland getrenntes Stück Land ist, werden verschiedene Körper oder Körperteile als unverbundene Inseln dargestellt. In ihrem Wunsch, sich miteinander zu verbinden, erleben sie die Erschaffung eines ganz neuen Körpers (Lebewesens?), entdecken neue Wege, miteinander in Beziehung zu treten und werden transformiert.

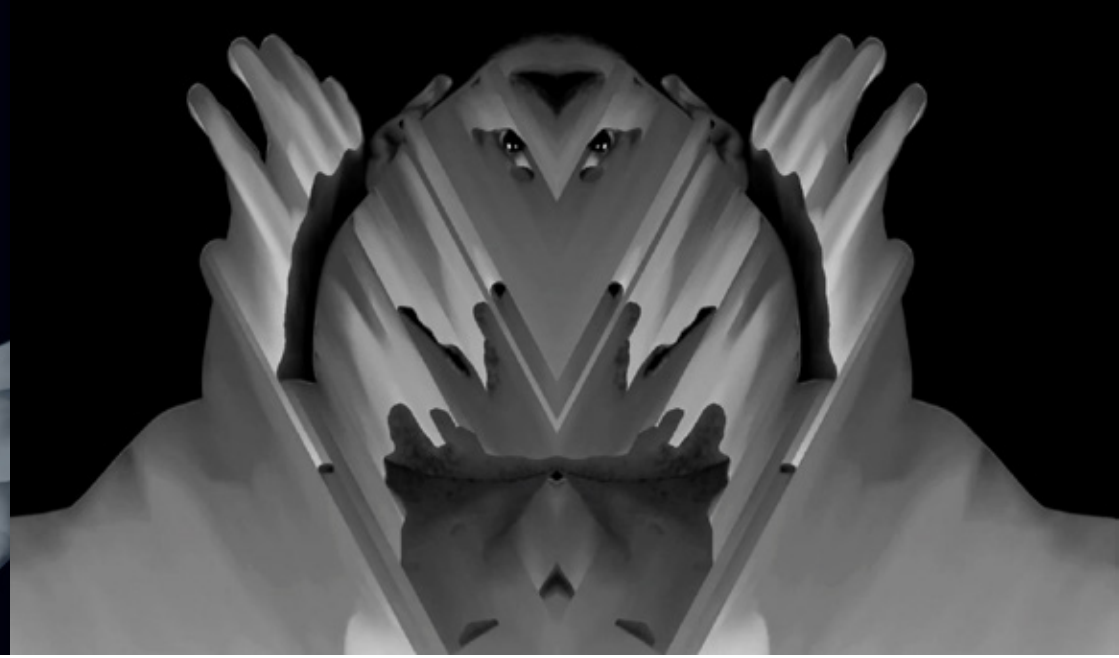
Geist und Körper(un)verbindungen, innere und äußere Räume, reale und augmentierte Körper, konstruierte und virtuelle Identitäten, sie alle navigieren durch verschiedene Ebenen der subjektiven Realität und spielen mit dem Konzept der Kognition und den unterschiedlichen Proportionen der beteiligten Elemente.
Die Betrachter werden durch ihre physische Anwesenheit zu einem konstruktiven Element der Medienkunstausstellung. Mit Hilfe der AR-App haben sie die Möglichkeit, mehrere ortsspezifische Studien zu beobachten, in denen digitale und reale Darsteller mit realen und virtuellen Objekten interagieren.

DARV



DARV





DARV_Wandering Islands, Team
Lee Jung In (KR/AT), Mihaela Kavdanska/ KOTKI visuals (BG/RO/AT)
Violeta Ivanova (BG/AT), Florian Weinrich (AT)

Konzept und Kreativdirektion: DARV-Team
Künstlerische Leitung und Videoprojektionen: Mihaela Kavdanska
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Choreographie-Assistent, Solotänzer: Lee Seung Ju
TänzerInnen: Lee Seung Ju, An Se Young, Hong Ye Eun,
Lee Dae Heung, Yoh Morishita

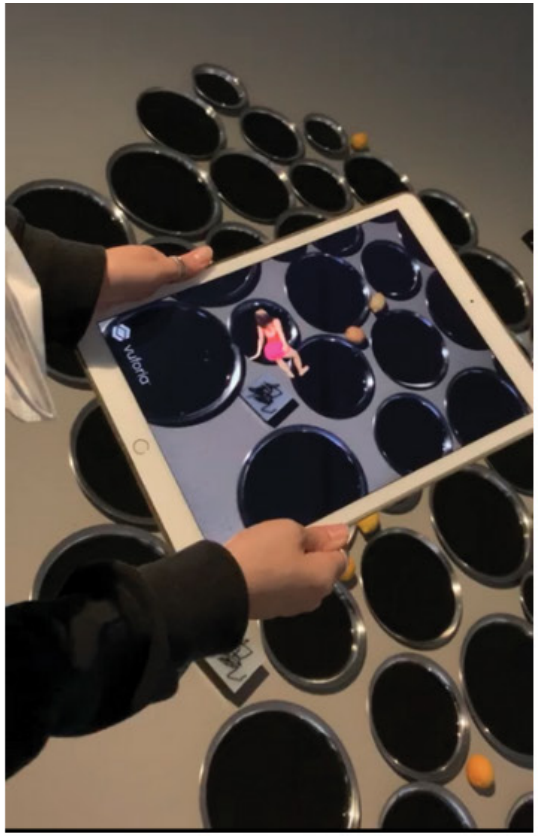
Musik: Mirian Kolev
3D Animation: Ovidiu Eftimie
Videoprojektionen Assistent: Yongjin Ahan
Installationskunst Assistent:
Fotonachweis: Yongjin Ahan, Mihaela Kavdanska

Fördernde Institutionen: Paradise Art Foundation, Linz Kultur, Linz Export
Projektpartner: Lee Jung In Creation, Redsapata Tanz Fabrik, KOTKI visuals, LM Media, Pusch TV

Project: *https://darv.org/DARV_Wandering-Islands*
Photos: *https://darv.org/gallery-wandering-islands*

DARV

DARV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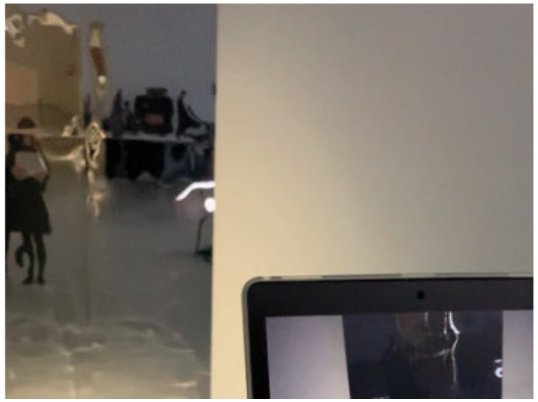

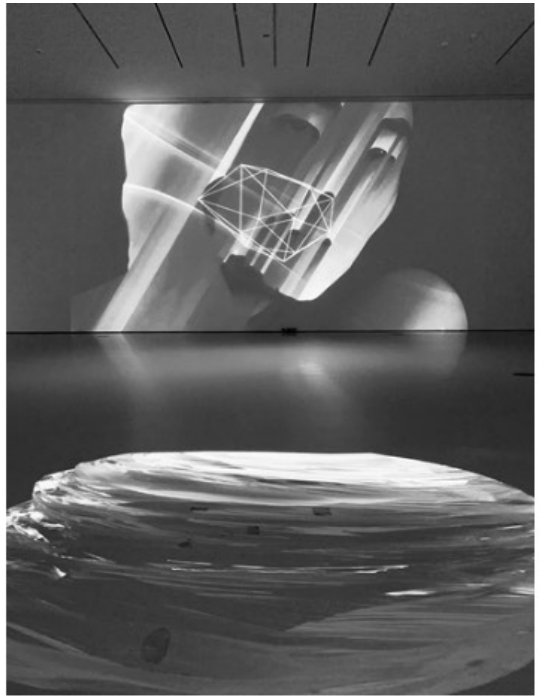

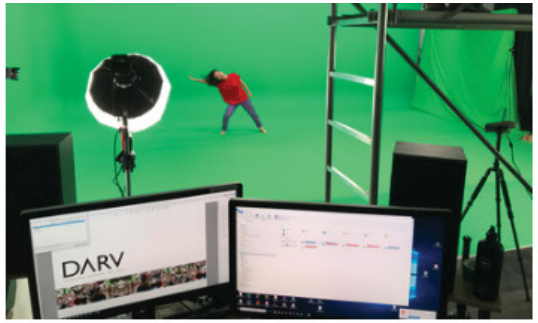
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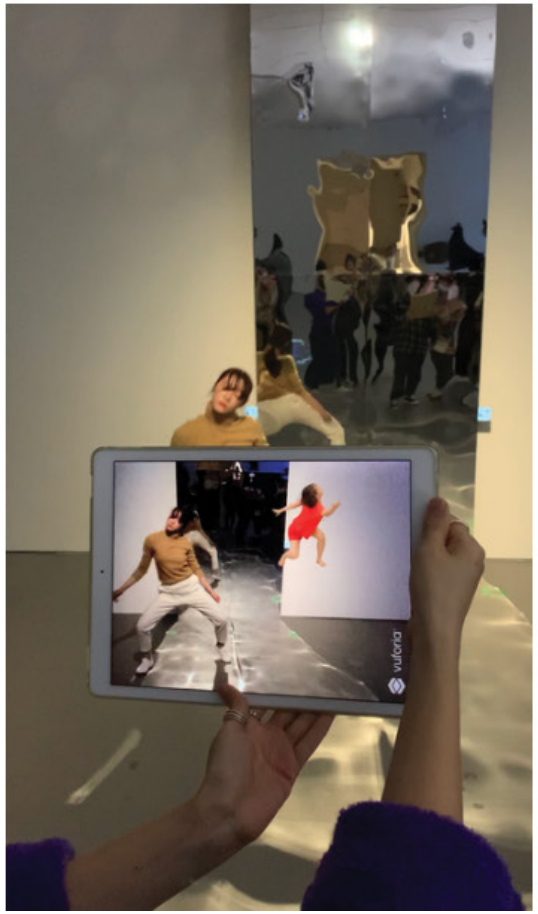
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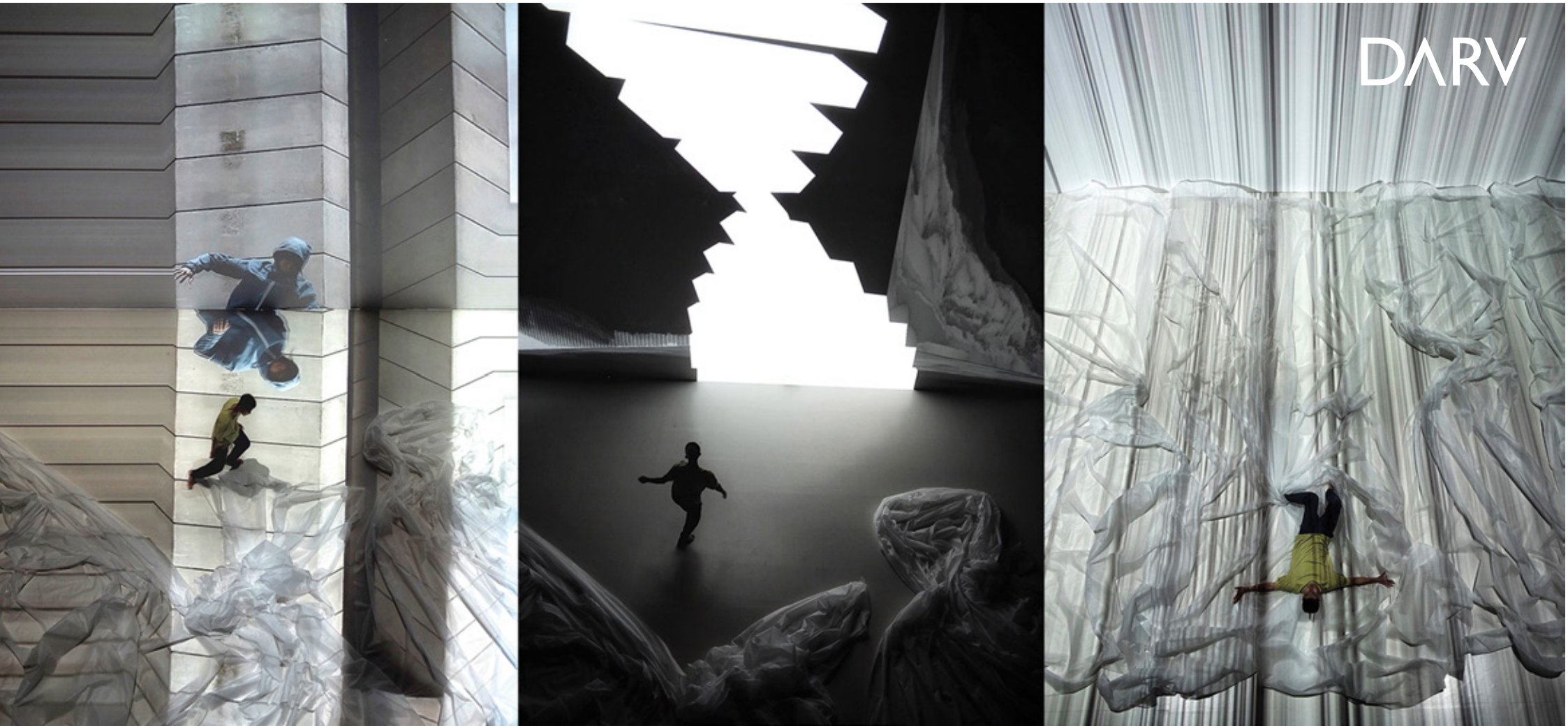
DARV

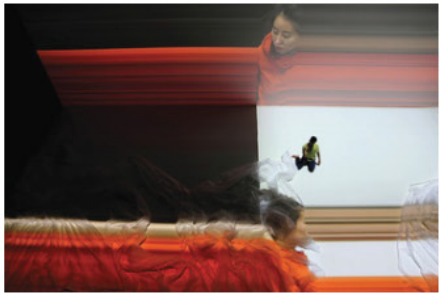
Abandoned Land 2.0

Intermedia Dance Performance
Ars Electronica Festival 2020, Deep Space 8K, AEC, Linz

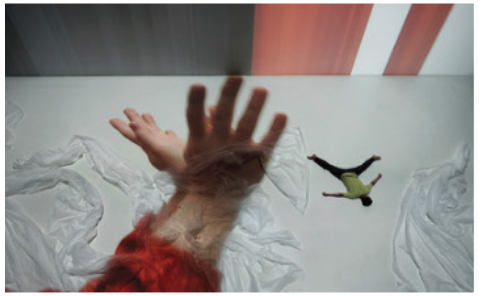


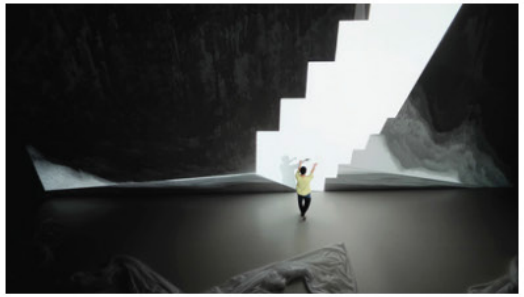
Konzept und Kreativdirektion, Künstlerische Leitung und Videoprojektionen: Mihaela Kavdanska

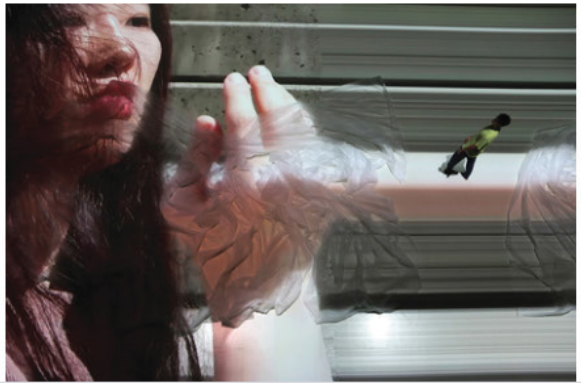
DARV

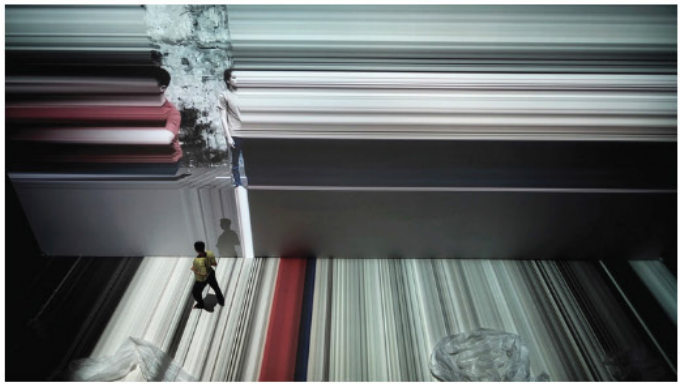


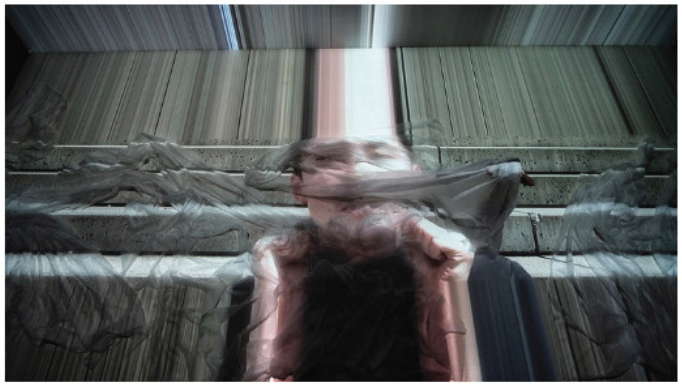
DARV
Abandoned Land
intermedia dance performance











DARV_Abandoned Land 2.0
Ars Electronica Festival 2020
11.09.2020 | 14:00-14:30 Uhr und 15:00-15:30 Uhr
Deep Space 8K, Ars Electronica Center, Linz

DARV_ Abandoned Land ist eine intermediale Tanzperformance, die Verbindungen zwischen analog und digital herstellt. Die Performer interagieren mit großformatigen Objekten und Videoprojektionen, die an die endlose Migration von einer Welt zur anderen auf der Suche nach dem Besseren erinnern. Das DARV-Team und acht Tänzer treten an verschiedenen Orten in Österreich, Südkorea und Bulgarien auf und führen das Publikum durch dystopische Realitäten und verlassene Orte. Abgewirtschaftete Utopien, gescheiterte gesellschaftliche Mechanismen und Ideologien werden verkörpert, erforscht und schließlich aufgegeben. Bedingt durch die erzwungenen Veränderungen während des Arbeitsprozesses ist das Projekt ganz natürlich zu einer Antwort auf die gegenwärtige Weltsituation, ihre Grenzen und Möglichkeiten geworden.

DARV ist eine Reihe von Projekten, die von einem internationalen Team von Künster*innen und Interaktionsdesigner*innen mit Sitz in Österreich konzipiert wurde. Zeitgenössischer Tanz, ortsspezifische Installationen und Videokunst werden mit Hilfe von Technologie zu Mixed-Reality- Erlebnissen verbunden, die reale und virtuelle Welten miteinander verschränken.

DARV Team
Lee Jung In (KR/AT), Mihaela Kavdanska/ KOTKI visuals (BG/RO/AT), Violeta Ivanova (BG/AT), Florian Weinrich (AT)

Konzept und Kreativdirektion: DARV-Team
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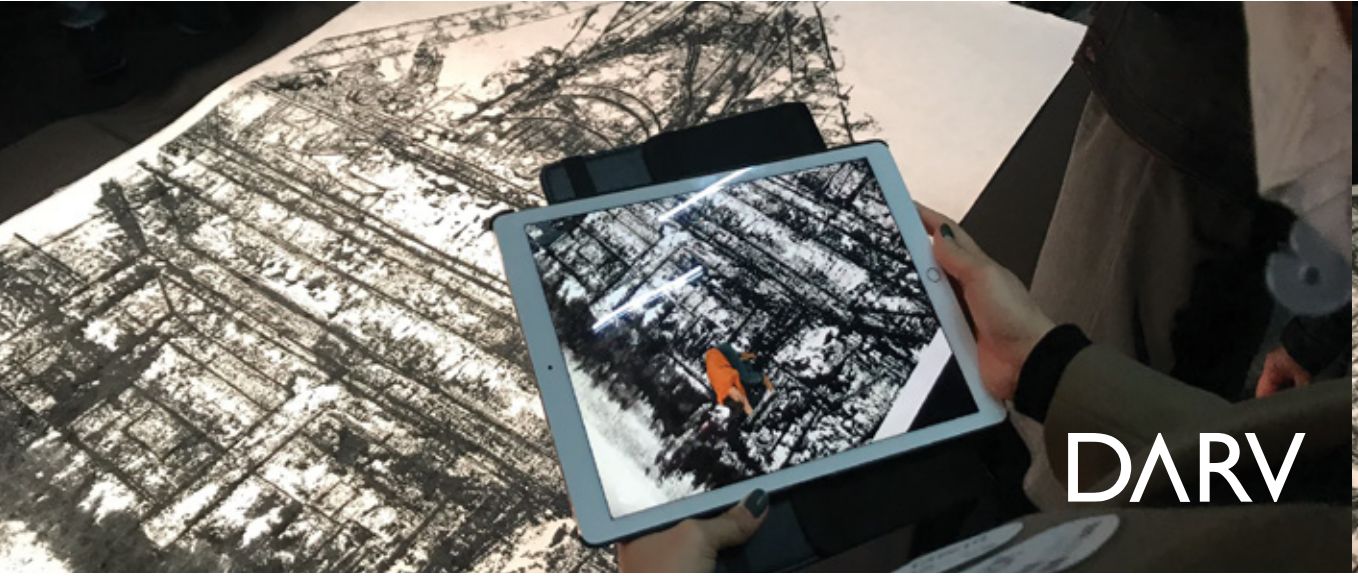
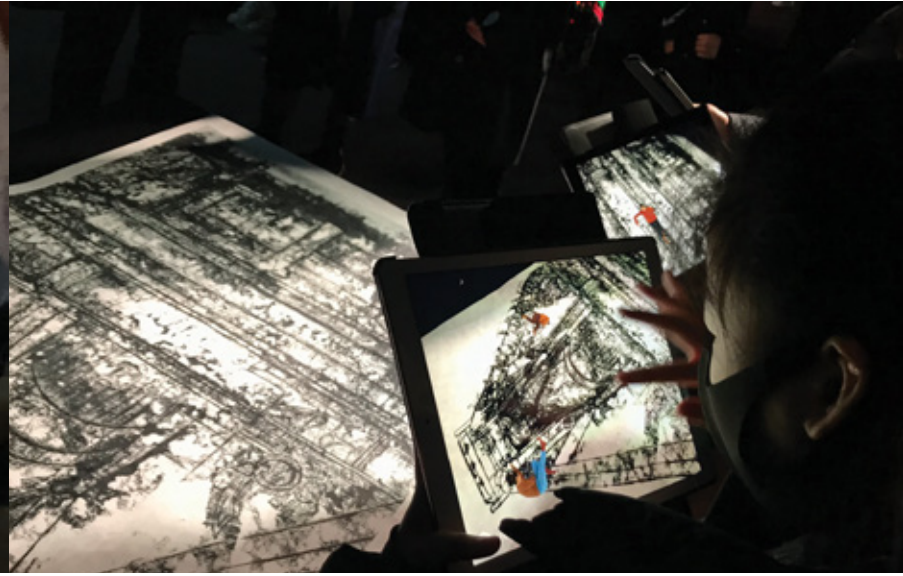
Choreographie-Assistent, Solotänzer: Lee Seung Ju
TänzerInnen: Lee Seung Ju, An Se Young, Hong Ye Eun, Lee Dae Heung, Yoh Morishita
Musik: Mirian Kolev, Manja Ristic
Fotonachweis: Violeta Ivanova, Matt Hogan, Vesela Mihaylova

Fördernde Institutionen: Kulturstiftung Korea, Linz Kultur
Projektpartner: Lee Jung In Creation, Redsapata Tanz Fabrik, KOTKI visuals, LM Media, Pusch TV

Project: https://darv.org/DARV_Abandoned-Land-2-0
Photos: https://darv.org/gallery-abl-2
Promo: https://vimeo.com/456511307
Full performance: https://www.youtube.com/watch?v=7bF_jAyrOKU
Short performance excerpt at Ars Electronica Gardens Channel, Friday, 10.09.2020, 10:00-21:30:
https://www.youtube.com/watch?v=6UGLFSUeZgA&feature=emb_title
Starting at min. 4:00

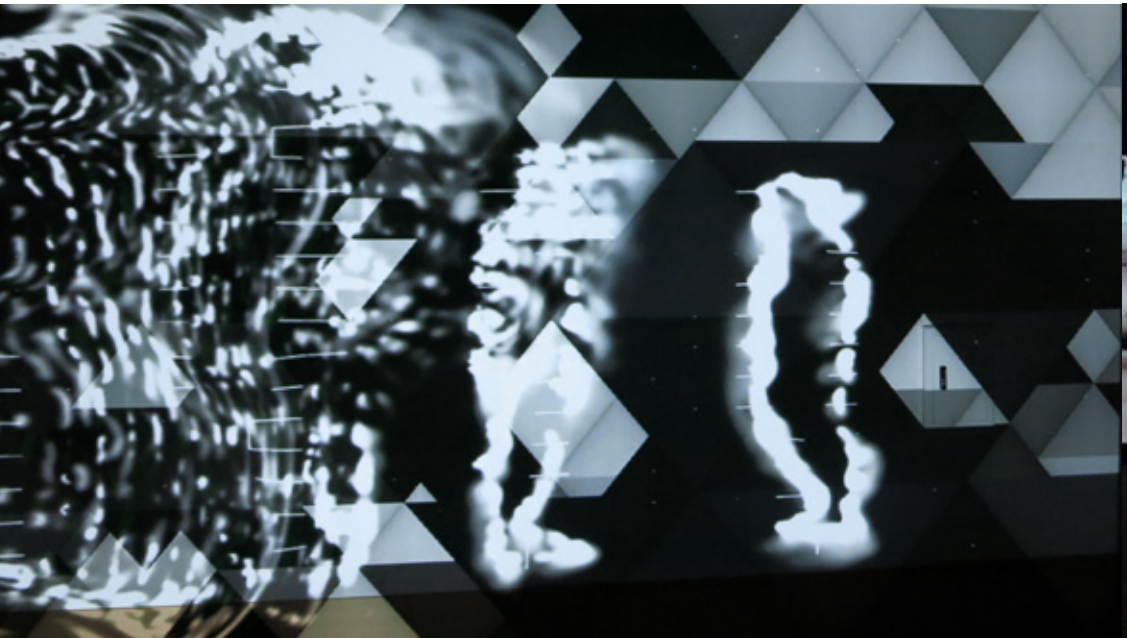


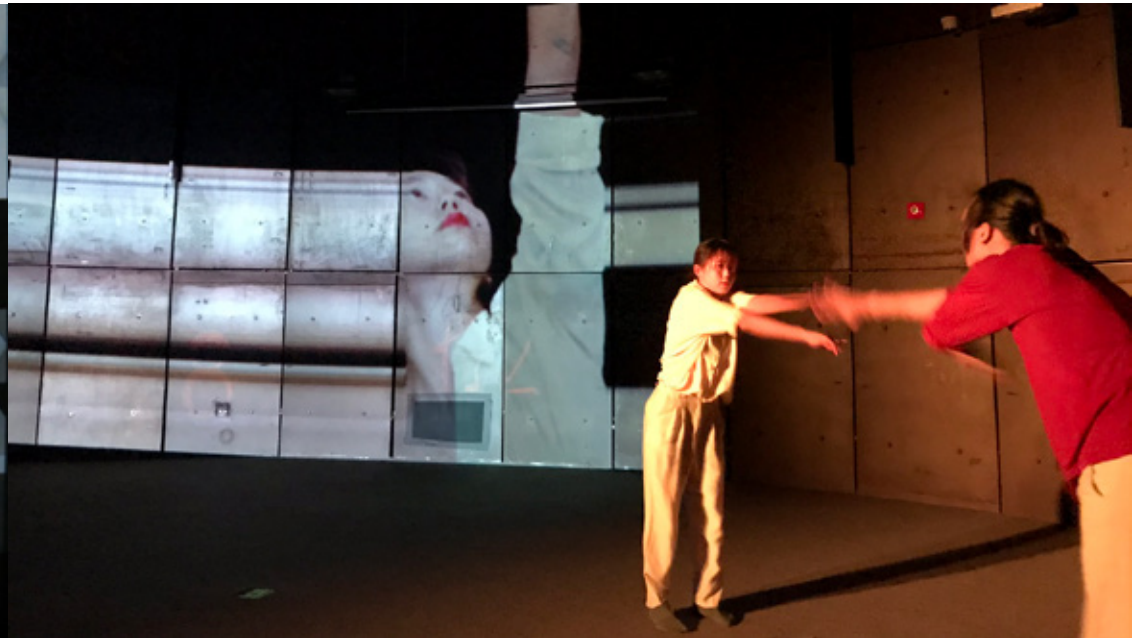


Abandoned Land 01

An intermedia dance performance & AR exhibition experience
Oil Tank Culture Park Seoul, Februar 2020
Arts Council Korea: *Creation experimentation_Process and share*

Creation Choreography, Production: Lee Jung In
Media Art, Art Directon, Production: Mihaela Kavdanska
AR developer & Interaction Designer: Florian Weinrich
Painting: Jan Kyung Ae
Music & Sound Design: Lee Dae Heung, Go Yohan,
Performers: An Se Young, Shin Dong Yun, Kim Myeong Sun,
Kim Hyun Woo
DARV artistic advisor: Violeta Ivanova
AR video shooting and post-production: LM Media & Pusch TV
AR app choreography assistant: Lee Seung Ju





Spaces Alive

A series of site-specific performative installations
& intermedia dance performances, 2016 - ongoing
A project series in collaboration with Dilmana Yordanova BG/ RO

SPACES ALIVE is a project conceived by the media art duo Mihaela Kavdanska & Dilmana Yordanova as a series of site-specific, dance performances or performative video installations. They invite to collaboration artists from different fields, telling a new story every time, in a new space, using various formats of interaction and implementation.

SPACES ALIVE is an inspirational site-specific poetry, "bringing to life" a certain physical space, through the interaction between dance/ performance, generative visuals (as interactive video projection) and sound.
All media being connected in a real-time experience of intermedia oneness, for artists and public.

Spaces Alive | 01
A single channel video installation, 10:40min, part of the exhibition NACH.SCHAU Power Tower, Energie AG, 2017

Concept & art direction:
Mihaela Kavdanska &
Dilmana Yordanova
Performers: Mariana Gavriciuc, Lia Marin, Maria Beatrice Tudor & Daniela Sima
Soundscape: Mirian Kolev
Interaction design:
Cristian Iordache

Link with full video of the TEDxLinz talk:
www.youtube.com/watch?v=DjpbXKmJiYk&t=4s

Spaces Alive | 02
TEDxLinz
2016
Voestalpine Stahlwelt
Linz

INTERMEDIA BODY: Escape into the Present

Concept & art direction:
Mihaela Kavdanska
Dilmana Yordanova
Performer:
Mihaela Kavdanska
Soundscape:
Mirian Kolev

A talk about the return journey from BEING to DOING,
and back to BEING through DOING.
A story about playing roles and connecting dots with or without technology: different artistic media, different artists/ people, public and artists, to experience the oneness of going beyond our "doings".

Spaces Alive #abstract

This edition of "Spaces Alive #abstract" was presented within the frame of 0FF8N0FF, a collaborative exhibition & concert series by Memphis Art Space and Tresor Linz, organised in the frame of Ars Electronica Festival, 2018.

Spaces Alive #abstract is a site-specific performative intervention based on the interaction between media artists, dancers, sound and the gallery space.
It problematises the presupposed neutrality of the "white cube," while commenting on both the modernist myth of abstraction and the "perfection" of a perpetually optimised technology. The idea of error is translated into the subjectivization of technology through moving bodies augmented with webcams, now turned effectively into interfaces.
A video layer, processed in real time is integrated into an iconic painterly abstraction, covering the space of the gallery.

Spaces Alive. Bucharest Surreal

#mecanica | #habitat | #atlas | #abstract | #domestic

"Spaces Alive. Bucharest Surreal" is a series of five site-specific performative interventions, conceived and performed in Bucharest during July-November 2017. Once a month, a group of 14 visual, sound & performance artists, dancers, choreographer & curator, got together to create a new project, inspired by a new space: a club inhabiting an old factory, a museum, the oldest house in Bucharest, a white cube gallery and a private apartment.

Kassandra

Kosmos Theater, Vienna, Austria, 2018

After the novel "Kassandra" by Christa Wolf (1983), re-interpreting the battle of Troy as a war for economic power and a shift to a patriarchal society. Under Julia Nina Kneussel's direction, the actress Julia Schranz and her digital counterpart embody the relentless obituary of a vanished system – in a new version specially adapted for the stage.

Direction: Julia Kneussel
Julia Schranz: Kassandra.
Script: Julia Nina Kneussel, Martina Theissl
Dramaturgy: Martina Theissl
Art Direction and interactive video projections:
Mihaela Kavdanska (KOTKI visuals)

Coding: Cristian Iordache
Music: Steffi Neuhuber
Stage design: Gudrun Lenk-Gudrun Lenk-wane
Light design: Dulcinea Jan
Director's Assistants: Olivia Poppe
& Avelina Goetz

Mission Mars.

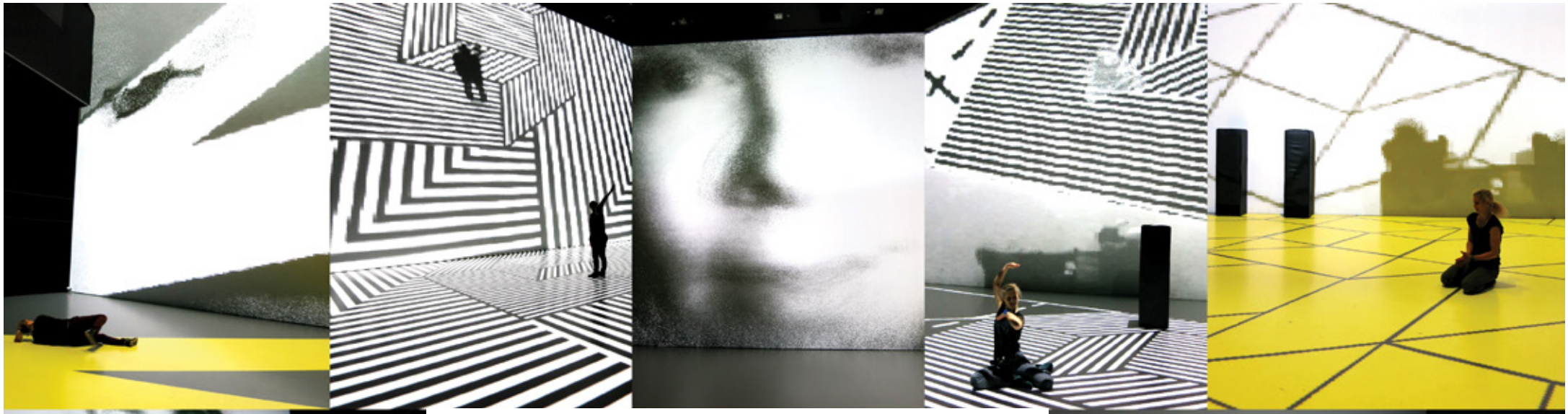
The Fabulous Adventure Of Our Becoming, 2019

National Theater "Marin Sorescu", Craiova, Romania

Written by Alexa Băcanu
Directed by Dragoș-Alexandru Mușoiu
Video concept: Iuliana Vîlsan & KOTKI visuals
Video production & coordination: KOTKI visuals
Additional 3D animations: Ovidiu Eftimie
Scenography: Iuliana Vîlsan
Music: Cári Tibor

With: Adrian Andone, Ștefan Cepoi, Iulia Colan, Ramona Drăgulescu, Iulia Lazăr, Ioana Florentina Manciu, Alina Mangra, Dragoș Măceșanu, Claudiu Mihail, Raluca Păun ,Tamara Popescu, Vlad Udrescu, Cătălin Vieru, Monica Ardeleanu, Marian Politic.

Photos by © Albert Dobrin

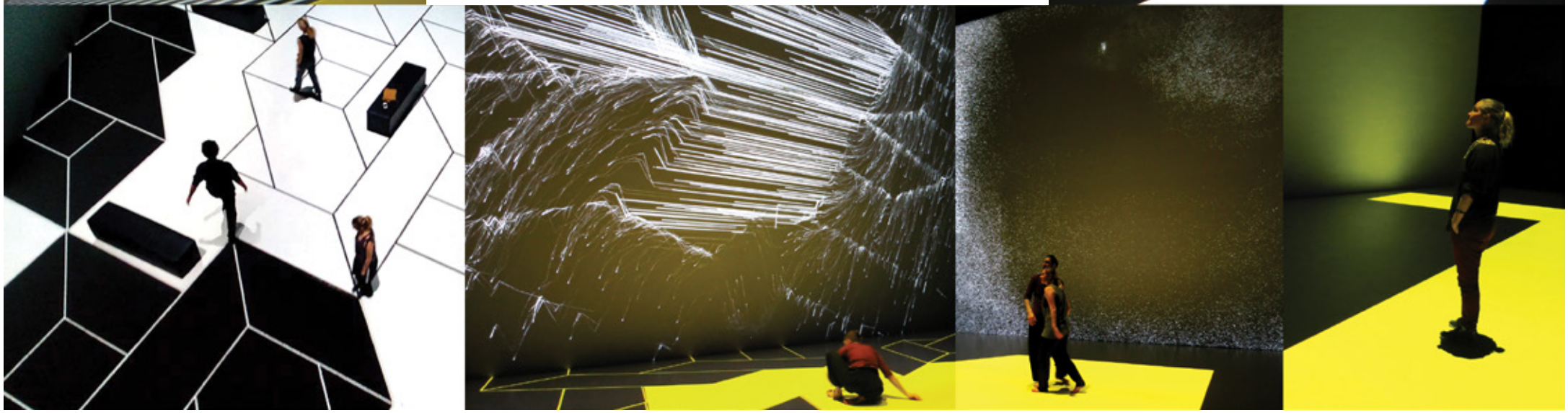


Spaces Alive - Coloured Black Holes

intermedia dance performance

TANZHAFEN Festival 2017 | Ars Electronica Center, Deep Space 8K

A project by
KOTKI visuals (Mihaela Kavdanska & Dilmana Yordanova)
&
The Crew Dance Production (Gergely Dudas, Enyer Ruiz, Jacqueline Schiller, Anni Taskula)
Music: Mirian Kolev | Sound engineer: Hassan Zanjirani Farahani
Max MSP Jitter developers: Cristian Iordache aka Ygreq, Hassan Zanjirani Farahani.
Thanks to Hannes Köcher.
Photo documentation: Hassan Zanjirani Farahani, Alex Brugger, Mihaela Kavdanska
Video documentation: LM.Media



Coded Intimacy

Large scale digital print & video installation.
“Preise und Talente 2015” exhibition, Energie AG Tower, Linz
In collaboration with Nathan Guo, CN

Coded Intimacy

Award winning building projection, Crossing Europe Film Festival, 2015
In collaboration with Nathan Guo, CN.

"Coded Intimacy" is a facade projection remixing the film THE VISIT, by Michael Madsen.
This project translates film into text and code by translating the moving image into ASCII code. It is not only a reference to an early computer language, but also transfers the films of the festival as moving images into public space in an unusual way.

Awaken
Inner Dust
10. Reimagined

Intermedia Tanzperformances unter Beteiligung von Inlet Dance, produziert während der Creative Fusion Residency im Inlet Dance Theatre,Cleveland, USA, 2015

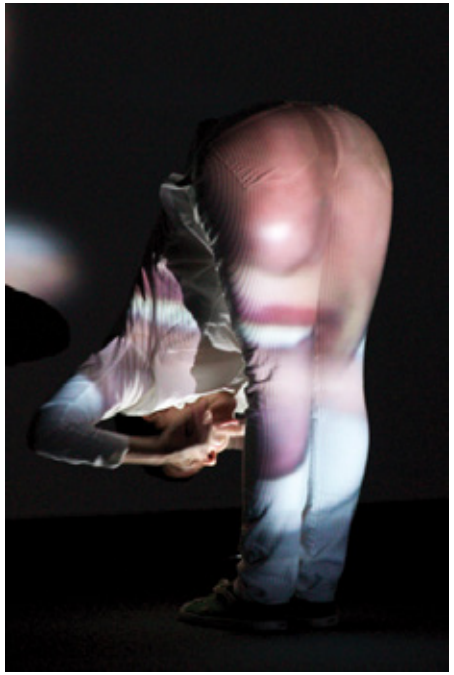
4th Skin

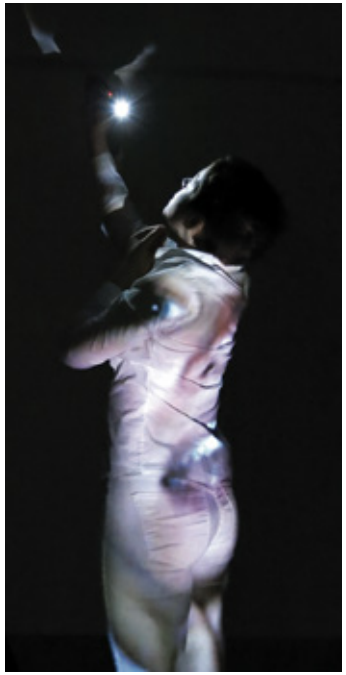
2013 - 2015

4th Skin, ein künstlerisches Forschungsprojekt zum Thema Multimedia & Interaktivität in der Darstellenden Kunst / Der Körper als Interface & Oberfläche für Visual Expression.

Das Ergebnis ist die Erstellung einer Reihe von intermedialen Tanz-Performances mit der Mitwirkung der zeitgenössischen **Tanz Choreografin & Darstellerin Dolma Jover Agullo.**

Ausgestellt und aufgeführt auf der Ars Electronica'13, Linz Show, sowie in Victoria Art Center und National Museum für zeitgenössisches Kunst in Rumänien 2014; Kinetica Art Fair, London, 2014; Post Screen Festival, Lisbon, 2014; "Dance. Technology. Interactivity", trans-media event, National Center for Contemporary Dance, Bucharest, 2014; Vila-real en Dansa, Contemporary Dance Festival; SoundArt, Cologne, 2014.





4th Skin

Real-time intermedia dance performance for two performers, 15′ , 2014

Hacking Meditation - when stillness interacts

Hacking Meditation, eine interaktive Videoinstallation, 2014 Ars Electronica 2014, VIENNAFAIR; Pixxelpoint – Media Art Festival, Nova Gorica SI & Gorizia IT; "Videozoom: Romania, Legal Minorities on Urban Rites", Museo di Roma in Trastevere, The Wrong – New Digital Art Biennale.

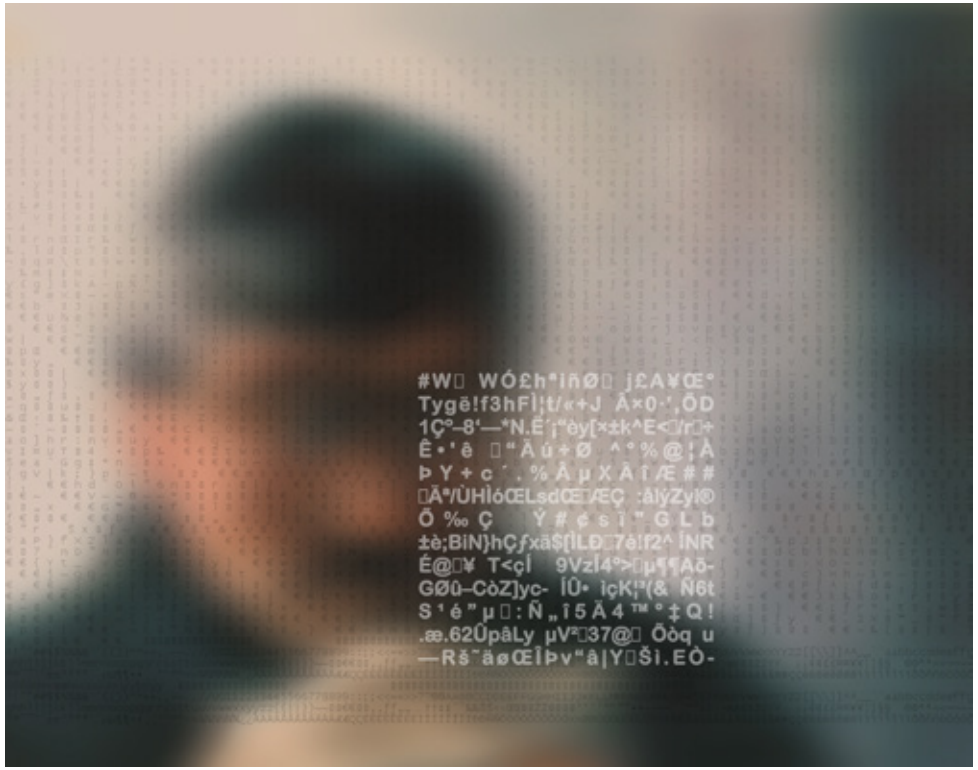
The Vicious Circle

Personal space undergoes continuous movement and transformation.
When it interferes with another personal space, there appear mistakes and glitches, which become fluid or become vicious circles, loops of error between two personal spaces. Humans are a line in continuous movement: they dilate, they contract, they relax and they get tense, they become someone else, they form a body, they connect with another body, they become space itself. Or the other way around: the body, the character is reduced to a line of energy in continuous movement. The hula hoop, generally used as performative object or as entertainment, is brought here into an everyday, "uninteresting" space, in which it is completely stripped of its usual significance.
The hula hoop twirling executed by the two characters standing face to face visualises the continuous influence that we exert, willy-nilly, over our personal space, thus becoming a symbol of the continuous exchange of invisible flow of energy. Only the circular movement, almost meditative in its repetitiveness, is common to the vicious circle and the hula hoop, and thus can turn an error into a vice.
The Vicious Circle is a self-referential, but also generally valid, work. It is part of a series of interactive videos and audio-visual installations, in which hula hoop twirling, reduced to its banal dimension and performed in various common spaces, involving ordinary couples (or former couples) with no performative intention, reflects the vicious circles in which the characters turn in their inter-human relations. Might errors take us out of our vicious circles? (Mihaela Kavdanska)

"The Vicious Circle" (2013-2015), performative video art project, single channel video projection (life size of the characters), intermedia performance (work in progress).

Music: Sorin Păun "Randomform"

Exhibited at nomadenetappe, Linz (2013), BB15,
Linz (2014).
Shown as a single-channel video installation "The Vicious Circle" in the frame of "Error 404. Territories of Absence", curated by Horea Avram, at the National Museum for Contemporary Art, Bucharest, 2017.



Family Portraits

2000 - 2001

Family Portraits ist eine Medien Reihe von Gemälden und digital modifizierte analogische Fotografien.
"Shake the limits " Re: Location-Projekt, von Ruxandra Balaci, kuratiert von Kalinderu Media Lab, Bukarest.

The Nature of Bed

2000 - 2004

The Nature of Bed ist performative Intervention im öffentlichen Raum mit analogen Fotos & site-spezifischer Installation in der Sammlung des National Museum von Contemporary Art in Rumänien. Die Zweite Biennale Frauen in der Kunst vom National Museum Internationaler Kunst in Sofia organisiert - am Internationalen Zentrum für zeitgenössische Kunst, Bukarest und in "Wir sind das Wetter" ausgestellt.

The Nature of Bed

2000 - 2004

Modellierung Series

1999

Modellierung Series", eine Reihe von analogen Fotos unter der kuratorischen Arbeit von Harold Szeman in der Sammlung Essl Museum, Klosterneuburg / Wien – im Rahmen von "Blut & Honig. Zukunft IST am Balkan" ausgestellt, 2003.

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