

KARMA / X

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Generative Audiovisual Installation

KARMA / X is a “living” environment, an audiovisual installation in constant flux.

The work unfolds within a scripted framework, in which periods of activity are followed by periods of stillness. The installation comes alive as a flock of humanoid 3D figures attracting and repelling one other ceaselessly.

The figures crash into one another only to be pulled apart again by massive gravitational forces. These forces play out inside what appears to be a tall holding tank, creating a choreography of vertical motions in upward and downward swings.

The movements of the characters are also expressed as droning sounds, which together create a spatial, pulsating microtonal cloud.