ZKM | Center for Art and Media Karlsruhe
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76135 Karlsruhe

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Schlosslichtspiele

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and Jan Gerigk

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PONG.LI, *Capture the Pyramide*, 2015, simulation of the interactive projection

Xenorama, *Oneironaut*, 2015, simulation

ruestungsschmie.de, *noise³*, 2015, simulation

Cover: Maxin10sity, *300 Fragments*, 2015, simulation

Program

June 20 – September 26, 2015

Location: Karlsruhe Palace yard

On June 20, admission only with a ticket for
the opening show of the city birthday cele-
bration.

June/July
Sun.–Thu
10 p.m. – midnight
Fri.–Sat.
10 p.m. – 1 a.m.

August
Sun.–Thu.
9 p.m. – midnight
Fri.–Sat.
9 p.m. – 1 a.m.

September
Sun.–Thu.
8:30 p.m. – midnight
Fri.–Sat.
8:30 p.m. – 1 a.m.

No performance:
June 21 – 22, 2015
July 17 – 19, 2015

The individual works are unveiled one by one.
At the shows held every evening, several ten
minute projections be performed in succes-
sion. *FLICK_KA* will appear in between the
other works as a sort of countdown in short
sequences that will bridge the gaps between
individual projections.

**Aug. 28 + 29, 2015
Sept. 18 – 25, 2015**

BEST OF SCHLOSSLICHTSPIELE
The *Best of Schlosslichtspiele* is a compilation
of all projections shown during the previous
weeks.

Sept. 26, 2015

Best of Show and Closing Event of KA300
and *Schlosslichtspiele*.

June 20 – July, 31 2015

Maxin10sity
300 Fragments

July 3 – Aug. 7, 2015

**Jesper Wachtmeister /
Solaris Filmproduktion**
Reflections

July 24 – Aug. 14, 2015
Aug. 30 – Sept. 4, 2015

ruestungsschmie.de
noise³

Aug. 1 – 21, 2015
Sept. 12 – 17, 2015

PONG.LI
Capture the Pyramide

Aug. 8 – 27, 2015
Sept. 5 – 11, 2015

Xenorama
Oneironaut

Aug. 15 – Sept. 4, 2015
Sept. 12 – 17, 2015

Bordos.ArtWork
REVERB

Aug. 22 – Sept. 11, 2015

Holger Förterer
Epilogue

Sept. 5 – 17, 2015

Playmodes Studio
Dazz

Aug. 30 – Sept. 26, 2015

**Peter Weibel /
Matthias Gommel**
FLICK_KA

**Schlosslicht-
spiele**

**June 20 –
September 26,
2015**

GLOBALE
JUNE 2015 – APRIL 2016 AT ZKM
DIGITAL
THE NEW ART EVENT IN THE DIGITAL AGE

zkm karlsruhe

STADTGEBURTSTAG
KARLSRUHE 2015

Sparda-Bank
freundlich & fair

Projections

One of the highlights of the 300th anniversary festivities of the City of Karlsruhe, named KA300, will be the *Schlosslichtspiele*, a nightly series of elaborate sound and image projections that will illuminate the entire southern façade of the Karlsruhe Palace. The Palace is located at the center of the fan shape that underlies the Karlsruhe city plan. With its expansive grounds and the surrounding park, it remains one of most important and popular architectural attractions in Karlsruhe even in our democratic times. The *Schlosslichtspiele* will now place it center stage again in a special way. Over the 100 days of the summer festival, prominent international artists and groups of artists will present their works after dark. These works differ from typical projections in deploying advanced video mappings that refer to the depths and shallows of the architecture, taking them into account so precisely that the façade appears completely altered and the Palace itself seems to fold together and unfold. The ZKM and Karlsruhe Stadtmarketing are bringing projections out of the space of the museum and into the city, elevating them to a new level. Through these works at the intersection of reality and virtuality, of the analogue and the digital, the *Schlosslichtspiele* add an additional facet to the themes addressed at the GLOBALE.

The content of the projections also refers to the city's anniversary and thereby to Karlsruhe's history. The group Maxin10sity, whose work is opening the *Schlosslichtspiele*, delves into the city's past and present, creating a vision for the future of Karlsruhe, while the group Xenorama follows the tracks of the city founder Karl Wilhelm Margrave of Baden-Durlach in their work *Oneironaut*. Jesper Wachtmeister's work *Reflections* and Holger Förterer's projection *Epilogue* address changes in the Palace over time. As if to convey to us that while palaces and castles may come and go, communication among people is the main issue, they have invited spectators to interact with the work and with one another. *FLICK_KA*, in turn, enables the audience to use specially installed photo booths to project their portraits onto the Palace façade and to feed them into the ZKM's *FLICK_KA* collection to save them for digital eternity. PONG.LI transforms the façade into an enormous computer game through their projection. The team of ruestungsschmie.de goes a step further, capturing the Palace as sound: Sounds that were recorded there in the run-up to the festivities form the soundtrack of an abstract visualization on the façade. Allow yourself to be astonished: the selected works create overpowering visual forms and narratives that present the Palace in a new light – literally and figuratively.

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15 min **Maxin10sity**

300 Fragments

Art Direction and Animation:
András Sass, Budapest (HU)
László Czigány, Budapest (HU)

Animation:
Gergely Illés, Budapest (HU)
Dániel Cseuz, Szolnok (HU)
Benedek Pozsgay, Budapest (HU)
Ivó Kovács, Budapest (HU)
Zoltán Varga, Nyíregyháza (HU)

Music and Sound:
Flaviu Ciocan, Budapest (HU)
Márton Horváth, Kecskemét (HU)

Project Management:
Tamás Vaspöri, Budapest (HU)

The past, present, and future of Karlsruhe are translated into an abstract visual language and an overpowering sound composition, to be projected onto the Palace until it burns out and melts, disintegrating into millions of pixels and then reassembling itself. Following a brief introduction, an initial dream phase illustrates the legend of the city's origin and the plans of Margrave Karl Wilhelm of Baden-Durlach. The story goes on, even extending into the future. From classical music to abstract sound experiments, a soundtrack accompanies this journey through time until the projection finally gives way to an abstract stream of data.

Jesper Wachtmeister / Solaris Filmproduktion 10 min, plus interaction

Reflections

The first part of the installation addresses the transformation and regeneration of the Palace façade; the architecture appears to be scarred and broken open. But these visual wounds of time heal and close back up until the Palace shines in new splendor. The audience is then offered the opportunity to speak with each other about the Palace façade. Thoughts, greetings, and wishes are communicated by text message and projected onto the façade in the form of speech bubbles. Particular ways of writing can influence the form of the speech bubbles. A question mark at the end of the message, for example, generates a "thought bubble," while writing in capital letters creates what is called a "scream bubble."

Artistic Direction and Production: Jesper Wachtmeister, Stockholm (SE)

Head of Artistic 3-D Development:
David Enbom, Stockholm (SE)

Music:
Benny Nilsen, Berlin (DE)

Sound:
Jakob Myrman, Stockholm (SE)

Programming:
Erik Svedäng, Gothenburg (SE)

3-D Artists:
Johannes Andersson, Lysekil (SE)
Harald Stigare, Stockholm (SE)
Loka Vegborn, Eksjö (SE)
Laura Trespioli, Västerås (SE)

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ca. 10 min **ruestungsschmie.de**

noise³

Creative Direction, Animation:
Philip Modest Schambelan, Dresden (DE)

Creative Consulting:
Michał Banisch, Dresden (DE)

Management, Animation:
Kristian Andresen, Dresden (DE)

Soundselector and Music:
Jarii van Gohl, Dresden (DE)

Freelance Collaboration, Animation:
Anton Fromm, Berlin (DE)
Roland Eisert, Frankfurt am Main (DE)

The projection *noise³* combines architecture with the sounds of the Karlsruhe Palace to create a synesthetic composition, transforming the building into an audiovisual instrument. The sound has been recorded in advance: hands, drumsticks, violin bows, and small hammers were used to make the building's columns, windows, and doors vibrate; they were then played like instruments. The usual sounds of the building interior (the ticking of clocks, switches, motion inside the exhibition) have also been collected. Just as a composition has been created through these sounds, the projection is sampled from architectural elements.

Interactive projection **PONG.LI**

Capture the Pyramide

Dominik Rinnhofer, Heidelberg (DE)
Andreas Siefert, Karlsruhe (DE)

This projection transforms the Karlsruhe Palace into one of the world's first interactive megapixel multiplayer mapping games. Spectators are divided into two teams, and can use smartphones to take part in the game. The object of the game is to reach the glowing golden pyramid in the center of the Palace. Obstacles such as virtual holes add challenges to the game; a player who comes into contact with one of these automatically changes teams, and the game goes on.

Xenorama 10–15 min

Oneironaut

What if architecture could be dreamed? The artists' collective Xenorama is staging Margrave Karl Wilhelm of Baden-Durlach's vision of creating a palace as the center of a new, fan-shaped city. The audience will be taken along on the Margrave's dream journey, diving into a world without physical boundaries. Just as dreaming and consciousness can interlock in a struggle, with first the one and then the other gaining the upper hand, in *Oneironaut* the projected ideal image competes with the real Palace. And even if the Margrave's vision remains ephemeral as a projection, it can still exert a long-term influence on the perception of the Palace.

Art Direction:
Lorenz Potthast, Durban (ZA)
Moritz Janis Richartz, Bremen (DE)

Artistic and Technical Direction:
Marcel Bückner, Cologne (DE)

Music and Sound:
Tim Georg Heinze, Potsdam (DE)
Richard Leroy Oeckel, Potsdam (DE)

Budapest (HU)

7 min **László Zsolt Bordos / Bordos.ArtWorks**

REVERB

The audiovisual work *REVERB* was developed by László Zsolt Bordos and is guided by the idea of connecting geometric and organic forms. The initially straight lines and clear geometric forms suddenly break up and become complex interwoven structures that expand and knot themselves together. This metamorphosis of geometrical forms appears to be a visual reaction to a shift in the parameters of the soundtrack.

Interactive projection **Holger Förterer** Karlsruhe (DE)

Epilogue

This projection ventures a look forward into the next 300 years of Karlsruhe Palace, showing trees slowly growing over it and the stonework cracking. As time passes, the Palace increasingly resembles temple ruins that have been reclaimed by nature. But even in this fictional future, the Palace is not entirely abandoned: Spectators – now projected onto the Palace wall as shadows – can explore its flora in the adventurous image of ruins.

Playmodes Studio ca. 10 min

Dazz

In the abstract projection *Dazz*, the colors black and white represent the methods that shape humanity in the twenty-first century: classification, categorization, and organization. But every conceptual construction has its own limitations, irregularities, and imperfections. *Dazz* thus becomes an interactive journey beyond the borders of sound, image, and physical perception.

Art Direction and Music: Santi Vilanova
Art Direction and Technical Direction: Eloi Maduell
Project Management and Script: Xavi Bové
2-D and 3-D Designer: Gerard Vallverdú
All live and work in Flaçà, Catalonia (ES).

Karlsruhe (DE) and Wien (AT)

Interactive projection **Peter Weibel and Matthias Gommel** Karlsruhe (DE)

FLICK_KA

The ZKM project *FLICK_KA* has been specially expanded for the *Schlosslichtspiele* to include a projection that focuses on the audience's active participation. As a reaction to the popular photography sharing site flickr.com, Peter Weibel and Matthias Gommel began in 2007 to develop the idea of creating an independent photography collection. Using a photo booth or the Internet, everyone has since been able to upload his or her portrait to the specially created website www.zkm.de/flick_ka. Beginning in August, two of these photo booths will be installed on the Palace yard so that spectators at the *Schlosslichtspiele* can take photographs of themselves on site. These pictures will be projected onto the Palace façade, thereby delivering twofold on the democratic promise of photography: Now everyone can become the subject of a portrait, and can become an image producer – which was once a privilege reserved to the aristocracy and church dignitaries. The pictures created in this way are storming the Palace, the symbol of monarchy.