

## Art Fair of the Future: Kinetica 2012

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Just one of the many stellar sights to behold at this year's Kinetica. "Liquid Space 6.0," by Daan Roosegarde, represented by Studio Roosegarde.

The future is here, and [Kinetica Art Fair](#) is perhaps the perfect platform for presenting the world of tomorrow. Now in its 4th year, cutting-edge Kinetica returns to London this month with razzle-dazzle robotics, luminous light media, sound and electronic works. Fusing art and the latest technological trends, this one-of-a kind fair is small but stunning, with 50 exhibitors and an average of 300 total artworks offered. 2012's feature exhibition showcases the works of 18 artists from 8 countries, with holographic art, robotic installations, and sound performances addressing this year's aptly-titled theme, "Time, Transformation and Energy."

KINETICA  
ART  
FAIR  
2012

## THE LAMP THAT PUTS PSYCHEDELIC COLORS IN YOUR BRAIN

By Kevin Holmes



Sundays are traditionally a day of meeting friends, going to the bar, barbecuing, going to the park—those sort of meandering, lazy activities that you can drift through on neutral. But last Sunday, instead of sitting around and watching TV, I spent some time in the back room of an arts center in north London, tweaking my third eye using stroboscopic light stimulation to create an artwork in my mind. And it was pretty awesome.

The experience was delivered to me by an apparatus called Lucia No. 3, a device that consists of a lamp surrounded by LEDs that hangs off the end of a pole structure, which the participant sits in front of with eyes closed. The device is hooked up to a computer with some custom built software controlling the emitted patterns of light. This triggers strange visions in the recipient.

It recently exhibited at the Kinetica Art Fair in London and is the work of Dr. Dirk Proeckl (neurologist and psychologist) and Dr. Engelbert Winkler (psychologist and psychotherapist) who have teamed up with Maria Lopes to form Traveller Unlimited, an experiential art project where you are the artist.

The device works by affecting alpha brain waves and stimulating something called the pineal gland, which is located in the center of the brain. The pineal gland responds to both the intensity and rhythms of the light, triggering a visionary reaction in the person's brain.



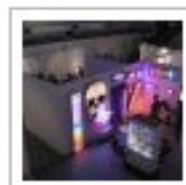
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### Something For the Weekend: Kinetica Art Fair 2012

February 10, 2012



Kinetica Art Fair Images:  
2012, photographer ©  
Eve Power Kinetica Art  
Fair opened its doors to  
the public yesterday,

now in its fourth year, it is the only art fair  
that is dedicated to Kinetic, electronic  
and new media art. This year Kinetic  
brings 45 exhibitors from countries all  
over the world. I went [...]

#### ARTS & CULTURE

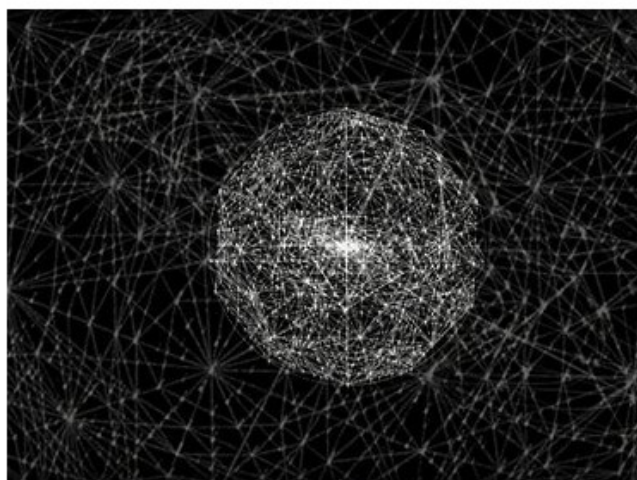
### RACHEL GARRARD / PRECESSION

— PUBLISHED A WEEK AGO

For this weekend's Kinetica Art Fair, the  
artist collaborated with Musion on a  
holographic sound installation



TEXT BY KASIA BOBULA





## ARTslant London

The Slant

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### Kinetica Art Fair by Alex Field

#### Kinetica Art Fair 2012

Kinetica Art Fair  
Ambika P3, 35 Marylebone Road, London  
NW1, United Kingdom  
February 9, 2012 - February 12, 2012



I've been to see a lot of serious exhibitions recently, the kind that attract the intelligentsia and the cultured public. Some left me awe-struck whilst others made me wonder where art is headed if assemblages of painted dolls and ladders are considered to be fine examples of contemporary art. A good show will always have an effect – good or bad – but once in a while you experience the elusive 'wow' factor. The kind of art you point others in the direction of in order to share the joy.

The Kinetica Art Fair was one of these; a two-storey gathering of artist/engineers who use their technical expertise and vivid imaginations to create works of art. Now in its fourth year, the Kinetica Art Fair's starting point is organisers the Kinetica Museum, independent practitioners who seek to bring the newest pieces of electronic, kinetic and technological art together in one place for the public to view. Some of these – like a condenser of liquid from the air to collect moisture in the desert – serve a higher purpose, using technology to make a serious statement. The highlight of this group was Trope Troupe's *Departures 4.01*, an airport departures board listing out the penalties for homosexuality in different cities around the world, a simple but hard-hitting way of conveying information in a familiar medium. They were also makers of a suicide machine – in which viewers were invited to place their wrists for slashing.



Courtesy Daniel Poole Gallery.

The majority of pieces, however, exist for the sheer enjoyment of having created a little piece of genius that engages and entertains the viewer. Two Kinetica Museum pieces by Pascal Bettex did this particularly well. Comprising moving sculptures using found materials – from rusty kitchen equipment to scrap metal – mechanised to animate objects that would otherwise serve no purpose, to bring life where there previously was none. Other than their kinetic quality, part of the beauty of these contraptions was that they weren't instructive or pedagogical, more Caractacus Potts than Tracey Emin as it were, created for the joy of invention. Others used technologies to create a synthesis between product design and conceptual art. For instance, Midnight Collective's highly original combination of a fish tank and light sculpture – where the latter lit up to mirror the patterns created by the swimming fish in a separate, but identically shaped structure. Then there was Tim Lewis' mechanical emu, with a gloved hand for a head, fusing nature and engineering in a truly novel way.

The overall highlight was a collection of contraptions by WuXiaoFei Dyson, a young Chinese man living in Yorkshire. His work uses less sophisticated materials than other exhibitors but was infinitely more endearing in that he creates gadgets to allow the user to enjoy everyday processes that bit more. For instance, one mechanism of wire, crocodile clips and cogs focuses on the dunking of a biscuit in tea and allows the user to experiment with the disintegration of different types of biscuit (the denser hobnob being the obvious winner). Another piece follows the movement of a marble through an obstacle course set up across adjoining walls, created to distract his young brothers from their PlayStation games. Herein lies the beauty of a show like this. It's using technology in unusual ways and innovative ways, but it's also about developing technology in ways that aren't just practical. And best of all it reminds us of the childish joy of discovering a zany new invention, and figuring out how it works.

# Our pick of best at Kinetica 2012



## Kinetica Art Fair 2012

BY RACHEL WILLIAMS · FEBRUARY 14, 2012 · [EMAIL THIS POST](#) · [PRINT THIS POST](#) · [POST A COMMENT](#)



One of the things I enjoy the most about art is the way it can make us question the reality of what we are seeing. This could be simply how the artist has put brush to canvas to capture a particular moment or feeling, the baffling intricacy of their technique or even the mechanics behind their process and it's asking questions like this that allow you to engage with the art.

This is one of the many reasons why Kinetica Art Fair is such a refreshing and exciting event. The UK's only art fair dedicated to kinetic, robotic, sound and light art, Kinetica returned for its fourth year at Ambika P3, a cavernous industrial exhibition space in Marylebone, perfectly suited to this celebration of the mechanical and innovative face of art.



**Photo** Philippa Warr



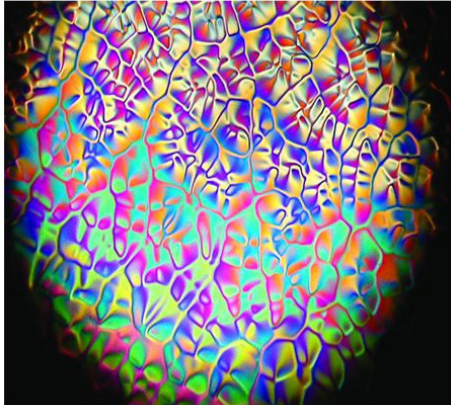


ART PROJECTS, SCULPTURE, INSTALLATION, DIGITAL MEDIA, LIGHT, EXHIBITIONS & EVENTS, PHOTOGRAPHY

## Kinetica Art Fair 2012, Ambika P3, London. 9-12 February 2012

POSTED BY JEMHUNT · FEBRUARY 10, 2012 · [LEAVE A COMMENT](#)

**FILED UNDER** KINETICA ART FAIR



Kinetica Art Fair is a yearly event produced by Kinetica Museum. It brings together galleries, art organisations and curatorial groups from around the world who focus on universal concepts and evolutionary processes through the convergence of kinetic, electronic, robotic, sound, light, time-based and multi-disciplinary new media art, science and technology.

Karen Neill is a micrographer whose work blurs boundaries between art and science, as she maps the behavioural characteristics of the movement of fluid and in particular liquid crystal (found abundantly in the natural world in proteins, cell membranes and DNA). She captures the full colour spectrum and the intrinsic qualities of its molecular structure, through film and photography using polarized light to reveal the molecular orientation, exploring the behavioural characteristics of the movement of fluid. After graduating from Byam Shaw School of Art London at Central St Martins London she was offered a residency at the Liquid Crystal Institute in Ohio where she analysed the liquid crystal as an Artist in the laboratory. Neill describes the micrographs and videos as 'intimate moving paintings which gaze into a phenomenon; inviting the viewer to submerge within the realms of ethereal depths. As the liquid warms and cools the textures and spectrum writhe and flow enticing a sensory perception. Changes in the texture and the full colour spectrum of the liquid 'take us to another world. It tests our senses and questions our perception of the hidden depths and influences of the movement of matter.'



### Kinetica Art Fair Lights Colour Action

**Kinetica Art Fair opens with carnivalesque energy, spurning the sedate white cube for lights, colour, action**

The atmosphere of Kinetica Art Fair is far more comparable to Glastonbury's Stone Circle than anything you could find at Frieze. At Last night's opening event, Ambika P3 quite literally buzzed with energy and noise, teeming with Heath Robinson-esque contraptions, spinning coloured lights, robotic machinery, and remarkably friendly people. Gone is the sparse, frigid gentility of your typical art fair. In comes the trappings of a carnival, with something to see every which way you look.

There is, for example, the freakily life-like robot-bird that trundles around on one wheel, grabbing foam objects in its beak and transporting them elsewhere with mysterious precision; the art student diligently constructing a monumental marble run through his booth, using anything and everything for the race track – from the tunnelled edges of VHS boxes, to sheets of paper, and toy soldiers – while proudly showing visitors mini-films of completed works in action, including (of all things) a biscuit dunking machine; the architectural models brought along by the AA, wired up to thud and thump like intricate subwoofers; a drawing machine, with visitors invited to sit for a portrait while a robotic arm

sketches out an uncannily subtle likeness from camera-received images; and if that's too old school for you (literally, with the paper pinned to an old school desk), why not check out the 21<sup>st</sup> century version in the form of an X-Box 360 drawing machine, with the 'player' able to manipulate spinning dials that spit out 'particles', each exploding outwards in a trail of colour – 'mind if I interrupt your particles?', asks the artist, looming in from behind, and barking down a microphone so as to make them jump and judder.

Ok, so perhaps not everything here can really lay claim to the status of 'art' (thinking in particular of the more fair-groundy elements); but only the sourest of sour pusses could balk at so much fun.



## Five Essentials: Artist and sculptor

*Hungarian artist Balint Bolygo creates machine-like sculptures that explore the boundaries between science and art. Ahead of his exhibition at Kinetica Art Fair, he tells us about the five things he needs to make his work...*

### Full name/age/job title:

Balint Bolygo, 35, Sculptor and engineer artist.

### What does your job involve?

Making sculpture that works – I make time-based sculpture that reveals processes and presents the viewer with a chance to discover.

#### 1. My morning coffee

Essential to kick-start the day and body into action. The time over coffee is crucial to plan the day ahead and make some kind of order from chaos ahead!

#### 2. Patience

Some of my work requires weeks, if not months, of careful engineering and fabrication – without this [it] would not bear fruit. Sometimes, days of work can result in something not working – the “back to the drawing board” feeling requires [patience].

#### 3. Tape measure and calipers

Knowing sizes and measuring things during the making of sculpture is good – as it keeps the nasty surprises that can crop up later at bay.

#### 4. Glasses

I would not see without these.

#### 5. Sketchbook

A good and important tool to keep those ideas from floating away. It is also a sort of diary, as it keeps the idea processes in chronological order.

Have a look at Balint's work [on his website](#).

See Balint's work at [Kinetica Art Fair](#), Ambika P3, London from 9 to 12 February. Kinetica is a platform for art that explores kinetic, electronic and other technology.



# KINETICA ART FAIR 2012



## Kinect for Xbox 360

See how Kinect is being used at the Kinetica Art Fair in London - the DarkStar translates your movements into light!



## Dark Star

vimeo.com

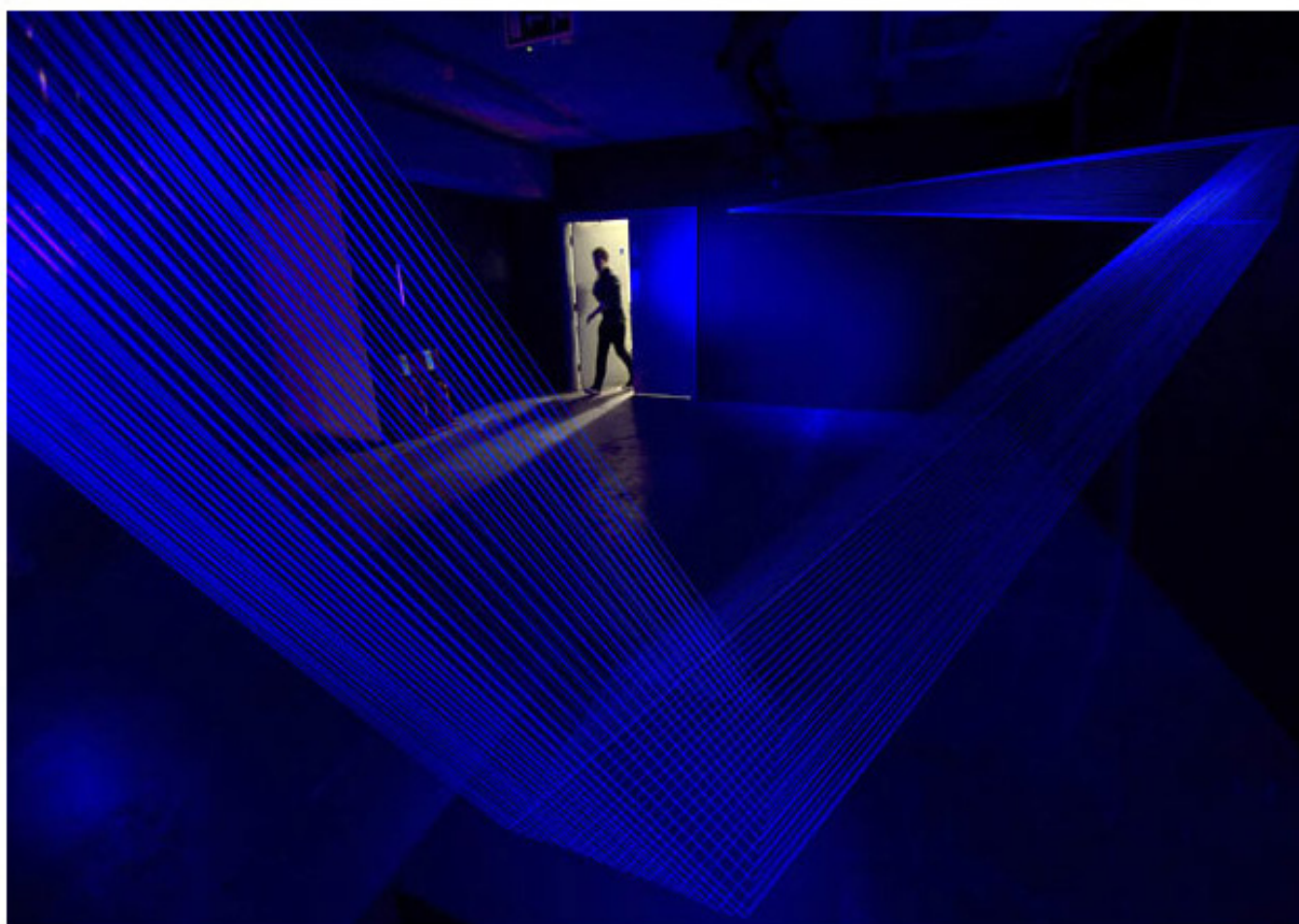
Onlookers interact with the installation by pointing at a particular star which then grows and reveals its own individual characteristic. Eventually there will be hundreds of different stars each with their own sound and graphics but currently there are only five which can be seen here. The project...

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## Pictures of the day: 9 February 2012



An installation called 08011 (2012) by artist David Ogle is seen at the Kinetica Art Fair, which runs from 9 to 12 February at Ambika P3, opposite Baker Street tube on Marylebone Road, London

Picture: Ray Tang / Rex Features