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## Multi-Purpose Tower

2025 | Algorithmic Sound Installation

**Materials:** Custom Software, RaspberryPi, Aluminium, 4-channel audio, amplifiers

**Exhibited at** ARKO Art Center, Seoul | South Korea

*MPT-1* is the first result of appropriating a common method of deception by giving technology a secondary use - in this case a cellphone-tower being a bench. Through speakers embedded in the antenna-cases, the audience can listen to an algorithmic composition made by sampling the frequency-spectrum used for mobile communication and speculate on their encrypted messages.



## Free Labour

2025 | Algorithmic Composition for Industrial Cranes

Materials: DC Motors, Custom Software, RaspberryPi, Aluminium

Exhibited at Lothringer13, Munich | Germany

FL is a generative installation that transforms **Lothringer13** Halle's industrial infrastructure into a self-regulating, machinic choreography. Installed in the main hall, the work activates the space's three overhead cranes, each equipped with custom-made motors and logged into a shared network that allows them to continuously communicate with one another.





## 2,5e-7 second loss

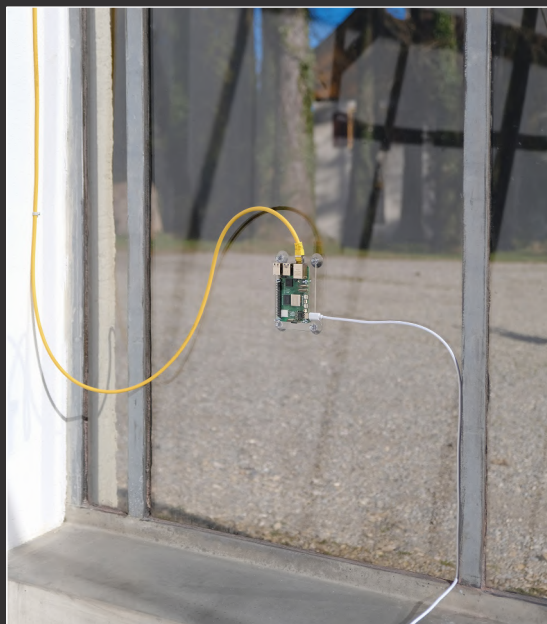
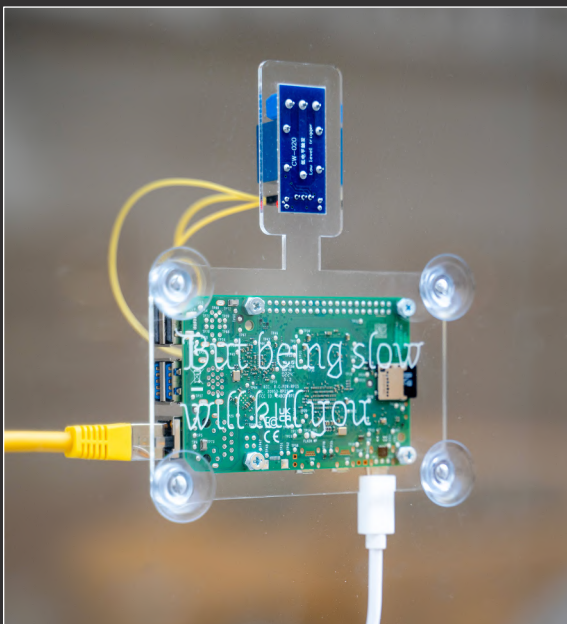
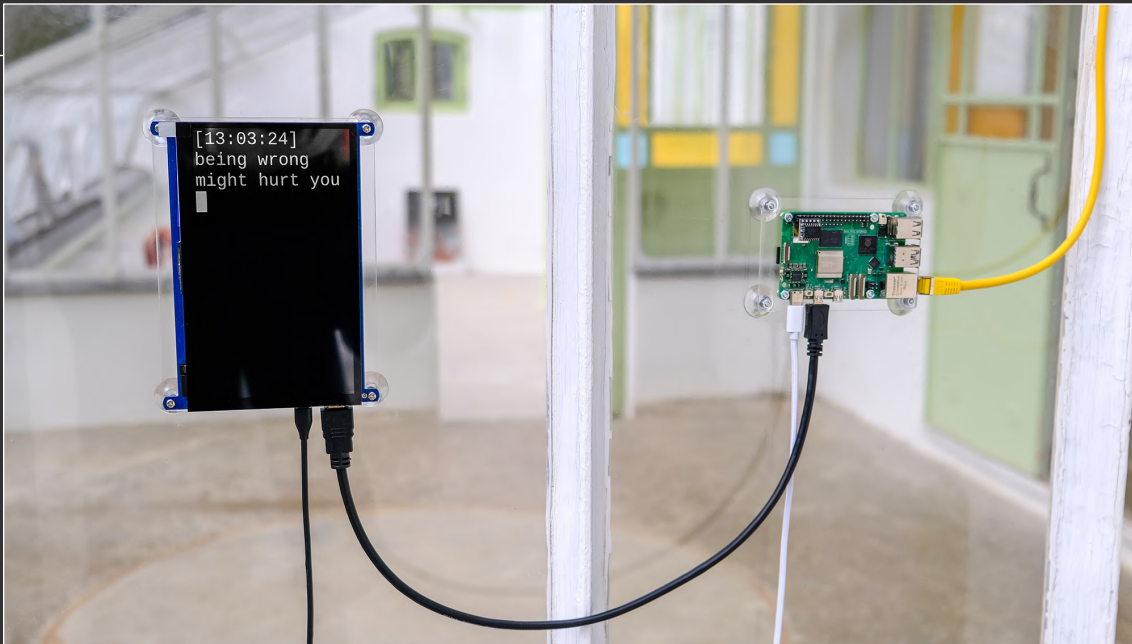
2025 | Sound Installation

Materials: Custom Software, RaspberryPi, Network Cable, Relays, Screens

Exhibited at Villa Waldberta, Munich | Germany

Every second, a quote is accessed and traded back and forth by two pairs of single-board computers, connected via unequal amounts of cable: 50m and 1m. Although synced in the beginning, the extra amount of cable causes nano-seconds of delay, forcing them to go in and out of sync over the course of several hours.

Presented in a glass house where temperatures and brightness made it impossible for the audience to comfortably look at the installation - it reflects the 'residual heat' and inhospitable conditions of modern data-centers.



## Equi-Distant

2025 | Performance

Materials: Custom Software, Treadmill, Runner

Exhibited at NEBYULA, Munich | Germany

A race between a file-transfer and a runner, made for the opening of my solo-show 'Equi-Distant'. At the start signal, a file was sent from the gallery to the nearby datacenter *EQUINIX MU3*, which specializes in equidistant trading. For the duration of the performance, the audience could then see, hear and smell a file being transferred via the runner and a custom-built network monitoring interface.

[Find a short excerpt of documentation here](#)



### Transferred Data

624.29MB / 2104MB  
4994.308105 MBIT/S

29.728%

### Run Distance

298.30M / 1000M  
3.333 M/S

29.830%





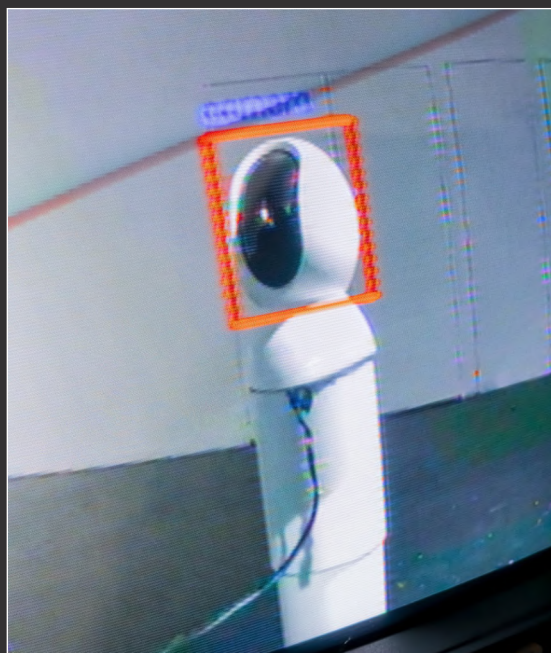
## Camera Self-Surveillance

2024 | 8-channel Algorithmic Composition for IP Cameras

**Materials:** Surveillance Cameras, CRT-TVs, RaspberryPis

**Exhibited** at WORM, Rotterdam

There are thousands of surveillance-cameras in the Netherlands, all collecting what can be described as “behavioural surplus data”. Strangely, the cameras themselves are almost never represented in public datasets. *CSS* is an experiment to fill that dark-spot by creating an object-recognition algorithm that recognises surveillance cameras and uses them to observe one another.



## The Netherlands (350.3MB)

2024 | Data Sonification, Algorithmic Composition for Audio and Visual

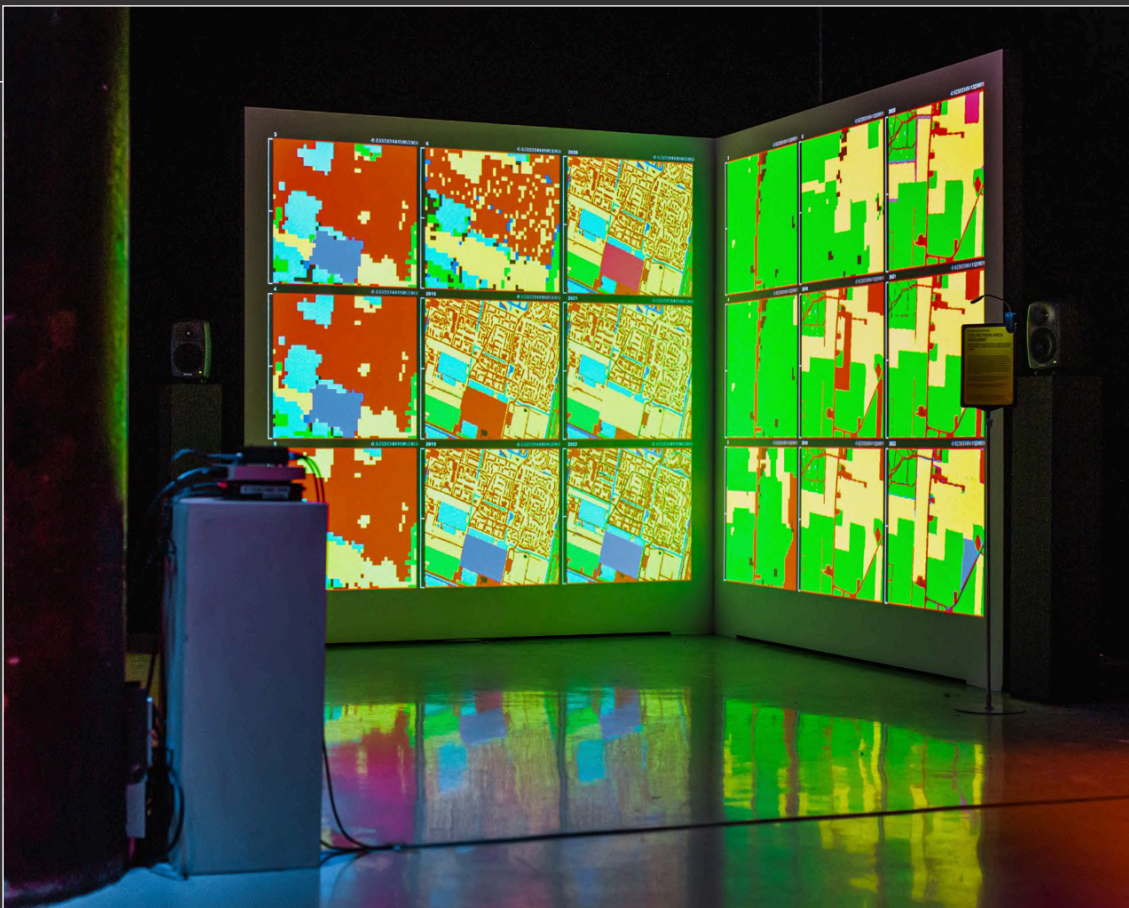
**Materials:** 6x3m projection surface, 3-ch sound, 2-ch visuals

**Exhibited:** V2, Rotterdam

Since 1986, the Netherlands has been divided into a map of 42 classes, ranging from “natural grass lands” and “urban built-up areas” to “potatoes”, with the help of remote-sensing technology and geospatial reference-data. Developed to aid in predicting future development of The Netherlands, this highly complex system comes with the inherent limitations of computation and systems-thinking, as it compresses the entirety of the country into a data-packet of just 350,3MB (LGN2022).

The installation The Netherlands (350,3MB) is a translation of exactly these data-packets of recent decades into sound, with the goal of creating an abstract, sonic representation of the country.

Find AV-Excerpt [here](#).

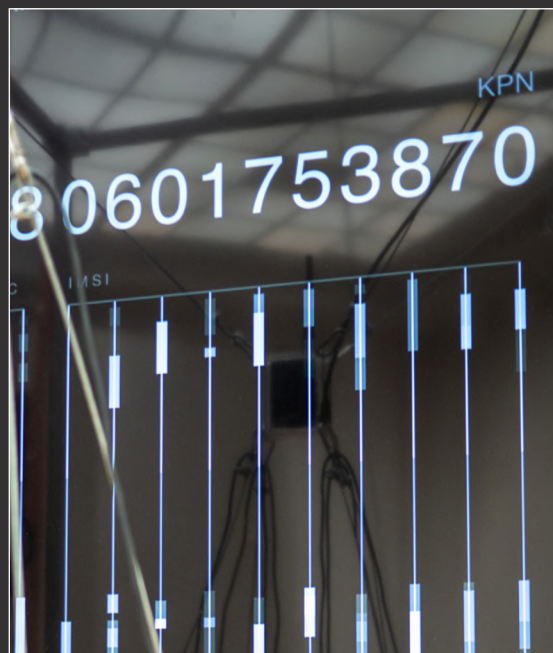




## Somewhere Around 900MHz

**2023 |** Data Sonification, Algorithmic Composition for Audio and Visual  
**Materials:** Steel frame, 70" screen, headphones, RaspberryPi, SDR, macMini  
**Exhibiting** at Nieuwe Instituut, Rotterdam

This repurposed surveillance-tool generates a sound-composition in real time, by collecting and decrypting sensitive information from nearby phones. *Find a short excerpt [here](#).*





## SA900\_Port

2024 | Data Sonification, Algorithmic Composition for Audio and Visual

**Materials:** Panel-Antennas, 7" screen, headphones, RaspberryPi, SDR

Exhibited at *Dutch Design Week*, Eindhoven

Portable cell-phone tower that collects data from nearby phones and turns sensitive data into a sound-composition. Continuation of research-project "Somewhere Around 900MHz".

*Listen to a live-recording [here](#).*



**CELL-PHONE**

2023 | Interactive AV Installation

**Materials:** Unreal Engine, 7" screen, stereo-sound, Antenna

**Exhibited** at Uncloud Festival, Utrecht

Site-specific installation made during short residency for Uncloud Festival in the isolation cells of the former psychiatric prison.

[Link to Video-Documentation](#)





## Amateur Engagement in Advanced Technoscience

2022 | Live-Coding-Performance, Research Project  
Documentation from *Seoul, South Korea*

Research on adapting the practise of exploiting network vulnerabilities.

[Find an excerpt from a live performance here](#)



## Two Kids at the Adult's Table

2022 | Furniture Design and Audio/Visual-Performance

17:30 mins, 2-channel AV

Materials: Custom Furniture, live-coding, TouchDesigner

Documentation from Ten to Ten, Royal Academy of Arts Den Haag



```

noise.tidal
15 cps 0.5
16 room 0.1 # size 0.5
17 ~ # pan (fast 10 perlin)
18
19 ush
20
21 nce ~ and
22 $ every 5 ((#begin 0).(# pan "[0 1 0.1 0.9 0.2 0.8 0.4 0.5]")).(# tp
23 $ jux rev
24 $ s"bt:41a8"
25 # legato 1
26 # begin (range 0.8 0.9 $ rand)
27 # room 0.5 # size 0.97
28
29 nce $ stack | ~ room
30 $ s"bt:15" # gain 1.1 # legato 1 # speed 1 # pan 1
31 $ s"bt:11" # gain 1.3 # legato 0.4 # speed 0.8
32 $ s"bt:46" # gain 1 # begin 0.3 # legato 0.4 # speed 1
33 $ s"reverberkick" # gain 4 # legato 0.2 # distort 100
34
35 | ~ ~ ~ ~ (numbers) # gain 3 # speed 1 # n (xrand 10)
36
37 # room 0.3 # size 0.95
38 # gain 1.5
39 # cps 0.2
40
41 nce
42 $ jux (# octave 3)
43 $ s"numbers:8"
44 # room 0.7 # size 0.99
45 # gain 1.5
46 # cps 0.2
47 # accelerate ~-0.5"
48 # legato 0.3
49
50 2
51 $ sometimesBy 0.25 ((#accelerate ~-0.9)).(|# gain 1.5).(|# krush 0.1
52 $ sometimesBy 0.25 (stut 10 0.1 (~-0.02)).(|# legato 0.9).(|# gain 0.1
53 $ s"bt:46"
54 # legato 1.2
55 # pan "[0.1]~2"
56 # begin (range 0 0.1 $ rand)
57
58 3
59

```

```

test2.tidal
55 $ jux (# speed (range 0.1 1 $ sine))
56 $ every 2 (ply "2 4 6") $ s"[- 888bd:1] ~ ~ ~"
57 # speed (range 0.1 1000 $ (1<~)$ rand)
58 # gain 1.5
59 # krush (range 0 1000 $ rand)
60 # room 0.7 # size 0.9
61 # cps (range 0.3 1 $ slow 2 $ rand)
62
63 setcps 0.3
64
65 d1
66 $ sometimesBy 0.1 (#accelerate 0.9)
67 $ n "c4'min"
68 # s "superhoover"
69 # room 0.3 # size 0.95
70 # legato 1.1
71
72 hush
73
74 d1
75 $ sometimesBy 0.1 (#accelerate 0.9)
76 $ n "c4'min g4'min"
77 # s "superhammond"
78 # room 0.3 # size 0.95
79 # legato 1.2
80 # gain 0.9
81
82
83
84 d3
85 $ stack [
86 $ s"lnr" # speed 1 # n "d6'min" # gain 2
87 ~ ~ ~ $ s"lnr" # speed 1 # gain 2
88 ~ ~ ~ $ s"lnr" # speed 0.8 # gain 2
89 ]
90 # legato 1.2
91
92 d1
93 $ sometimesBy 0.5 (#octave 3)
94 $ jux rev
95 $ s"ma"
96 # n (xrand 20)
97 # distort (range 0 0.5 $ rand)
98 # speed (range 0.7 1 $ rand)
99

```

```

Post window
5935 method selectors, 3412 classes
method table size 21296576 bytes, big table size 16200
Number of Symbols 15265
Byte Code Size 456564
compiled 569 files in 10.39 seconds
compile done
localhost : setting clientID to 0.
internal : setting clientID to 0.
Class tree init'd in 0.02 seconds

*** Welcome to SuperCollider 3.13.0-rc1. *** For help pres
-> SuperDirt
Bootstrapping server 'localhost' on address 127.0.0.1:57110.
Found 0 LADSPA plugins
Number of Devices: 7
0 : "Built-in Microph"
1 : "Built-in Output"
2 : "BlackHole 2ch"
3 : "SoundFlower (2ch)"
4 : "SoundFlower (64ch)"
5 : "ZoomAudioIO"
6 : "Multi-Output Device"

"Built-in Microph" Input Device
Streams: 1
0 channels 2

"Built-in Output" Output Device
Streams: 1
0 channels 2

SC_AudioDriver: sample rate = 44100.000000, driver's block
SuperCollider 3 server ready.
Requested notification messages from server 'localhost'
localhost: server process's maxlogins (2) matches with my
localhost: Keeping clientID (0) as confirmed by server pro
Shared memory server interface initialized
Loading synthdefs in /Users/figo/Library/Application Suppo
--- core synth defs loaded ---
loading synthdefs in /Users/figo/Library/Application Suppo
loading synthdefs in /Users/figo/Library/Application Suppo
loading synthdefs in /Users/figo/Library/Application Suppo
exception in GraphDef.Recv: exceeded number of interconne
loading synthdefs in /Users/figo/Library/Application Suppo
loading synthdefs in /Users/figo/Library/Application Suppo
loading synthdefs in /Users/figo/Library/Application Suppo
loading synthdefs in /Users/figo/Library/Application Suppo

225 existing sample banks:
888 (6) 888bd (25) 888cy (25) 888hc (5) 888ht (5) 888lc (5)
Server: 0.04% 0.07% 0u 0s 2g 197d 0.00dB

```



**D<sup>1</sup>R-30-F**

2021 | Algorithmic Score, Kinetic Installation

**Materials:** Doors, stepper-motor, transducer, arduinos

**Exhibited at** *Plan-B Art Festival, Iceland*

Composition for automated doors based on rule 30 of elementary cellular automata.

Video Documentation from Sketch



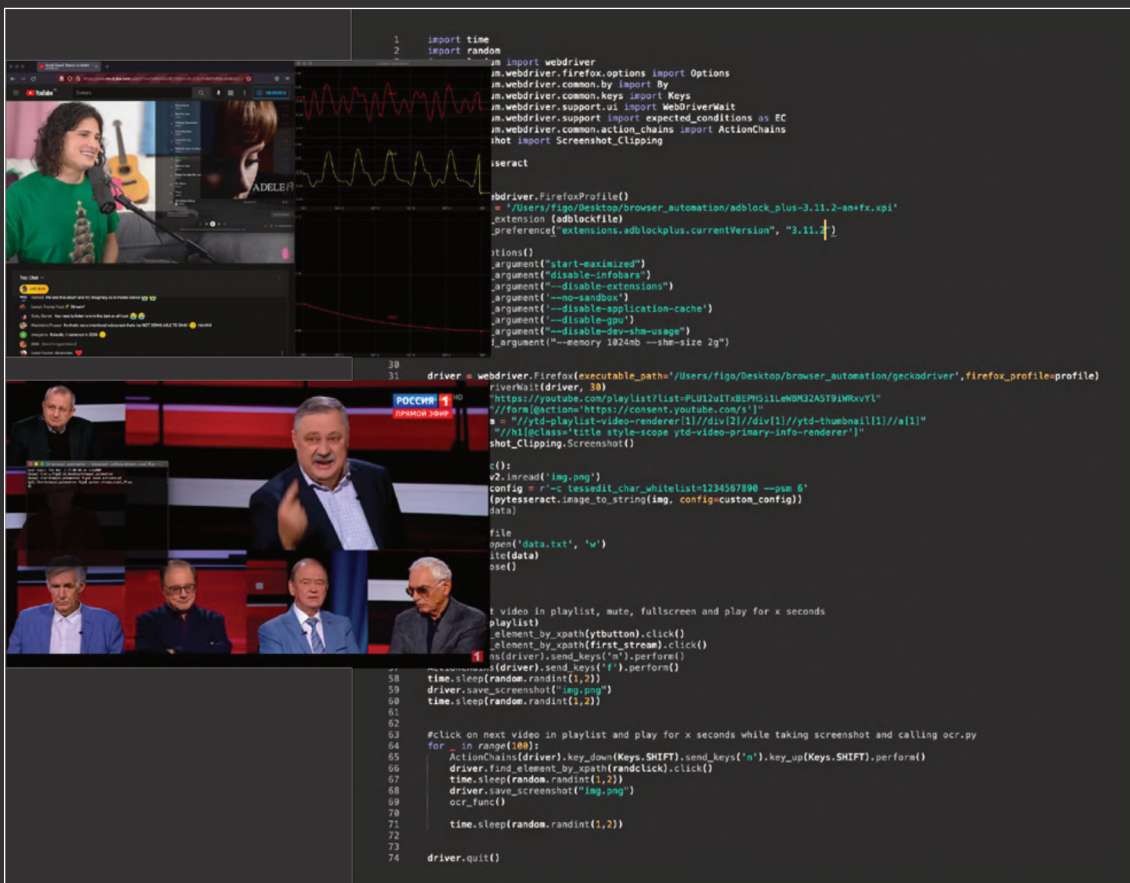
```
for _ in range(100)
```

2021 | AV-Performance

**Materials:** Custom automation software, PureData, 2-channel audio

Python-script that runs through current YouTube livestreams, analyses the visual output and interprets it as audio data.

Find short video documentation [here](#)





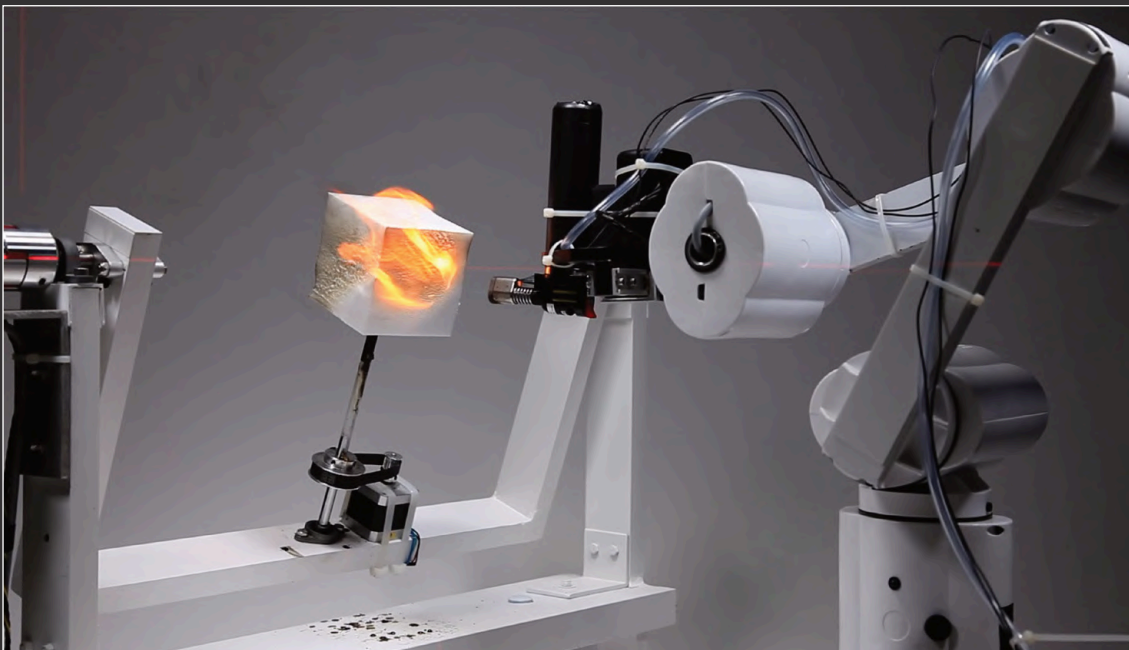
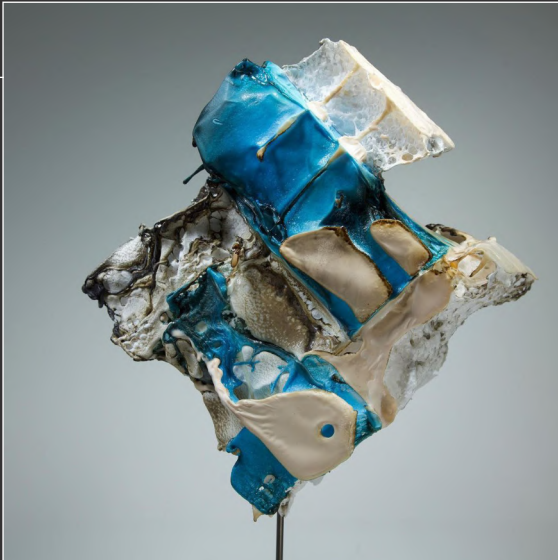
## No Growth Without Erosion

2021 | Autodestructive Research, assisting Aldo Brinckhoff

Role: Programmer, Composer

Researching on automated erosion by melting extruded polystyreen (XPS) in an highly precise automated setup. By changing distance, path and movement speed of the burner we examined different results.

[Link to video documentation](#)



## Invisibility of Non-Location

2022 | Algorithmic Composition

**Materials:** Custom speakers, 2-channel sound

Documentation from **[inside the geofence]** Vienna, Austria

Algorithmic sound-piece composed for custom speakers and audio-walk of Silke Riis and Silja Beck at University for Applied Arts Vienna.

[Video Documentation](#)





## Imaginary Lines

2022 | Digital Sculpture for Augmented Reality  
*Documentation from AR Exhibition in Tokyo, Japan*

