

Christian Schwarz

 \mathbb{HAR} - Collective for Computational Arts

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Somewhere Around 900MHz

2023 | Data Sonification, Algorithmic Composition for Audio and Visual Materials: Steel frame, 70" screen, headphones, RaspberryPi, SDR, macMini

This repurposed surveillance-tool generates a sound-composition in real time, by collecting and decrypting sensitive information from nearby phones.







CELL-PHONE

2023 | Interactive AV Installation

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

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

Link to Video-Documentation

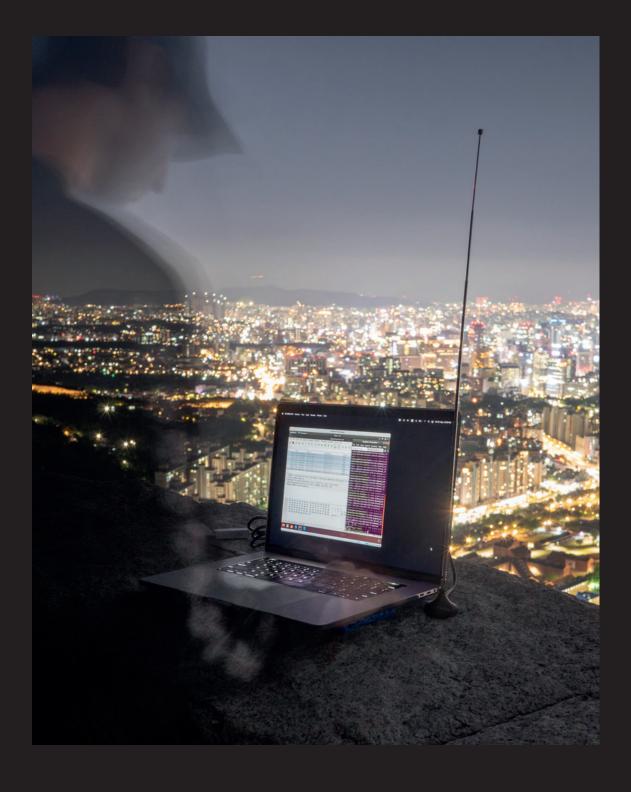


Amateur Engagement in Advanced Technoscience

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

Research on adapting the practise of exploiting network vulnerabilities.

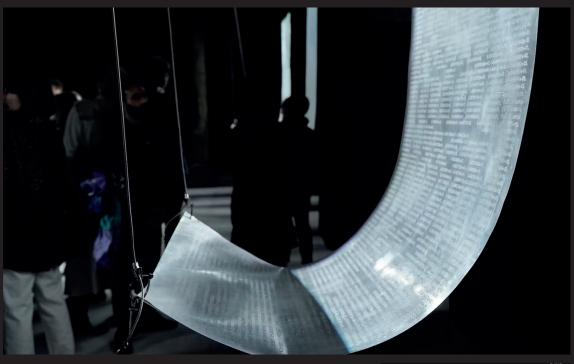
Find an excerpt from a live performance here Find out more about the research <u>here</u>

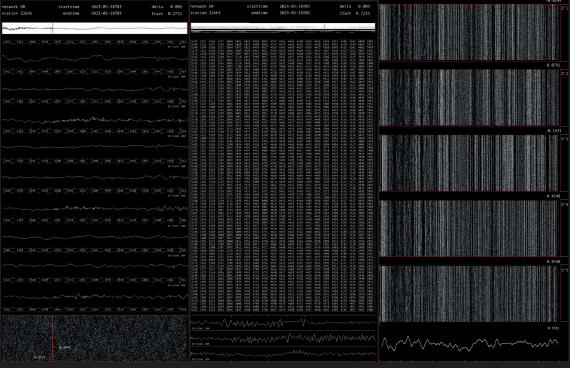


Weather Gardens

2023 | Installation by Louis Braddock-Clarke Role: Visual Development, Data-Visualisation Exhibited: Micro-Music, La Biennale di Venezia

The work takes the audience through a 15-minute listening experience with infrasound where an inaudible bandwidth of 0 - 20 Hz is filled with shockwaves caused by human activities.





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Two Kids at the Adult's Table

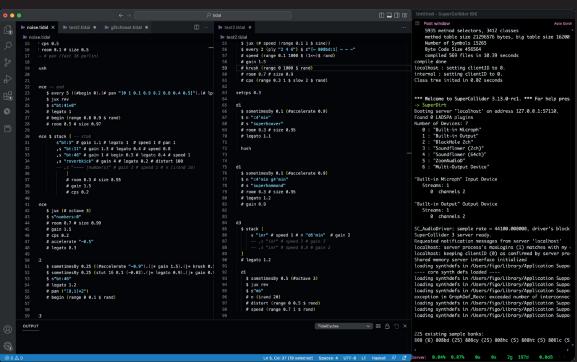
2022 | Furniture Design and Audio/Visual-Performance 17:30 mins, 2-channel AV

Materials: Custom Furniture, live-coding, TouchDesigner

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







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D1R-30-F

2021 | Algorithmic Score, Kinetic Installation
Materials: Doors, stepper-motor, transducer, arduinos
Documentation from Plan-B Art Festival, Iceland

Composition based on rule 30 of elementary cellular automata.

<u>Video Documentation from Sketch</u>





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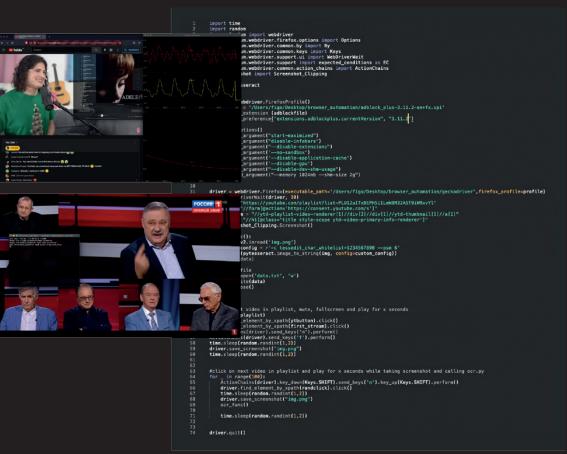
2021 | AV-Performance

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 with 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

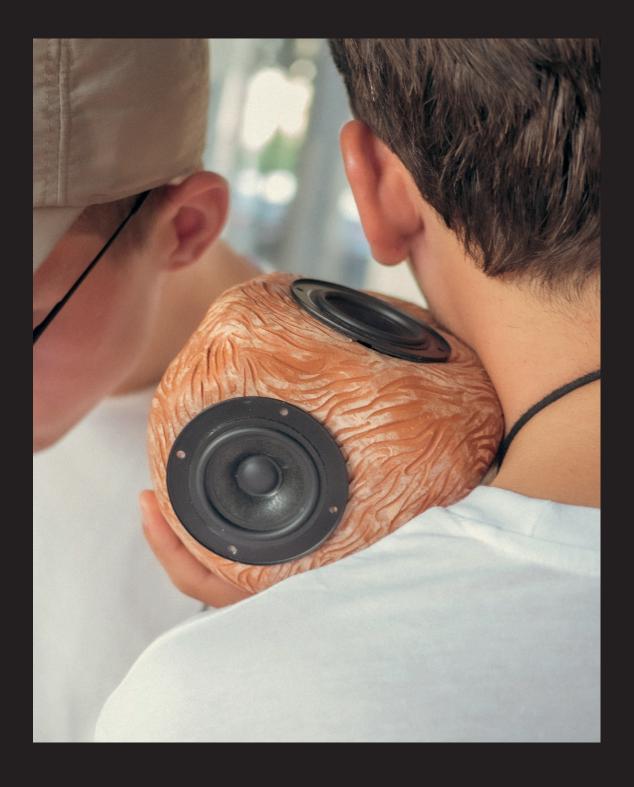
2022 | Algorithmic Composition

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.

<u>Video Documentation</u>



Imaginary Lines

2022 | Digital Sculpture for Augmented Reality

Documentation from AR Exhibition in Tokyo, Japan

