

David Szauder

I was born in 1976 in Hungary. I began my university studies as a student of history of arts at the Department of History of Arts, Eötvös Lorand University, Budapest. At those times I focused on contemporary artistic movements, post conceptual paradigm with social sensitivity and the uncovered aspects of media arts. After the third year I decided to continue my studies at an art university, but in the meantime I attended technical courses on informatics at a department of Gábor Dénes High School for Informatics, Budapest, too. I started my art studies at the Hungarian University of Fine Arts, Budapest, in 2004, in the Intermedia Program. Here I got the possibility to get a deeper insight into the media art, i.e. into its methodologies and trends, and at the same time I got involved in research based projects as well. In 2008 I got a scholarship to the TAIK (School of Arts, Design and Architecture - Aalto University, Helsinki), where I started my studies at the Environmental Department and continued in the Media Lab, in one the biggest media art center of Europe. In that year I was the collaborator of a longer project called „Screen Labyrinth“. During that project I created my first narrative installation with social sensitivity. I attempted to include new medias into the installation to involve the visitors in an unpleasant, everyday family story. My intention was to express the everyday fight of a young person with physical means: I set up an installation with punch bags. The attitude of punching effected the harmony and the disharmony of the videos. A number of visitors participated in this project. Many of them used my installation as a toy to play with but some of them decided to work themselves through the process and in doing so to understand the significance of the physical force. Beside this project I attended courses and workshops in Helsinki, and I learned different advanced technical solutions for interactive programming.

After having finished my studies in Finland I moved to Berlin and started to work for the Collegium Hungaricum as a media artist and curator. During these three and half years I had the opportunity to work on a good number of projects. Not one of them must have been developed from scratch, as the topic itself was a mere idea. As a result I was forced to learn how to carry out my own research work on history or social topics, and how to build up a concept that served as a basis for the final product. One of the most interesting research based project was called the “Deutsche einheit am Balaton”, what I started as an artistic advisor but finally I acted as the curator of the project. For the purposes of this project I needed to research the history of that age, with all of its social aspects and some psychological relevance’s, too. This research was more about to learn how to handle certain video material on an installation surface, generating a narrative space that will let the visitors to create their own experiences and relations to the original cultural period. The result was more like a wandering-movie situation, as the visitors got a real freedom to decide which of the presented private story is interesting for them. Another important research based installation was about the suicide of Heinrich von Kleist, the writer and poet. I started to find the original sites of his last two days, recorded a series of images, so as to reproduce them with thin screen materials in the exhibition room. I attempted to create a nonsense relation between the physical (real) space, the psychological state of the suicide and the absurdity of the memory (as the memory is of someone who committed a suicide).

In the meantime I had the opportunity to involve more and more new media aspects into my works. One of the most interesting project was to rethink Lajos Kassák’s image architecture. I created an interactive situation where the user gets the possibility to rearrange all the forms at his/her disposal with simple hand movements and gestures. The user was free to redefine the most important aspect of Kassák’s work: the composition itself. To control the system it was necessary to gain some self experience, assuring the title of the work at the same time: meditation about an image architecture. If the visitor wanted to have a total control over the system, s/he had to deploy his/her own

body in a fully concentrated way. In this case as well, however, the important momentum was the experience of the visitors, the fact that it was needed to create a personal relationship between an old classic piece of art and their creativity.

My intention always is to ensure the maximum freedom for the participants by guiding them to follow a unique path into the inside of the installation. Sometimes it seems to be like an interactive toy, as in the case of György Kovásznai's „Bubble Bath“, when I let the participants to use the classic animation characters as the figures of a digital puppetry. In other cases, however, like in the installation called „Common spaces - coded memories“, I tried to develop a model of perception. Here the perception model is of a synesthesian person. This “universal” system gave some unique experience to the visitor how to get into the brain of a different person, whose perception strategy is more like a walk on an unknown planet. In this case the result was always a unique experience, but as the concept this was my real goal.

In the last five years I lead different workshops about interactive. My intention is to transfer not just the technical based knowledge, but to show the conceptual way of thinking with the new medias.

In 2012 I founded a cultural association - Culture Democracy CUD e.V. - with two colleagues of mine. We develop cultural projects reflecting to different social and historical situations

SELECTED ART PROJECTS

2013:

-Cinema Total 6 east European event during the berlinale, Visual Director, Curator, Berlin

2012:

- Frau an der Front (video installation), Frankfurt

-Nobiskum -art director workshop), Berlin

-RomArts -art director (workshop and exhibition), Berlin

-Gentle War- (installation), Berlin

-'cross senses - Synæsthesia (interactive installation), Berlin Panke

-the writing on the wall (video installation), London

-Nachrichten aus einer versunkenen Welt (multimedia installation), during book-fair Leipzig

-Cinema Total 5, east European event during the berlinale, Visual Director, Berlin

-Bus Tops, urban screening, London

-Megalomania (interactive installation) together with Balint Seres, Berlin

-Imperflection (online show) fa-g.org

2011:

-Abused Images (exhibition, prints and videos), Hungary

-Reconsidering Roma (video installation), Artist, Haus Bethanien, Berlin

- Bubble Bath (urban interactive installation), Artist, Berlin

- Re.Kovasznai (exhibition), coCurator, Berlin

- The state of the image (film box installation), Artist, Berlin

- Kleist der Ungar (environmental installation), Artist, Berlin

- cosmic infinities (fashion week projection) artist.

- netz.macht.kultur (multimedialer clubnight) Curator and Artist, Berlin.

- German Unity at Balaton, Curator, Mainz.

- Innovationsforum Urban Screens, Artist, Berlin.

- Screenplay (live cinema event) Art director, Berlin.

- Timescape (with transmediale) Artist, Berlin.

- Cinema Total4, Visual director, Berlin.

- CurlyCode (live drawing application and performance), Berlin.

2010:

- Hungarians at the Bauhaus (exhibition) Artist, Berlin.



- Timescape, Artist, Berlin. with artproject.
- German Unity at Balaton, Curator, Balatonfured.
- Romawelt (exhibition) Artist, Berlin.
- Generated Cities (A/V performance), Mannheim.
- Counter (A/V performance), Berlin.
- Cinema Total3, Artist, Berlin.
- Kovásznai (re)glitch (A/V performance), Berlin.
- Satta Outside (A/V performance), Lithuania.
- dis-play IO (A/V performance), Berlin.
- here+now (A/V performance), Berlin.

BEFORE 2010:

- Video installation at 20.Jahrestag der Grenzöffnung in Berlin, Haus der Kulturen der Welt, 2009
- Leipzig Book-fair, Hungarian installation for the 'Balaton-project', 2009
- Live Cinema & Piano Improvisation with Sebastian Studnitzky, CHB, 2009
- Cinema Total - Berlinale, interior video installations, CHB, 2009

Screen Labyrinth, TAIK - Helsinki, 2008

WORKSHOPS

.Scoop Session 1., Showcase, Berlin, 2011



.Multimedia Impulse, different aspects of the urban screening, Berlin, 2011

.B-Seite Festival, Mannheim, 2009 - Quartz Composer workshop and showcase

.roBOt.O2, Bologna, 2009 - Serpensity performance and CurlyCode&G et-Control showcase

.Avit-Kezmarok, 2009 - art director&concept, quartz composer workshop

.LPM, Rome, 2009 - Serpensity performance premier

.B-Seite Festival, Mannheim, 2008 - 3L workshop and visual performance

.VJ-Fest, Istanbul, 2008 - interactive and live visual performances, 'interactive possibilities in the live visual' workshop

.FF Mediafestival, Rovaniemi, 2007 - VJ workshop, VJ and interactive visual performance