

RADIATOR

AGUSTINA PALAZZO

26 OCTOBER 2023

FROM 20.00 h

Espronceda Institute of Art & Culture

Carrer D'Espronceda 326 Nave 4, 08027 Barcelona, Spain.

Espronceda Institute of Art & Culture is happy to present the performance Radiator by artist Agustina Palazzo, in the framework of the European Creative Europe project Theatre in Palm.

Radiator is a sound experimentation performance, the result of the expanded perception generated by capturing radio frequencies through a digitally designed and manufactured technological helmet.

The helmet-shaped wearable works as a portable device that allows you to listen to a broad spectrum of radio frequencies. Equipped with an antenna, it receives the frequencies that are around it, allowing it to interact with the environment. The radio frequencies are digitally decoded into sounds that she uses as raw material, generating a live piece that becomes experimental electronics. Oscillating between ambient and techno, they invite deep and introspective listening.

Radiator was born with a premise inspired by the cultural and intellectual movement "transhumanism" which is based on the philosophy that we can transform and expand the human condition using technology. More specifically we focus on the human senses and how to expand their capacity of perception.

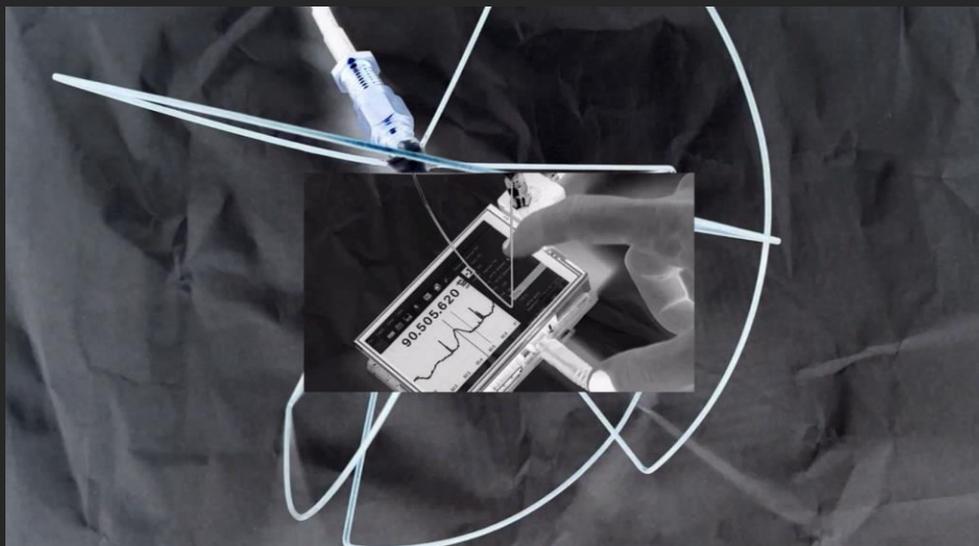
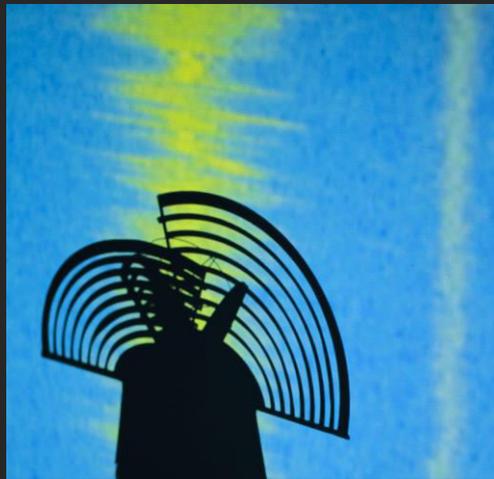
Radio frequencies are part of an environment that constantly passes through us but are invisible and inaudible. Through the technology included in the helmet, the human being can feel the invisible radio energy that is around him in the form of sound to generate in turn an auditory interpretation and turn it into an artistic expression, a performative and sonorous act. The helmet is a portable device that captures radio waves (electromagnetic waves from 3 to 300 Gh) and converts them into sound and image. This wearable uses an antenna and a Raspberry to convert analog signals into digital ones. The radio

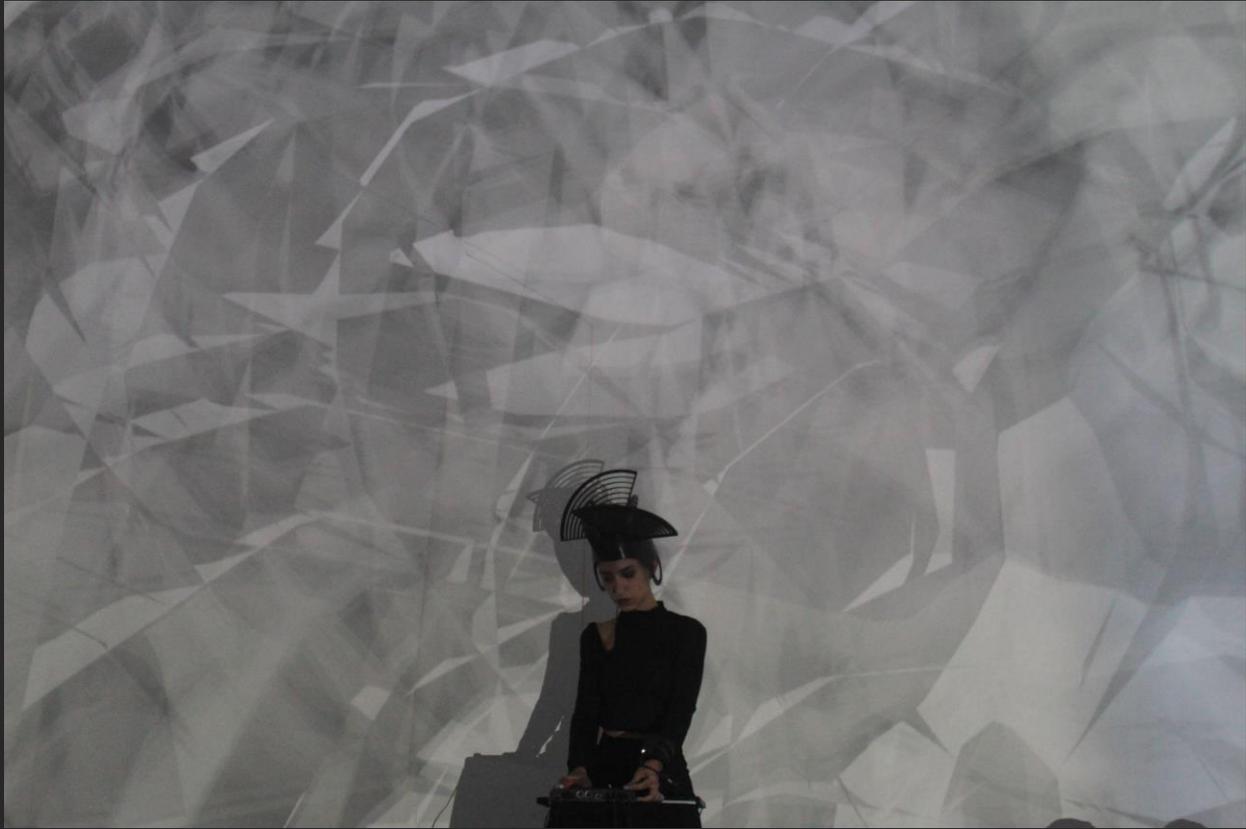


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frequencies are picked up by the antenna and then digitally decoded into sound and images through SDR (software-defined radio) technology.

Morphologically following the guidelines of the constructivist movement, which proposes three-dimensionality as the main axis and geometric rigor, the design of the helmet takes a semi-circular module that is repeated in a scaled way around a concentric axis. The main intention is to represent in form the expansive effect of sound waves. For the materialization of the helmet, 3D printing technology was used. The final piece is constructed by means of modules and a fitting system between the helmet and the geometry that emerges from it.





BIO

Agustina Palazzo is a multidisciplinary artist and cultural manager born in Córdoba, Argentina.

In 2010 she began her studies in Audiovisual Communication where she started experimenting with visual and sound language, developing several videos and research works. Meanwhile, she founded the project "APOLO 91.7 FM", a cultural radio station of alternative and emerging music, but which at the same time claimed the language of radio by experimenting with sound and radio art.

From 2014 to 2017 Agustina worked as artistic director of the radio station "APOLO 91.7FM" and as manager and producer of shows in several music and emerging culture festivals.

After finishing her thesis on "Cultural Radio Projects" in 2014, she co-founded and directed the cultural space "220 Cultura Contemporánea". At 220 cc she specialised in cultural management and exhibition production.

In 2017 Agustina traveled to Barcelona to specialize in new media and interactive technologies, applying for the "Masters in Advanced Interaction" at IAAC, Institute of Advanced Architecture of Catalonia, where she graduated with academic merit with the project "Radiocosmosuit" at "Augment senses Studio". In 2019, she collaborated as a cultural manager with MUTEK.ES, the festival of digital creativity as coordinator of the DIGILAB program, which links the festival with universities and institutions in Barcelona.

In the same year, she joined Piramidón Centre de Arte Contemporáneo as Artist in Residence and participates in exhibitions and residencies with projects ranging from sound to performance. She currently teaches the Master's Degree in Digital Art Curating and the Diploma of Specialisation in Emerging Technologies at the Escuela Superior de Diseño de Sabadell and participates in collaborative and multidisciplinary projects at festivals in Europe and Latin America.

She has participated in collaborative and multidisciplinary projects in festivals such as LLUM, SONAR+D and RESHAPE. She has also participated in exhibitions and residencies with individual projects ranging from sound to performance and installation in different parts of Europe and Latin America. Among others, IMMENSIVA in Espronceda, Institute of Art & Culture (ES), Tsonami arte sonoro (CHILE), Rake Community (UK), Teorema (ES), 220 Cultura Contemporánea (AR) and Haimney Gallery (ES), Millesuoni (IT), Reshape (ES) where in 2019 his project Radiorator won the third prize in the Wearable Technology category and the IMMENSIVA residency at Espronceda, Institute of Art & Culture (ES), where his performance "SPECTRUM" was highlighted as part

of the "Quintessence Dome Lab" programme within the Barcelona Solar Orchard Garden programme of Ars Electrónica.

THEATRE IN PALM

The Theatre in Palm project is a European platform, born out of the Creative Europe project under the same name, which brings together 12 partners from all over Europe to collaborate in the promotion and support of emerging artists in the field of performing arts. The project aims to be an open and intercultural European platform for the performing arts that enables the circulation of artists and artists' works beyond Europe's borders.

<https://theatreinpalm.turkuamk.fi/>

ESPRONCEDA - Institute of Art & Culture

powered by Lemongrass Communications S.L., was founded in 2013 to create an innovative platform for artistic and cultural research that could produce social impact and social change in society. The project is a research and creation platform for contemporary and new media arts, science, education, and cultural dissemination. Its mission is to promote innovative and creative thinking through artistic research and innovation, with the aim of shaping our understanding of the world and enriching the quality of life with new insights toward a more sustainable and responsible transformation. The organization promotes residency and artistic research programs in the fields of new media art, science, and visual art, offering a multidisciplinary environment that stimulates dialogue between the art world, public institutions, and business. Espronceda is open to the local and international community by offering various types of events and initiatives such as art exhibitions, workshops, conferences, and open calls aimed at analyzing important issues of our contemporary society. The methodology is based on a multidisciplinary and interdisciplinary approach that encompasses the new advanced technologies, and visual and performing arts and is aimed to create a new eco-social imagination for society without distinction of race, gender, and background. For us, artistic research and creativity can be engines of awareness and change, helping people to imagine new balanced, and sustainable futures.



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In free fall inhabit digital uncertainty.

I am interested in human behavior, their wishes and misunderstandings. Between a critical and poetic vision, I feel part of the contradictions of the contemporary crowd, between technological refinement and moral stupidity in compressed attention spans.

I am inspired by science fiction, utopia and dystopia, but with an emotional sensitivity to the present that makes me oscillate in questions between the banal and the philosophical.

With a multidisciplinary attitude, my practice is developed in different formats of work that go from performance to installation through video, sound and archive. I try to use technology as a tool, considering the physical and symbolic implications they have in contemporary societies, as a testimony of a social and political condition in the contemporary world and taking advantage of its poetic condition, I mix digital and analog techniques combined with everyday objects.

Agustina Palazzo

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