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QUT Creative Industries Precinct, FACT and Brisbane Festival 2009 present

LAND

Ulf Langheinrich





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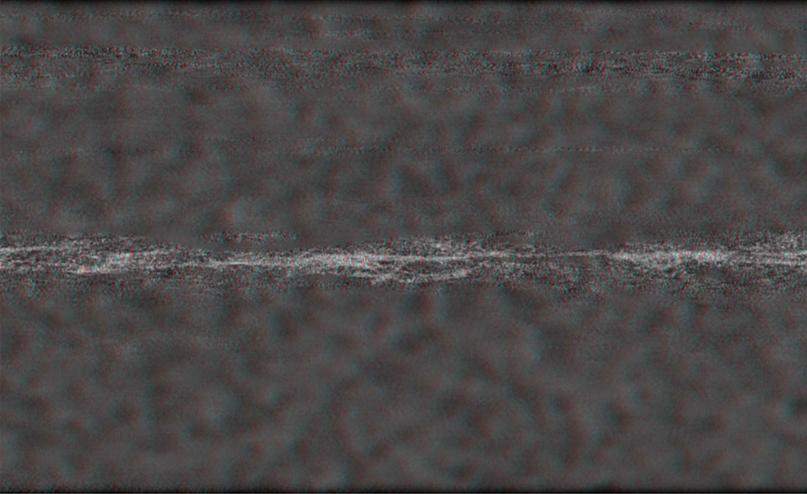
LAND was commissioned for the 2008 Liverpool Biennial International by FACT (Foundation for Art and Creative Technology). The installation is the next logical step in a series of works Langheinrich has developed over the last six years; works like *OSC*, *WAVEFORM B* and *HEMISPHERE*, and continues his exploration into sensory immersive environments, at the core of his recent artistic research into the nature of digital illusion.

Langheinrich creates pure, large scope spaces devoid of objects or gestures yet dense with matter. *LAND* is a digital landscape rendered solely out of two algorithms that create pure noise. The work is a sensory immersive environment, using stereoscopic images, flickering light and partly rich imagery. It is about time and emptiness, about illusion and enigma.

While Langheinrich maintains this work harbours no particular conceptual agenda, he does intend for it to have certain hallucinatory effects on its audience, through its sheer immensity and use of pulsing repetition. Indeed, he attempts to induce a state of semi-consciousness, or, as he puts it, “an altered state of reality”.

Langheinrich’s fascination for such sensory conditions, leading to an understanding and appreciation of life through his senses, stems from his early childhood. Born in Wolfen-Bitterfeld, a decrepit town in the centre of East Germany’s chemical and mining industries, he spent his first two years in hospital with a severe ear condition, and had a hearing impediment until he was six.

“The perceptive state of somewhat sleepless nights with a certain degree of pain - you’re kind of unsettled, but you surrender to the situation. It’s not so terrible that there’s no escape; just kind of half-alert, half-sedated — it’s a very interesting and very familiar state for me,” he says. “I think it has a lot to do with how I think about the senses.”



Langheinrich’s work is characterised by the high resolution of the images leading to pulsating planes, stripes and visual vibrations, which, along with the audio, produce rich experiences of sensory deprivation and overload.

According to Langheinrich, *LAND* is “an attempt at creating the illusive, the immersive and sublime feel of uncertainty through sound, matter, time and space.”

He goes on to explain, “Perhaps my interest in sound, and eventually my approach to visual creation as just another form of sonic imagination, is the reason for my fascination with immersion and totality. Behind all the cold, technological and synthetic there is something viscerally warm: something deep, deep, deep. This is a negative land, a molding nothingness; an ocean of digital grey rendered out of particle system formula and fractal noise calculations; an abysmal deep land, a homeland today.”

Since 2003 Langheinrich has realised several solo projects aimed at achieving a direct sensory impact. He was ‘Featured Artist’ at Ars Electronica 2005, has collaborated with artists like Gina Czarnecki and exhibits across the globe.

Langheinrich is best known for his internationally acclaimed work in the two-man group Granular Synthesis, a project which began in 1991 with Kurt Hentschläger. Together they collaborated on numerous large-scale immersive installations such as *Modell5*, *Noisegate* and *Areal*.

Ulf Langheinrich lives and works in Vienna (Austria) and Accra (Ghana). He is represented by Epidemic (<http://www.epidemic.net/>).

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