Anthony Rowe, Marius Watz and Bård Ask

On the ground floor of Andrea Arntzens house (P32) we find a 16 by 4 metres large screen showing 3 pieces of video art playing in a loop.

Bård Ask (1979)
Wave, 2013
Video, 7 minutes

The video display focuses closely on waves in deep water. A play of light and shadows, both in the waves and on the sky, combined with shades of blue, creates realism in the image of the ocean in movement. The movements go on in a cycle with no set ending. The experience changes depending on the distance from which the video is viewed. Standing up close, an abstract glittering pattering is visible, which, at a greater distance, turns into dramatic waves.

'Wave' creates an experience of nature in continuous movement. The size of the work can give us a feeling of man's relative significance in comparison with the dimensions of the nature.

Bård Ask (1979) is a Norwegian visual artist who mostly works with video and photography.

Anthony Rowe (1963) / Squidsoup
Wavelight, 2014
Video installation

'Wavelight' is an interactive installation. Large volumes of complex, flowing elements such as waves and drops move slowly on the screen. The colours change with the movement of the wave, from green to turquoise-blue, yellow, pink, and then back. The wave's movement follows passers-by, who thus take part in the creation of the image by causing a virtual abstract wave peak. The abstract wave keeps growing stronger until it reaches the edge of the screen and is thrown back.

The installation plays on the boundaries and contrasts between physical and virtual presence. The moving wave can create an impression of calmness, but as we pass by, a chain reaction is set in motion, displaying intense forces. 'Wavelight' is based on advanced camera use that captures light and movement and processes them into a flowing and colourful image.

Anthony Rowe works with digital art and interaction design in practice, research and education. Squidsoup is an international creative group, established by Rowe in 1997. It is based in the UK and works with digital and interactive art.

Marius Watz (1973)
HMol 2014
Digital animation
This work consists of a series of animations that show lines, threads and balls in movement against a black background. The shapes illustrate protein structures, the inner building blocks of the body. The colourful shapes, created through the artist's use of Jmol, a visualisation tool for biodata, flow slowly through an apparently endlessly deep space.

The work builds a bridge to the health science subjects taught in the building. The animation raises a question about whether conventional scientific data is necessarily the only way of viewing and understanding a human being.

Marius Watz is known for his digital animations and visual expressions where he uses software partially developed by himself.