

mariana carranza

portfolio

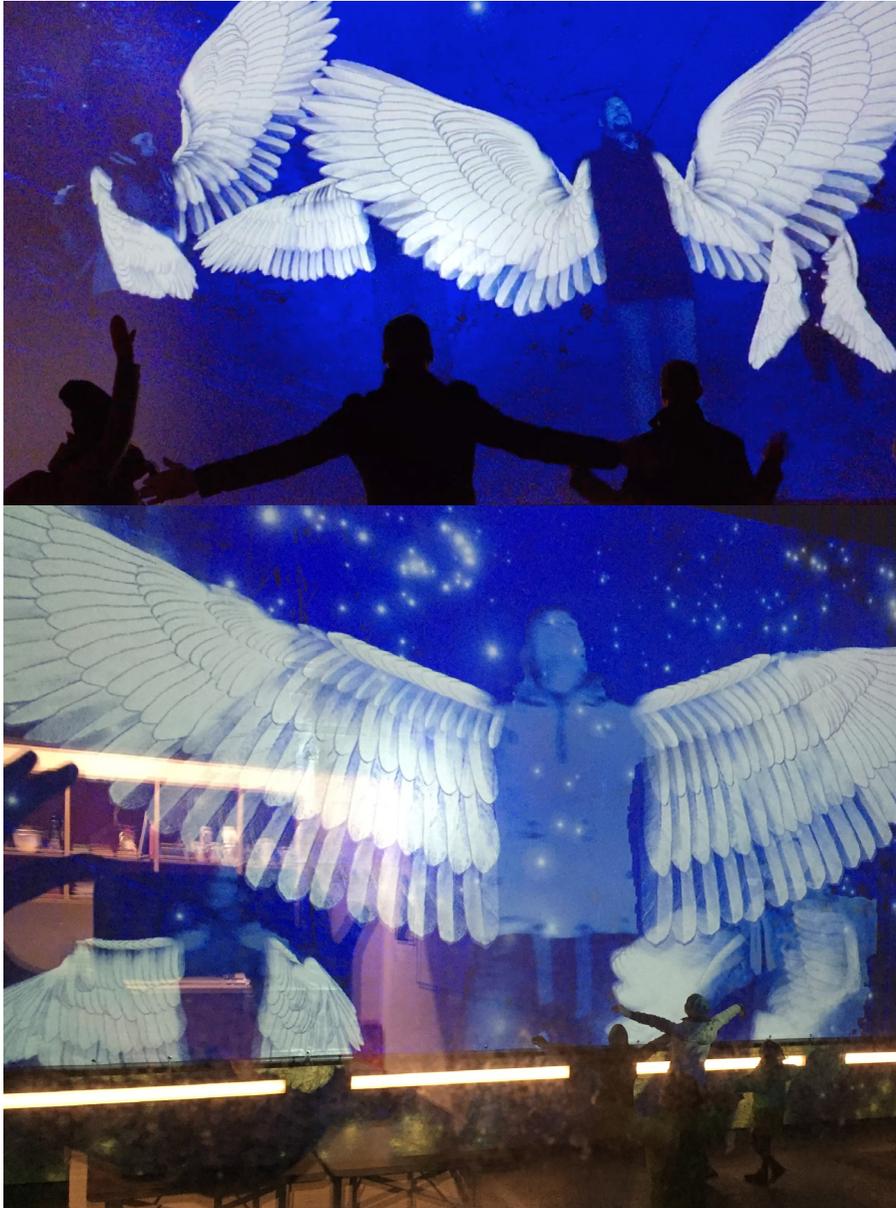


2000 - 2019



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## interface.gallery || ephemeral angels

The *interface gallery Coburg* is an interactive urban screen, a digital interface, an open-art gallery and a participatory platform. Started and curated by Mariana Carranza, developed in collaboration with computer scientist P. Raithofer and architect Stephan Wolf.

Since Februar 2019 from sunset until late in the evening:

Interactive installation “*ephemeral angels*” by Mariana Carranza

Processing workshop, by Mariana Carranza together with Creapolis, HS Coburg

Events and summer screening

Schlachthofstr. 1 in Coburg, Germany.

This project is supported by the urban development program “Urban Redevelopment” with funds from the Federal Government and the Free State and Urban Redevelopment Management Bavaria, and by WiFöG and the city of Coburg.



## BCI - Race

BCI-Race is a multiplayer “car race” game. Each pilot will „drive“ a Parrot Tuk Tuk not with the hands but with brain impulses will remotely control the toy car. Through a BCI the player can trigger the car to drive, rotate or jump and if the commands are appropriate, the Tuk Tuk will reaches its goal. During MakeMunich we invited the visitors to sit, attach the electrodes o his or her head and concentrate to control the car with the brain. Project together with Partick Raithofer .

interactive installation using BCI

at MakeMunich17, Germany.

workshop *Hack your brain*

at MakeMunich17, Germany.



## cuerpos de la memoria 2016

*Paul Valéry: ...Rhodopis' ear and ankle, then, are wonderfully wed...*

Experimentation on the body memory, acceding to memories / imaginations / creations stored in the body, in the muscles, in the cells. I say memory but also emotions, knowledge, feelings, and imaginations... All the information stored somewhere in our body.

I like to think that one day we will be able to read in our cells as in a book of accumulated memories, until an origin, the first memory in the Time...

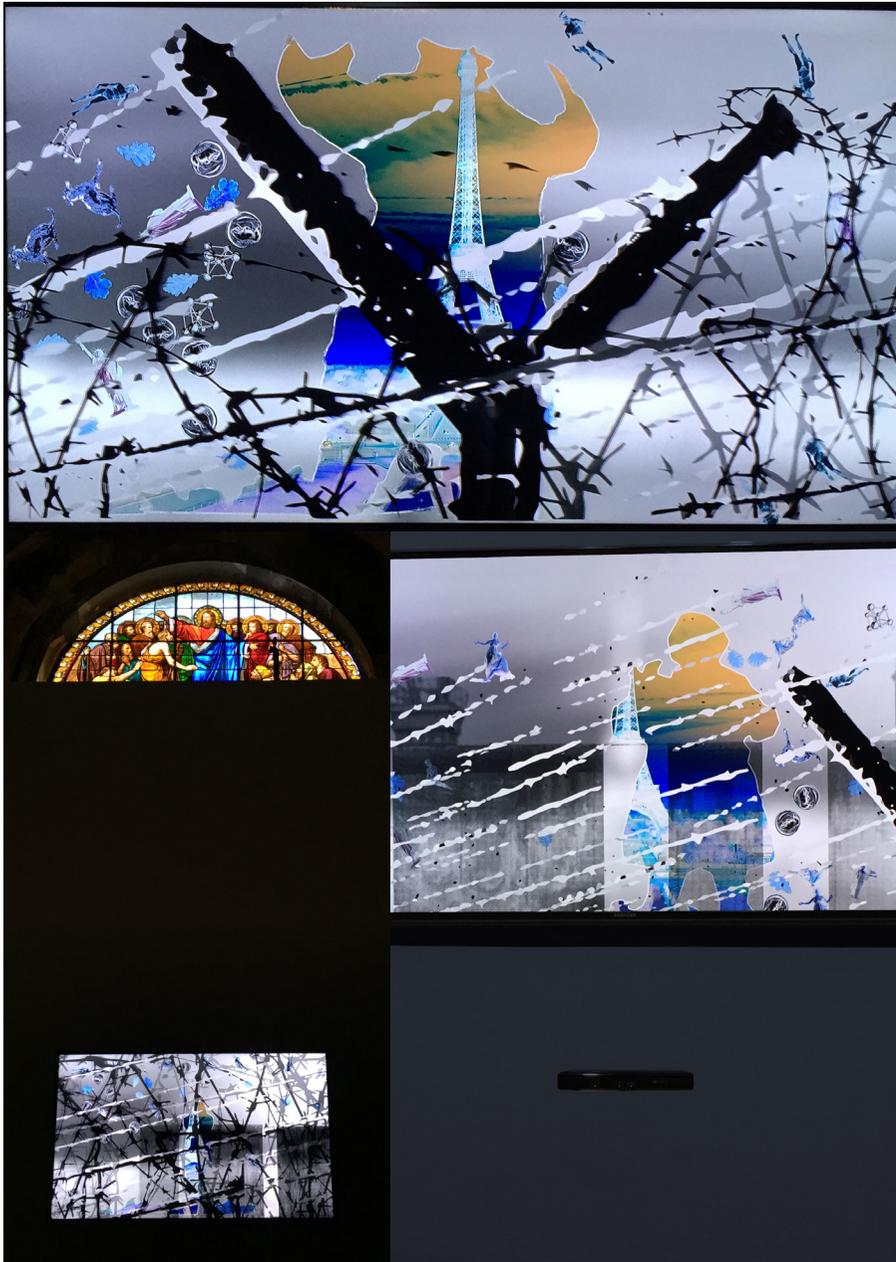
Using the same algorithm in performance and site installation, the interactive interface allows "sowing images in grains of sand" i.e. to dissolve the own image of a few seconds back into particles that flow and fade out leaving place for the new image.

interactive installation

EAC, Montevideo 2016

performance and discussion

within the framework of the artist in residence program "Sala Taller" EAC, Montevideo 2016



## frontex 16

Frontex is the name of the organization in charge of the borders of Europe. Migrants from various countries and continents come to the borders of Europe in search of its values, its safety, and a refugee status.

Before the migrants may ask for a refugee status, they have to come across a border and for many reasons national borders of European countries are no longer ready to welcome them; fences are often the new borders which they meet.

Mariana Carranza Frontex 16 shows us as the next migrants in her installation, searching political asylum at a border. She says : " ...we are experiencing a particularly conflicting situation, but I am confident that no barbed wire, walls or borders can provide a solution in any field".

interactive installation

within the framework of the exhibition  
GoingSomewhere, Ortstermin Festival  
2016 at ZK/U, Berlin.

interactive installation

at VIDEOFORMES #17, France, 2017



## ephemeral angels 2016

*... mimicking birds, humans become angels ...*

This work is inspired in bio mimicry concepts and in the earliest attempts to fly

in the human history: Leonardo da Vinci, Otto Lilienthal...

ephemeral angels is an audio-visual installation, that projects interactive images on fluorescent powder particles -adhered to a thin coat of LDPE-trough a huge bubble that appears just with the presence of the visitor, creating strange diffractions of the light.

The visitor sees him/herself with wings of white plumage, reflected in an ephemeral mirror, like a magical mirage.

The interactively generated sound, that simulates feathers moving in the wind, helps to blurring the boundaries between virtual and real.

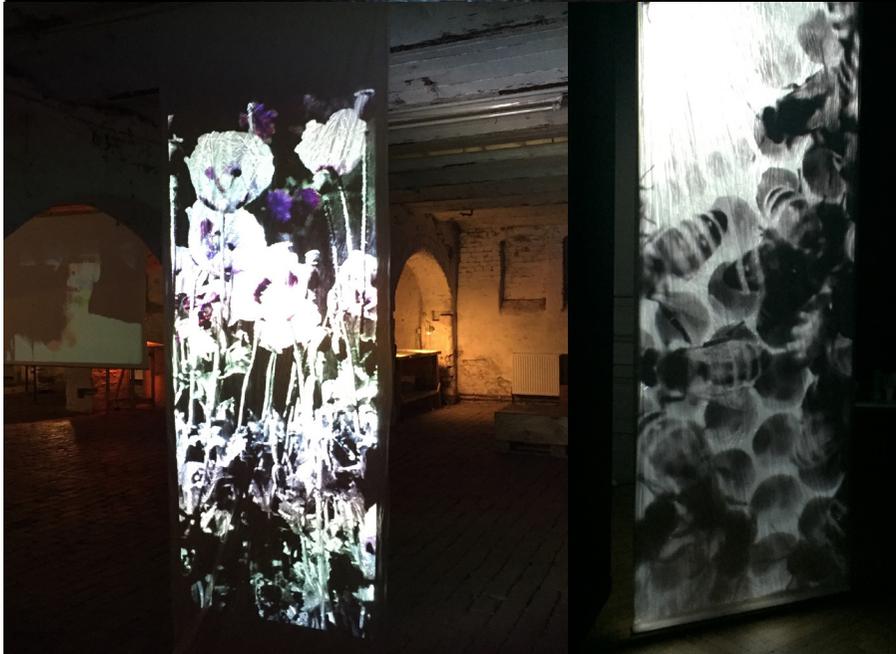
interactive installation

collaborative development, presentation and exhibition at MediaLAB-Prado, Madrid, Spain, 2016.

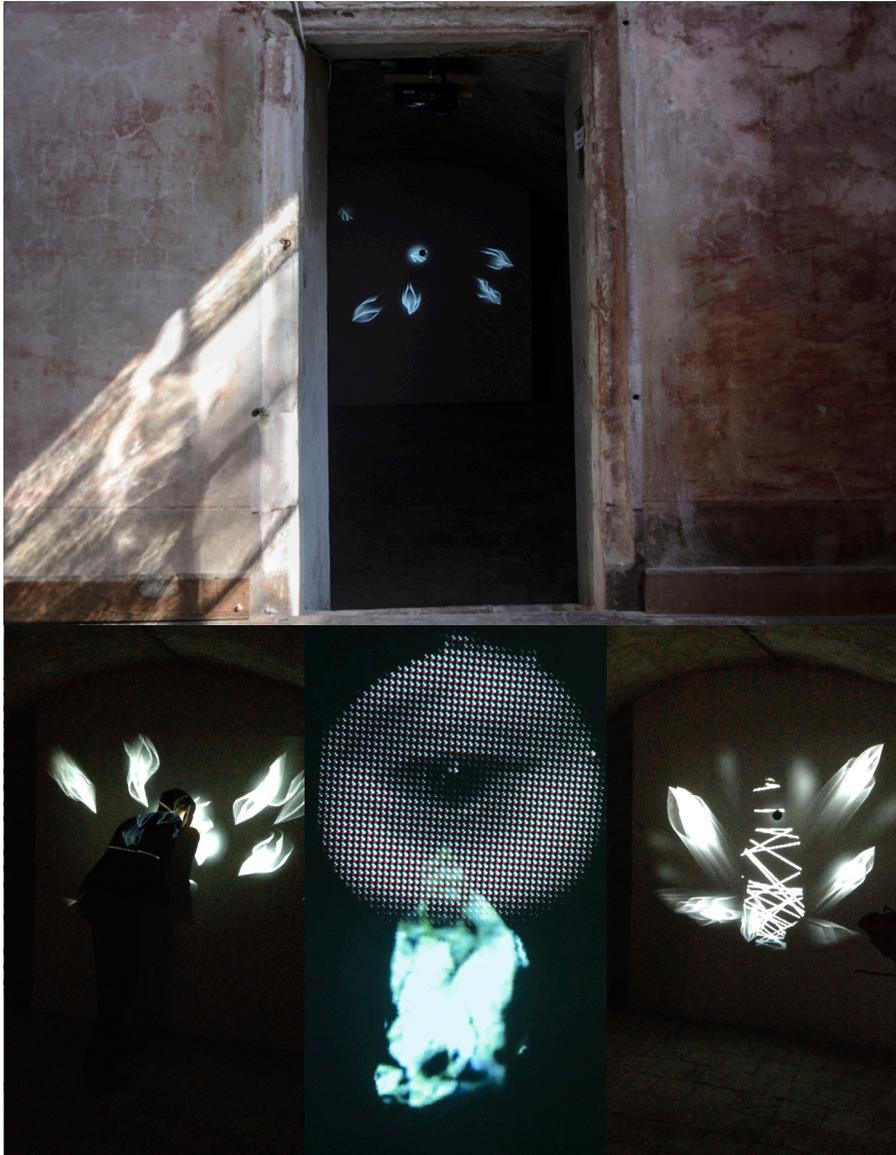


## following bees 2016

The existence of humans depend on the existence of bees.  
According to Albert Einstein: "If bees disappear, the human being has only four more years to live; no more bees, no plants, no animals, no more humans."  
As pollinators, they have a huge value, irreplaceable for people and nature. From a monetary standpoint, the work of these small insects reaches 14 billions euros per year - only in Europe!  
The huge diversity of bee species has one thing in common: the passion for flowers.



- |                   |  |
|-------------------|--|
| Video-art         | displayed on the digital façades of the ICC skyscraper in Hong Kong (484m) the world's largest urban media screen (77,000 sqm) by Open Sky Gallery / ISEA 2016 |
| Video-installaton | within the framework of the exhibition OpenHaus ZK/U, Berlin.2016  |
| Video-installaton | at VIDEOFORMES #17, France. 2017   |



## miradas [wild-gaze] 2014

Interactive audio-visual installation. This artwork creates a participatory interface that aims to reflect on the act of looking, watching, observing, to be observed and to be spied on.  
A reflection about the present form of life exposed to permanent observation by (uncontrolled) digital systems controlling the citizens.

interactive installation

TRACE(s) Video Festival 2014

digital gaze

workshop within the framework of TRACE(s) 2014  
as guest of:  
Hållands Folkhögskola, Ecole de Mont Cotton;  
Ecole Européenne Supérieure d'Art de Bretagne;  
Ecole Supérieure d'Art du Nord-Pas de Calais;  
Sweden / France.

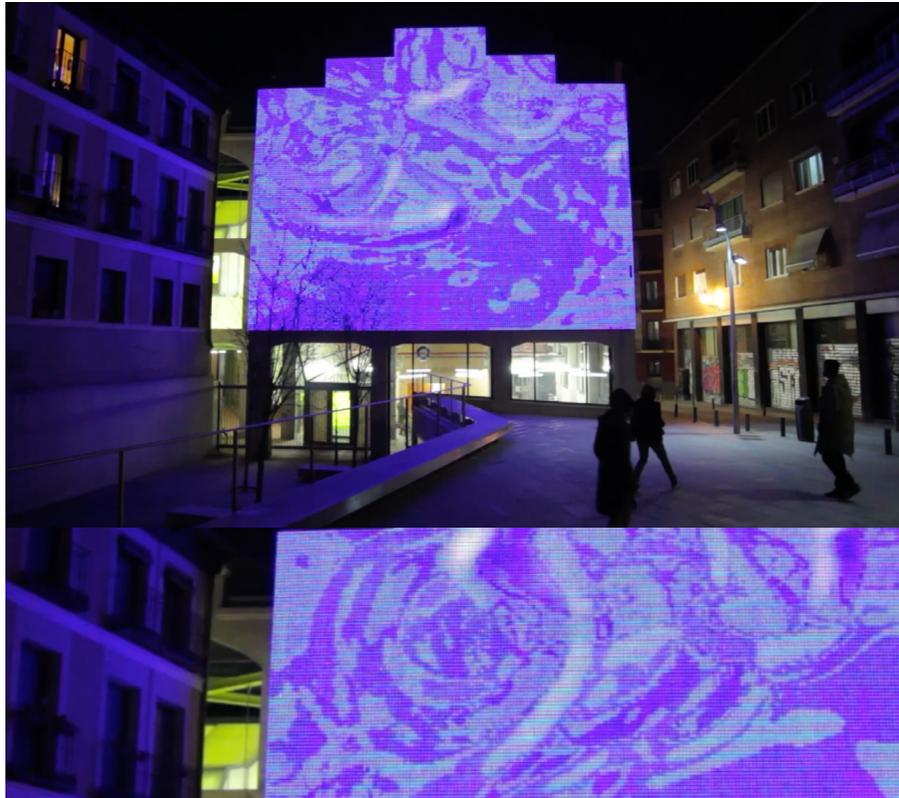


## metamospheres 2014

Video-animation 4 min. Generative graphics. In homage to Norman McLaren, inspired in his work Spheres and using his music. metamospheres was done to be shown within the framework of the Video Festival Wall-to-Wall.

video mapping

within the framework of the Video Festival Wall-to-Wall, Montreal.



## alaguaragua 2013

Generative interactive urban interface. In this work users can generate digital waves in a virtual sea - in a city in which water was one of its main resources, it has turned insufficient over the last decade.

interactive screen      Digital Facade Medialab-Prado, Madrid 2013  
#programalaplaza AfterARCO



## viento [traces-algorithm] 2012

Choreography experiencing the qualities that a strong wind prints on the movements. At the same time, an algorithmic simulation of the wind deforms the digital image.

choreographic video VIDEOFORMES 2013

choreographic video TRACE(s) Video Festival 2013

choreographic video InMediterraneum, Montevideo, Uruguay 2013



## I learn, you learn, he learns ... 2012

This collaborative art work was inspired by the first online-course for Introduction to Artificial Intelligence offered at Stanford University by Prof. Sebastian Thrun.

This artwork aims to make transparent the computer learning process.

artificial-intelligence project opening livestream online 2012

interactive performance

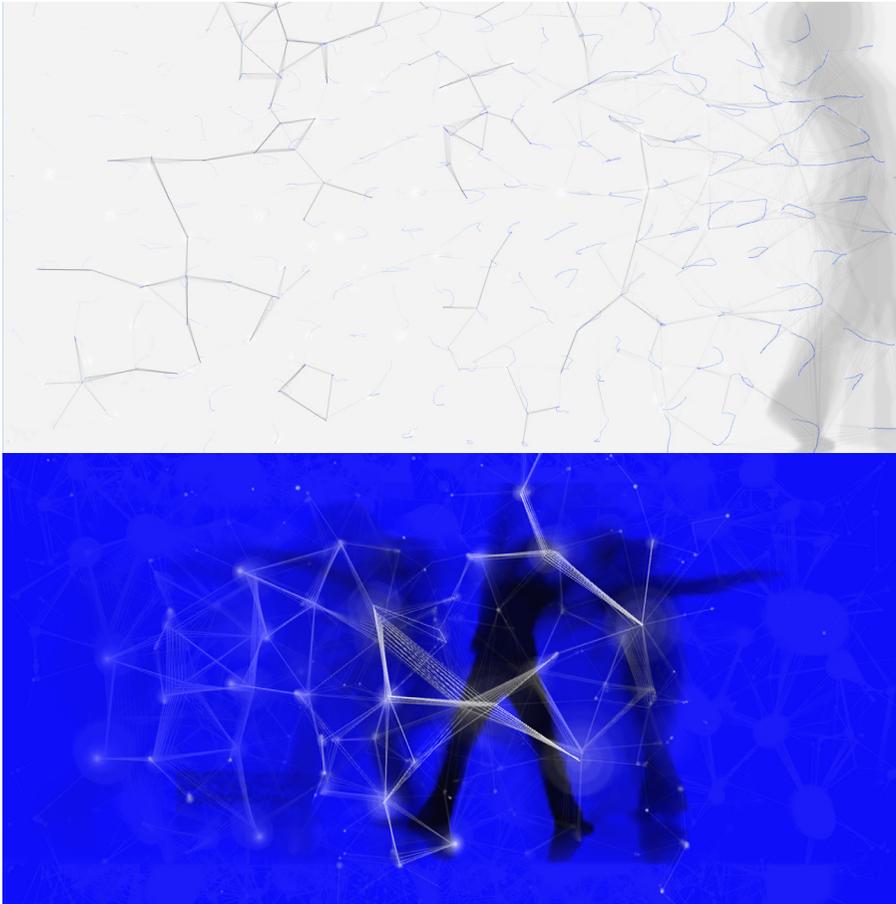
CoTeSys, TU München,  
Germany 2012

interactive installation

FLOSSIE Conference 2012  
QueenMaryUniversity, London

workshop collecting-data

FLOSSIE Conference 2012  
QueenMaryUniversity, London



## constelaciones 2011

This installation creates an interactive interface that allows the users to draw star constellations with their bodies, as well as to create tonal polyphonies.

choreographic video

Choreographic Captures-Award & Filmpreis, FilmFest-München 2011

interactive installation

VAD 2011 International-Award, Girona.

interactive installation

VIDEOFORMES 2012

Clermont-Ferrand.

choreographic video

MADATAC 04, Madrid 2012

interactive installation

ELAS FAN TECH, a Coruña 2013

interactive installation

TRACE(s) Video Festival 2013

choreographic video

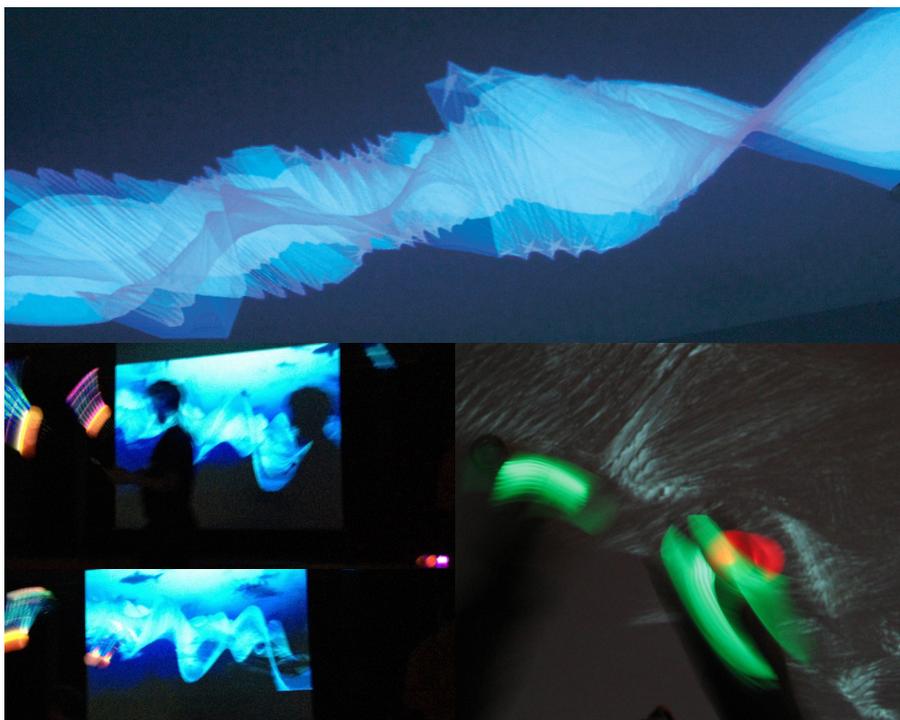
Young European Choreographers | Hellerau 2013

interactive installation

Museumsnacht | Coburg 2013

interactive installation

Temporada 13 EAC, Montevideo



## mares y malabares 2011

Immersive interactive performance. Jugglers generate an digital ocean of images and sounds.

presentation of the project

workshops collaborative development

interactive performance

interactive installation

MediaLab-Prado, Madrid 2011

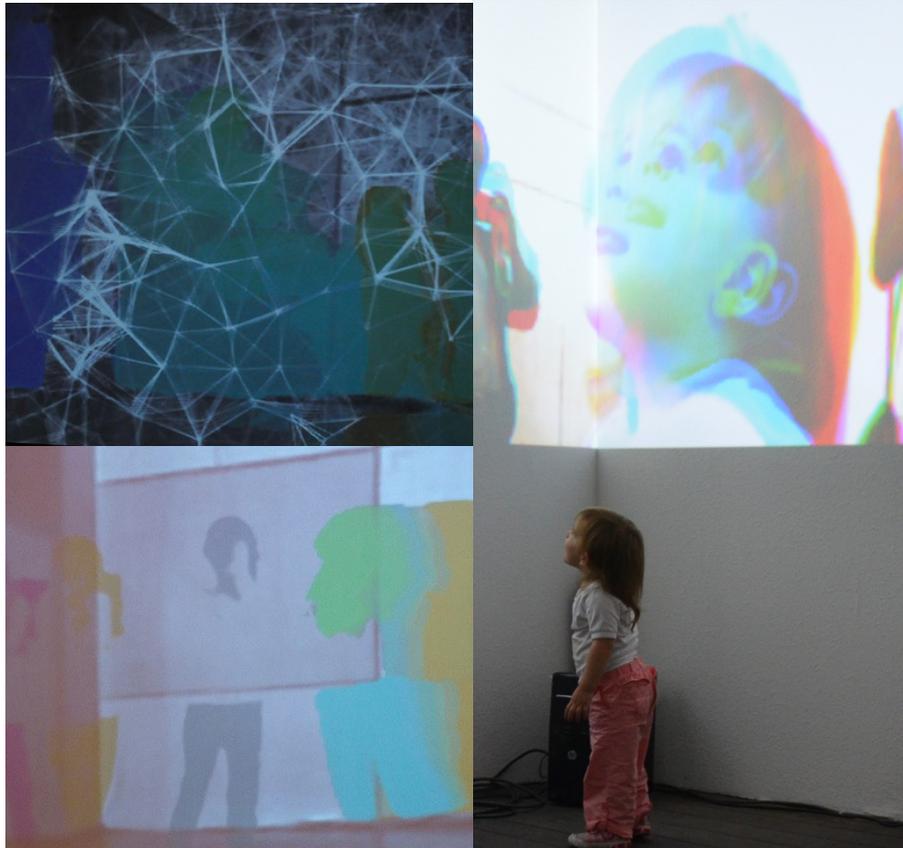
interactive performance

Elas Fan Tech, a Coruña 2013

interactive performance

WorldWaterDay Symposium 2014

Node Coburg



## cuerpos::híbridos 2010

*"... A space in which we create while the artist becomes the observer, not from the other side of the mirror but from the conception of the very work. We haven't gone through the mirror, we have gone into the soul of the mirror."*

interactive installation

CCE Montevideo 2010

interactive installation

Kulturstation-Gelnhausen 2011

lecture presentation

Somatics&TechnologyConference

University of Chichester 2012

interactive installation

LNN Munich 2013

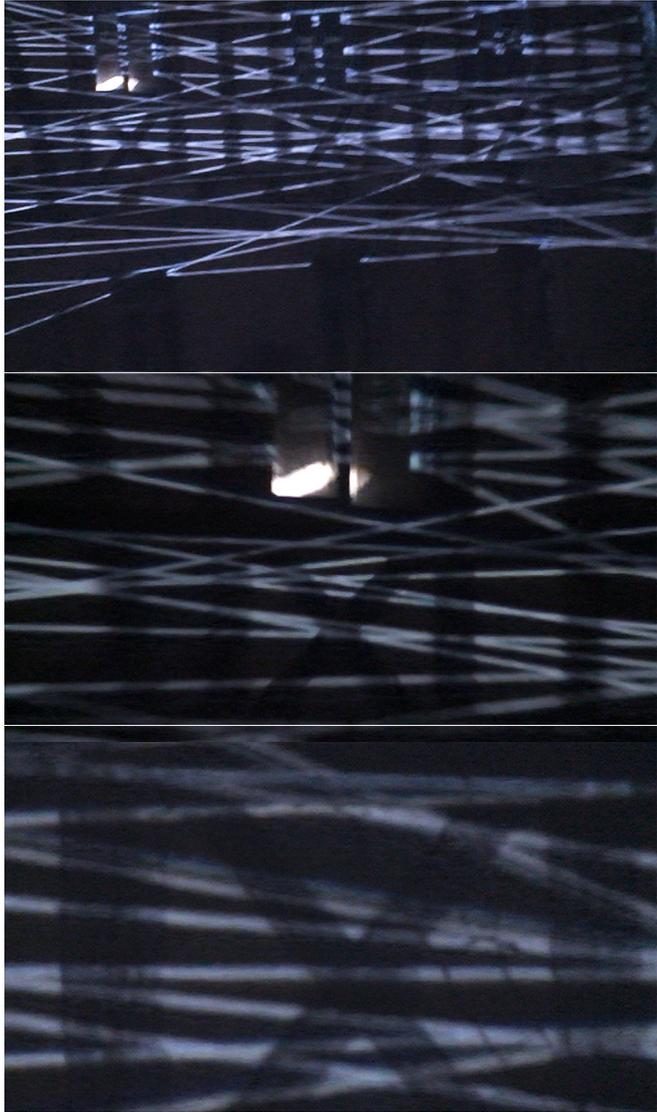


## urbs::lúdica 2009

Interactive urban artwork interface. Allows the users to discover the layers of the history of this place with their movements within this urban space, and in this way to reconquer their city.

urban-action interactive mapping

summerLab\_2009  
Laboral Gijón



## la Casa del Párroco 2008

This ephemeral urban intervention allows pedestrians to illuminate the facade of an abandoned building in decayed state. After this intervention the community decided to renovate and use this building as a youth centre.

urban-action interactive mapping

Dorffest Neuses  
Germany 2008



## i-arch bodies 2007

Delays and colours. A participatory and ludic interface that aims to increase awareness of the own body in time and space.

interactive installation  
workshop  
interactive installation  
workshop  
video

Munich 2007  
Munich 2008  
ICBA Salvador 2009  
ICBA UFBA Salvador 2009  
VIDEODANZA BA 2011  
Buenos Aires



## Große Brennessel 2005

“... This is to reach the highest thing,  
that Heaven perhaps will grant us:  
not admiration or victory  
but simply to be accepted  
as part of an undeniable Reality,  
like stones and trees.”

Participatory urban action that encourages the public to read aloud  
*Simplicity*, a poem by Jorge Luis Borges.

participative performance

BUGA München 2005



## Auditorium im Erlenwald 2000

Spatial and sound intervention in the forest. Collaborative artwork.

landscape-installation

Landschaftspark Schmockbachtal  
Edmund Siemers-Stiftung, Hamburg

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for more information see my website



[www.marianacarranza.art](http://www.marianacarranza.art)

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