



**VOID** lab  
project description

# VOID lab

VOID is an audiovisual performance and installation project by the media artist Egbert Mittelstädt and the sound artist Frank Schulte.

With VOID lab the artists have succeeded in creating a direct, immediate interaction of image and sound media and relating it to a space. The name of the project, VOID, stands for the empty space or for an open space of the imagination. To fill this space the artists use tactile and mechanical instruments that produce their worlds of images and sounds. "Analogue input instruments" such as video cameras, motors and light sources of all kinds, on the one hand, and microphones, acoustic sound sources, computers and controllers, on the other hand, play the leading role in their sequences of video and sound, which are generated live.

In the projection rotunda that was developed for VOID, the two artists operate live at networked workstations on the total audiovisual composition. Implemented in a multi-channel sound spatialisation and eightfold video projection, it harks back to the early days of media art.

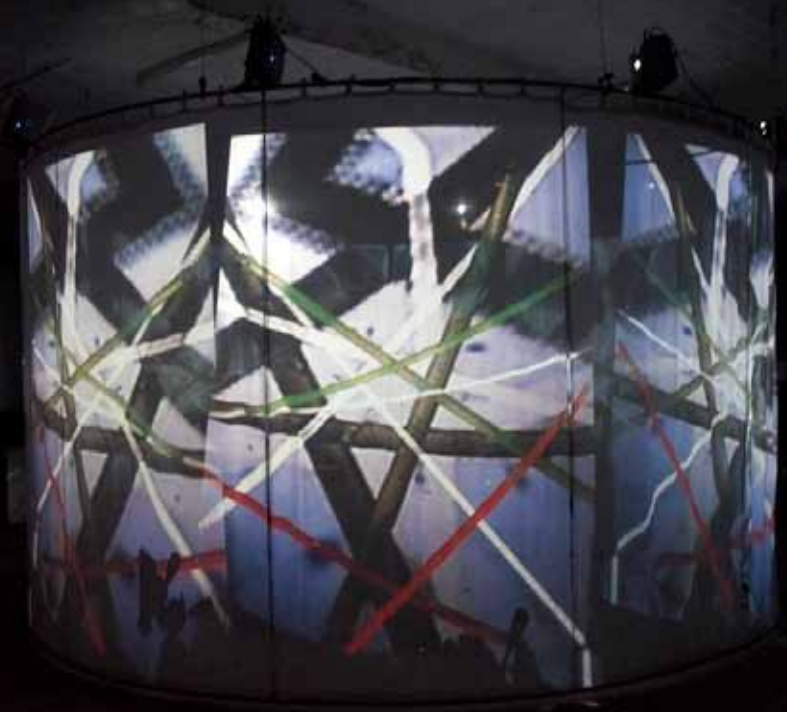
In addition to the technical connections between the image-generating and sound-generating machines, improvisation, action and reaction play an essential part. VOID lab is a musical, visual adventure with an uncertain outcome.

The installation structure in the shape of a projection rotunda provides the platform for this project, which puts the emphasis on live interactive aspects. By presenting their art in the middle of the space, surrounded by their audience, the artists break out of the usual, often one-sided, relationship between performers and the public.

The rotunda forms a light, tactile central space, fixed at a height of about five metres. Through its surfaces of light the audience can watch the performers producing and processing the visual and sound events, and can experience the direct result in the space.

The visual result is projected onto and through the translucent fabric of the circular body by eight video beamers. To generate





the images Egbert Mittelstädt uses an analogue/digital animation stand, at which – by means of a monitor and reproduction via a camera – he uses various light sources and objects to create changing visual structures, which are then processed live using computer software. In this way a controlled feedback system is produced.

The sound is spatialised and moved within the space live via an eight- to ten-channel audio system that is adapted to the place of performance. Here Frank Schulte works at various analogue and digital sound generators as well as with a vibration feedback instrument specially developed for this project in which bass strings are made to vibrate by the basic harmonies of the sound space. In addition the sound parameters of the music provide process control impulses for the digital image processing.

VOID lab can be operated in three action modules that can be combined:

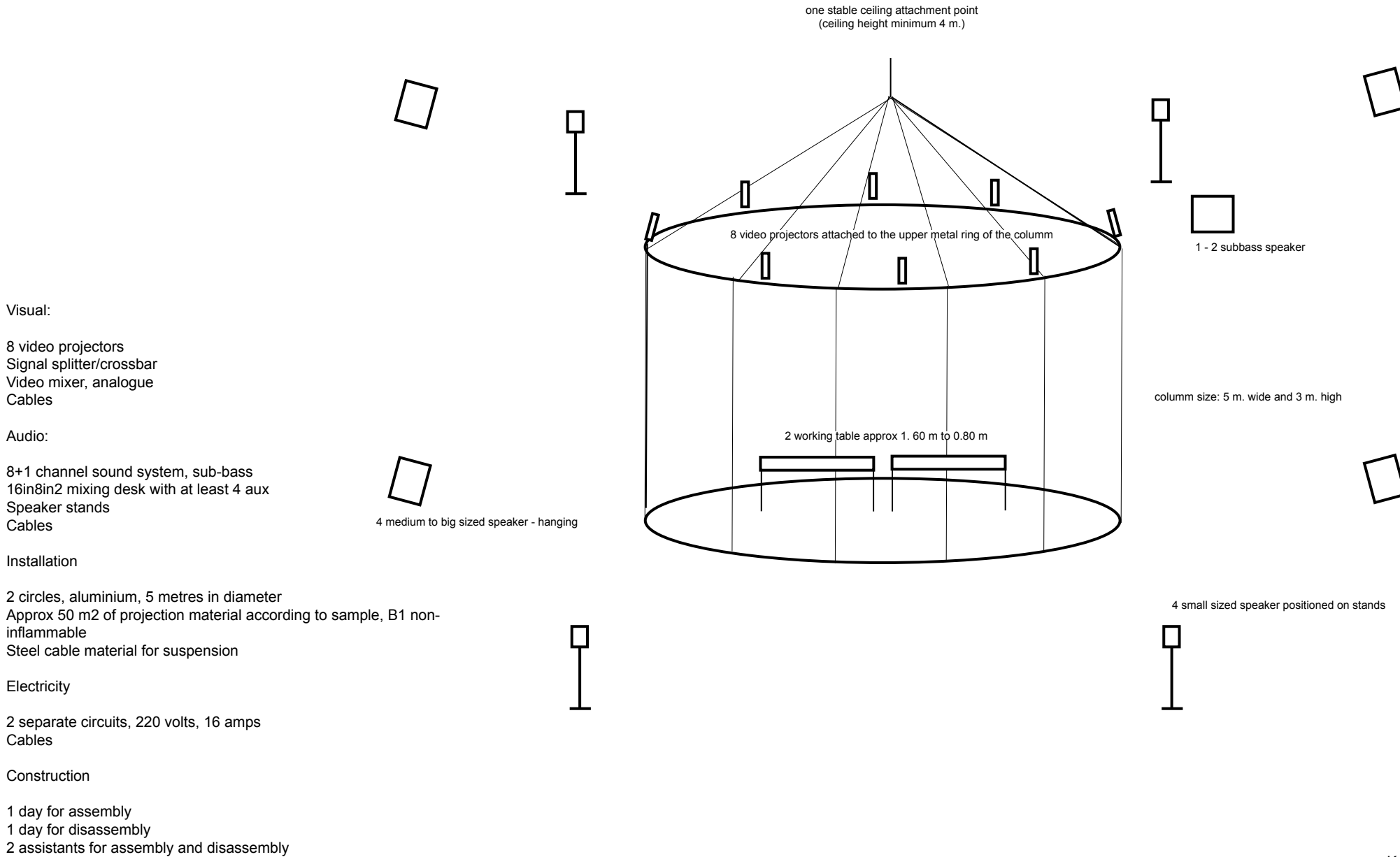
as a performance (concertante live performance in a direct dialogue of the two artists)

as an interactive laboratory (testing new working results with guest artists in music and performance, and exploring interactive sensory impulse and control with and for visitors to the event)

as an installation (automated spatial performance with generative circuitry for sound and image events)

Video: <http://www.youtube.com/watch?v=SpEZCbWNIwE>  
<http://vimeo.com/16905631>

**VOID lab**  
setup



Kontakt:

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Frank Schulte, Lustheide 74, 51427 Bergisch-Gladbach, Tel. 02204 309792, Mobil: 0177 4905320, fs@dom.de

## FRANK SCHULTE

electronic instruments, room sound, light objects and composition

sound- and media artist

German sound creator Frank Schulte has played in various ensembles for improvised and composed sound art. He works with performance artists, dancer, actors and lyricists. He also composes music for plays, experiments with the application of new electronic sound generation techniques, multi-channel sound installations and network performances, creates sounds, tracks and atmospheres for film and television works. In cooperation with video artists he develops and presents conceptual expanded media projects.

F.S. combines his sound generating equipment into a musical household of electronic instruments. Out of the European musical tradition, sound installations, music for unknown films and in applications for New Dance Culture or musique concrète he has created noise stories, songlines and dreamscapes in a very specific personal language. He has conceptualised numerous intermedia events, such as SWITCHBOX and THE LISTENING ROOM, in which his selection of sound arts, ambient music and improvised music, as well as elements from the electronic dance music scene are locked together in dense friction.

**creative collaborations with:** David Moss, Jon Rose, David Shea, Yoshihide Otomo, Anna Homler, Thomas Heberer, Christian Marclay, Phil Minton, Sainkho Namchylak, Sussan Deyhim, Chris Cutler, Fred Frith, eRikm, Philip Jeck, Dirk Raulf, Matthias Mainz, Kalle Laar, Jörg Ritzenhoff und Andres Bosshard

**performs** since 1986 in various clubs, festivals and concert halls throughout Europe, for example: International New Jazz Festival Moers, Jazz Festival Leipzig, Jazz Festival Berlin, Festival International des Musiques Actuelles Nancy, GRAME Festival Lyon, ISEA 94 Helsinki, music unlimited Wels, the Sonambiente Festival Berlin and the Musik Triennale Cologne. Performances and projects on the documenta 8 and 9 in Kassel and on the XLV biennale in Venice Italy, Opera Leipzig and Dresden, Berliner Ensemble, IRCAM Paris, Musik Triennale Köln 1997, toured by order of the German Goethe Institut in Uruguay, Argentina, Chile, London and Rome

**theatre plays, scenic music and opera** at Bonn, Leipzig, Berlin, Dresden, Weimar, Essen, Oberhausen and St.Gallen plus several collaborations with free lanced theatre- and dance ensembles several CD-releases

**Installations and projects for sound in public spaces** since 1998. project examples: Lippstadt, Hellweg ein Lichtweg, Halfisland Au, Civitella d'Agliano and forum for architecture plan

[www.poise.de](http://www.poise.de)

[www.zentrifuge.crichton.tv](http://www.zentrifuge.crichton.tv)

[www.klangraumgarten.de](http://www.klangraumgarten.de)

[www.myspace.com/listeningspace08.de](http://www.myspace.com/listeningspace08.de)



## Egbert Mittelstädt

1963 Born in Frankfurt am Main  
 1981-86 Studied communication design at the University of Applied Sciences  
 1988-92 Founded and built up the agency Inline, Würzburg  
 1992-95 Studied at the Academy of Media Arts Cologne  
 Since 1995 Freelance artist with studios in Cologne and Eifel  
 1998-2000 Lecturer at Academy of Media Arts Cologne  
 2003-2006 Lecturer at University of Applied Sciences Darmstadt



Solo exhibitions, group exhibitions and performances (selected)

2010 „4442 Frames“, Art Fair Participation C.A.R, Essen\*  
 „Coming Home“ Deutsche Video-Kunst 2008-2010, Museum im Glaskasten, Marl\*

2009 „Space to Space“, Dagmar Schmidla Galerie, Köln  
 Art Fair Participation ArtFair, Köln  
 „Kunst im Raum“, Medtronic, Meerbusch  
 „Zeitblom“, Odeon-Kino, Köln

2008 „Images Volubiles“ Dance Theater, St. Theodor, Köln  
 „Insight Project“ with Biosphere, La Geode, Paris  
 „Discover Sudan“ Diözesanmuseum, Regensburg  
 „Discover Sudan“ Don Bosco, Brüssel  
 „Disposition“ Dagmar Schmidla Galerie, Köln  
 „Abschweifungen“ KölnArt, Köln

2007 Art Fair Participation, Tease-Art-Fair, Köln\*  
 Nemo-Festival, Paris\*  
 „Discover Sudan“, ZKM, Karlsruhe  
 „Abschweifungen“, Galerie Trimetall, Köln  
 „Discover Sudan“, HaD, Frankfurt

2006 Performances worldwide with Biosphere (Moskau, London, Mailand, Oslo...)  
 „Genfer See“, Mövenpick-Hotel, Frankfurt \*  
 „Discover Sudan“, Saarbrücken \*  
 InVideo, Mailand \*

2005 Transmediale with Biosphere, Berlin\*  
 „Bewegtbilder“ European Media Art Festival, Osnabrück\*  
 Mutek with Biosphere, Montreal Canada \*  
 Ars Electronica, Linz \*  
 „Bewegtbilder“ Long Night of Museums, Kulturbunker, Köln

2004 „Défilments“, HEAA, Genf\*  
 Maisalon, Monreal&Poppen, Bonn

„Passanten“, IHK, Bonn/Rhein-Sieg  
 „Timaos“, Long Night of Museums, Köln  
 RomaEuropaFestival mit Biosphere, Rom\*

2003 „Streams of Encounter“, Taipei, Museum of Fine Arts\*  
 „Improbable Movements“ CCB, Rio de Janeiro\*  
 „Museumsland“, Long Night of Museums, Köln  
 „Madou“, with Geert Westphal, IVG, Bonn

2002 „Dioramen“, Trimetall (Passagen), Köln  
 „Arsenal“, Wandelhalle, Köln\*  
 „As Time Goes By“, Kunstverein Region Heinsberg\*  
 „Dioramen“, Kunstraum1, Mönchengladbach  
 „SiralScan“ with Geert Westphal, Köln Marsdorf

2001 The Human Machine Projekt, Digital Art Gallery, Frankfurt\*  
 „Dioramen“, Atelier für Medienprojekte, Köln\*

2000 Deutsche Video-Kunst 1998-2000, Museum im Glaskasten, Marl\*  
 „Lighthouse“, Speicherstadt Hamburg  
 1999 „Kunst Passiert“, Römisch Germanisches Museum, Köln\*  
 European Media Art Festival, Osnabrück\*  
 „Mobilé/Dioramen“, Siemens ICN, München

1998 „Venetian Wipe“, Berlin Studios ARD\*  
 1997 „Folie“, Wandelhalle, Köln\*  
 1996 „Trabanten“ Special Show of the Art Fair Hannover  
 1995 European Media Art Festival, Osnabrück\*  
 World Wide Video Center, Den Haag\*  
 „Vertikal“ Kunsthaus Rhenania, Köln

1994 „Spektakel“, Museum am Ostwall, Dortmund\*  
 „Videonale“, Kunstverein, Bonn\*  
 „INA“, Paris

1993 „Multiple Arts“, Maastricht



Frequent performances worldwide of video work at festivals, including the Goethe-Institut programme “Deutsche Videokunst” (German Video Art)

\* Publication/catalogue

Awards and prizes:

Fuji Sponsorship Award at European Media Art Festival, Osnabrück 1995; public's choice award, INA, Paris 1996; 1st prize, Backup-Festival, Weimar 2001; 2nd prize DNA Award, Frankfurt, 2001; special mention, Internationales Bochumer Videofestival, Bochum 2000; special mention, Preis der deutschen Filmkritik (German Film Critics' Prize), Osnabrück 2003; Mention du jury, Rencontres Audiovisuelles MAP, Lille 2003; nominated for Tanz- und Theaterpreis, Cologne, 2009



[www.atelier-fuer-medienprojekte.de](http://www.atelier-fuer-medienprojekte.de)