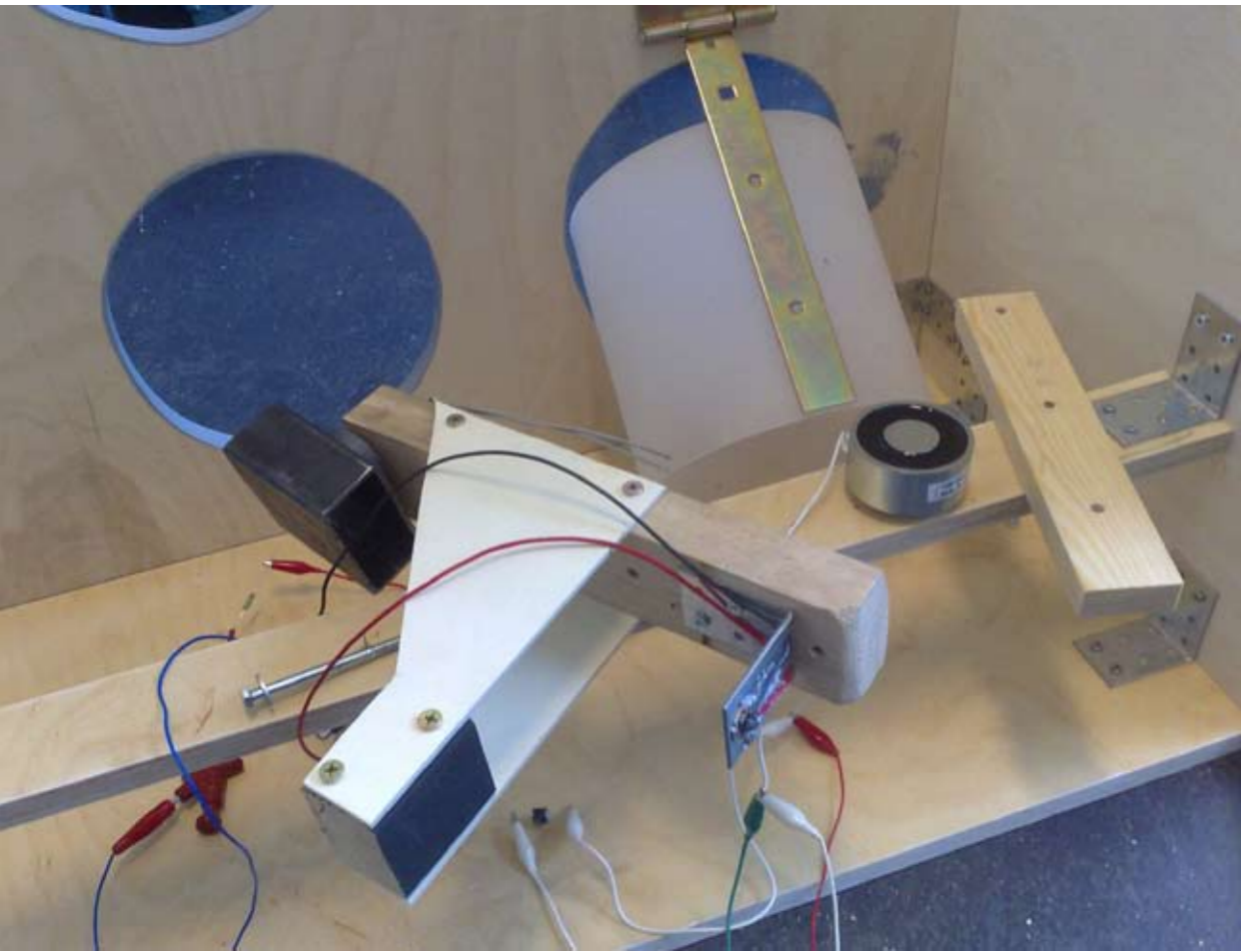


Olaf Val

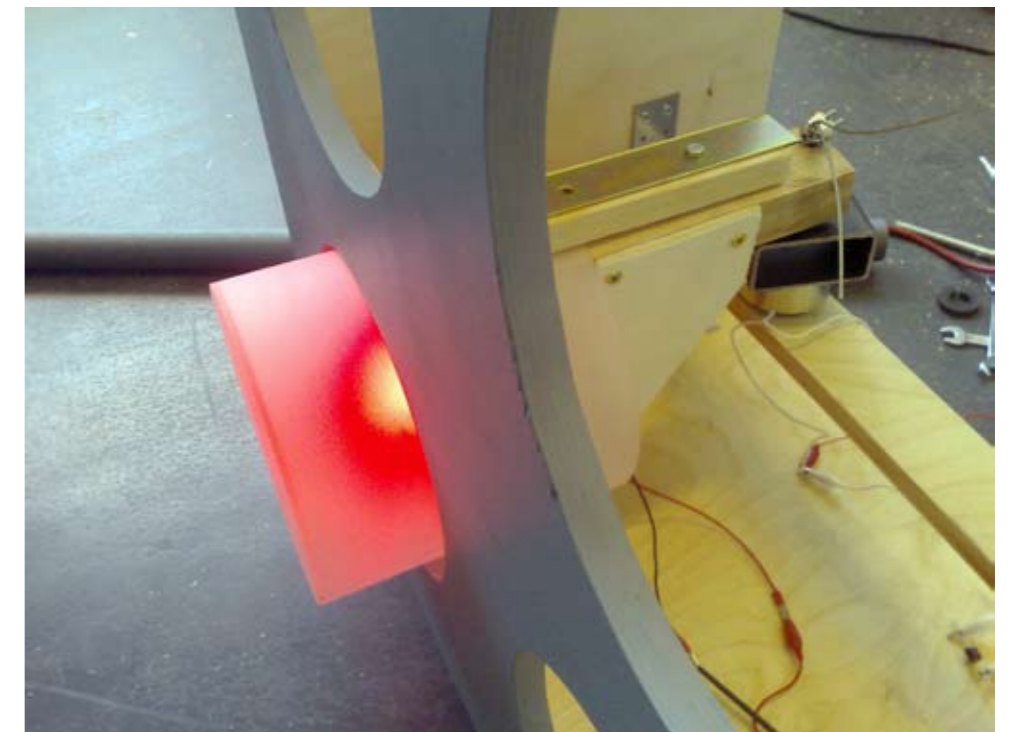
DIGIGRIPPER





In Lutz Dammbeck's film „The Net“: John Brockman asks “Do we think the heart is like a pump?” He then declares, that our brain functions like a computer, and corollary arrives at the query, is man nothing but information?

Increasing abstraction is beneficial in many aspects of life. However, digital technologies have accelerated processes of abstraction, which have led to yet unassimilated cultural developments. Many issues regarding the interplay of virtual worlds and reality cannot fully be understood on an epistemological level alone.



While the abstract world of cross-linked media was considered new and alien a decade ago, we now talk of an addiction to the Internet and “always on”. Many answers and solutions for a humane levelled accommodation of the abstract can only be found in real life. Consumers of digital comforts decide emotionally in everyday life.





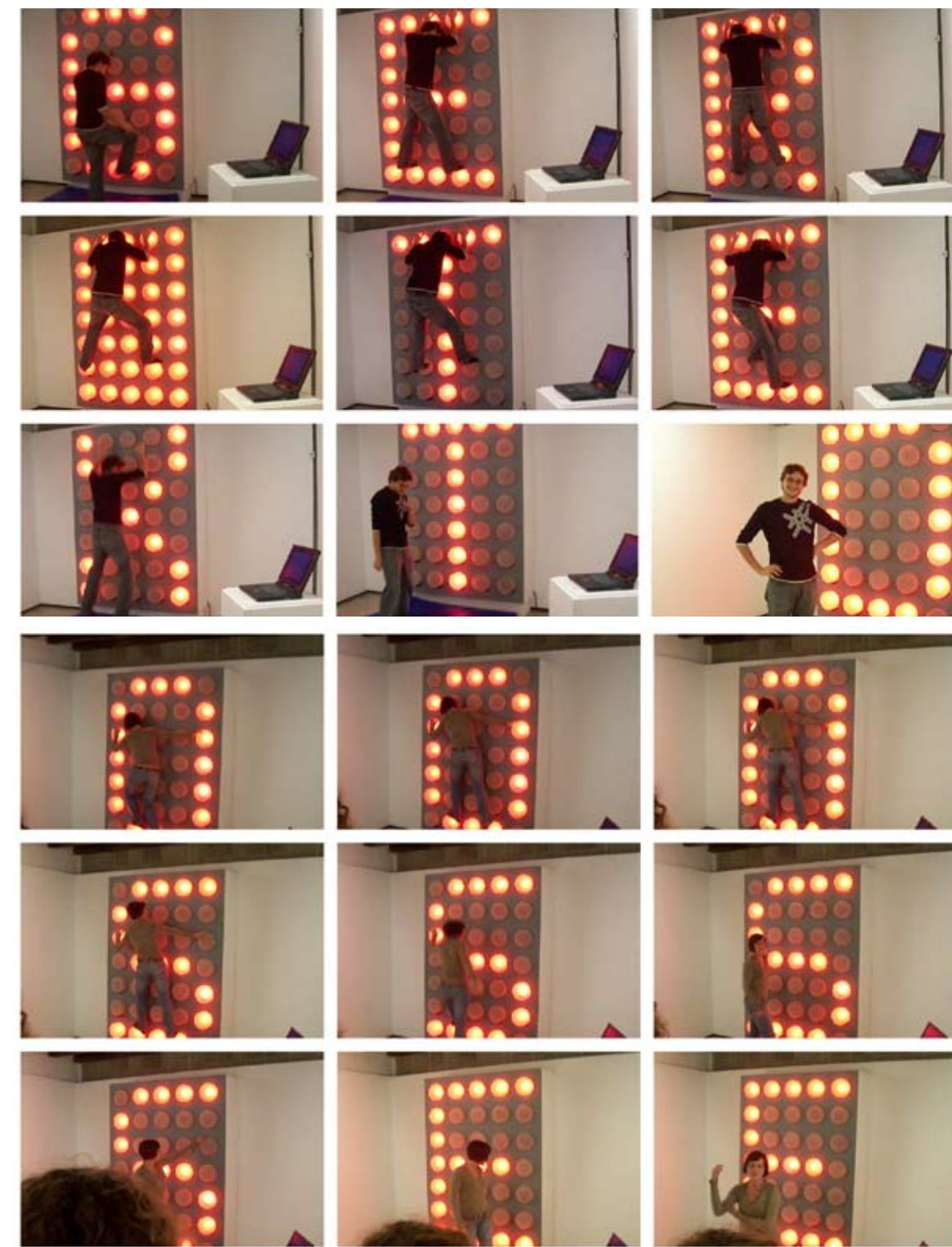
In 2003, I attempted to find a constructive approach to abstract technologies by way of digital aesthetic education with the construction- kit-project "Display".

“Digigripper” raises the artistic reflection of the media to a surreal level. Similarly to many previous works, “Digigripper” uses a 5 x 7 dot-matrix LED display. These display modules can depict all universal signs, such as numbers, letters, arrows, and even Asian characters.





They form the smallest universal unit within communications and are thus a symbol for the digital. "Digigripper" uses one such enlarged display module.



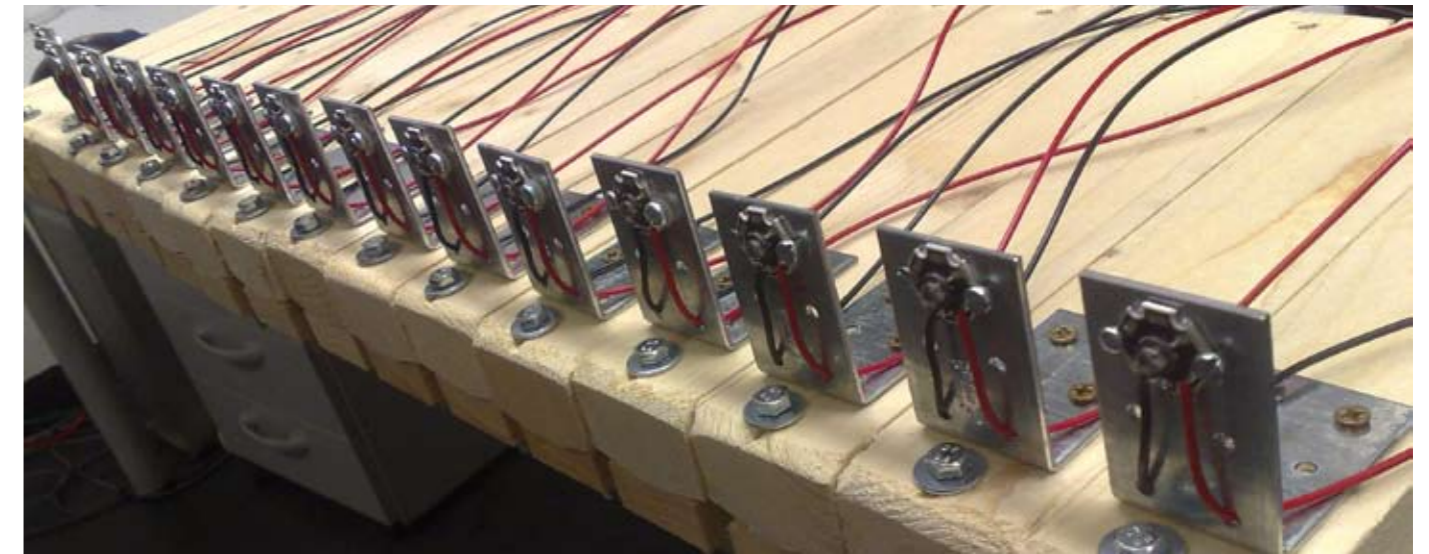
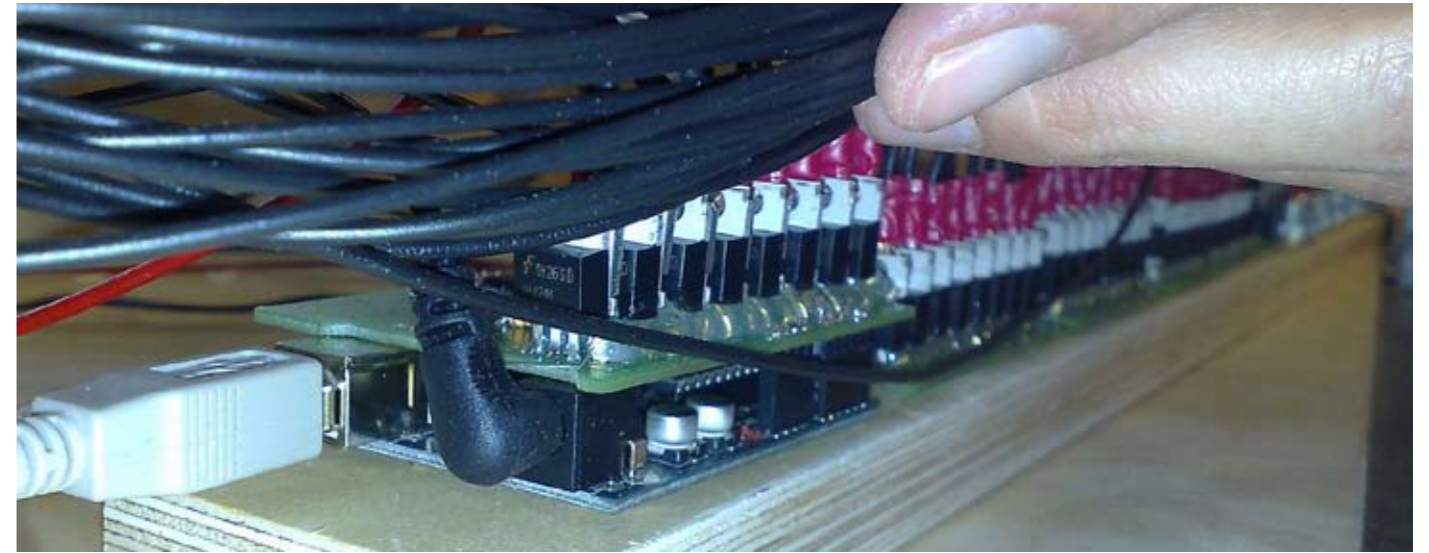
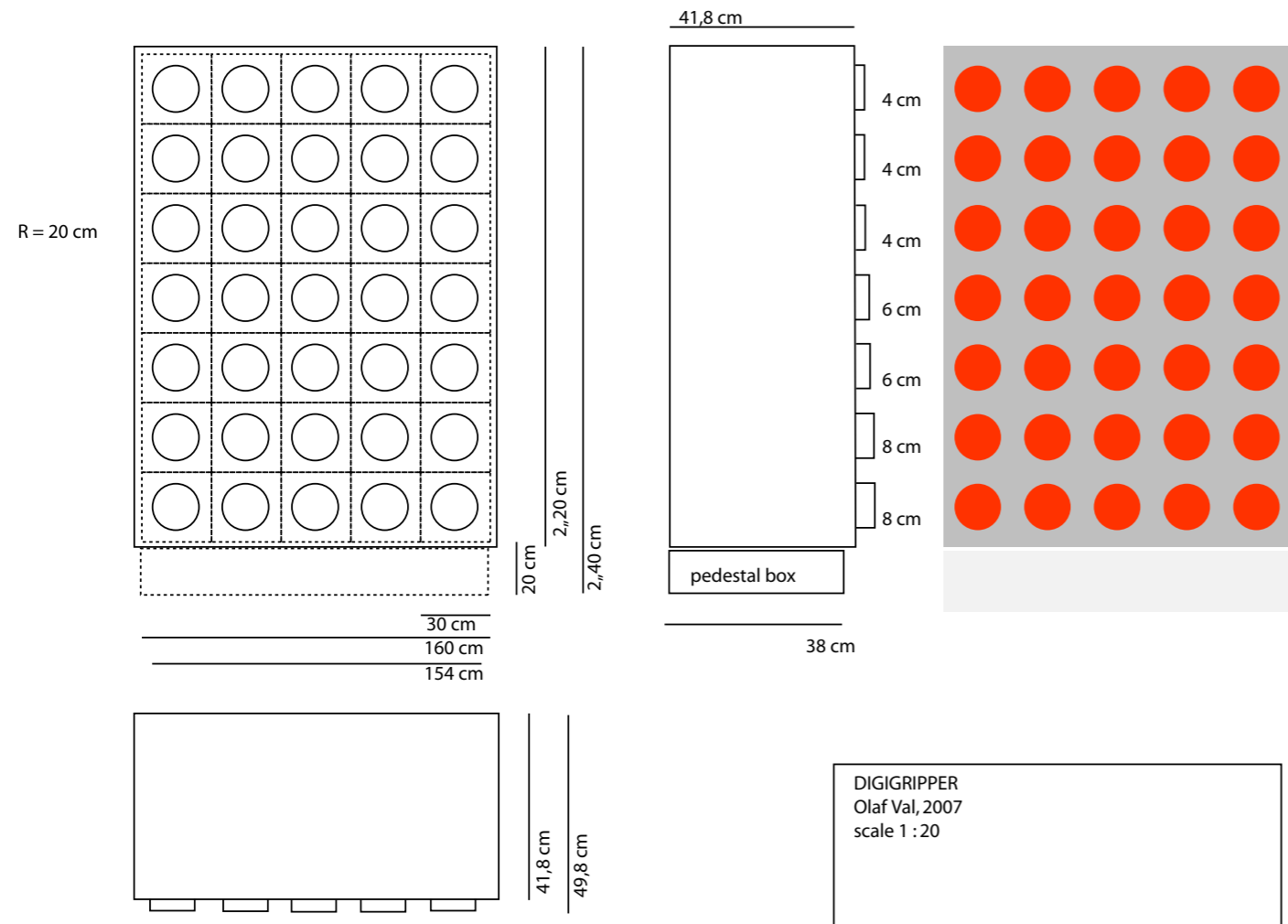
The viewer not only reads the displayed text, but is asked to get physically involved with the display. Strength, dexterity, and fitness are required. Gravity is one of the most distinct signs of reality.

Through the fight against gravity, one experiences one's own body, holding on to the digital display and gliding off time and time again. Every visitor who tries to climb the "Digigripper" will end up with a performance that shows the human being in a situation where he uses up all his energy to follow the hectic, seamless changes of the digital medium.



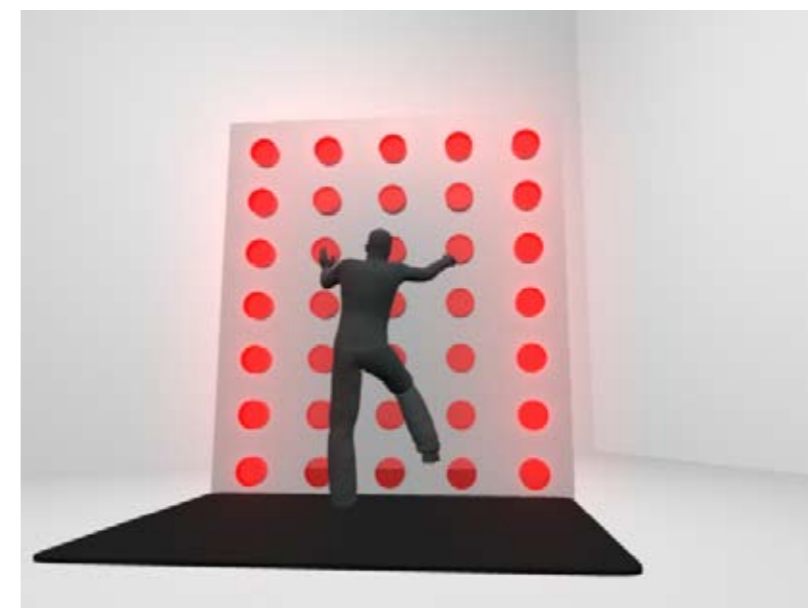
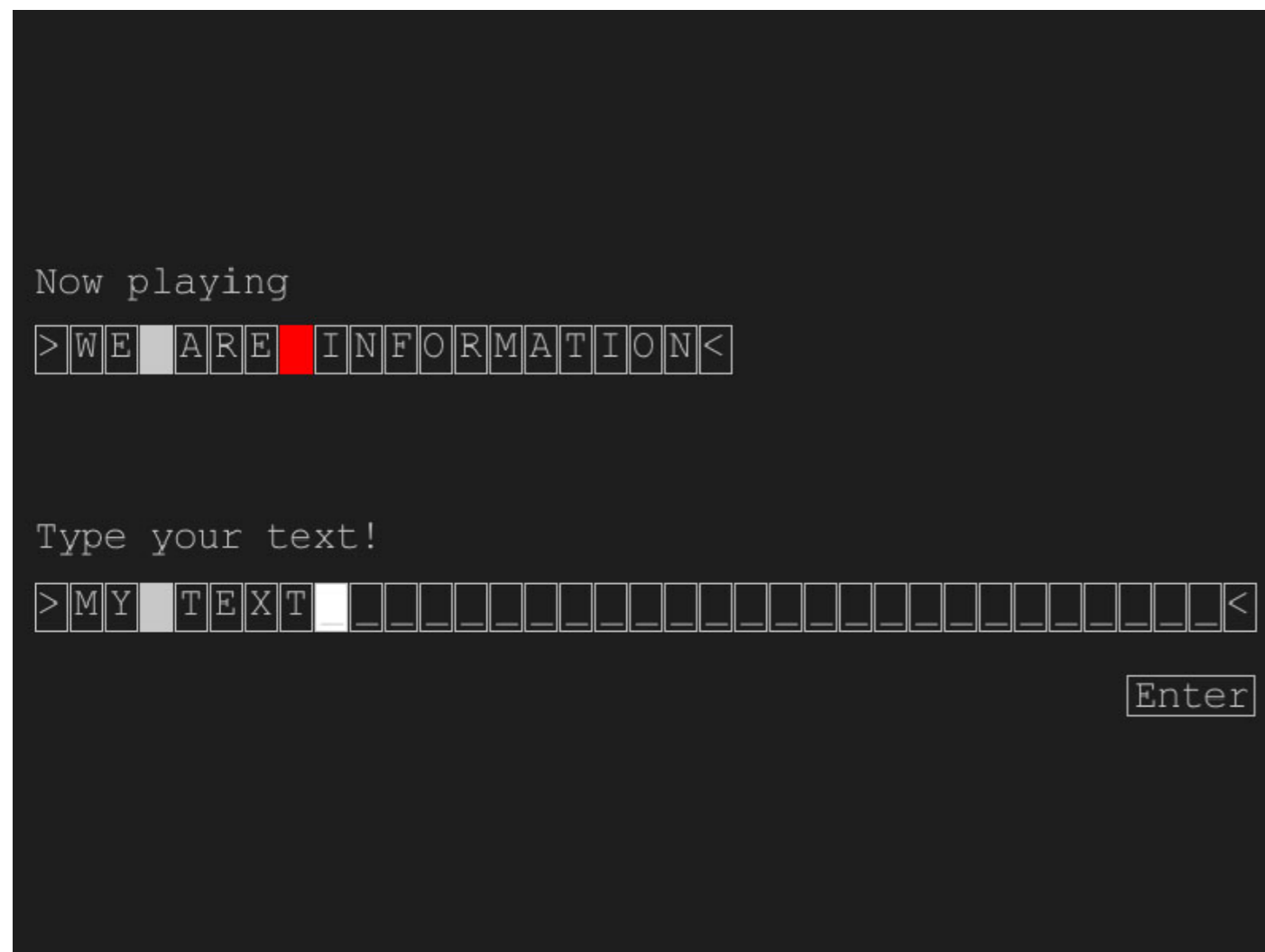
Information becomes a meaningless score, the abstract is revealed as a game.

A human sized 5 x 7 dot-matrix display becomes a climbing wall. The individual display dots protrude from the wall and thus form steps and handles to allow the climber to hold on to the display.

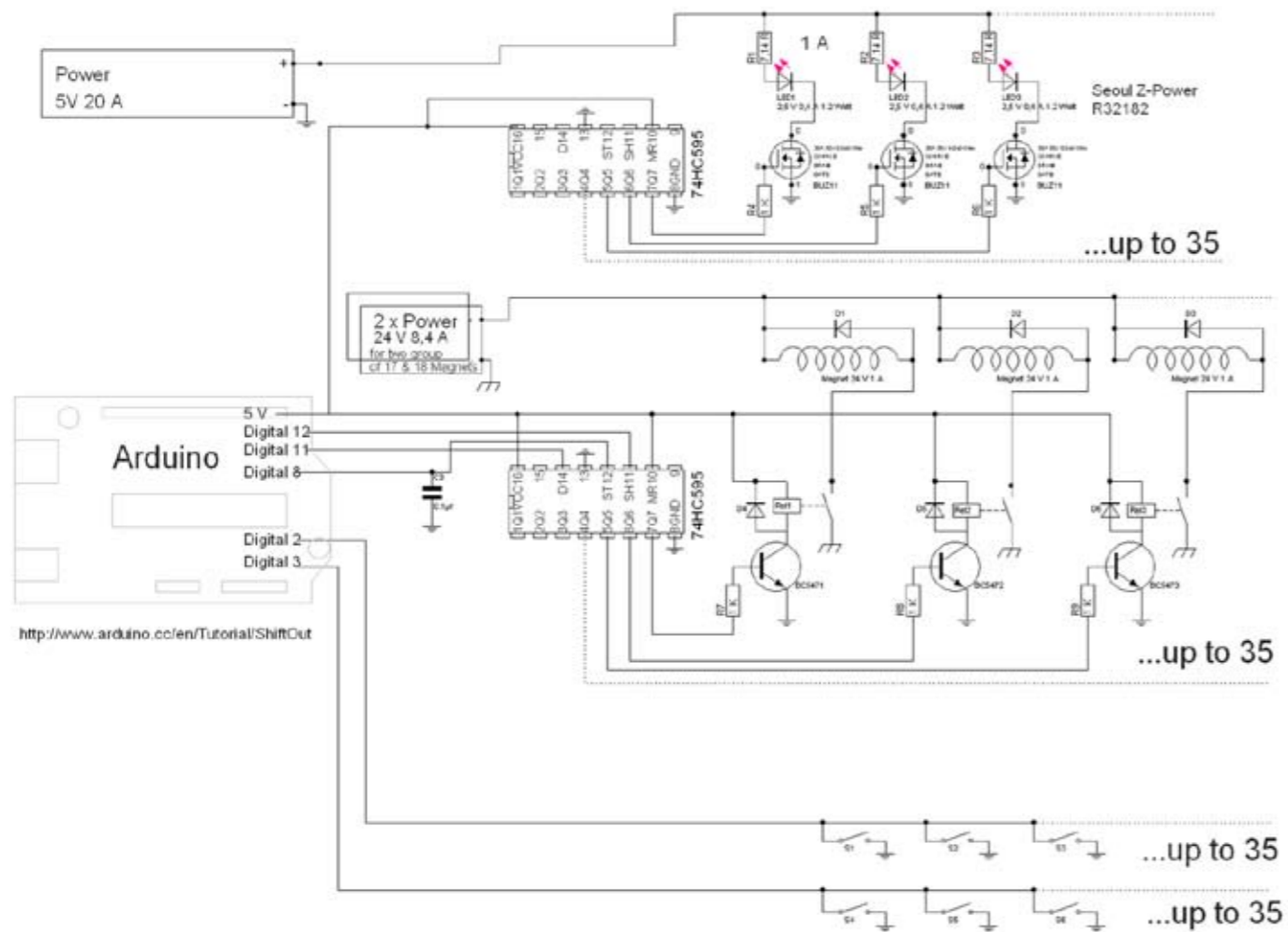
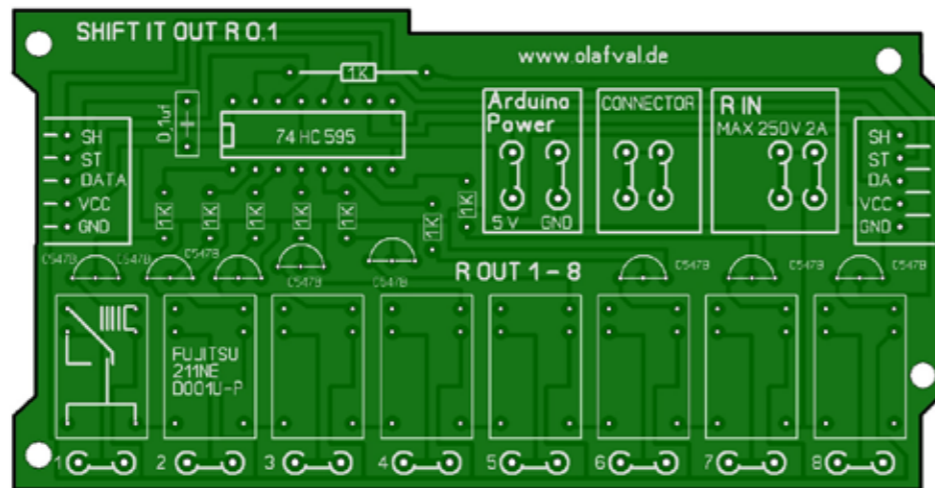
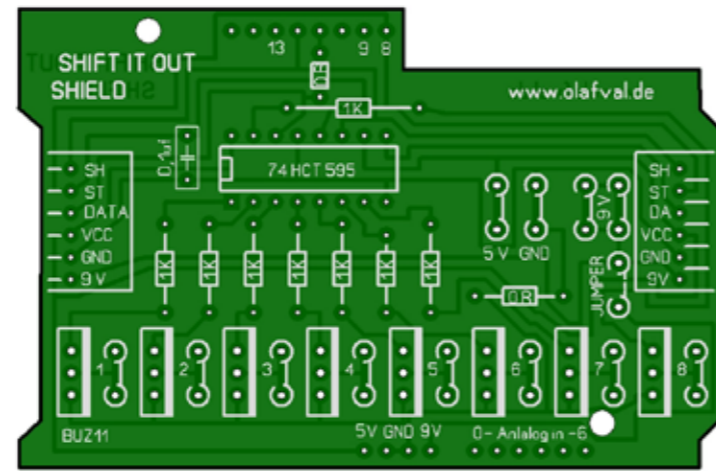


However, if one uses an unilluminated dot, this dot will cave in, causing the climber to slip and to tumble to the ground. Prior to climbing the display one has to memorise a continuous series of letters, as this is the only way to change the dots one is holding on to in time for the next change of letters.

In doing so one can key into a terminal a short sentence. Whoever manages to hold onto the display the longest is the winner. The longer someone holds on to the display, the quicker the letters change.



The display climbing wall refers to the moloch motive from the film *Metropolis* (Fritz Lang). The film includes an impressive scene involving the so-called "Paternoster Machine". The classic film shows how a worker keeps on aligning the hands or levers of the machine to the flashing bulbs to a point of absolute exhaustion. In this very expressive picture the human being turns into an electro-mechanic device, and he ultimately falls prey to the machine, that carries on because he is interchangeable. DIGIRIPPER transfers the theme of the "Paternoster Machine" from analogue to digital and enables the audience to experience it for themselves.



DIGIGRIPPER is an open source project. All files can be downloaded for free. www.olafval.de

Files:

- Construction plan
- Arduion shield layouts
- Arduino code
- Processing code
- Circuit diagram
- Pictures and texts with hints and instructions

For installing DIGIGRIPPER you need a stable wall and a normal power supply. The whole thing comes in three pieces, which must be delivered by a transport company. Additionally a plinth for the Laptop is needed.

Thanks to:

Martin Böttger, Paul Ertel, Thomas Wappler



Olaf Val

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Studies:

1995 - 2000 Art Academa Kassel.

2000 - 2003 Academy of Media Arts, Cologne

Teaching experience:

2005 - ... Artistic and Academic Staff, Art Academy Kassel

2005 “Pervormative Devices”, Merz Akademie, Stuttgart

Scholarship:

1997 - 2003 Cusanuswerke, Bonn

2004 - 2005 Meistermann Award, Bonn

Awards:

1996 “Spurensicherung”, Art School Kassel

1997 “Dr. Wolfgang Zippel Donation”, Kassel

2003 “Medienkunst Förderpreis NRW”, Düsseldorf

2005 “Miller und Partner Preis”, Stuttgart

Exhibition Project:

2002 “Get High”, Galerie Projekttraum, Cologne

Workshop Projects:

2003 “Gameboy-Werkstatt”, Workshop, Games/Hardware, Dortmund

2005 “Media Art Biennale” Seoul Museum of Art, Media_city, Seoul

2005 “18 Stuttgarter Filmwinter”, Württembergischer Kunstverein, Stuttgart

2006 “Jugendforum NRW”, Workshop, Cologne

2007 “Game Kit Workshop”, Communication Museum, Frankfur Main

2007 “Phänomenale”, Phäno, Wolfsburg

2007 “Mignon Game Kit”, Workshop, Hardware Medien Kunst Verein, Dortmund

2007 “Game Boy Marke Eigenbau”, Communication Museum, Bern, Switzerland

2007 “Game Boy Marke Eigenbau”, Plug In, Basel, Switzerland

2007 “Game Boy Marke Eigenbau”, Walcheturm, Zürich, Switzerland

Performances:

1999 “Crisp-Club”, ARM, Kassel

2000 “B-Day”, Stammheim, Kassel

2000 “digital arena”, Khs, Kassel ([link](#))

2002 “Late Lounge”, d-base, Kassel

2007 “How to make iron out of gold” Pikel Festival, with xxxxx, Roman Kirschner and Yunchul Kim, Bergen, Norway

Exhibitions in public space:

2000 “Phänomenta”, Kurfürsten Galerie, Kassel

2001 “Flora Medialis”, Flora, Cologne

2003 “Weltkindertag”, Computerspielemuseum, Berlin

2006 “Artspace”, Kindermuseum, Stuttgart

Art in construction:

2004 “Display 2”, BBK Health insurance scheme , Bochum

Single Exhibitions:

1997 “Öffentliche Fläche”, Galerie Stellwerk, Kassel

2002 “Foliencollection”, Galerie Projekttraum, Cologne

2004 “Living In A Box”, Kunstverein Bochum

Group Exhibitions:

1995 “Dem Herkules zu Füßen”, Museum Fridericianum, Kassel

1996 “13. Dokumentarfilm- und Videofest”, Filmladen, Kassel

1998 “Das Verschwinden der Kunst.. “, Kasseler Kunstverein

1998 “VideoBaustelle”, Hessischer Rundfunk, Frankfurt / Main

1998 “Verschaltungs Kunst”, Hansahauss Kassel

1998 “COMTECart”, Comtec, Dresden

1999 “Chronos & Kairos”, Museum Fridericianum, Kassel

2002 “Unplugged”, Ars Electronica, Linz, Austria

2003 “Genie GS-3246”, Oktagon, Dresden

2003 “Games”, Hartware, Dortmund

2003 “Bingo”, Art Cologne, Cologne

2003 “Games Conference”, LEVEL UP, Utrecht, Netherlands

2004 “DETOX”, Grensländmuseet & Malmaklang, Kirkenes

2004 “DETOX”, Trondhjems Kunstforening, Trondheim

2004 “DETOX”, Sörlandets Kunstmuseum & Quarto4, Kristiansand

2004 “DETOX”, Tou Scene & Rogaland Kunstsenter, Stavanger

2004 “DETOX”, Telemarksgalleriet, Notodden

2004 “DETOX”, Bergen Kunsthall & Landmark, Bergen

2004 “Transmitter”, European Media Art Festival, Osnabrück

2004 “University of the Street”, c/o-pop, Cologne

2004 “ALT+CTRL”, Festival, Irvine, California

2004 “MuseumN8”, Montevideo, Amsterdam

2005 “18 Stuttgarter Filmwinter” Württembergischer Kunstverein und Wand5 e.V. Stuttgart

2006 “PONG.mythos”, Computer Game Museum, WKV, Stuttgart

2006 “PONG.mythos”, Computer Game Museum, Games Convention, Leipzig

2007 “PONG.mythos”, Computer Game Museum, Communication Museum, Frankfurt Main

2007 “PONG.mythos”, Computer Game Museum, Kornhausforum, Bern

2007 “beidseitig”, Gallery König, Hanau

2007 “Art for Fun”, Foundation “SA NOSTRA”, Casal Solleric, Mallorca, Spain

Contact

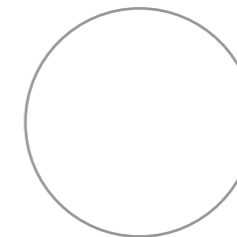
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DVD
with DIDGRIPPER
documentation. If the
disc is lost, you can
find the video on-
line in the archive
of www.olafval.de



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