

## CONNECTED. Patchlab Digital Art Festival

Expand your reality

The 9th edition of the Patchlab Festival CONNECTED held from 23rd to 25th October will present the artworks of over 35 contemporary audiovisual artists from around the world. The festival has prepared a hybrid program, i.e. the events will be available online as well as in augmented and virtual reality on smartphone screens. The program includes online exhibitions in virtual and augmented reality, a performance in a video game, an extensive film program, immersive audiovisual shows and two unique **mobile applications** - announces the Artistic Director of the Patchlab Festival, Elwira Wojtunik. Participation in all events is free and easily accessible online.

The Festival opens with a panel discussion led by experts from **Centrum Cyfrowe** on innovations and the digital tools to which we are doomed in times of a pandemic. During the three festival days, the online exhibition will be available at any time. In five virtual rooms there will be digital audiovisual artworks in augmented reality, created by artists such as **Ryoichi Kurokawa**, **MONOCOLOR** or **Ari Dykier** or interactive internet installation and works in VR and 360° format. In the immersive space designed by the New Zealand studio **arc/sec Lab**, we will dive into multi-sensory light installations and in two studios, multimedia works by students from the Multimedia Studio of the Polish-Japanese Academy of Information Technology in Warsaw and the Intermedia Department of the Academy of Fine Arts in Krakow will be presented. The online cinema at **patchlab.pl** will feature the animations awarded by **Ars Electronica Festival** in Linz, **ADAF Kids** - short animations for children and experimental audiovisual forms created by artists during the pandemic. We also recommend the film programme of the partner event **Digital Cultures** organised by the Adam Mickiewicz Institute.

As befits a digital edition, the special project will be held live on the Internet. **Robin Klengel** and **Leonhard Müllner**, live from Vienna, will present a performance that takes place in a dystopian video game space. In the **Operation Jane Walk** project they walk through a digital battleground through post-apocalyptic Manhattan discussing the issues of the history of architecture, exploring the possibilities (and impossibilities) of new media technologies. Saturday evening will be transformed into an audiovisual **AVnight**, thanks to the German duo **INSTANT**, that will play live from Berlin especially for the Patchlab Festival audience at home, serving improvised analog techno driven by bass. It is worth finding a good sound system and a private dance floor!

Using the augmented reality in mobile application **SOL.AR.IS**, the user will be able to reveal fantastic, moving 3D objects designed by artists inspired by the sci-fi novel "Solaris" by Stanisław Lem. Being in Krakow, you will be able to break away from your computer and go for a walk on a multi-threaded journey along the trail of the twentieth century architecture of the Old Town, discovering unknown details and gems, with the **Krakow AR Tour. The Old Town anew** application that uses augmented reality technology. The festival will also include workshops on ergonomic design of 3D printing and a show of audiovisual projects that were created during the remote Artist in Residence #homeedition program at the 360° Gallery.

Program details: <https://en.patchlab.pl/>

FB event: [https://bit.ly/Patchlab\\_2020\\_Connected](https://bit.ly/Patchlab_2020_Connected)

The festival can also be found on [Facebook](#) and [Instagram](#).

Stay connected!

**PaTCH**  
**Lab** — ●

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