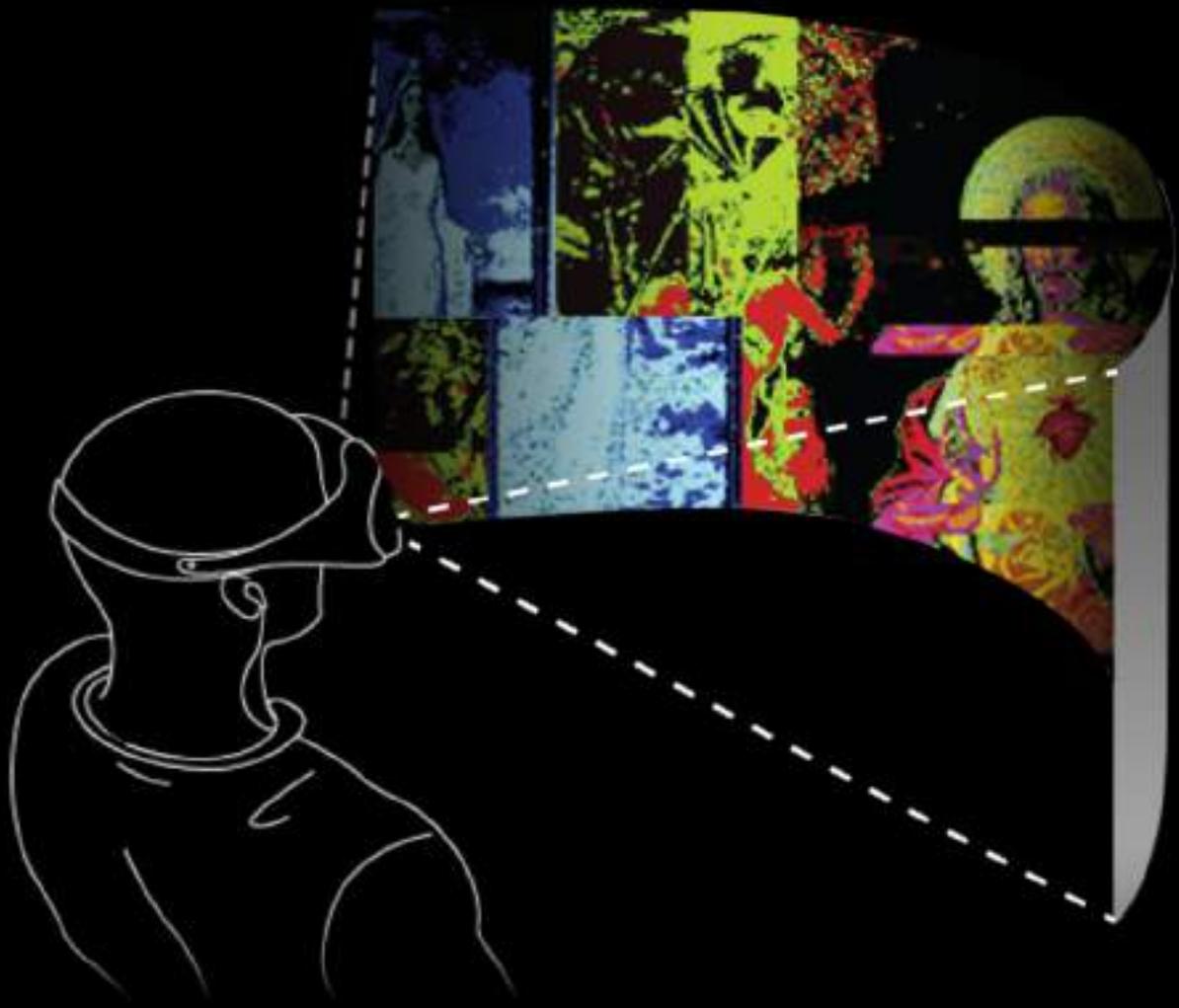


EXHIBIT PROPOSAL

THE ENTHEOGENIC MACHINE V.3/RV PROJECT



A MULTISENSORIAL ARTWORK FOR IMMERSIVE ENVIRONMENTS

A COLLABORATIVE DEVELOPMENT OF:

Fabián Barros Andrade

WITH:

Federico Márquez

Franco Di Gregorio

David Rivero

Gianfranco Piana

Mónica Talamás

1.- Nombre de la obra:

La Máquina Enteogénica V.3/RV

2.- Introduction:

This multisensory work explores **the digital medium as a devotional space** through the possibilities offered by the new tools of virtual reality. Just as many cultures use enteogenic plants to expand consciousness through the use of vegetal technology, "The Enteogenic Machine" uses digital technology to stimulate contemplation, elevate levels of perception and foster connection with our inner divinity.

The proposal starts from the study of manifestations of popular religious art on the internet - specifically the South American imagery - in one of its most basic expressions: the animated gifs. The images compiled from the web are recreated, reinterpreted and recontextualized to be inhabited in an immersive environment through the use of video tools, sound design and programming.

The user enters the exhibition area through a path of led candles. On the floor, on a carpet and barely lit by black light, user finds a pile of cushions on which there is a device formed by virtual reality lenses connected to a smartphone and headphones.

When the user rests on the cushions and connects to the device, he changes his spatial precept as he enters a totally dark virtual universe where he becomes the center of an infinite sphere. A series of devotional images are presented to the user from different points in asynchronous and dynamic form. At the same time, an environmental sound base is intervened by ritual sounds.

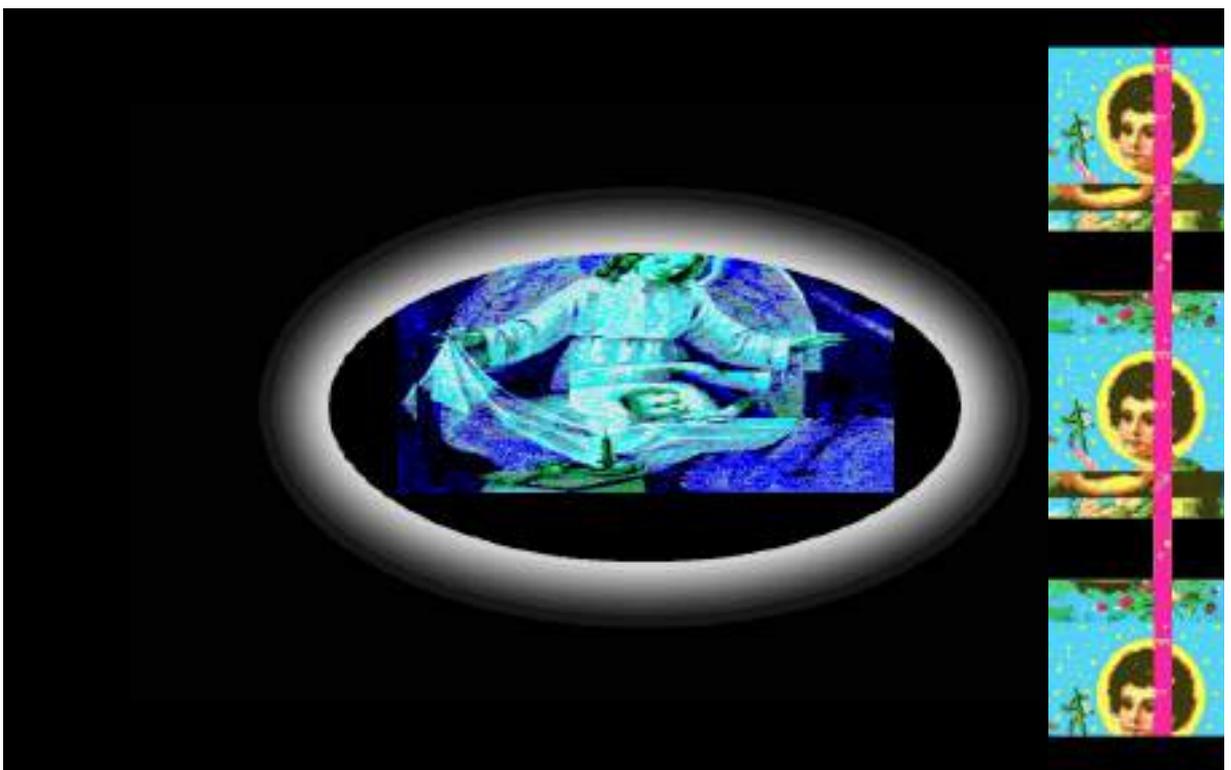
The user can view the images and sounds from all points of view, since it is a 360° projection. The duration of the experience depends on the user, since the projection is infinite. In turn it is unique and personal, since the way in which the images and sounds are combined is unrepeatable.

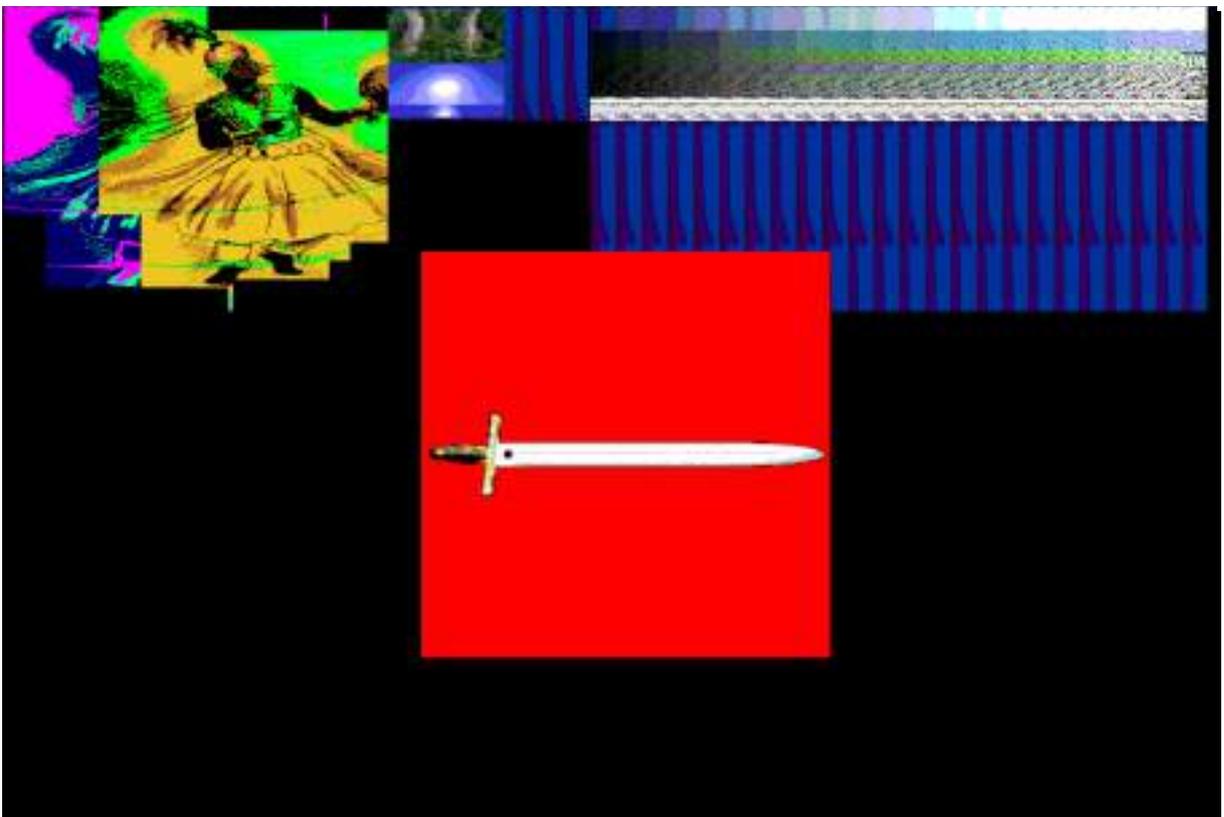
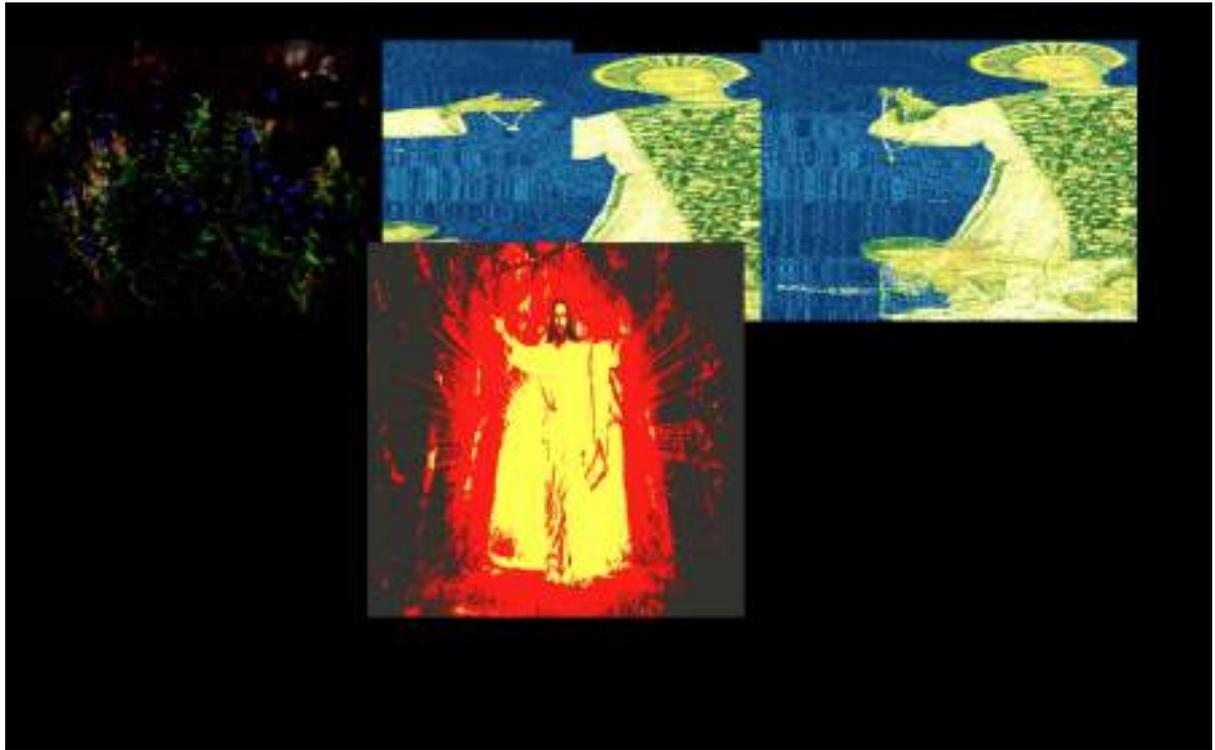
The multisensoriality is completed with automated olfactory stimuli and tactile sensations coming from the contact with the cushions.

3.- Screenshots and links:

Screenshots extracted from the Enteogenic Machine netart website, where the images are combined automatically and randomly to generate unique visual compositions each time.

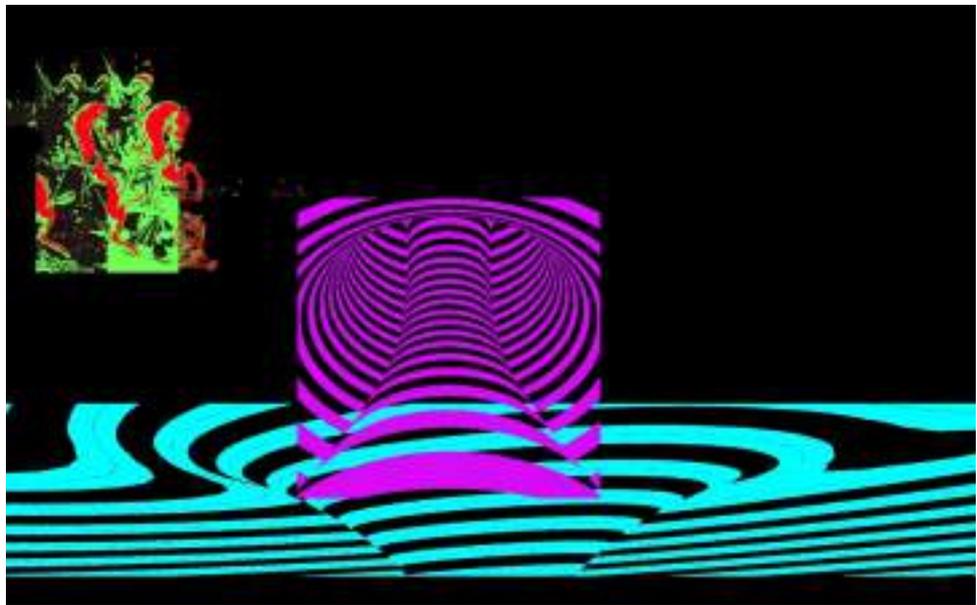
LINK: www.fyslab.net/lamaquinaenteogenica





The images are used as videographic material to be recombined in immersive environments. For a better understanding of the proposal it is recommended to do the viewing with the following reference band:

LINK: <https://soundcloud.com/clubdearte/vegetalismo-dj-set-di-gregorius-club-de-arte>



4. - Sketches



Visualization of the design of the installation in the exhibition space.



Visualization of the immersive experience in the virtual space.



Visualization of the user in the exhibition space (detail).



Visualization of the virtual space from the point of view of the user.

8. - Data sheet

- Title of the work:

The Enteogenic Machine V.3 / RV

- Year:

2015/2017

- Technique and / or materials:

Multisensory installation for immersive environments (virtual reality)

- Author:

Fabián Barros Andrade (concept, direction, design and production)

- Team:

Federico Márquez (virtual reality programming)

Franco Di Gregorio (sound designer)

David Rivero (web programming)

Gianfranco Piana (video edition)

Mónica Talamás (exhibition design)

- Dimensions (cm or minutes):

Physical dimensions: 200 x 200 cm.

Duration: infinite.

- Background:

The Enteogenic Machine V.1 / Netart

www.fyslab.net/lamaquinaenteogenica

The Enteogenic Machine V.2 / Installation (multiprojection)

<https://www.youtube.com/watch?v=8JMwOkjIZqE>

NOTICE:

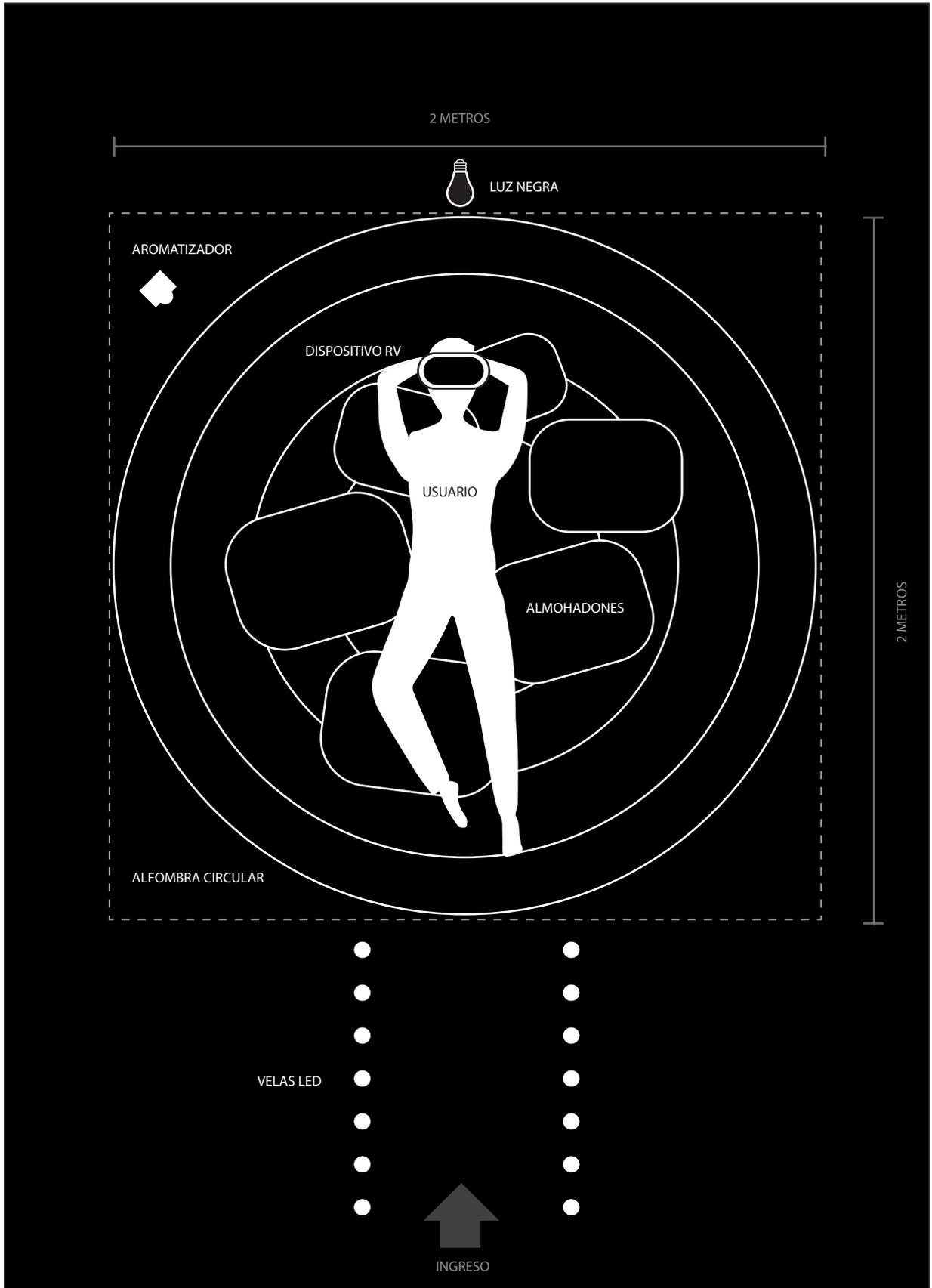
The "Enteogenic Machine V.3 / RV" is unpublished.

Previous versions of "The Enteogenic Machine" were developed at the artistic residence

"Media Art Lab Mercosur" by Fabián Barros in 2015 at the invitation of the Goethe Institute of Porto Alegre, Brazil.

More information: <https://www.youtube.com/watch?v=DpXDAbX6Z2Q&t=5S>

5. - Plant



6. - Descriptive memory

1.- HARDWARE

VIRTUAL REALITY device consisting of:

- 1 XIAOMI Smartphone Redmi NOTE 3 PRO
- 1 XIAOMI VR Lens
- 1 Headphones



2.- SOFTWARE

The Enteogenic Machine RV application developed for immersive environments



3.- EXHIBITION DESIGN

Scenographic elements and room props consisting of:

- 1 black light lamp
- 1 automatic flavoring machine
- 12 led candles
- 6 round cushions of different sizes and colors
- 1 carpet of circular felt of 2 m. diameter.



4. -ASSEMBLY AND MAINTENANCE REQUIREMENTS

- Expository space of 2 square meters (floor)
- Electrical connection:
 - for black light
 - for smartphone charger
- Restart and charge smartphone 1 or 2 times a day.

7. - Visualization



9 -Short CV of the artist



Fabián Barros Andrade.

Montevideo, Uruguay, 1970.

Degree in Communication Sciences, University of the Republic. Uruguay.

Master in Digital Arts, Pompeu Fabra University. Barcelona, Spain.

Began his career in advertising in 1991. He was designer and art director at Punto Ogilvy Uruguay and Ogilvy & Mather Italia. He was Creative Director and General Creative Director of Gey Uruguay in two periods (1997-2004, 2007-2012).

In 2004 started his postgraduate studies in digital arts in Barcelona. In 2005 founded the artistic collective MAD04 and in 2006 exhibited at Caixafórum Barcelona. In 2008 he made his first solo exhibition at the Cultural Center of Spain in Montevideo. In the following years he continued working as an artist and director of net art projects, interactive installations and audiovisual performances. His work has been exhibited in:

Uruguay (2008: MNAV; 2009: SUBTE; 2012: Artfutura, Seminario NHT; 2013: LabLT; 2014: Punto de Encuentro; 2015: SUBTE; 2016: Instituto Anglo; 2017: CCE , CasaMario).

Argentina (2011: Festival El Ojo de Iberoamérica; 2016: Encuentro FASE8, Bs. As.).

Brasil (2015: Instituto Goethe POA, Casa das Rosas, SP).

México (2014: OFF Festival de Cine de Guadalajara).

España (2005: VAD Girona, DIVA Festival; 2009: Espacio Cultural NIU).

Sudáfrica (2013: LPM Festival).

In addition to managing his own production, he has served as curator and producer of shows and festivals. Among them: MAD04 (Caixafórum Barcelona, 2006); The Reverse of the Plot (SUBTE, 2014); Videomapping 100 years FADU (Montevideo, 2015); 1st European Expanded Cinema Festival (Montevideo, 2016).

Currently he combines his artistic vocation with his professional activity as Independent Creative Director and teaching at the University ORT Uruguay where he is Professor of Multimedia and Digital Arts.

Website: www.fyslab.net

10 - CVs abreviados de los artistas colaboradores



Federico Márquez

Systems Engineer. Professor of the Laboratory of Simulation and Videogames (Gamelab) of Universidad ORT Uruguay. Co-Founder and CTO SimDesign. Developer of Video Games. Creator of experiences and simulations based on technology of Virtual Reality. Developer of the artistic applications and algorithms of movement detection, capture and glitcheado of frames in real time. In 2016 he participated as a programmer in the digital installation "Reciprocal Influence" by Fabián Barros.



David Rivero

Advanced Student Analyst Programmer. • Independent web developer. Intern at CIE (Center for Innovation and Entrepreneurship at Universidad ORT Uruguay). Has collaborated with Fabián Barros as web programmer in the following works: The Enteogenic Machine V.1, Kill All The Memes (2015); Reciprocal Influence (2016).



Franco Di Gregorio

Musician and Producer. Founding member of the experimental group The Fumanchu Entertainment Corporation, one of the pioneering bands of psychedelic music. His best known work is as a drummer for the band La Hermana Menor. In addition to performing at various festivals in Uruguay and Argentina, he has participated as a percussionist in recordings and live shows for different artists. He currently directs an electronic music project under the name Digregorius edited by the My Own Jupiter label, which sums up his creation for the last 16 years.



Gianfranco Piana

Multimedia Designer. He has worked in the development of digital products at both national and regional levels. Their greatest pursuit lies in experimentation within the audiovisual field. He has collaborated with Fabián Barros as multimedia designer for the installation Shekespeare's Legacy (2016).



Mónica Talamás

Industrial Designer and Anthropologist. She has developed her career in the audiovisual medium where has worked as art director, set designer and costume designer for cinema, theater and advertising for more than 20 years. In 2013 directed his first documentary "Multitudes". In 2016 joined the visual arts atelier of Virginia Patrone. Has collaborated with Fabián Barros on several projects, including as visual artist for the experimental band Chino (2014/2017).