MATERIA PRIMA EXHIBITION AT LABORAL

Artist Biographies

Akamatsu Nelo (JP) creates art works across several media such as installations with electric devices, event installations, video installations, sculptures, paintings, and photos. He has an MFA from the Department of Intermedia Art, Tokyo National University of Fine Arts and Music, 2005. Golden Nica of Prix Ars Electronica (2015), Taro Okamoto Award of Contemporary Art (prize 2004, 2014), solo exhibition at the Italian Embassy in Tokyo (2009), joint exhibition at Bauhaus University in Weimar (2004). *www.neloakamatsu.jp*

Biopresence (JP/AT) is an art venture formed by Shiho Fukuhara and Georg Tremmel with the purpose of exploring, participating and ultimately defining the most relevant playing field of the 21st century: the impact of biotechnologies on society and the human perception of these coming changes. Biopresence creates Human DNA trees by transcoding the essence of a human being within the DNA of a tree in order to create "Living Memorials" or "Transgenic Tombstones." Biopresence is collaborating with scientist and artist Joe Davis on his DNA Manifold Algorithm, which allows for the transcoding and entwinement of human and tree DNAs. *www.biopresence.com*

Castellanos Maria (ES), artist and researcher, who has a degree and a doctorate in Fine Arts from the University of Vigo, Spain. Her thesis, *La piel biónica. Membranas tecnológicas como interfaces corporales en la práctica artística,* deals with the technological prosthesis, focusing on the hybridizations among cyborgs and wearables, as a paradigm of expanding human sensorial capabilities. Currently she is an artist in residence at LABoral Centro de Arte y Creación Industrial, Gijón, Asturias, Spain. *mariacastellanos.net*

Edwards Maria Ignacia (CL). The artist's work has its origin in her efforts to be an active observer of the world, investigating different phenomena and the relationship to human beings. Her work has been exhibited in Chile and internationally. She received the "Art for Science" award from the National Commission for Scientific and Technological Research (CONICYT) in Santiago, Chile. She was the first artist in residency in the framework of the European Art and Science Network. *www.aec.at/artandscience*

Ervinck Nick (BE) explores the boundaries between various media and fosters a cross-pollination between the digital and the physical, Studio Nick Ervinck applies tools and techniques from new media, in order to explore the aesthetic potential of sculpture, 3D prints, installation, architecture and design. Through his divergent practice, a strong fascination with the construction of space is noticeable. Not only does Nick Ervinck focus on the autonomous sculptural object, he also questions its spatial positioning and points to the phenomenological experience and embodiment of space. Ervinck's work in short oscillates between the static and the dynamic, prospecting new virtual or utopian territories. *www.nickervinck.com*

Gardiner Matthew (AU) is an artist most well-known for his work with origami and robotics. He coined the term Oribot 折りボト and then created the field of art/science research called Oribotics. Oribotics is a field of research that thrives on the aesthetic, biomechanic, and morphological connections between nature, origami, and robotics. Matthew Gardiner is currently an artist and senior lead researcher at Ars Electronica Futurelab, in Linz Austria. *www.matthewgardiner.net*

Gracie Andy (UK/ES) works across various disciplines including installation, robotics, sound, video, and biological practice. Recently his work has involved studies and reactions to the science of astrobiology; notions of the origins of life coupled with a re-examination of its boundaries. His practice employs scientific theory and practice to question our relationships with the environment and the notion of the "other" while simultaneously bringing into focus the very relationship between art and science. *www.hostprods.net*

Griffin-Murtagh Naomi (IE) studied at the National College of Art and Design Dublin and is now a product designer in Northern Ireland. **Claire Dempsey (IE)** has a degree in Immunology from Trinity College Dublin, and is currently working on her PhD at University of Birmingham. **Aisling McCrudden (IE)** has a degree in Human Health and Disease from Trinity College Dublin. This project is a result of collaboration in an Idea Translation Lab in the Science Gallery, offered to TCD and NCAD students and coordinated by **Dr Teresa Dillon (IE)**. The project ran over 12 weeks and the students had to pool their resources to come up with projects centered on the field of synthetic biology. The team asked the question, "What if farmers were pharmacists?" The answer they came up with was *Opimilk.* The project explores the potential of synthetic biology to use Opiorphin as an alternative to treat chronic pain. *www.behance.net/naomigriffinmurtagh*

Hesse-Honegger Cornelia (CH), born 1944 in Zurich. Zurich School of Applied Art then 25 years as a scientific illustrator apprentice, Zoological Museum, University of Zurich. After Chernobyl, study of leaf bugs and plants near nuclear power plants in Sweden, Ticino, Switzerland (1989), and Chernobyl, Ukraine. Articles published on deformed leaf bugs and Drosophila flies, study of leaf bugs' health near reprocessing plants Sellafield, UK (1989), La Hague, France (1999), and nuclear power plants Three Mile Island and Peach Bottom Plant, Pennsylvania, US (1991) as well as Krümmel and Stade (1995), and Gundremmingen in Germany (2002). Further leaf bug studies near nuclear test areas In Nevada and Utah (1997) and Hanford (1998). 1992–1999 *After Chernobyl* exhibition in Europe and Canada. Since 1994 cooperation with Locus+, UK, organizers of *The Future's Mirror* exhibition and book. Publication of *Heteroptera* (1998, German, 2003, English version). Successful collaboration with silk manufacturer Fabric Frontline, Zurich, from 1986 that financed all her research. *www.wissenskunst.ch*

Kakehi Yasuaki (JP) is a media artist and an interactive media researcher. He works at Keio University and MIT Media Lab. His works have been exhibited at a lot of exhibitions including ACM SIGGRAPH and Ars Electronica Festival. He developed the *Lapillus Bug* with Michinari Kono, who is a PhD student at the University of Tokyo. This art piece is based on an ultrasound-based non-contact actuator developed by Takayuki Hoshi, who is an assistant professor at Nagoya Institute of Technology. *www.xlab.sfc.keio.ac.jp/~kakehi/*

Lozano Lorena (ES) is an artist and researcher, PhD from University of Oviedo, (Spain, 2017), graduated in Fine Art (Glasgow School of Art, Scotland, 2007) and Biological Sciences (University of Oviedo, 1998). Her research connects knowledge and methodologies from art and from science. She is a founding member of ecoLAB, an experimental laboratory in Art, Ecology and Open Electronics (LABoral Centro de Arte 2011-12); and a co-founder of Econodos – an Ecology and Communication platform. *lorenalozano.net*

McCormack Jon (AU), electronic media artist and academic, works since the late 1980s with computer code as a medium for artistic expression. He holds degrees in Applied Mathematics and Visual Art, and a PhD in Computer Science. His work is concerned with electronic 'after natures'—

alternate forms of Artificial Life that may one day replace the biological nature lost through human progress and development. The monograph *Impossible Nature: the art of Jon McCormack* (2005) documents his creative achievements and reflects on the inherent philosophical and creative ideas. He is currently research professor at Monash University, Melbourne. *jonmccormack.info*

Meyer-Brandis Agnes (DE) studied mineralogy for a year, then transferred to the Art Academy in Maastricht, Düsseldorf Art Academy, and Cologne Media Art Academy. She comes from a background of both sculpture and new media art. Her work is at the experimental edge of art and science, exploring the zone between fact and fiction. She realized an artistic experiment in weightlessness in cooperation with the German Space Agency DLR. In 2011 she started to breed moon geese in Italy. *www.ffur.de*

Piccinini Patricia (AU) is a multidisciplinary artist who works painting, video, sound, installations, digital printing, and sculpture. Considered one of the most important Australian creators of their time, in 2014 was awarded the Artist Awards Melbourne Art Foundation's Awards for the Visual Arts. *www.patriciapiccinini.net*

The ARTSAT: Art and Satellite Project (JP), which began in 2010, understands Earth-orbiting satellites and deep-space spacecraft as "media that connect Earth with outer space." The project launched a miniaturized art satellite and an independently developed spacecraft to carry out experimental creative practices that utilize data transmitted from space, including interactive media art and sound/software art. The project, a collaboration between Tama Art University and the University of Tokyo, is run by members from various fields. *artsat.jp*

Trojok Rüdiger (DE) studied systems and synthetic biology at Potsdam, Copenhagen (DTU), and Freiburg universities. He invented a novel contraceptive method based on genetically altered lactic acid bacteria, worked as a freelance consultant for the Office of Technology Assessment by the German Parliament on biohacking and synthetic biology, and has worked for the Institute for Technology Assessment and Systems Analysis at the Karlsruhe Institute of Technology on the EU *Synenergene* project since 2014. He is currently establishing a citizen science biolab in Berlin, and supports open-source biotechnology projects related to public life, politics, and the arts. *www.openbioprojects.net*

Valverde Alberto (ES), artist and technologist, has wide experience in system design, creation of interactive and multimedia environments, web design, and robotics. He taught in the Bachelor of Fine Arts program at University of Vigo, and is currently in the Master of Animation and Audiovisual Illustrated Book at the same university. In his work, Valverde investigates chaos as way of order, proposing the creation of random vectors, and focuses on the relationship between man and machine.