



«The most important festival of digital arts and new media in Greece, dedicated to modern culture and new technologies»

Athens Video Art Festival - The innovation of an avant garde event

Athens Video Art Festival is the international festival of digital arts and new media that represents our country worldwide, being at the same time the official Video Art festival in Greece.

In the framework of plural not only visual and cinema, but also event tradition that highlight Greek production, Athens Video Art Festival was founded in 2005 in order to supplement one of the most evolving fields with the aim of promoting modern culture and managing to be a special activity.

It is a benchmark for digital cultural creation and it has been developed into the most innovative activity which promotes digital culture and new technologies in Greece. It takes place annually during springtime downtown Athens, whereas after the end of it, it tours around other big Greek cities giving the opportunity to their citizens both to get familiar with the most powerful aspects of modern art and to enjoy the experience of digital world.

Athens Video Art Festival presents to the youth of Greece a cultural event of high quality, aesthetics and social value. It is a «digital convergence» among all of the aspects of creativity, information and motivation (sound, image, new media, communication, interaction, education, voluntary) with both national and global prestige. Video Art in Greece is one of the most favorite fields of cultural activities. This can be proved by the increase of both artists' and public's interest, who support Athens Video Art Festival either with their submitted at works or their attendance during its realization.

The number of viewers, who attend to its annual edition, has outgrown 75000 people. The Festival is dedicated mainly to Video Art but it isn't limited to it as it includes in its program art works from the whole breadth of digital creation (Video Art, Animation, Digital Image, We Art, Installation Art, Performance Art).

# FONLAD

ON LINE FESTIVAL FOR DIGITAL ARTS

Vincent *Gisbert* (Spain), James *Scott* (USA), Thessia *Machado* (Brazil), Benjamin *Juhel* (France), Jorg *Barton* (Israel), Wei *Hou* (Taywan), Beetroop *Design Group* (USA)



may 14, 22h00  
icon gallery  
coimbra - portugal





**AU, Vincent Gisbert (SP) | 5.38' | 2008**

The video shows the created relation with the different elements and allows the viewer a journey through the spaces and time. Another important idea of this project is the possibility to carry it out without help of other persons. This means, that the whole process, especially the shooting, was much more complex, but at the same time getting richer because of the continuous investigation and passing of difficulties.



**I'll Kill Her, Jorg Barton (ISR) | 4.20' | 2009**

The film is an experimental music video to the love song "I'll Kill Her" of the French singer SoKo. Barton visualize the feelings and dreams of the singer who sings in this song about her failed love and her broken dream. Inspired by the branch-like look of neurons which play an important part in all kind of thinking activity the bad feelings and the hate of the singer are visualized by limb like graphics, in contrast to this the good ones by ornamental shapes and flowers.



**Purity of Heart, James Scott (EUA) | 5.17' | 2009-10**

A heart-broken Robot tries to escape the clutches of his moonshine-making Hillbilly prisoner, to reunite with his lost love, Lady-bot. But first he must free himself from his lumbering chains, hijack a motorboat, and make a treacherous journey across the choppy waters that separate him from his sweetheart. This heart-rending cartoonish saga of true love, torture and tragedy from is a visual homage to early cinema and 1950's science-fiction B-movies.



**Territory, Wei Hou (TW) | 2.16' | 2009**

Based on a Taoist fable, this animation tells the story of the battle for more territories between two countries, all on tiny snail horns. HUGE and TINY are not only visual but psychological effects. "Territory" is my first animation film production, which was my graduation project at BURG GIEBICHENSTEIN University of Art and Design in Halle, Germany in the year 2009.



**Longday, Thessia Machado (BR) | 0.25' | 2004**

A meditation on longing, long day superimposes an element reminiscent of water onto a bustling city view as night falls. It floods this urban clamour with the nostalgic ocean of Brazil. This piece has acquired another level of meaning with the recent discussions of the effect of climate change on coastal cities.



**Human Error, Beetroot Design Group (EUA) | 2.31' | 2010**

Human intervention / fossil fuel depletion / the death of a planet.



**Improvisations Urbaines, Benjamin Juhel (FR) | 10' | 2009**

Urban improvisations is a video triptych around an urban choreographic work. After a work of direction of body and after a search around the movement, the work of comment production comes to question the possibility of a choreography by the editing. The disintegration of gestures which are then reorganized according to a new order of time proposes a new danced comment. The work of decomposition / reorganization answers in the existing shape of the urban structures, in a relationship with the rhythm and with the divisions and the subdivisions of surfaces and spaces.

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Athens Video Art Festival, Icon Gallery

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IC-Zero / Icon Gallery