

CLUSTER

© Kurt Hentschläger, 2009-2012

Generative Audiovisual Installation & Live Show, Single 16:9 Screen, 4.1 sound

CLUSTER, the next generation of Kurt Hentschläger's generative 3D and audio work, is moving the focus onto group behavior and interaction, particularly looking at swarm phenomena. In the weightless choreography of CLUSTER human figures appear mostly as anonymous particles, as a pulsing, amorphous mass, a cloud of blurry matter from body parts and light. The work is visually fluctuating between realistic and abstract forms.

By its generative nature never fully predictable, CLUSTER describes a meta-organism with decidedly anti-individualistic character. While the 3D characters are of human form, their behavior is not.

The work draws from both repetitive elements, as well as from "natural" improvised structures. The bulk of sounds in CLUSTER is rendered by the events driving the work - swarm motion and behavior as well as changes in light and color.

CLUSTER goes through several stages to eventually presenting a humanoid cluster, packed tightly, spinning and tumbling through space, bodies glued together by gravity and kinetic forces.

CLUSTER is part of Kurt Hentschläger's "re-animated" body of work, including CORE (2012), HIVE (2011) and MATTER (2012).