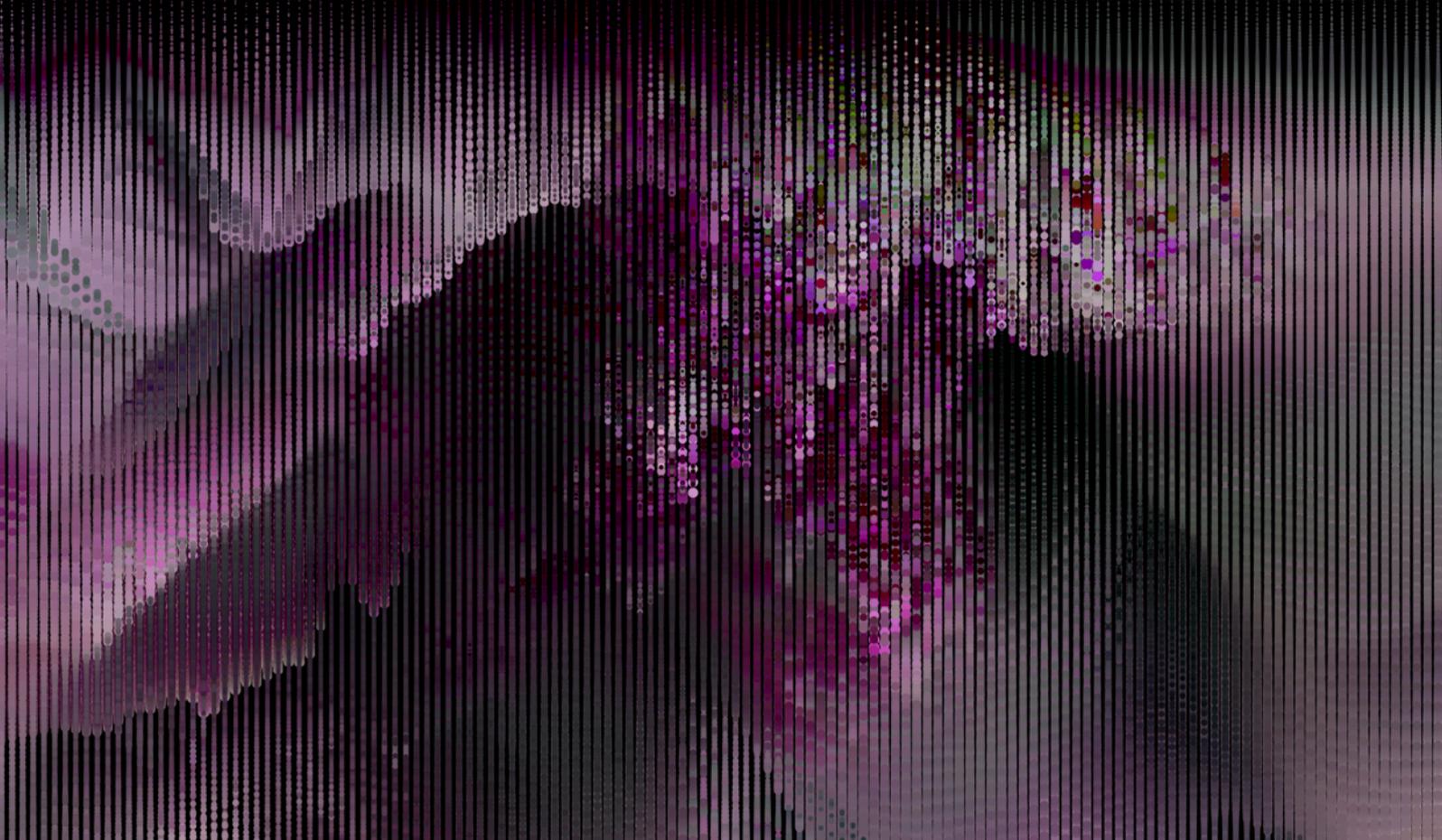
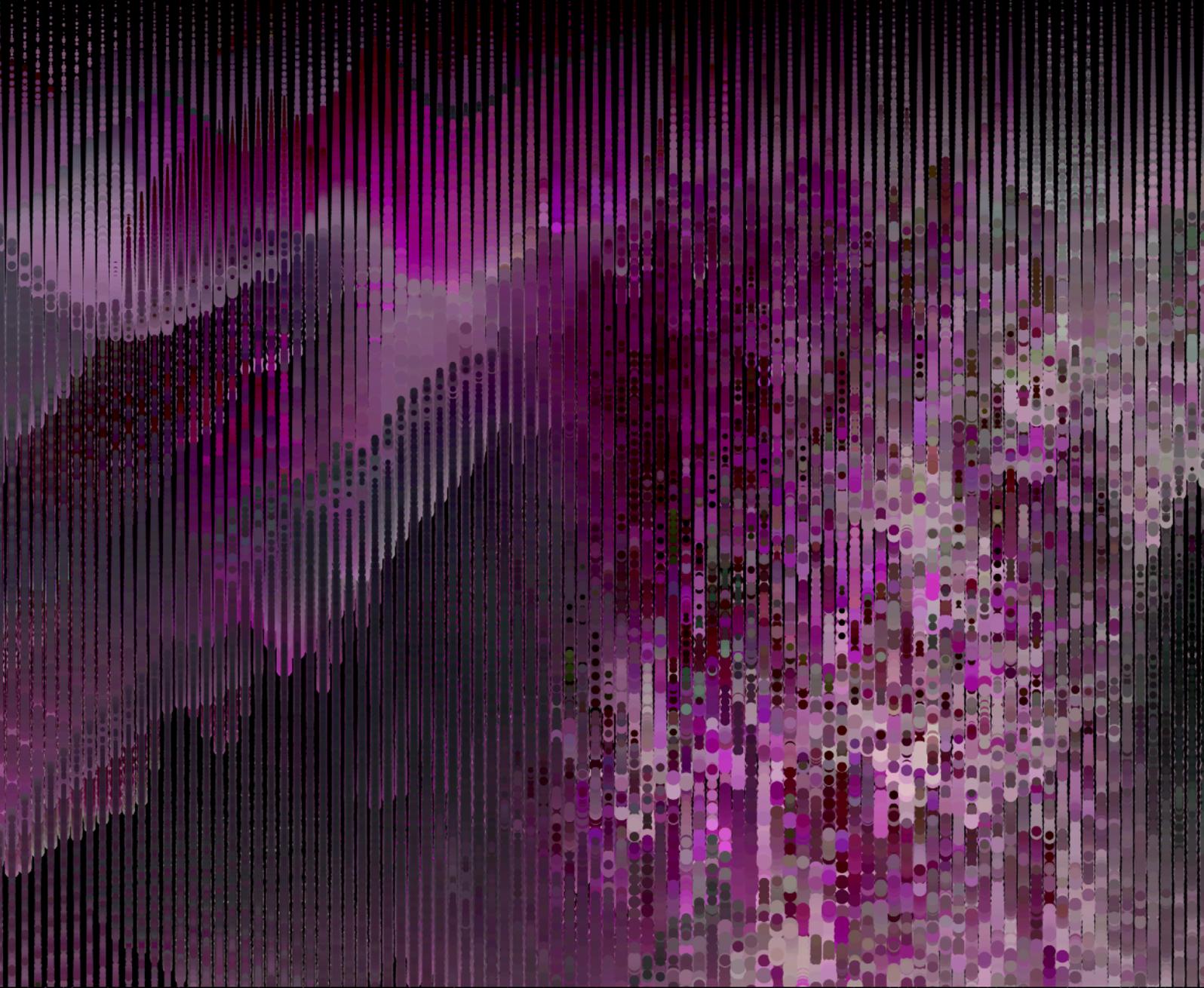


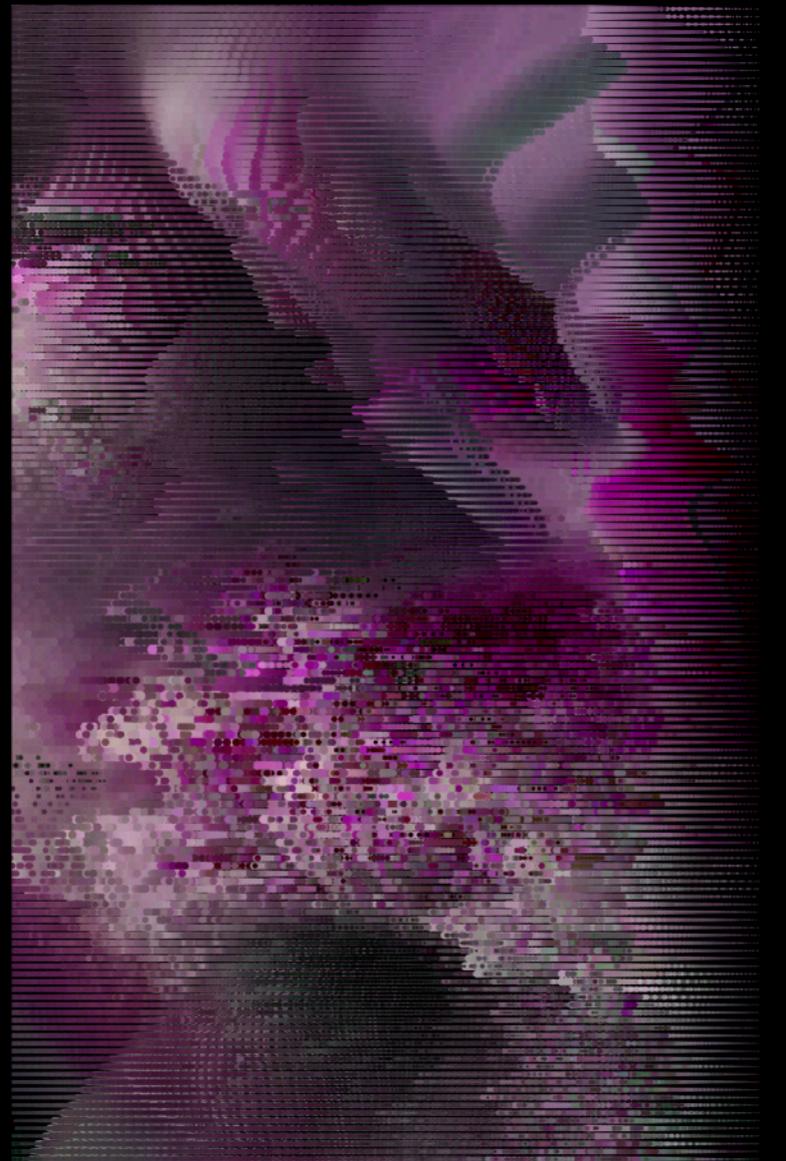
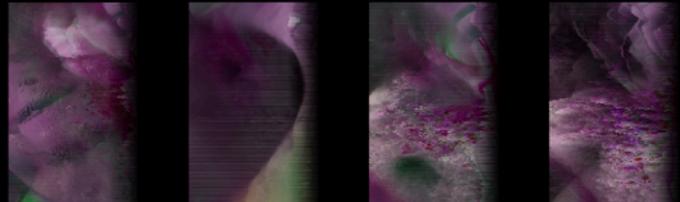
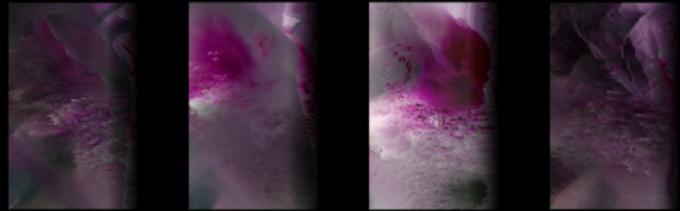
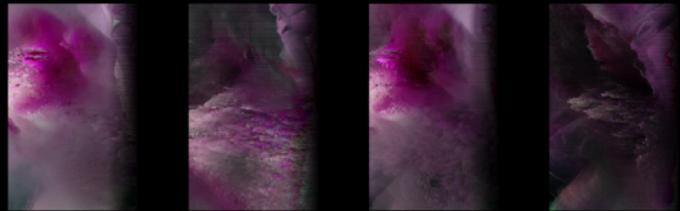
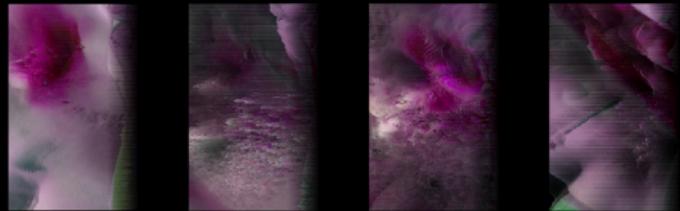
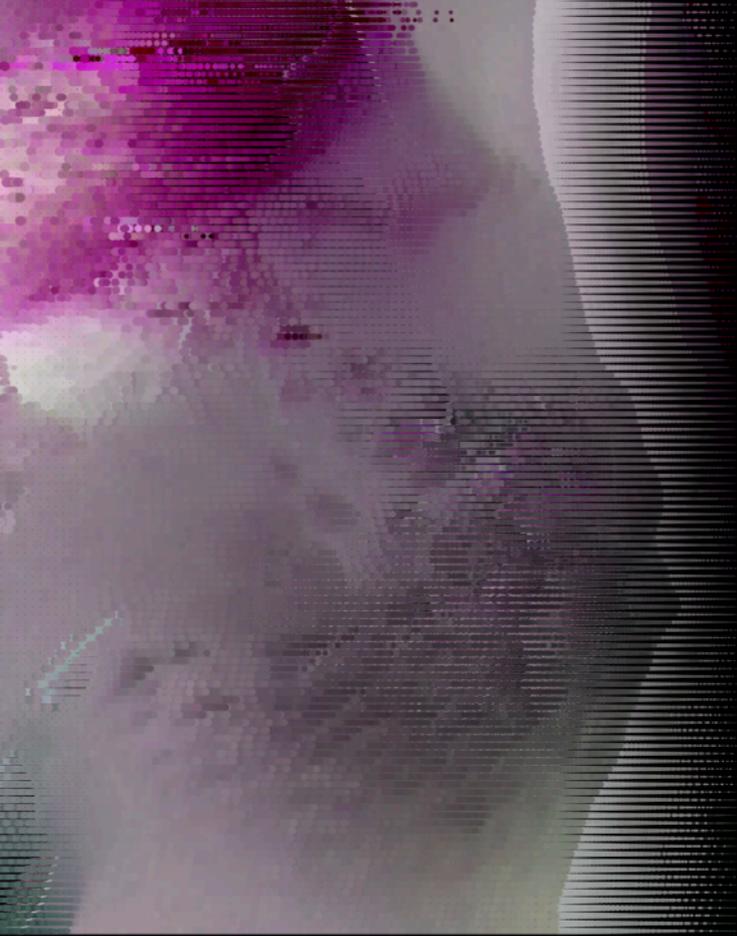
# LEVITATE VISUAL ENGINE

Digital artworks based on nature itself.

Levitate is an artwork visualising and interpreting natural phenomena and systems, capturing the beauty and complexity of nature.

Visual data captured around the globe forms the inspiration and foundation of each unique artwork.





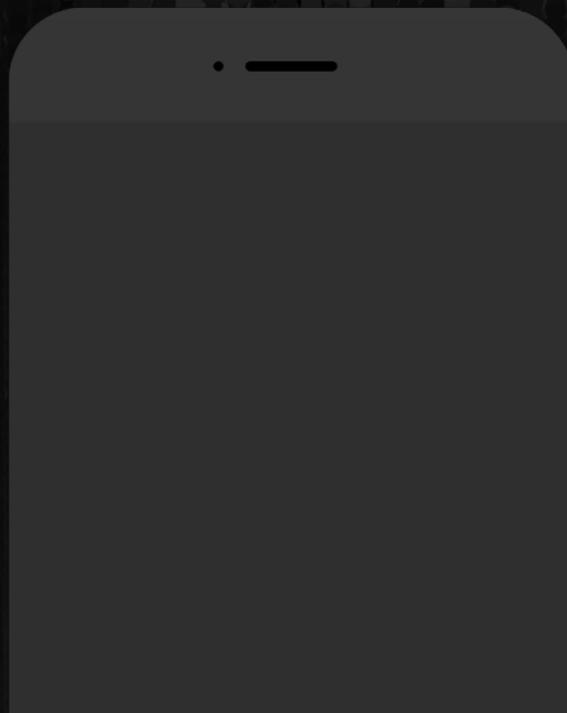
# LEVITATE 2017

## Symbiosis.

A system fed by the inspiration the artist feels, explores and captures around the globe.

Creating art is based on human thoughts and emotions, processing and interpreting a unique point of view. The mechanical part of putting paint to a canvas is questioned when computers become a natural part of the process.

Levitate is a symbiosis between computer and human. A collaboration outsourcing the craft of drawing using dedicated, human made tools.



# LEVITATE 2017

## Artistic process:

### 1: Identify

The artist sees patterns and colors in nature. Anything is possible like rain or the wind in trees.

### 2: Capture

The artist captures the moment in slow-motion with a dedicated tool (iOS app)

### 3: Archive

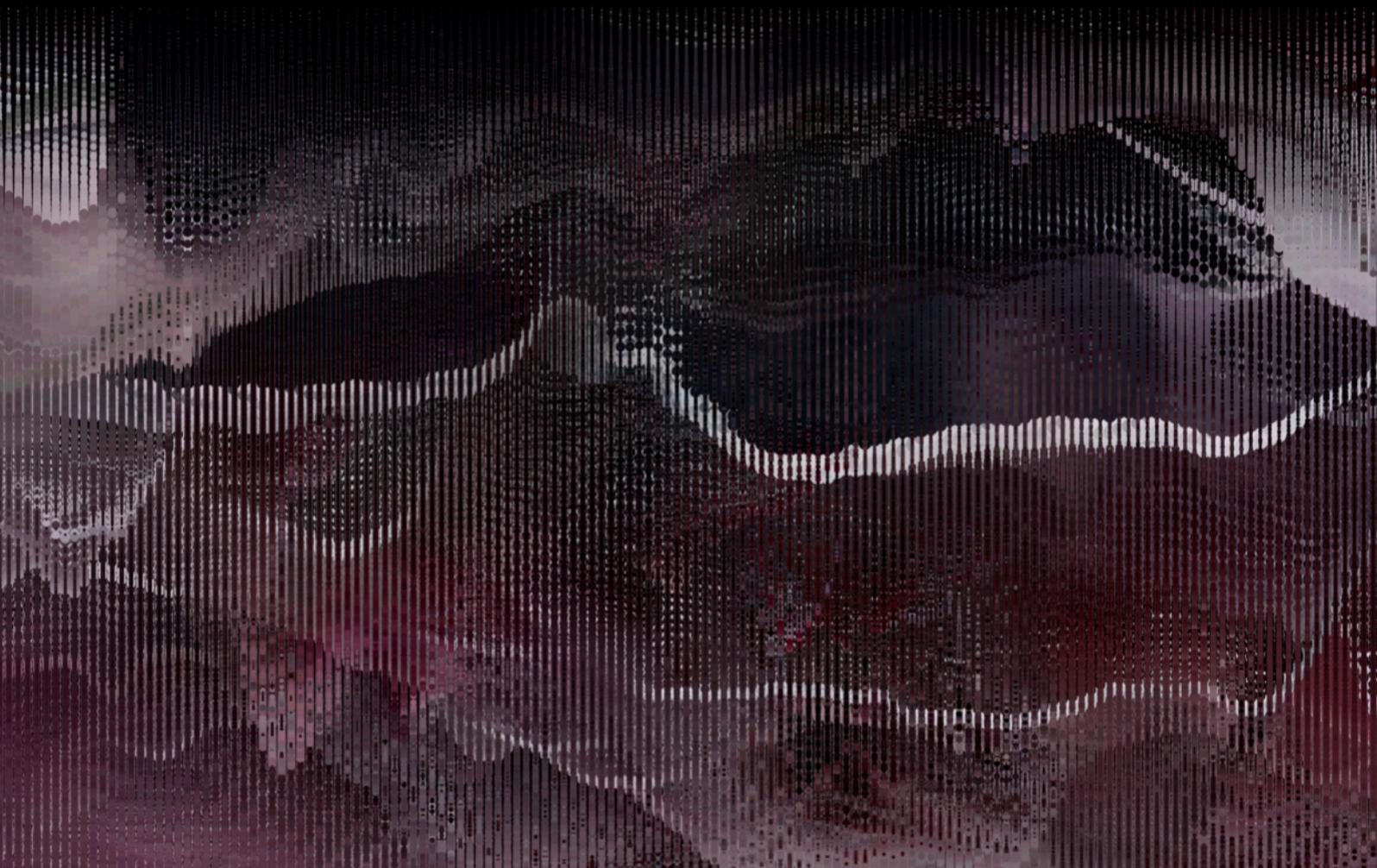
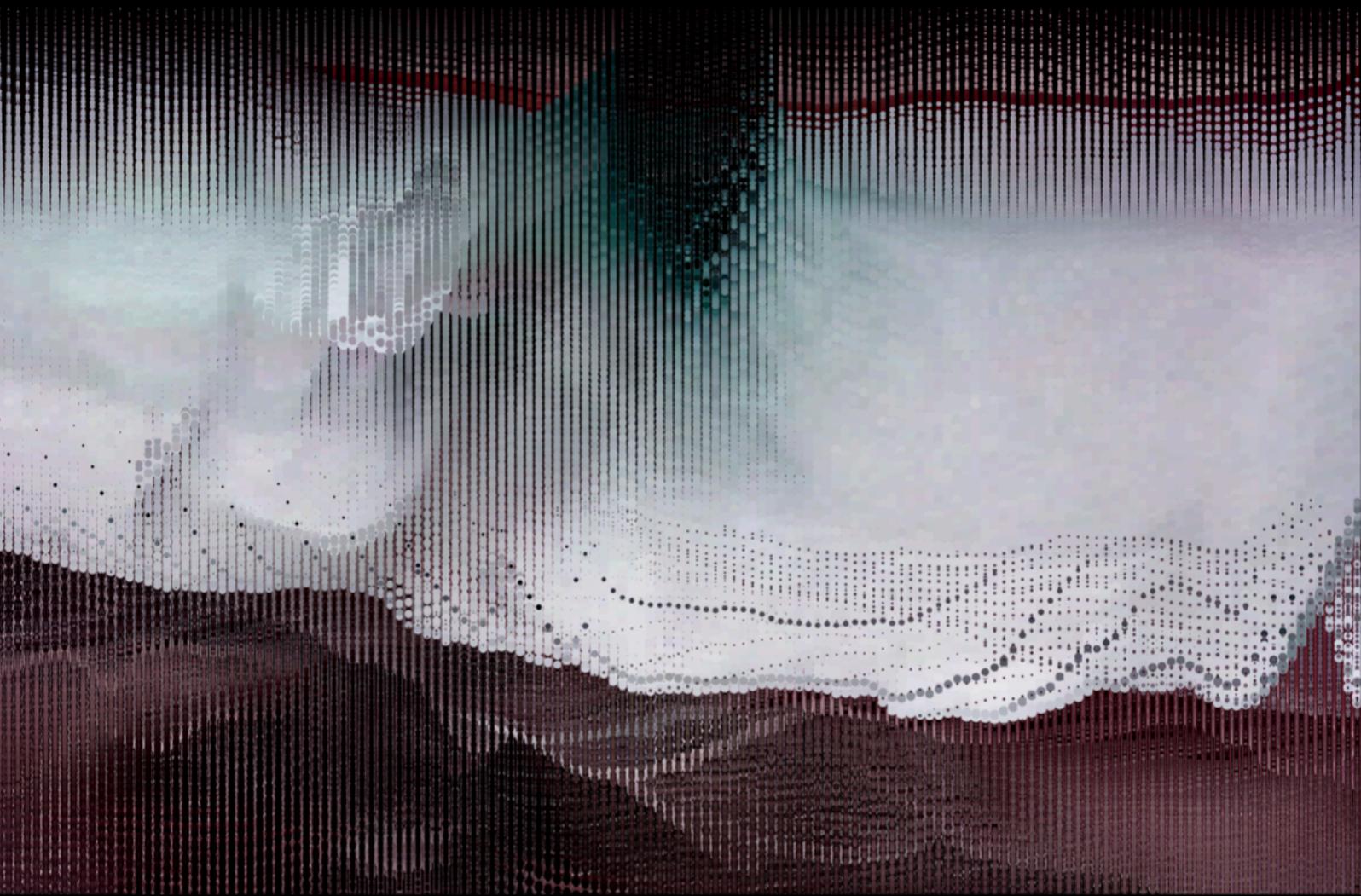
The data is added to an archive of moments

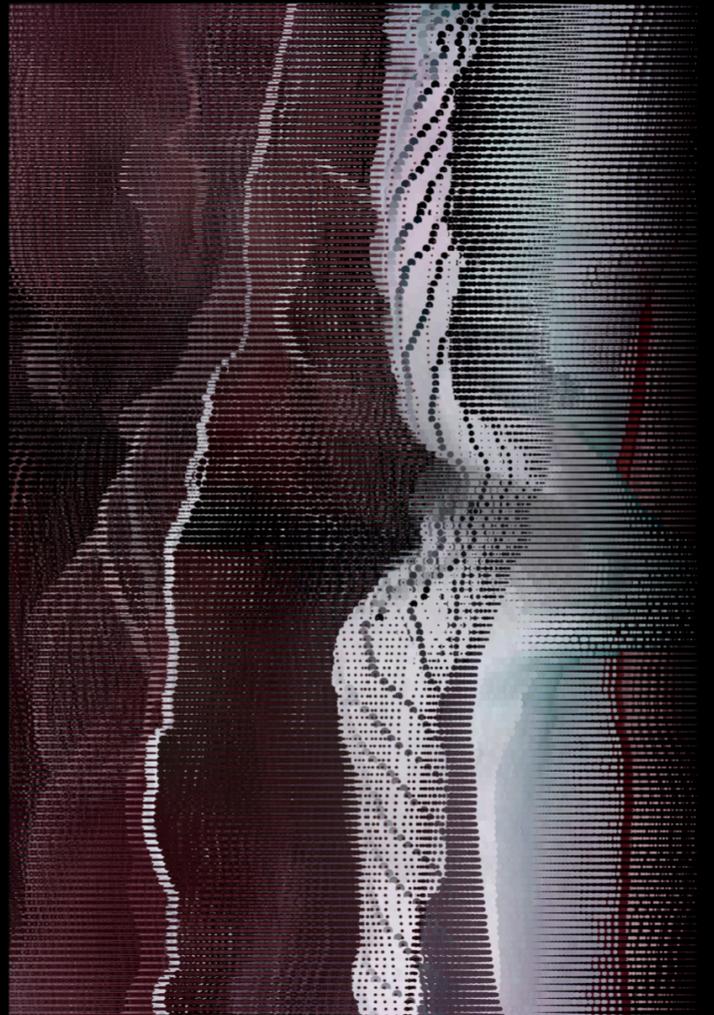
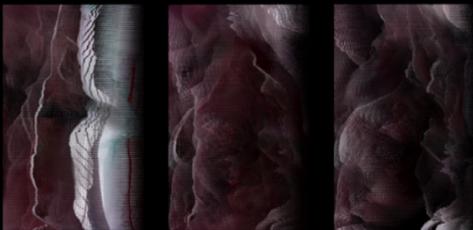
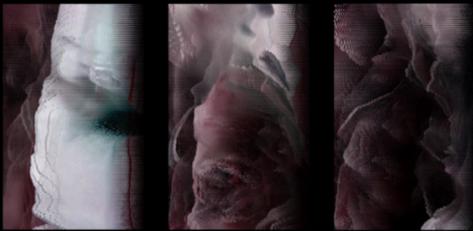
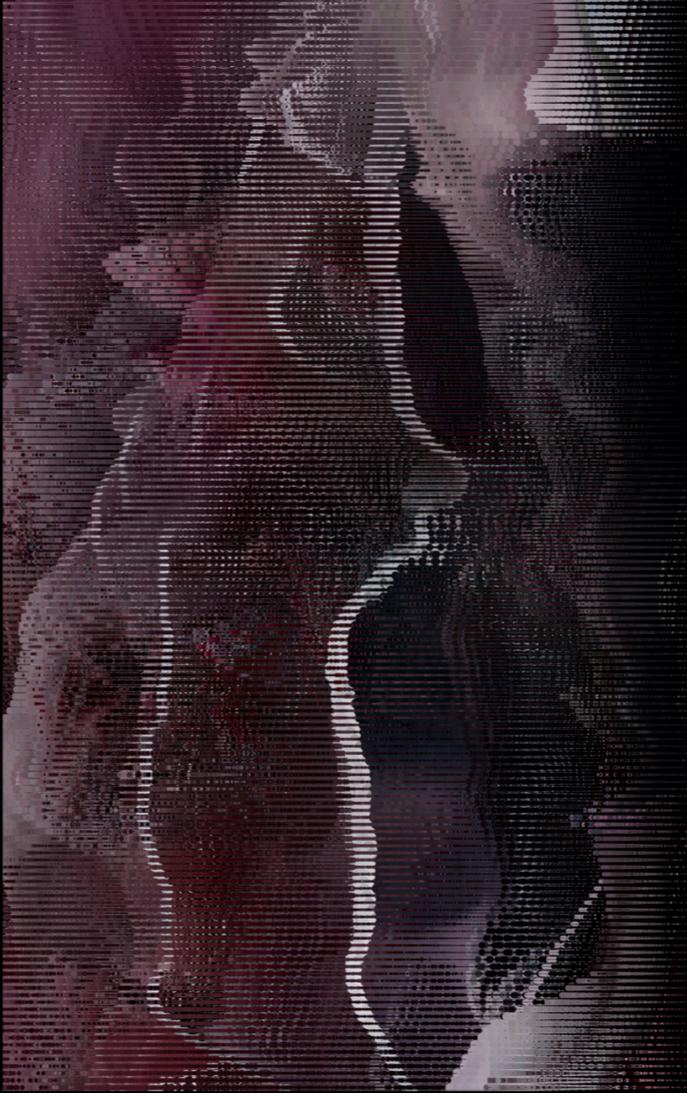
### 4: Interpret

The computer program (macOS) analyses the data and draws pictures in high definition.

### 5: Select

The artists selects outstanding results





# LEVITATE 2017

## Creating own tools.

Artists building their own tools surely isn't something new thinking back to times where paint had to be made by hand and canvases were used multiple times.

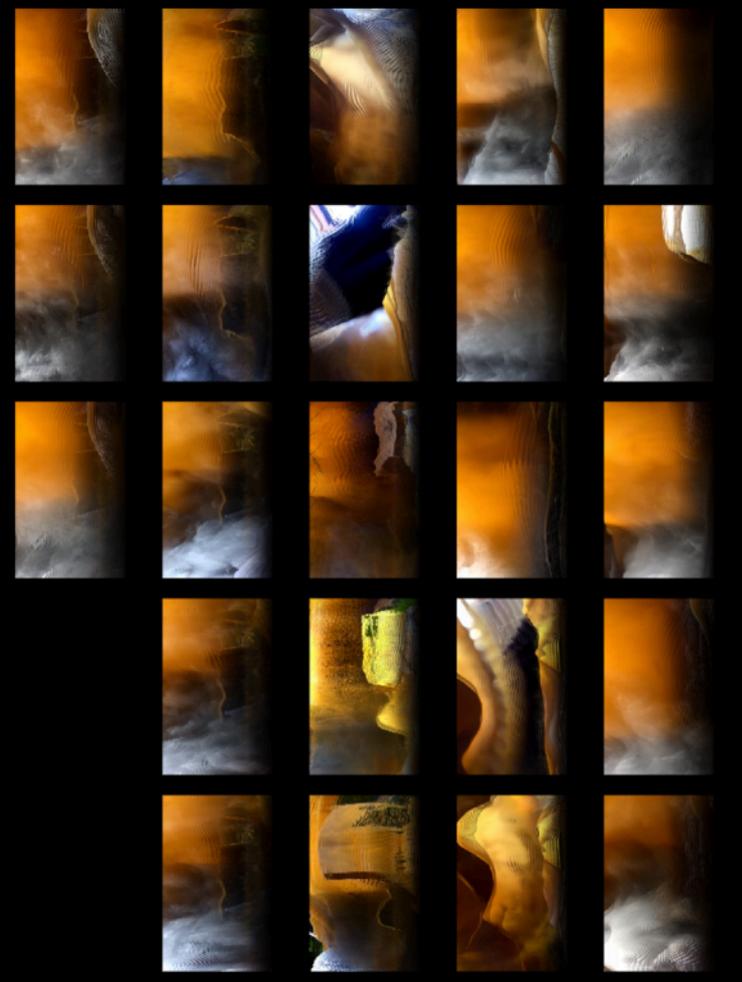
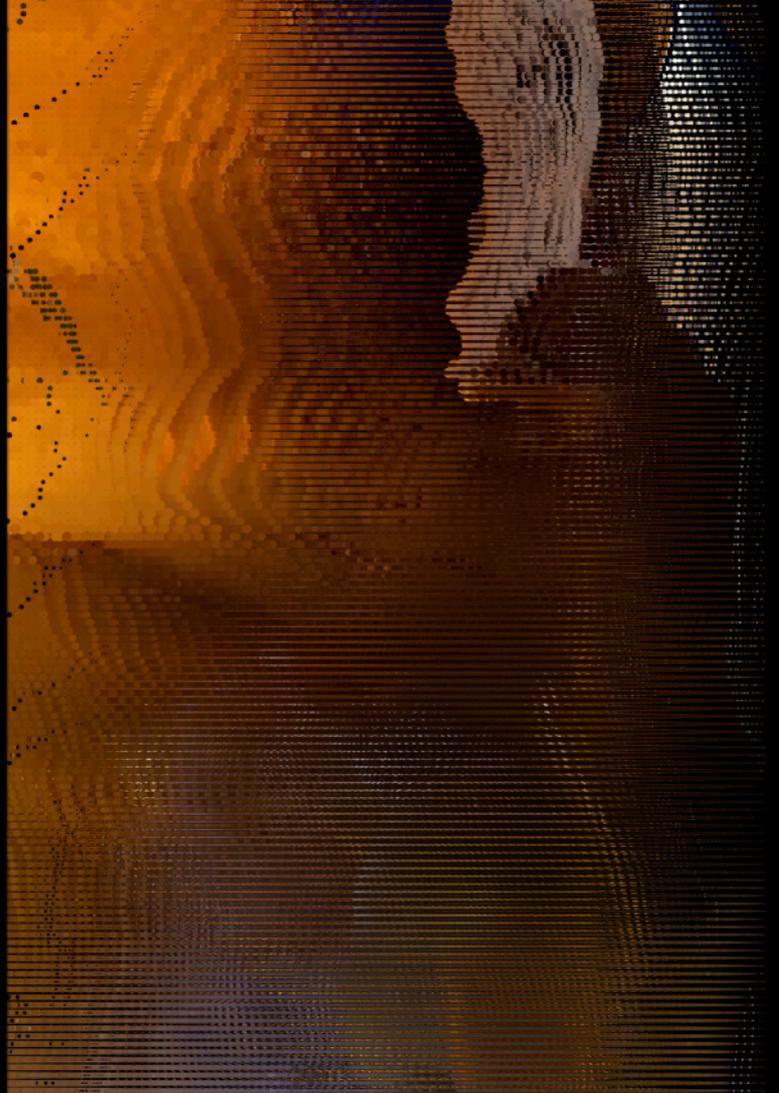
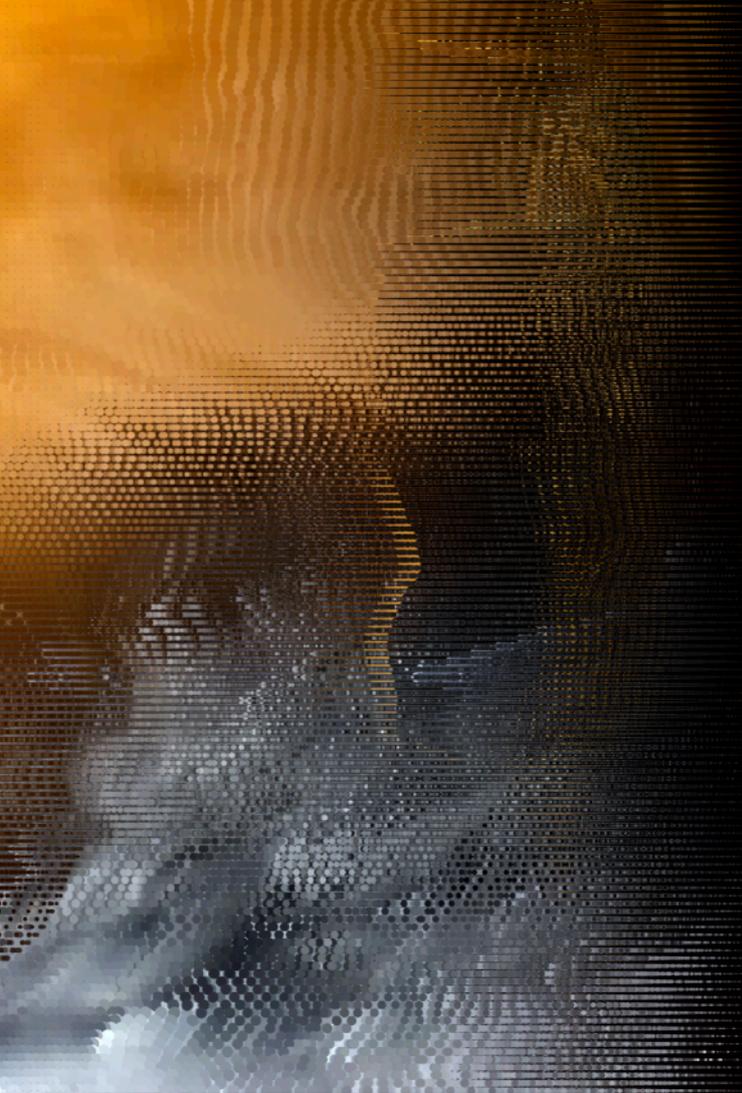
Building own tools via programming though makes things complicated: where does the process of creation begin and end? Is there a difference between a human creating a masterpiece over weeks of painting and a computer system that automates the artists intention creating equivalent pictures in a matter of minutes, seconds or less?

## Knowing your craft becomes essential.

Exploring computer art requires dedication, years of practise and a strong skill-set until a point is being reached where digital tools mean freedom and not restriction.

Where artworks exceed human possibilities.





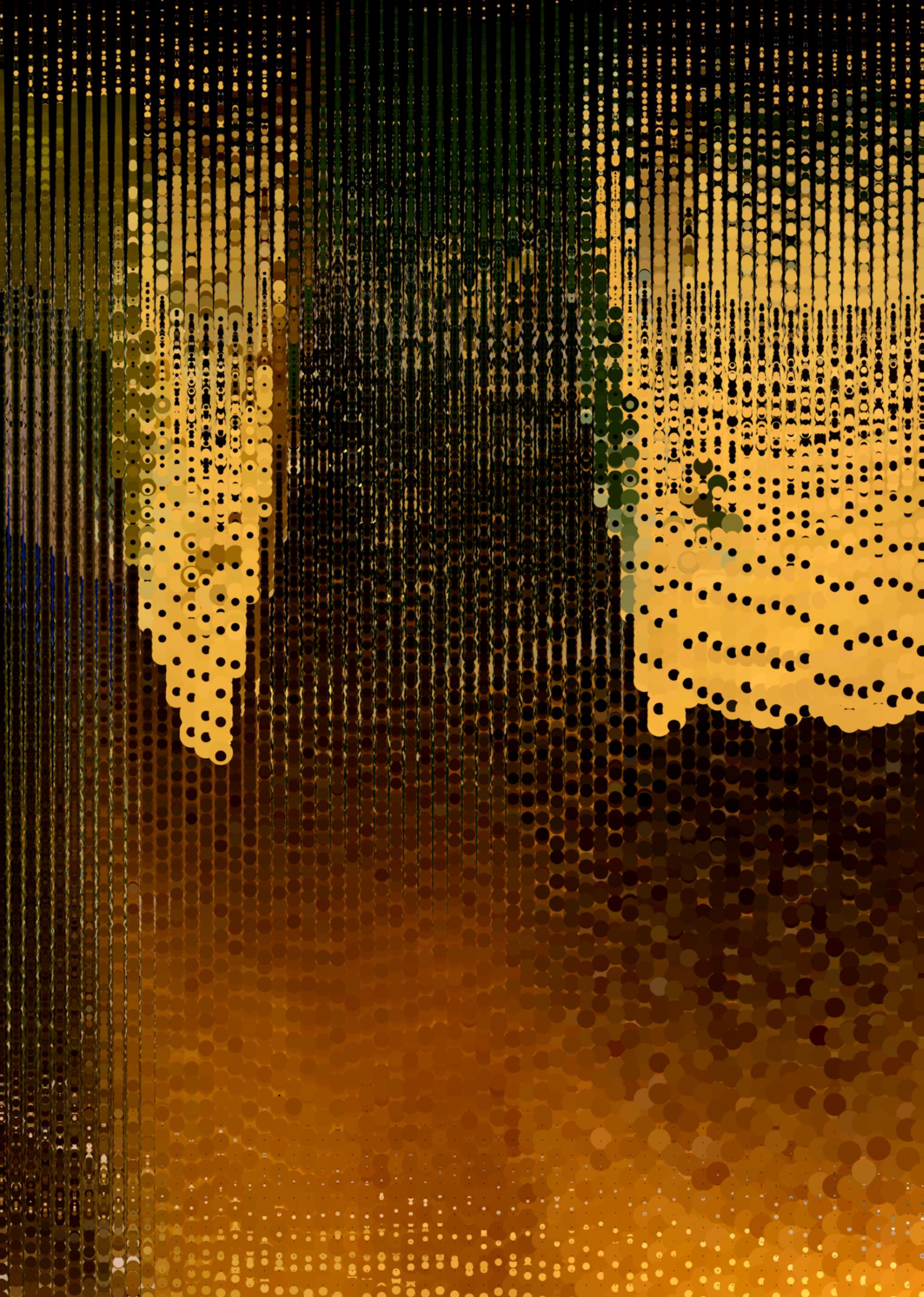
# LEVITATE 2017

Use-case: Print.

Capture the moment.

The pictures drawn by the computer are all unique and happen in the moment. The drawings (28 mega pixel resolution) can be exhibited and purchased as prints in variable sizes.





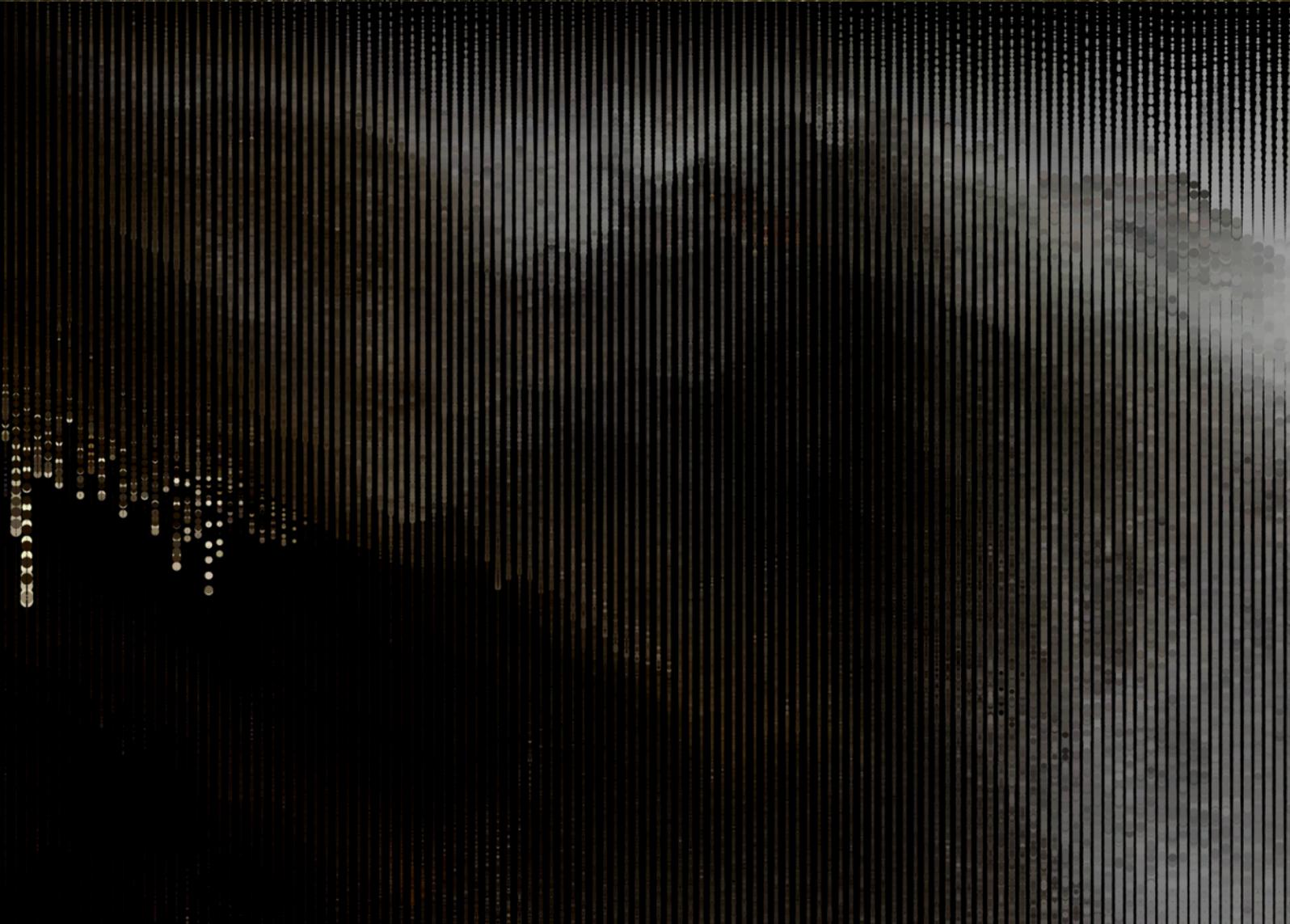
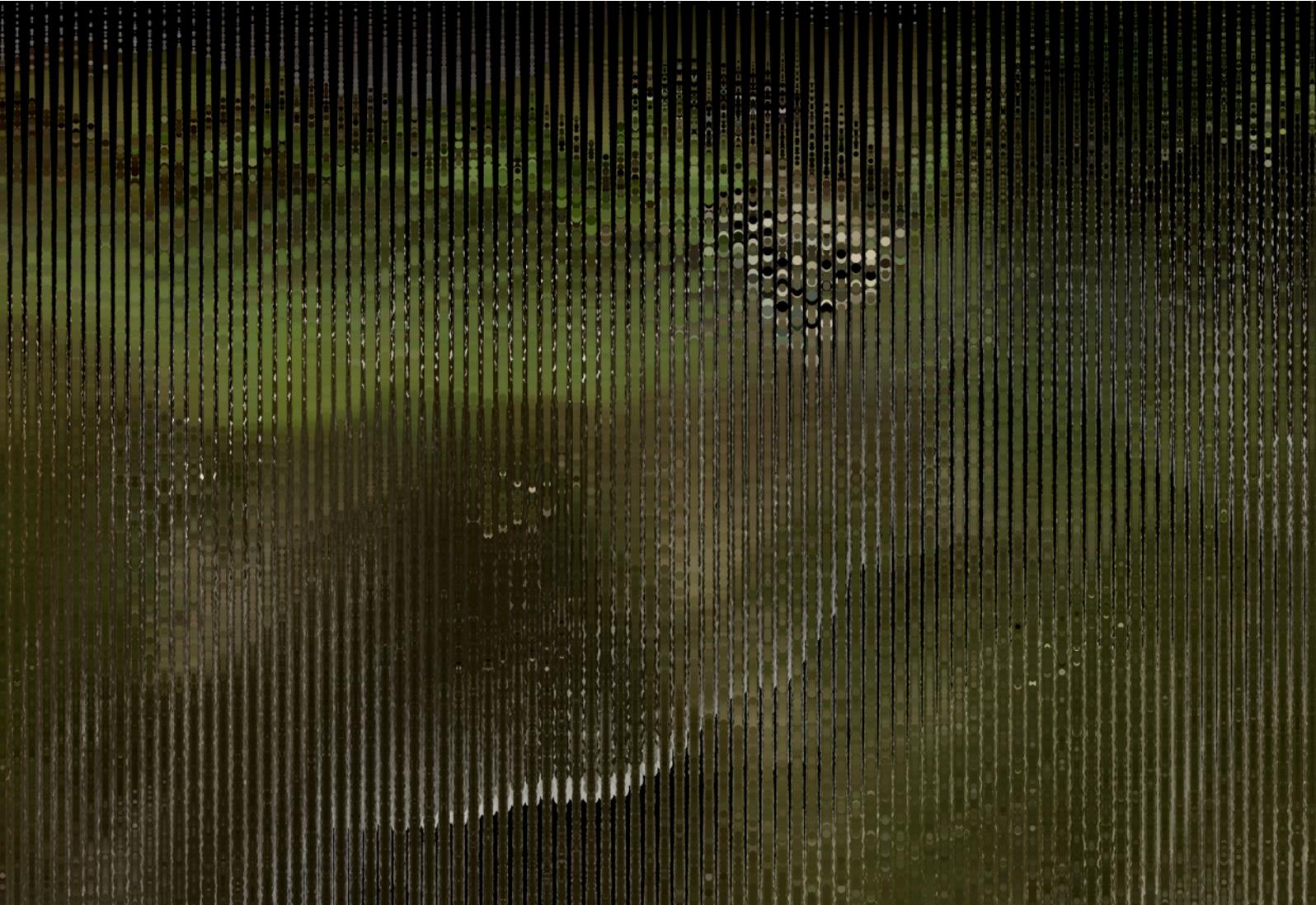
# LEVITATE 2017

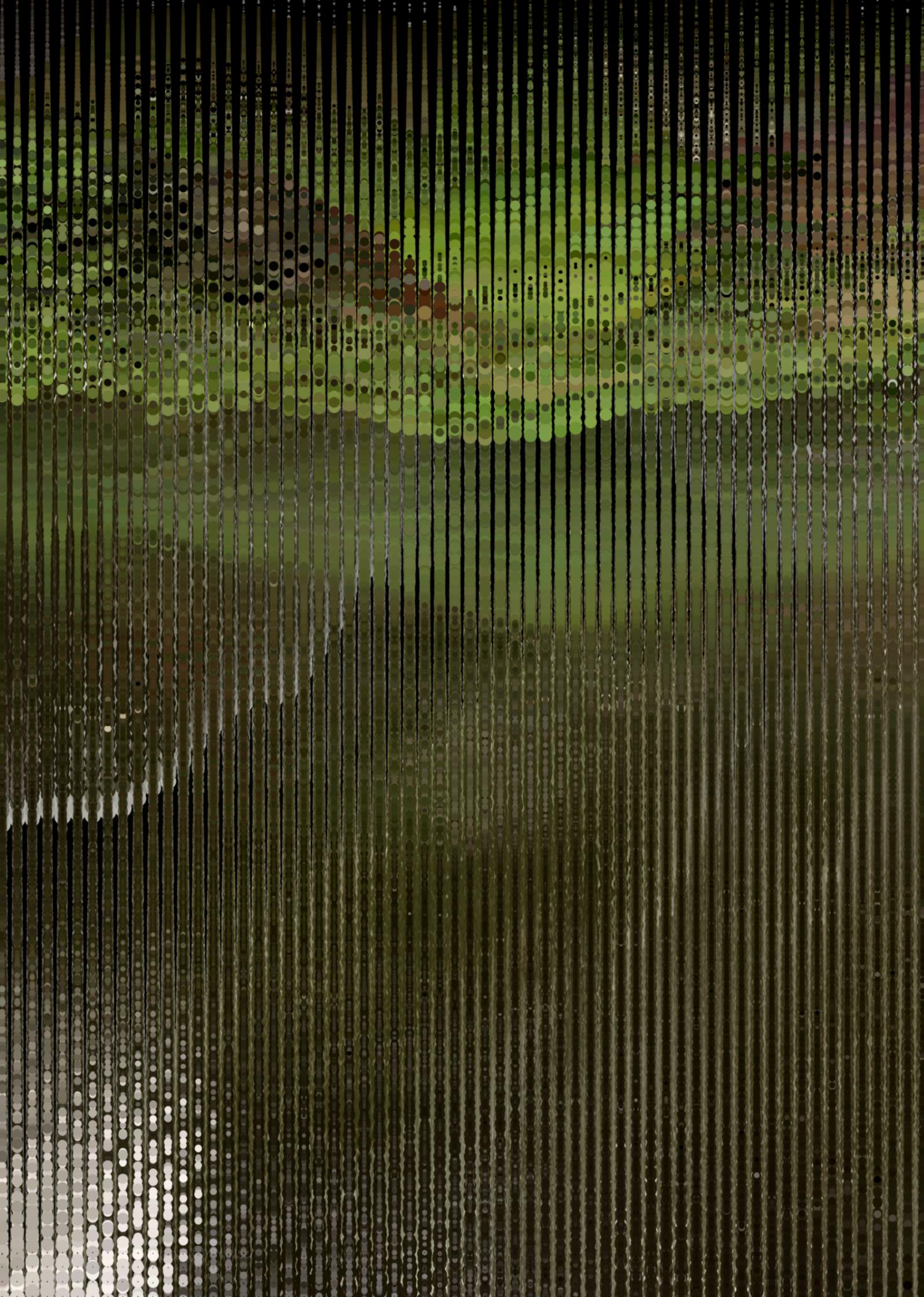
## Use-case: Projection

Explore different moods. 60fps.

Depending on the venue an interactive version based on a video wall or projectors and a spatial installation is possible too.







# LEVITATE 2017

## Use-case: Media façade

A building that changes its appearance over time, just like nature itself.

The visuals evolve over time allowing different appearances for different cultural, seasonal and festival events.

The foundation of each scene is based on recordings from nature itself. A warm dark sunset, waves of water slowly moving in the wind.

"Levitate" is as versatile as nature itself.





# LEVITATE 2017

## Use-case: Media façade

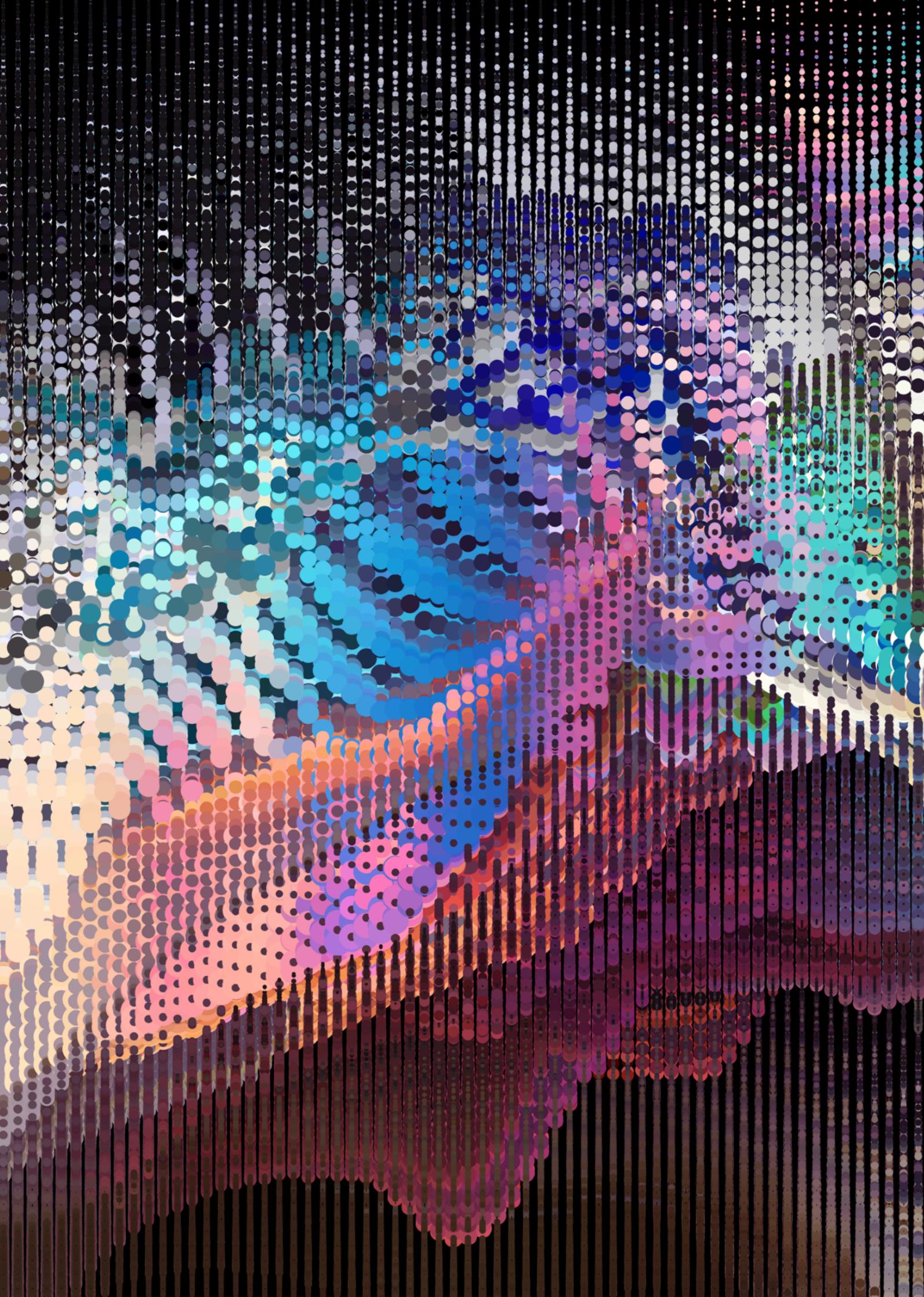
Each scene captured in slow-motion extends the possible appearances.

This allows very organic smooth movements and elegant aesthetics.

More scenes can be added over time and it is possible to adjust colors. Further interactivity is possible too, for example audio-reactivity for concerts or different appearances based on the weather.

The visuals are generated in real-time rather than static video sequences.









# LEVITATE 2017

## The artist:

Exhibited next to the forbidden city in Beijing China, the Kremlin in Moscow and across Shakespeares Hamlets castle in Denmark.

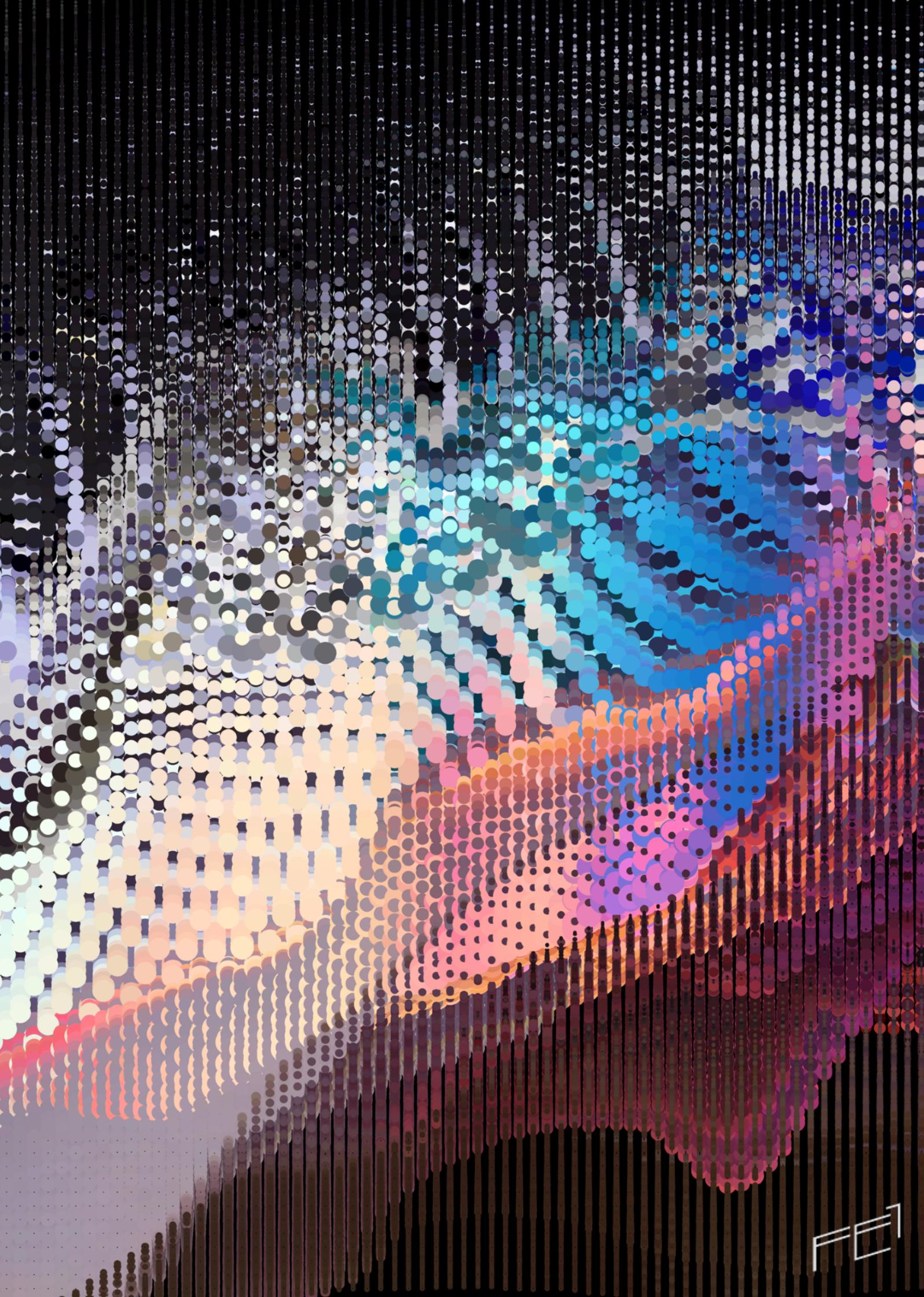
Published from Bloomsbury and Computer Arts to Wired.

Compared to David Bowie, the freakishness of KISS, Pink Floyds' giant pigs and Steve Jobs wildest dreams.

Artist Andreas Rothaug from Hamburg, Germany; born in 1986 is known for his passionate weirdness, outstanding live AV performances and the ability to create inspiring aesthetics out of data.

Writing software since being a child, the artist explores the relation between humans and machines in an ongoing investigation reflecting and capturing the Zeitgeist - intersecting modern technology and basic human emotions.





# LEVITATE 2017

Booking / Contact:

Get in touch.

[www.futura-epsis1.com/projects/levitate](http://www.futura-epsis1.com/projects/levitate)  
<https://vimeo.com/187628896> (pw: mono)

[hello@futura-epsis1.com](mailto:hello@futura-epsis1.com)

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