

VILLŐ TURCSÁNY

ABSTRACT_THESSES

MOHOLY-NAGY UNIVERSITY OF ART
AND DESIGN BUDAPEST
DOCTORAL SCHOOL

DLA IN MULTIMEDIA ARTS
2023

III O III E
DOKTORI

artistic supervisor: professor Kopek Gábor DLA
theoretic supervisor: professor Tillmann József Csc

MOHOLY-NAGY UNIVERSITY OF ART
AND DESIGN, DOCTORAL SCHOOL
DLA IN MULTIMEDIA ARTS

DISSERTATION

2023

**THE
DRAMATURGY OF
SPATIAL ART**

INSTALLATION ART AS A
HYBRID MEDIUM

VILLŐ TURCSÁNY

ARTISTIC RESEARCH - CONTEXT, ABSTRACT

CONTEXT

This dissertation delves into an exploration of artistic research that is intimately connected to my previous artistic endeavors and series of works. These endeavors have encompassed a participatory approach, yielding a synthesis of creative expression. The presentation of sculptural compositions from my preceding artistic research within a novel framework, intricately interwoven with other artistic pieces and sculptural entities, has furnished me with an enriched panoramic vista of interpretative possibilities.

RESEARCH KEYWORDS:

Perception, spatial design, interactivity, receptivity, kinetic art, spatial art spatial design, differentiated space investigation, flexible research, live act, reception aesthetics, immersive art, new materiality, artistic self-reflexivity, immaterial art forms, generative imaging, visual design, production design, design synesthesia

ABSTRACT

Initially conceived under the working title "Installation Art as a Hybrid Medium," the research has matured into its ultimate title, "The Dramaturgy of Spatial Art." While it facilitates a broader spectrum of interpretations, exhaustive exploration of the diverse implications and potentials inherent in the subject matter remains outside the scope of this work.

Throughout my creative journey encompassing kinetic, site-specific, and process-based artworks, as well as my engagement with multimedia design endeavors, the dimension of spatiality has consistently prevailed. This dimension is centered on the tangible engagement of the observer, often accompanied by orchestrated movements, occasionally synchronized with distinctive patterns of control or live performances. These performances are characterized by performers orchestrating spatial configurations, augmented by the projection of animated imagery and intricate audio systems, each contributing as distinctive differentiators.

Beyond the realm of physical spatial perception, this research embraces a diverse array of media. Programmable or fixed-setting illumination, dynamic visual sequences, interactive projected imagery, and multichannel auditory compositions, in conjunction with visual content designed for immersive virtual and extended reality environments, large-scale spatial constructs, or self-contained short feature films, collectively delineate a landscape within which diverse material attributes harmoniously interact. These components collectively unravel the artistic interplay between static and kinetic spatial constituents, while also encompassing the intermingling of atmospheric factors in this intricate choreography of elements.

THESES

- In the realm of spatial art research, the artistic experience transcends mere observation or perception, encompassing intricacies that defy facile categorization. The research, when delving into the motives and potentialities inherent in "experiential" artistic endeavors, assumes an integral role within a dynamic and fluid process.
- Queries concerning the very essence of subjects, objects, observations, and individuation occupy a central locus within the spectrum of artistic practices, skills, and research pursuits.
- I designate the term "hybrid design" to encapsulate a design methodology characterized by the cultivation of autonomous or applied artworks. This methodology emanates from the harmonious interplay between the theoretical underpinnings of production and reception aesthetics and an artistic or production-oriented approach. Evident within this collaborative dynamic are intricate strata of interrelations that bridge the realms of spatial art and the domain of visual design tailored for narrative cinema or theatrical stages.

