

Published in: April 2006

## Artistic creation through artificial life techniques

Interview

“How could we share something that is not there yet?”

Christa Sommerer

Professor in Interface Culture at the University of Art and Design in Linz  
(Austria)

Laurent Mignonneau

Professor in Interface Culture at the University of Art and Design in Linz  
(Austria)

Tools

### Abstract

In the context of the 25th anniversary of Ars Electronica, Christa Sommerer and Laurent Mignonneau are taking a look at the last 25 years of Media Art development, seeing it as a good opportunity to reflect on how Media Art has been evolving and also about the direction that it should be taking in the future. Their reflections are also producing questions and concerns as to what will happen to our privacy, our feelings and our relationship with nature in the evolution of technology and art in society. In their investigations, Christa and Laurent experiment with new ways of information communication and communication of feelings between people. In their artworks, they apply scientific principles in interactive installation, creating natural and intuitive interfaces.

Full video

Interviewed by Pau Alsina, professor of Humanities Studies at the UOC, at Ars Electronica 2004. Recorded by Pau Waelder (Artactiva).

**Question:** As we know, in 1998 you published [Art@Science](#), a book about the relationship between Art and Science. From that point of view, how could you build up the map in order to travel through this Art, Science and Technology intersection?

**Question:** Regarding the [Itsuo Sakane's conference](#) given here yesterday at the Prix Ars Electronica Forum, do you think that “media art”, the term everybody is using, is the same as the Art, Science and Technology intersection we talk about?

**Question:** Today there are so many initiatives all over the world working on building up this media art scenario, but I wonder why now? Do you think there is something different right now that is increasing this subject?

**Question:** There is also this strange relationship between the media art scenario and the contemporary art scenario. Do you think this relationship will evolve or, on the contrary, media art is getting into a ghetto?

**Question:** You were talking about the [exhibition of Digital Avant-Garde](#) which also went to New York. Do you think this exhibition has changed something in the relationship between media art and contemporary art or is it just another exhibition?

**Question:** In your work, you have evolved in bio-art, biology inspired art and the relationship between art and biology, and you have since been working with nanotechnology. Do you think there is a deep relationship between art, computer science and biology? Could you find some connection in their roots for your art work inspiration?

**Question:** How are you dealing with your investigation and projects in relation with nanotechnology at the moment?

**Question:** In interactive art, the body is becoming more involved in the experience and we are more able to deal with this technology. In relation to this, how is this interactive art developing? And also, if you could dream about the future and the evolution of interactive art, would you dream in the line of nanotechnology?

**Question:** I experienced mobile feelings last year, and it was so curious to see people feeling ashamed about sharing their heartbeats. But I really didn't get how it worked until I was sharing my heartbeat with a girl and then the girl got all red when she

realised what it was happening there.

### Related links

[Christa Sommerer and Laurent Mignonneau official website](#)

### Keywords

nanotechnology, biology, artificial life, generative systems, interactive installation



### Recommended citation:

SOMMERER, Christa (2005). "Artistic creation through artificial life techniques". *Artnodes*, issue 4 [interview online]. DOI: <http://dx.doi.org/10.7238/a.v0i4.738>