# Hello, my name is Yanzi

I'm multidisciplinary artist based in Moscow. Emerged from the VFX and animation industries I often use my experience and tools being utilized there in my practice. This certain tools and side effects they produce on human race are one of the key points of my interest. I'm not sticked to certain medium when making my projects, choosing what best fits my utterance.

Short list of themes I interested in are technologies, ideology, contemporary mythology, skateboarding, interfaces and crooked coordinate systems. Scientific, forensic and artistic methods on the basement of solid theoretical background, gained from both technical and humanitarian institutes, are all part of my arsenal for working on the modern world issues.

Born 1987, lives and works in Moscow.

## Education

2015-2017 Institute of Contemporary Art, Moscow
2016 ICA Summer School, Vishny Volochok
2004-2010 Bauman Moscow State Technical University, Robotic and Complex Automation Department
2002-2004 Lyceum of Information Technologies №1537, Moscow

## Selected Group Shows

2017 Speed-dating with the discourse, APXIV, Moscow
2017 Intro, APXIV, Moscow
2017 Unheimlich, APXIV, Moscow
2017 Underneath, APXIV, Moscow
2017 Coordination, Berthold centre, Saint-Petersburg
2017 Fred Sandback, APXIV, Moscow
2016 That might well be…, Museum and Exhibition Center "Worker and Kolkhoz Woman", Moscow
2016 Kosmos. Love, Artplay, Moscow
2016 Facade: Under Construction, Moscow
2016 II, Omelchenko Gallery, Moscow
2016 The object of power, control and punishment, Fabrika CCI
2015 Safety, ICA, Moscow

## Festivals

2017 Archstoyanie, Nikola-Lenivets
2017 Art-Ovrag, Vyksa
2016 Outline (cancelled), Moscow
2009 Multimatograf V (Special Jury Prize), Vologda
2009 Cinemadamare, Italy
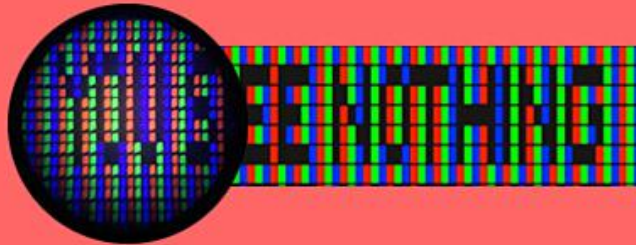2009 Open Russian Festival of Animated Film, Suzdal

**Ticker, 2017**

This project evolved from my previous work for the "Body: The object of power, control and punishment" group show at CCI Fabrika. It was a smartphone lying under the microscope and playing youtube video of blood cell examination process on different magnification levels. When you look trough the eyepiece you see just a grid of red, green and blue rectangles forming actual image on LCD screen. The work was named "Cells" and it was metaphor for how technologies structure us (and our experience) on the very basic level.

When I was working on this project I understood that this simple setup (smartphone under the microscope) provides me with whole new level I can operate on. So I decided to use RGB-grid as a medium for my message. I developed special color-coding system*, which allowed me to draw sub-pixel-thin lines and as a particular case of it – letters. So without auxiliary means this place on the screen where micro-text is typed would look like color noise, but being watched under the microscope the message reveals.
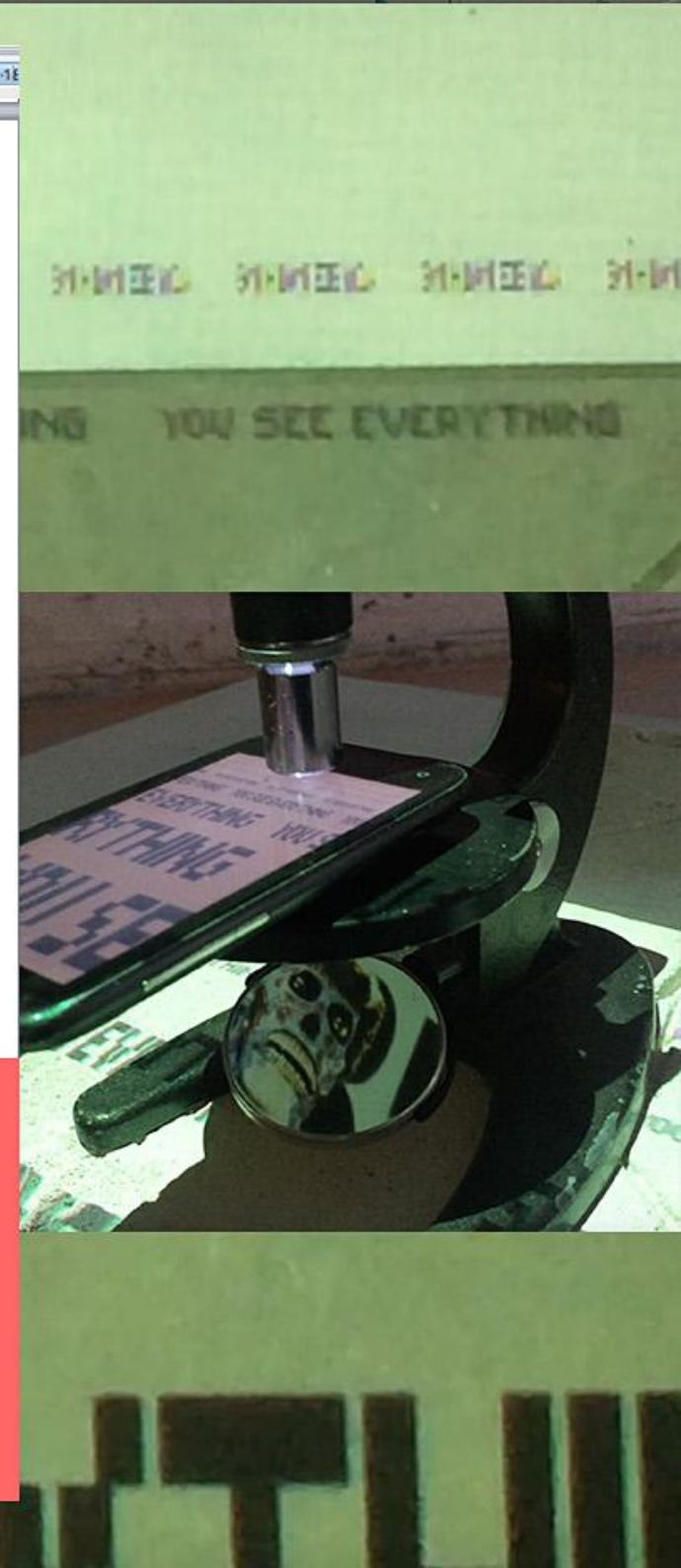
Coming back to the actual project, I took simple statement "you see everything" and put it on smartphones' screen in a series of descending sizes, so it looked like the eye chart. The last line of text was in micro-size and microscope's objective was pointing there. If you look through the eyepiece you suddenly realize that message is little bit different. To emphasize overall drama I also put iconic shot from Carpenter's movie "They live" (the one with alien politician and banner saying "OBEY" at the background) underneath the stage, so it can only be seen in the microscope's mirror (normally used to light the object of study).

Summing up, it was reading between the pixels, both literally and figuratively.


* It's something similar to the technology used to increase text sharpness on the screen called «sub pixel rendering» but pushed to its limit. I found it interesting how readability improvement technology destructs itself from its basement.

WATCH VIDEO:  https://www.dropbox.com/s/wowxytv4362i6i2/obey.mp4?dl=0

WELCOME TO DAZILAND

在哪裡？ 這個國家在哪裡？
它必須在地球的邊緣...

It was year ago… I roamed the streets in search of fresh ideas. I was lack of inspiration and very frustrated. Suddenly I saw something in the snow on the pavement. It was discarded passport cover with golden letters on the dark blue background saying «DAZILAND».
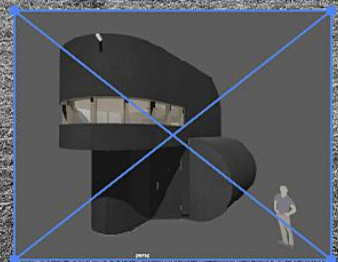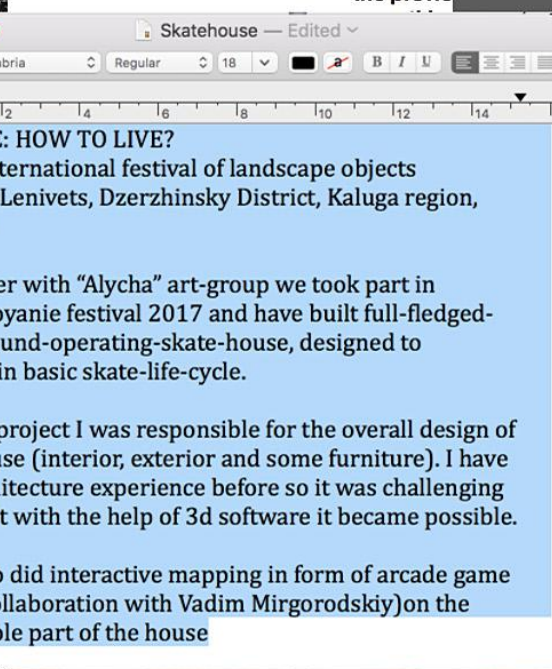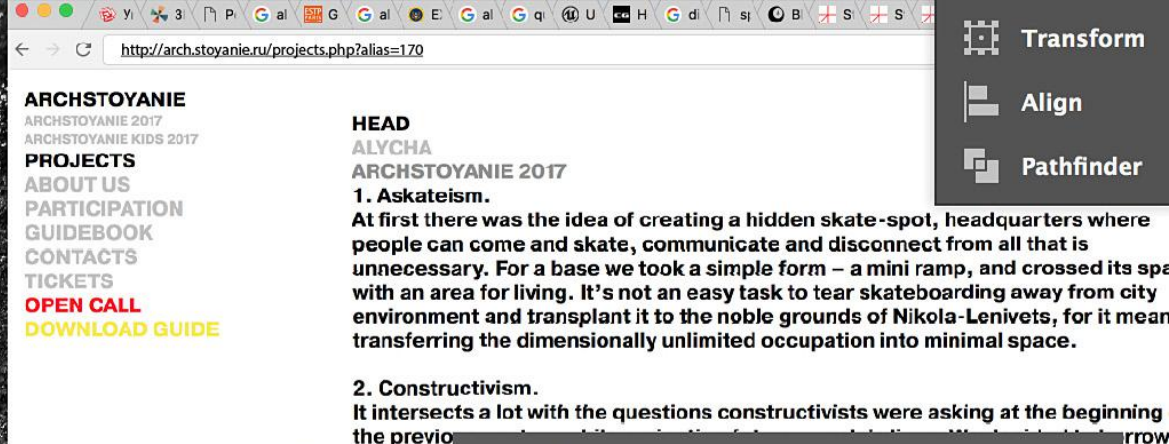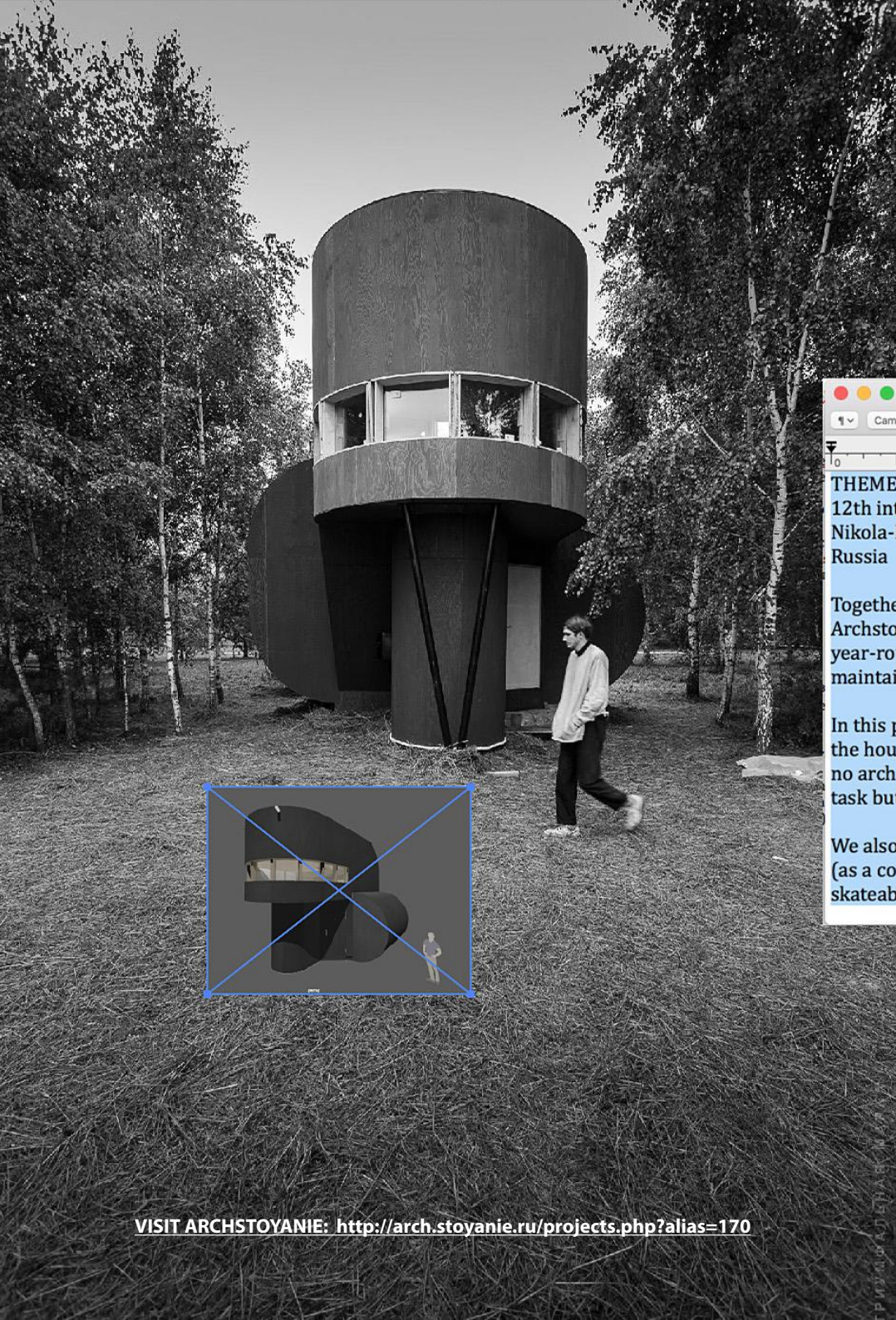
"Daziland? Where is it?" I thought. But no one (even Google) knew what the land is this. I started to dig Internet to find out something about this, but there was nothing matching all criteria. I found lots of information about each element of the cover but the connection between them remained invisible. So I started my investigation, which finally has led me to the doors of Total Company…

The salad of unexpected facts, clumsy manipulations, discrepancies and contradictions was strongly tied together by the ropes of corporate mythology. Entering the territory of myth trough the backdoor helped me to reveal the underlying mechanisms, which glue people together in race for resources (not only natural but also human and information resources).

As part of my education I did a project based on this story and exhibited it at our group show, which was held in Moscow Museum and Exhibition Center "Worker and Kolkhoz Woman" (28 December 2016 - 28 January 2017) where I've been giving guided tours to tell the story behind it.

http://arch.stoyanie.ru/projects.php?alias=170

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ALYCHA
ARCHSTOYANIE 2017
1. Askateism.
At first there was the idea of creating a hidden skate-spot, headquarters where people can come and skate, communicate and disconnect from all that is unnecessary. For a base we took a simple form – a mini ramp, and crossed its spa... with an area for living. It's not an easy task to tear skateboarding away from city environment and transplant it to the noble grounds of Nikola-Lenivets, for it mean... transferring the dimensionally unlimited occupation into minimal space.

2. Constructivism.
It intersects a lot with the questions constructivists were asking at the beginning...

Skatehouse — Edited

Cambria    Regular    18

THEME: HOW TO LIVE?
12th international festival of landscape objects
Nikola-Lenivets, Dzerzhinsky District, Kaluga region, Russia

Together with "Alycha" art-group we took part in Archstoyanie festival 2017 and have built full-fledged-year-round-operating-skate-house, designed to maintain basic skate-life-cycle.

In this project I was responsible for the overall design of the house (interior, exterior and some furniture). I have no architecture experience before so it was challenging task but with the help of 3d software it became possible.

We also did interactive mapping in form of arcade game (as a collaboration with Vadim Mirgorodskiy)on the skateable part of the house

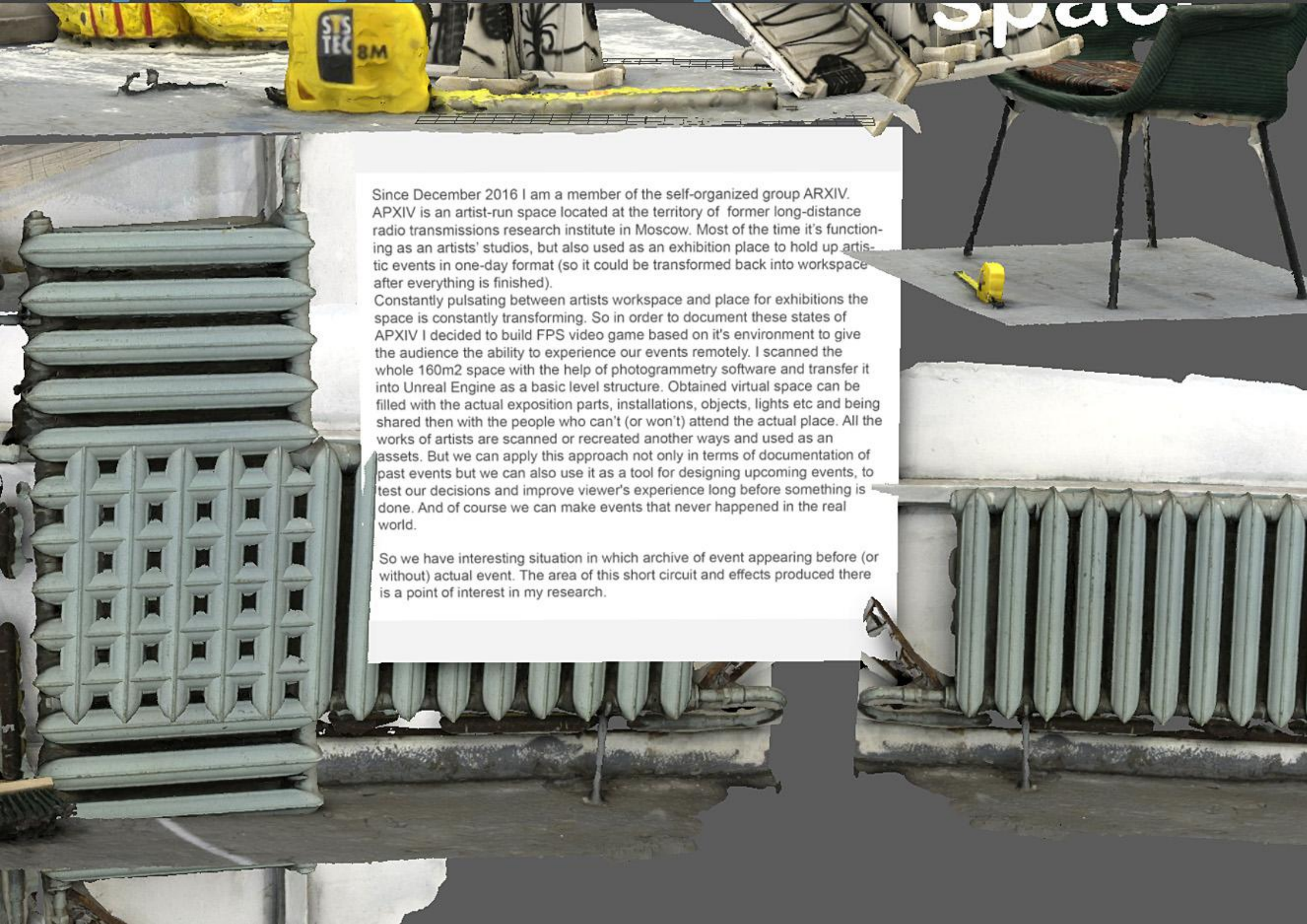VISIT ARCHSTOYANIE:  http://arch.stoyanie.ru/projects.php?alias=170

APXIV

Artist-run
space

Since December 2016 I am a member of the self-organized group ARXIV. APXIV is an artist-run space located at the territory of former long-distance radio transmissions research institute in Moscow. Most of the time it's functioning as an artists' studios, but also used as an exhibition place to hold up artistic events in one-day format (so it could be transformed back into workspace after everything is finished).

Constantly pulsating between artists workspace and place for exhibitions the space is constantly transforming. So in order to document these states of APXIV I decided to build FPS video game based on it's environment to give the audience the ability to experience our events remotely. I scanned the whole 160m2 space with the help of photogrammetry software and transfer it into Unreal Engine as a basic level structure. Obtained virtual space can be filled with the actual exposition parts, installations, objects, lights etc and being shared then with the people who can't (or won't) attend the actual place. All the works of artists are scanned or recreated another ways and used as an assets. But we can apply this approach not only in terms of documentation of past events but we can also use it as a tool for designing upcoming events, to test our decisions and improve viewer's experience long before something is done. And of course we can make events that never happened in the real world.

So we have interesting situation in which archive of event appearing before (or without) actual event. The area of this short circuit and effects produced there is a point of interest in my research.