

# LUKAS DWORSCHAK

## Portfolio & CV 2023



**LUKAS DWORSCHAK (\*1993)**

based in Vienna & Innsbruck

2016 - 2023, UNIVERSITY OF APPLIED ARTS VIENNA, PAINTING & ANIMATION

I am working as a new media artist and independent game designer with a focus on interactive installations and immersive technologies.

In my recent practice I explore notions of (transhuman) collectivity and inclusivity within different socio-cultural structures. Poetic narratives unfold through an experimental and playful approach manifesting in transformative phygital experiences.

Having also a background in engineering I am interested in how technology transforms the way we interact with our environments and how it augments our lives and routines.

I strongly believe that new kinds of interfaces can change the way we understand and perceive our world in a fundamental way. This sparks my research at the tangible intersection of our multilayered reality.

Besides my individual practice I have a strong focus on collaborative works. I am one of the founding members of the artist-led collective Room69 and co-founder of the virtual mindfulness project AETHA.



## EXHIBITIONS (selected)

[upcoming] Artemis Gallery w/Room69, Lisbon, 2024

[upcoming] The Land of Milk and Honey, Haidgasse 7a, June 2023

[upcoming] Digital Art Award, Energie AG/OK Linz, Linz, May 2023

Balancing On Breaking Brightness: concrete depths, Monolog Gallery w/Room69, Belgrade, 2022

Ambient Occlusion: desired paths, LA Artcore w/Room69, Los Angeles, 2022

Nowhere In Particular, Raum D - MusuemQuartier w/Room69, Vienna, 2022

Came To Manifest But Got Lost In Translation, Mike Laundry Art Garden w/Room69, Bergen, 2022

Like The Lines Of My Body Are Melting Away, Red Carpet Showroom Karlsplatz w/Room69, Vienna, 2022

The Library of Babel, Charim Factory, Vienna, 2022

Experience Near Death Experience (Stack Overflow), Wrong Biennale & Newartcity, online ([www.newart.city/show/experienceneardeathexperience](http://www.newart.city/show/experienceneardeathexperience)) 2021

I wish you were not here, online ([www.soloshow.online/blessedr00m69.html](http://www.soloshow.online/blessedr00m69.html)) 2021

Urban Biodiversity, Flederhaus in der Seestadt, Vienna 2021

A horse in the jungle, Angewandte Festival, Vienna, 2021

SiccZine Release, 12-14 contemporary, Vienna 2021

Somewhere between there and here, Schloss25, Vienna 2021

Self Care Group, Universität für angewandte Kunst, Vienna 2021

Ungraspable Catalysts, online (<https://hubs.mozilla.com/th2KPqW/ungraspable-catalysts>) 2020

No Matter. What?, Vienna, 2020

Off Image Akt 1, Loffice & online [www.offimage.at](http://www.offimage.at), Vienna, 2020

Cute but Creepy Vol. 2, Die Schöne, Vienna, 2020

Kunstasyl 2019, Semperdepot, Vienna, 2019

Set of invalid Context, LLLLLL, Vienna, 2019 Caviar on Instant Noodles II, MAUVE, Vienna, 2019

Caviar on Instant Noodles, House of the Embankment, Moscow, 2019

Die Ahnung eines größeren Gefühls, ORF Funkhaus, Vienna, 2018

The Essence17, Alte Post, Vienna, 2017

## PROJECTS & COLLABORATIONS

EDEN Bliss - Performance with Christiane Peschek, Ernst Lima & Isabelle von Spreckelsen,  
- Uncanny Reality, Symposium Lindabrunn, 2021  
- Willkommen im Paradies, NRW Forum, Düsseldorf, 2021

EDEN, [www.enter-eden.net](http://www.enter-eden.net),  
shown at NRW Forum Düsseldorf 2021 & Kornhaus Forum Bern 2022,  
Project & Direction by Christiane Peschek, Animation by Lukas Dworschak, Sounddesign by Ernst Lima, 2020

LASCAUX 3000, collaboration with Veronika Beringer, Anna Nagy & Amelie Schlögelhofer, Angewandte Festival,  
Vienna, 2019

## AWARDS, PUBLICATIONS & PRESS

Main Prize Winner, Digital Art Award Energie AG & OÖ Landes-Kultur GmbH

Auf der Suche nach einem kulturellen Attraktor (in search of a cultural attractor) , by Emma Kling & Lorenz Kunath, 2022  
Burgtheater Spielzeit 2021/22, 2021  
SiccZine Vol. 2, Art Zine, 2021  
No Matter. What?, Exhibition Catalogue, 2020  
Kunstasyl 2019, Exhibition Catalogue, 2019  
Die Ahnung eines größeren Gefühls, Exhibition Catalogue, ORF Funkhaus, 2018



When you touch my heart I pour myself into the hypersea

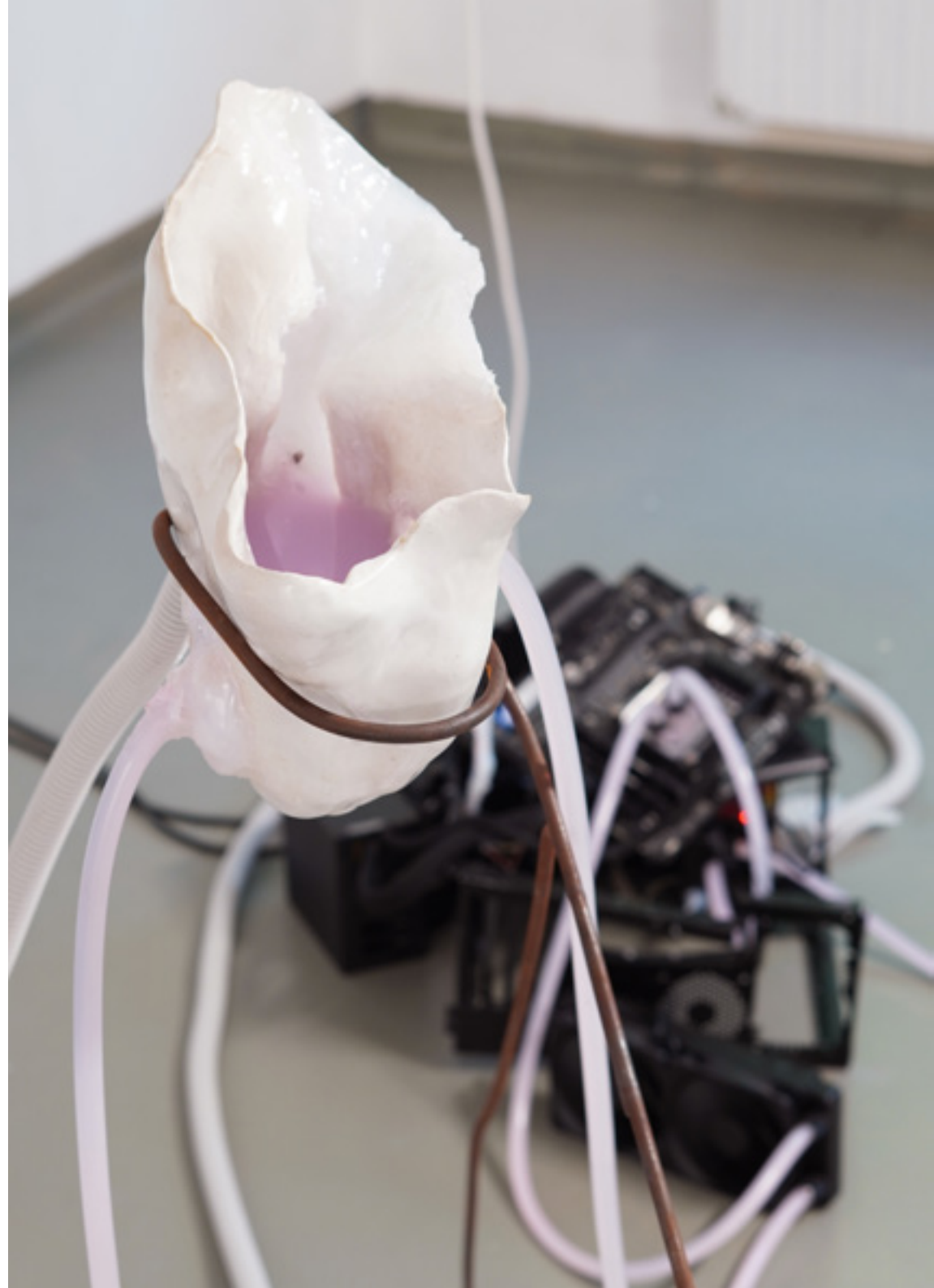
When you touch my heart I pour myself into the hypersea //  
installation view - Somewhere between there and here @Schloss25 //  
Ceramics, Steel, Epoxy, PVC Tubes, PC components, Microcontroller, Ink & Water , virtual sculpture //  
Vienna, 2021

## WHEN YOU TOUCH MY HEART I POUR MYSELF INTO THE HYPERSEA

“When you touch my heart I pour myself into the hyper-sea” is diving into our interconnections as „wet beings“. Inspired by Astrida Neimanis writings about bodies of water, the work tries to utilize a liquid source to form a link between human, machine and a virtual existence and creates a narrative of a new extended reality and connectivity. The interactive installation tries to rethink embodiment in a different way, investigates our fluid networks and reaches down to the very origins of life. If we are one big ocean all together and our boundaries break up - where does the I end and the you begin?

The interactive installation creates its own cycle, reflects the concept of the hypersea, and pushes it into a technological and virtual realm. At its center is a ceramic vessel filled with water which serves as cooling liquid for the computer and therefore sustains the virtuality, but it is also interface. By touching the water, one enters the digital realm from the physical world. Bodies are constructed there, but they dissolve just as quickly. Thus, the cycle between human, machine, and wet bodies is closed.

<https://www.youtube.com/watch?v=sBIGFvwuOo>





The computer game itself is an ongoing project that is constantly being filled with new scenes and structures. Built upon an update system, the digital hypersea continues to evolve and becomes an increasingly complex habitat.

When you touch my heart I pour myself into the hypersea  
Virtual Extension, Unity3D - 2022

[https://www.youtube.com/watch?v=He\\_BIJLxSxl](https://www.youtube.com/watch?v=He_BIJLxSxl)



## **NO BLOOD IN MY VEINS (but enlightened within)**

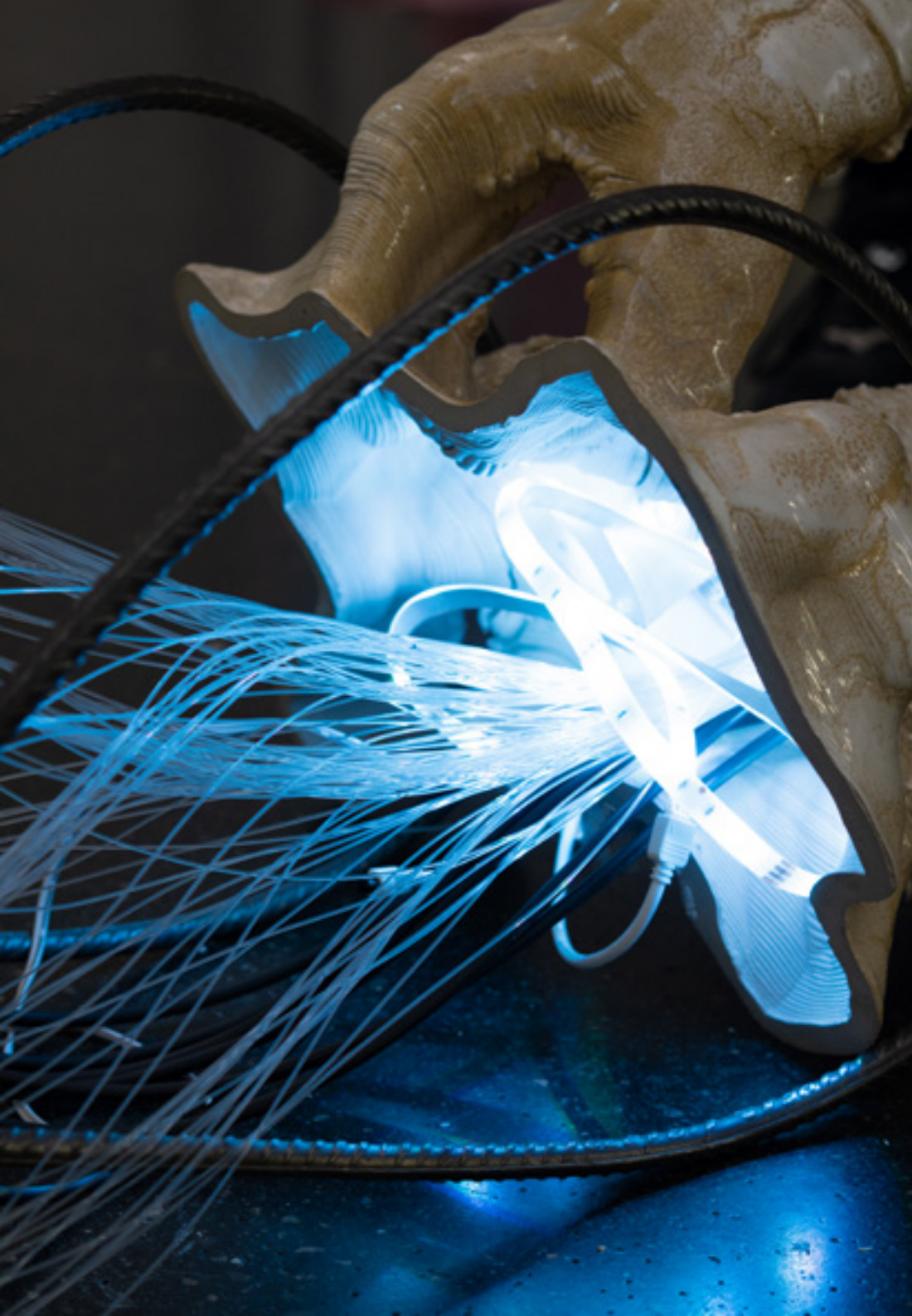
A story of becoming.

Born in the virtual out of fluid simulations these bodies have been sent into the physical world with the help of technology. Invigorated by our own presence these bodies strive for a vertiable and meaningful existence - to be more than just empty vessels.

Series of interactive 3D printed ceramic objects 2022-2023  
ceramics, led lights, proximity sensors, microcontroller, steel







Come into my arms and I'll show you the other side installation view  
Nowhere in Particular @MQ Vienna - Raum D //  
Glazed ceramics, Steel, cables, Glassfibers //  
Vienna, 2022



Come into my arms and I'll show you the other side installation view Nowhere in Particular @MQ Vienna - Raum D //  
Glazed ceramics, Steel, cables, Glassfibers //  
Vienna, 2022

## BALANCING ON BREAKING BRIGHTNESS : concrete depths

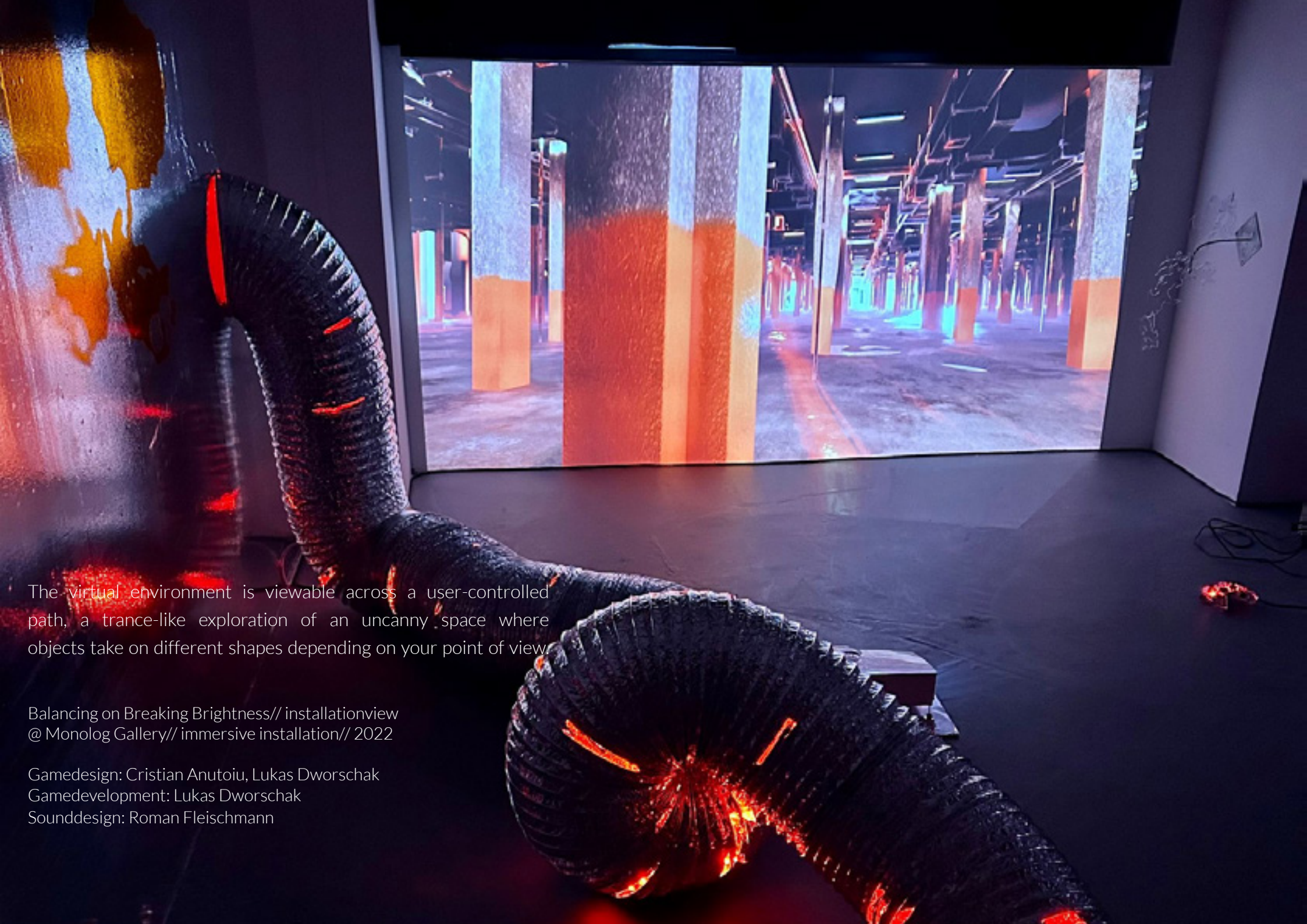
together with Room69

Hollow passageways echo into the infinite. Space erases space, as auburn hues wrap around the cold grey surface. Horizons distort into endless loops; light - flicker fades across calcified striations, hidden behind layers of warm, enticing haze. (Un)familiar objects call, towards ephemeral traces spilling across screen and into whispers.

This site specific installation combines the spatial qualities of Belgrade's Monolog Gallery with a virtual domain, to create a dynamic portrait of a motion/less in-between. A seemingly endless corridor of (un)masked grit with a looming sense of unease silhouettes the environment created for the exhibition. This elusive setting, generated as a parkade in its metaphoric representation distorts between a space of familiarity and discomfort at the edge of unknown feelings. In open dialogue with Monolog Gallery's locale, room69 searches for a moment of transition, where dusk gradually fades into dark, and life begins to contrast.

text Brooklyn J. Pakathi





The virtual environment is viewable across a user-controlled path, a trance-like exploration of an uncanny space where objects take on different shapes depending on your point of view.

Balancing on Breaking Brightness// installationview  
@ Monolog Gallery// immersive installation// 2022

Gamedesign: Cristian Anutoiu, Lukas Dworschak  
Gamedevelopment: Lukas Dworschak  
Sounddesign: Roman Fleischmann

## AMBIENT OCCLUSION : desired paths

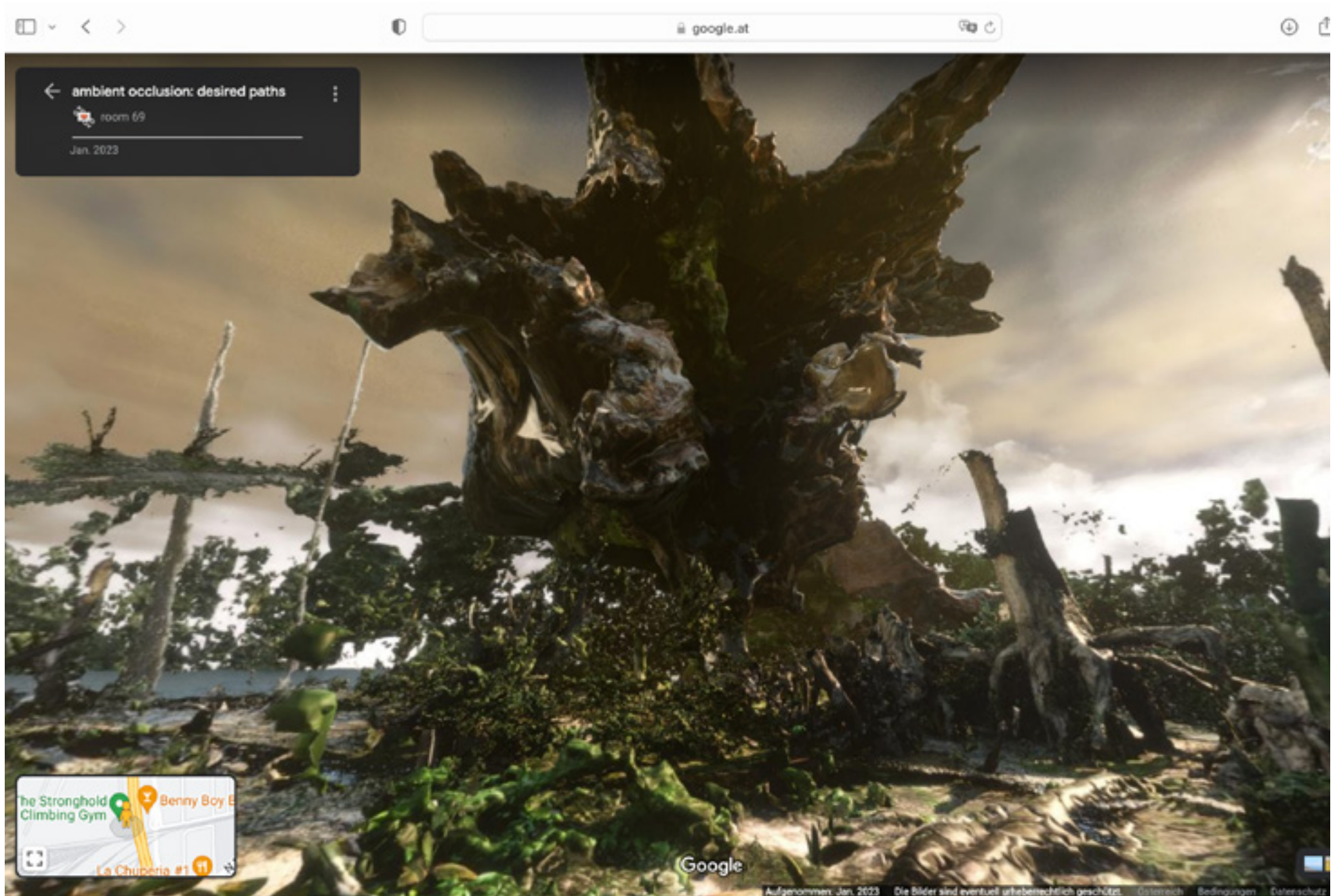
together with Room69

For their first US exhibition, room69 draws their attention to the ecological and spiritual essence of the forest. The collective has mapped, scanned and virtualized Austria's Donau Auen Nationalpark and extended the scans into a fragmented space coinciding with their relationship to technology, humanity and nature.

The scan acts as a foregrounding backdrop for a discursive exchange and serves as a template for future interactions between the natural environments.

While the natural space remains untouched, the virtual world created via fragmented data of the Nationalpark can be explored through pathways in the exhibition space which suggest new perspectives on how the natural space can be viewed while preserving its natural state. Further, the conserved world can be experienced via Google Street View, unfolding via Google Maps over the duration of the exhibition and forever online located at the geotag of the exhibition space at LA Artcore in the Brewery Annex in Los Angeles.





Ambient Occlusion// Google Maps Interface//2022  
[immerse](#)

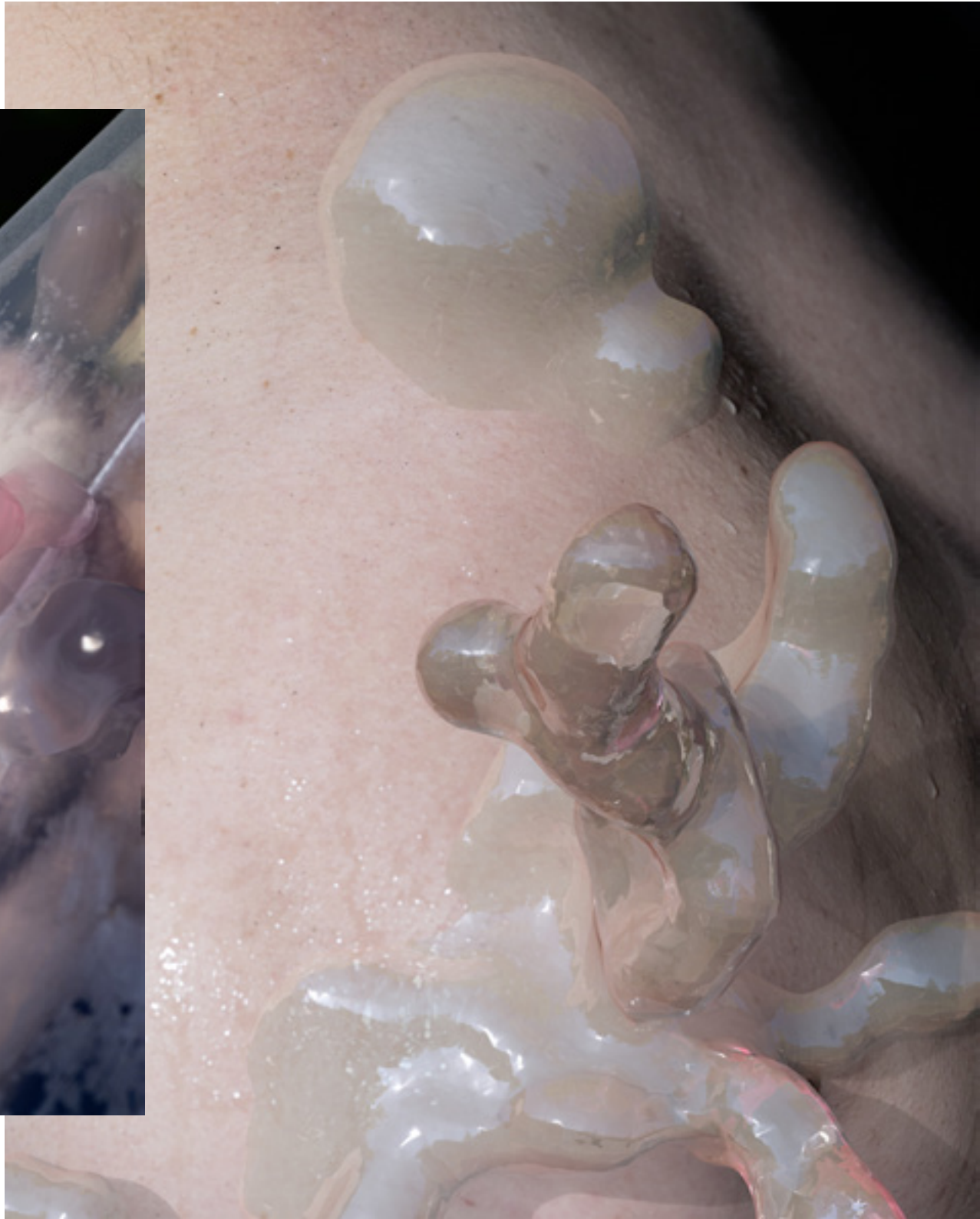
## AMPLIFYING LIQUIDITY

collaboration with Lorenz Kunath & Emma Kling

A phygital sauna-performance for the  
*In search of a cultural Attractor* Publication  
2021







## FRACTURED BOUNDARIES

In his work *Fractured Boundaries* Lukas Dworschak deals with the question of physicality and materiality in digital spaces. Starting with a physical sculpture, the artist develops a VR experience in which the boundaries between space and body are questioned. When the VR glasses are put on, the amorphous body now also floats in digital space. Here it seems to come alive and swells in several stages to form an ever larger cloud formation, until in the next moment it shatters into numerous fragments and itself becomes an indefinable space. The abstract space that emerges from the object no longer contains anything tangible; we find ourselves in limbo, in nothingness, and have to reorient ourselves.

Text: Rebecca Wendeborn

*Fractured Boundaries* // installation view - No Matter. What? @ LeerEmptyBlank // Polyurethane, Latex, Ink, Ipad, VR device // Vienna 2020

Photographs: Shir Camacho





Fractured Boundaries //VR-experience// 2020