## Entrapment plasticity of the infinity sea

Karla Brunet and Luvebox FX (may + junix) Artech 2015 Exhibition Art Proposal

"Entrapment plasticity of the infinity sea" is a video art installation that deals with the notion of being entrapped and trying to survive, keep going. This situation is always changing its form as the sea is always in movement and changes its state. The images of this video were recorded on different places of the Caribbean Sea (Los Roques in Venezuela, San Andrés in Colombia, Ulila in Honduras, Caye Amberguis and Blue Hole in Belize), the Red Sea (around Hurghada) and the Atlantic Ocean (Bahia, Brazil). A mosaic of the sea and personal struggles form this imaginary trip into the underwater world.

Keywords: underwater, plasticity, video, sea, mosaic

Category: video art installation

Length: 5 minutes

Video link: http://vimeo.com/103669959

## Ocean and art – previews artworks

The Ocean is part of my artwork for about a decade. It is a passion, a concerned subject, and a part of my life. An early work on this theme was **Massarandupió** part of a collective exhibition **Incito/Insito**<sup>1</sup> curated by Caetano Dias at Aliança Francesa Salvador, Brazil, in 2007. It was a tetraptych of underwater photos of waves breaking into the shore. Some people said to feel the smell of the sea with the photos. That comment led to the creation of more immersive pieces, video and interactive installations.

At Ecoarte<sup>2</sup>, a research and art group I coordinate at IHAC/UFBA<sup>3</sup>, we developed many video arte installations mixing footage of the sea around us, geographical data of our interaction with this sea and physical data of the Ocean. One example it is the video installation **Geografias do Mar # Iemanjá<sup>4</sup>** exhibited at CGAC (Centro Galego de Arte Contemporânea) in Santiago de Compostela, Spain, in 2010. This installation was also part of the exhibition **4th State of Water** at Centre of Contemporary Art in Torun, Poland, in 2012.

Moreover, in 2010 we presented the interactive installation **Geografias do Mar # Ilhas**<sup>5</sup> at Festival Internacional de Arte em Mídias Móveis at MAM (Museu de Arte Moderna da Bahia) in Salvador, Brazil. In this installation we worked with the immersive status of feeling the islands on our surroundings plus some visualizations of ocean data from the Oceanography department of UFBA.

<sup>&</sup>lt;sup>1</sup> Url: <u>http://karlabru.net/site/exposicoes/incitoinsito-na-alianca-francesa/</u>

<sup>&</sup>lt;sup>2</sup> Url: <u>http://ecoarte.info/</u>

<sup>&</sup>lt;sup>3</sup> Url <u>http://www.ihac.ufba.br/</u>

<sup>&</sup>lt;sup>4</sup> Url of the videos <u>http://ecoarte.info/ecoarte/2013/01/geografias-do-mar-iemanja/</u>

<sup>&</sup>lt;sup>5</sup> Url of the installation: <u>http://ecoarte.info/ecoarte/2013/01/geografias-do-mar-ilhas/</u>

In 2012, we started developing a new project called "Sensorium: do mar para o rio" <sup>6</sup>(Sensorium: from the sea to the river) where we created our own sensors to sense the environment, the sea around us and the river that flows into Baia de Todos os Santos. With that material we created a variety of artworks, data art, interactive video installation, data poster, photos and videos exhibited at "Sensorium: Art, Science and Technology" on MAM, Salvador, in 2013.

Now, in 2014, I decided to create a more reflexive piece about the ocean. This time, the artwork was not only about the ocean around my living place but an introspective piece about the sea as a whole. The result was *Entrapment plasticity of the infinity sea*, a video art exhibited at "Arte y Ciencia en el Mar: Exploraciones Fílmicas en el Oceano" at the Museo del Ferrocarril de Asturias, in Gijón, Spain.

## The process

**Entrapment plasticity of the infinity sea** uses a variety of footage of underwater images. I made all the videos used in this video installation in different dives in different seas around the globe. The idea was to get the sense of being trapped in the water, not being able to get out. It's about these situations we face in life when we jump into the unknown and it is hard to cope, to survive and manage the new condition. But in the end we can always handle it.



Figure 1. Frame of the video: diving board on the Caribbean Sea in San Andres and a wreck in Red Sea.

The underwater videos don't show divers or have the National Geographic look. I carefully selected videos that do not show images of divers with scuba equipment for not having the feeling of a "vacation dive". There are images of boys jumping out of a diving board on San Andres Island, in the Caribbean Sea (Figure 1) blended with wrecks on the Egyptian Red Sea. Also, there are images of an abandoned table; chair and bottles on Los Roques underwater sea mixed with pool staged trapped movements (Figure 2).

<sup>&</sup>lt;sup>6</sup> Url: Sensorium webpage <u>http://sensorium.ecoarte.info/</u>

Wrecks and "wreck-like" images were the main sea underwater footage (Figure 4). The wreck gives the feeling of something that sank and got abandoned, forgotten there. And that is the main fear of jumping in the unknown world; it is be a wreck, forgotten there and never able to come to live again.



Figure 2. Frame of the video: Los Roques underwater scene with pool staged scene.

Luvebox FX (may + junix)<sup>7</sup> created the soundtrack especially for this video piece. We had collaborated before on different art project. They did the soundtrack for Sensorium project and we also did a live DJ/VJ performance on **NOIS[E] INVADE Portugal**<sup>6</sup>. On the Portuguese performance Luvebox did the experimental sound and I did the visuals to go with their music. Here I send them some of the footage, told about the context. The duo used electronic and analogical equipment to create this experimental visual music. Their influence is on noise music and electro acoustic experimental music.

## The installation

For Artech 2015, I propose a video installation of *Entrapment plasticity of the infinity sea.* The video is projected from the ceiling on circular surface, about 30cm high (See Figure 3). The intention is to insinuate the feeling of looking at a hole into this entrapped underwater world. It is like a hole on ice to be able to see the water or a hole to an underwater pool bellow us. And this underwater pool is closed by a glass surface. We can see it but we can't feel it, touch it.

In case there are no resources for the installation, a plan B can be the projection of the video on any wall surface.

<sup>&</sup>lt;sup>7</sup> Luvebox url: <u>http://luveboxfx.blogspot.com/</u>

<sup>&</sup>lt;sup>8</sup> Nois[e] Invade Portugal url: <u>http://noiseinvadeportugal.blogspot.com.br/</u>

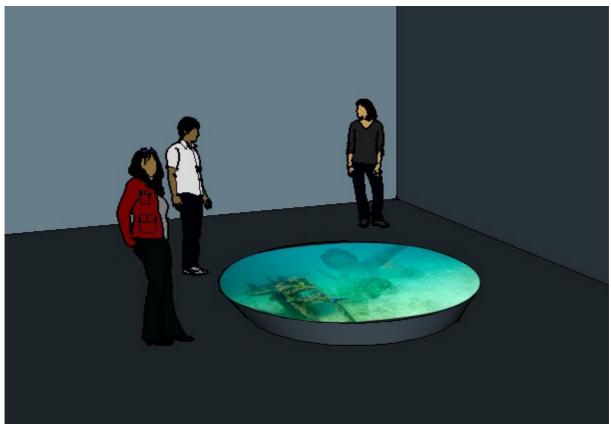


Figure 3. Sketch of the installation.



**Figure 4**. Frame of the video: swimming on Porto da Barra beach and Artemide wreck in the Atlantic Ocean.