

Pixel Symphony
Idle/Interludes

Opening: August 27, 2024, 18:00 – 21:00
Exhibition: August 28 – August 30, 2024
Mariannenstrasse 33, 10999 Berlin
Collaborator: fxhash

Pixel Symphony's "*Idle/Interludes*" draws inspiration from the avant-garde experiments of 20th-century visual and concrete poetry. This movement explored the visual arrangement of text as an integral part of the poem's meaning. Words transformed into shapes, their physical presence on the page as significant as their semantic content.

The genesis of "*Idle/Interludes*" began with the artist's typewriter experiments. These early works, echoing the concrete poetry movement, kindled a deeper fascination with glyph compositions. Pixel Symphony then reproduced the work using code, exploring the possibilities of generative art. This approach allowed for an expansive exploration of dichotomous reflections, revisiting themes of connection and disconnection, clarity and ambiguity, inviting viewers to engage with the interplay of form and meaning. Open-source typewriter fonts, such as 'Patrician' and 'Oliver Printype,' became the building blocks.

As the forms evolved, so did the phrases, mirroring the shapes. This iterative process— where brief, often binary or resonant phrases nest within a sea of glyphs—led to the continual addition and subtraction of patterns, letters, and symbols. Sometimes, these phrases stemmed from personal experiences or the serendipity of phonetically or phonologically similar words.

The series' title, suggesting moments of pause and contemplation, aligns with its reflective and abstract nature, exploring the spaces between thoughts and inviting viewers into a contemplative engagement. Randomness intertwined with intention, created a dialogue between chance and design. The idea lent itself to generative art well because of the malleability of language: while words convey a specific meaning when described through other words, their visual representation can take infinite forms.

Pixel Symphony is fascinated by the tangible manifestations of his work, deeply influenced by the pioneering generative artists who used plotters. His oeuvre consistently revolves around plottability, with "*Idle/Interludes*" designed to embody this principle. All works in the exhibition have been plotted by the artist.

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As a generative and plotter artist, Pixel Symphony creates a blend of form, color, and thought, rooted in abstraction. Based in San Francisco, his work reflects a deep curiosity and analytical approach to both internal and external worlds. With a background in Civil Engineering, Modern and Contemporary Art and Psychology his art combines precise geometric abstraction with emotional depth and texture. A key element of Pixel Symphony's work is the recurrent use of patterns, highlighting his interest in the complexity that emerges from simple rules and forms. His work engages in a conversation between the logical and the emotional, the structured and the organic, often exploring the contrasts that define human experience.