



*Spheres*, 2021, and *AvantGarden Coretopia*, 2022) will be exhibited; they will be coupled with compilations of videos and generative artworks (*Laboratories*, 2021, *Playgrounds*, 2021, *Liquid Crystal Playground*, 2022, and *The Core*, 2022, SOMA, 2022).

The exhibition is produced by ACE KIBLA, Ultra-mono and co-produced by KRAK Center for Contemporary Culture. It is financially supported by Ministry of Culture of the Republic of Slovenia and the Municipality of Maribor.

Tanja Vujinović is a new media, visual and sound artist. Her works have been shown in the Museum of Contemporary Art in Strasbourg,

Kunst Palast Museum in Düsseldorf, Museum of Contemporary Art in Denver, Kunsthaus in Merano, Museum of Contemporary Art in Istanbul, Kapelica Gallery in Ljubljana, Museum Vasarely Foundation in Aix-en-Provence, and Künstlerhaus in Vienna. She has presented at festivals such as ISEA2009 in Belfast, Ars Electronica in Linz, Kinetica Art Fair in London, Spor Festival in Aarhus, FILE Festival in São Paulo, and FILE RIO in Rio de Janeiro. She graduated with a Bachelor of Fine Arts degree, and in 2010, she obtained a PhD in Philosophy and Theory of Visual Culture. Tanja is the founder of Ultra-mono, a cybernetic art hub. As a passionate supporter of rave culture she has created a few techno albums and is also DJing herself.

[www.krak.ba](http://www.krak.ba) | [www.tanjav.art](http://www.tanjav.art) | [www.kibla.org](http://www.kibla.org) | [www.mcruk.si](http://www.mcruk.si)



REPUBLIC OF SLOVENIA  
MINISTRY OF CULTURE



RUK  
RUČAČKI CENTRI ZA ZANOVJALNIH  
UMETNOSTI IN KULTURE  
NETWORK OF ART RESEARCH  
AND CULTURE CENTERS

ULTRA  
MONO

# Tanja Vujinović

## AvantGardens

Kustosica Curator: Živa Kleindienst

Centar za savremenu kulturu KRAK (Hamze Hume bb, Bihać, Bosnia and Herzegovina)  
Center for Contemporary Culture KRAK

10. i 11.11.2022. Otvorenie izložbe:  
četvrtak 10.11.2022. u 19h

10 and 11 November, 2022,  
Exhibition opening. Thursday  
10. November 2022 at 7 pm

KRAK



Samostalna izložba međunarodno priznate umjetnice Tanje Vujinović, *AvantGardens*, počaćena radionicom i *meet-up* događajem koji se fokusira na preplitanje umjetnosti i *xR* tehnologija, rezultat je novouspostavljene saradnje između ACE KIBLA (Maribor, Slovenija) i KRAK Centra za savremenu kulturu. Također, to je i pokušaj povezivanja različitih geopolitičkih lokaliteta kroz direktno učeće lokalne zajednice u Bihaću. Izložba propituje društveno-političke, tjelesne i ekonomski implikacije, ali i šire kulturne transformacije pod uticajem spajanja fizičkog i virtualnog.

*AvantGardens* su metaforički vrtovi u virtuelnoj stvarnosti u kojima umjetnica promišlja naše složene odnose i odnos prema tehnološki poboljšanoj sredini, uključujući i podjelu između prirode i kulture. Ove virtuelne svjetove umjetnica je kreirala za različite društvene VR platforme kao što su Sansar i vrchat, koje se smatraju *non-game game* (igrom koja nije igra), odnosno za klasu softvera koja igraču nudi neograničene mogućnosti slobodnog oblika igre – identitet s velikom dozom samozražavanja i istraživačku interakciju bez granica konvencionalnih ili

nametnutih ciljeva, normi i zadataka. Tanja Vujinović ove prostore istražuje kao prostore povezanosti i okruženja mogućeg, stvarnog i njihove međusobne interakcije. Umjetnica gradi takozvane sfere kao vizije budućih okruženja u kojima avatari, bionički i drugi ne-ljudski agensi koegzistiraju u harmoniji s ljudima, prirodom i novim tehnologijama. Njeni umjetnički praksi, koja se stalno razvija, oštro naglašava urgentna pitanja sa kojima se danas suočavamo, kao što su ekološka kriza, ekstremni procesi iskorištavanja prirodnih resursa, teraformiranje, gubitak biodiverziteta, izumiranje vrsta, kao i nadzor i discipliniranje tijela. Umjetnica je u posljednje vrijeme razvijala seriju audio-vizuelnih radova, filtera za video kamere i digitalne slike, zasnovane na istraživanju utjelovljenja u imerzivnim prostorima i razvoju avatara. Stoga, pojačava se poriv za stvaranjem, pristupom i komunikacijom sa našim Sintetičkim Drugim.

Praksa Tanje Vujinović duboko je ukorijenjena u preklapanjima i međuprostorima umjetnosti, tehnologije i nauke. U svojim multidisciplinarnim projektima, ona prepliće virtuelnu stvarnost, principe video igrica, priopovijedanje, 3D modeli-

ranje, ui i elektronsku muziku kako bi stvorila nove poetske i impresivne svjetove kao društvene prostore za promišljanje sadašnjosti i iznova zamišljanje potencijalno utopijske budućnosti. Za ovu priliku u KRAK-u biće izložena dva Tanjina svijeta u virtuelnoj stvarnosti (*AvantGarden Spheres*, 2021. i *AvantGarden Coretopia*, 2022.), postavljena u kombinaciji s komplikacijama video zapisa i generativnih umjetničkih djela (*Laboratorije*, 2021, *Playgrounds*, 2021, *Liquid Crystal Playground*, 2022, i *The Core*, 2022, SOMA, 2022).

Izložbu producira ACE KIBLA, Ultramono i koproducira KRAK Centar za savremenu kulturu, a finaciraju je Ministarstvo kulture Republike Slovenije i Općina Maribor.

Tanja Vujinović je vizuelna, zvučna i umjetnica novih medija. Njeni radovi su prikazani u Muzeju savremene umetnosti u Strasbourg, Muzeju Kunst Palast u Dusseldorfu, Muzeju savremene umetnosti u Denveru, Kunsthause u Meranu, Muzeju savremene umetnosti u Istanbulu, Galeriji Kapelica u Ljubljani, Muzeju Fondacije Vasarely u Aix-en-Provence i Künstlerhaus u Beču. Nastupala je na festivalima kao što su ISEA2009 u Belfastu, Ars Electronica u Linzu, Kinetica Art Fair u Londonu, Spor Festival u Aarhusu, FILE Festival u Sao Paulu i FILE RIO u Rio de Janeiru. Diplomirala je likovne umjetnosti, a 2010. godine doktorirala filozofiju i teoriju vizuelne kulture. Tanja je osnivačica Ultramona, kibernetičkog umjetničkog centra. Kao strastvena zaljubljenica u rave kulturu, kreirala je nekoliko tehno albuma, a i sama se bavi DJ-ingom.

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Solo exhibition by internationally renowned artist Tanja Vujinović, *AvantGardens*, accompanied by a workshop and a meet-up event focusing on the intersections of art and *xR* technologies is a result of a newly established collaboration between ACE KIBLA (Maribor, Slovenia) and KRAK Center for Contemporary Culture and an attempt to connect different geopolitical localities by directly engaging the participation of the local community in Bihać. The exhibition questions

the socio-political, bodily, economic implications as well as broader cultural transformations influenced by the merging of the physical and the virtual.

*AvantGardens* are metaphorical gardens in virtual reality in which the artist reflects on our complex relations and attitude towards the technologically enhanced environment and problematizes the nature-culture divide. These virtual worlds are built by the artist for various social VR platforms such as Sansar and vrchat, both considered as a *non-game game*, a class of software offering the player unbound possibilities of freeform play, identity with a great degree of self-expression and explorational interaction without the limits of conventional or imposed goals, norms, and objectives. Tanja Vujinović explores these spaces as spaces of connectedness and environments of the possible, the actual, and their mutual interplay. The artists build these so-called *spheres* as visions of the future environments where avatars, bionic and other non-human agents co-exist in harmony with humans, nature, and ever-emerging new technologies. Her constantly evolving artistic practice is heavily underlined by pressing urgencies we face today such as the environmental crisis, extreme processes of extraction of natural resources, terraforming, loss of biodiversity, species extinction as well as surveillance and disciplining of bodies. Recently, the artist has been developing a series of audio-visual artworks, video camera filters and digital images based on research on being embodied in immersive spaces and the development of avatars. The urge to create, approach, and communicate with our Synthetic Other intensifies.

Tanja Vujinović's practice is deeply rooted in the overlaps and in-between spaces of art, technology, and science. In her multidisciplinary projects, she intertwines virtual reality, principles of video games, storytelling, 3D modeling, AI, and electronic music to create new poetic and immersive worlds as social spaces for rethinking the present and imagining a potentially utopian future anew. For this occasion in KRAK Center, two of Tanja's worlds in virtual reality (*AvantGarden*