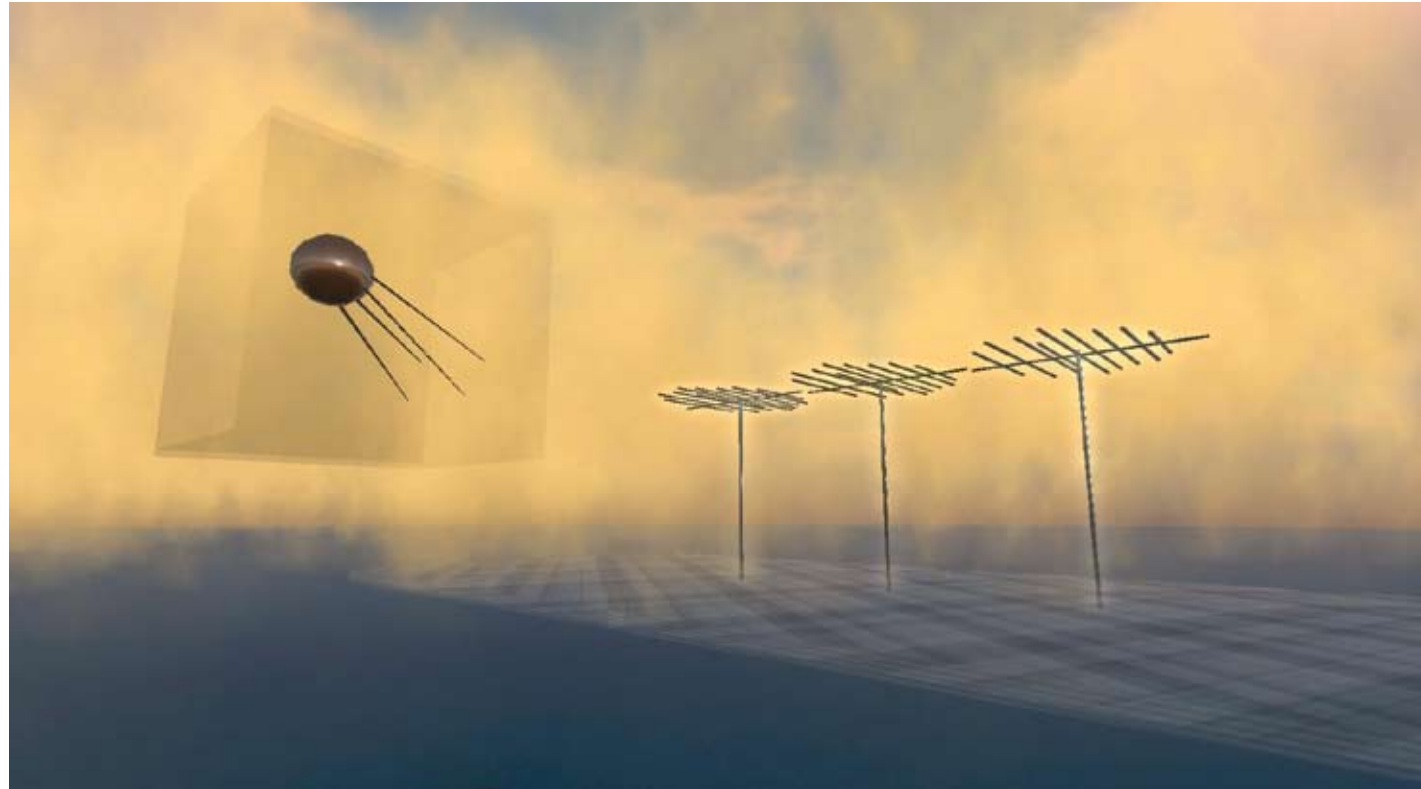


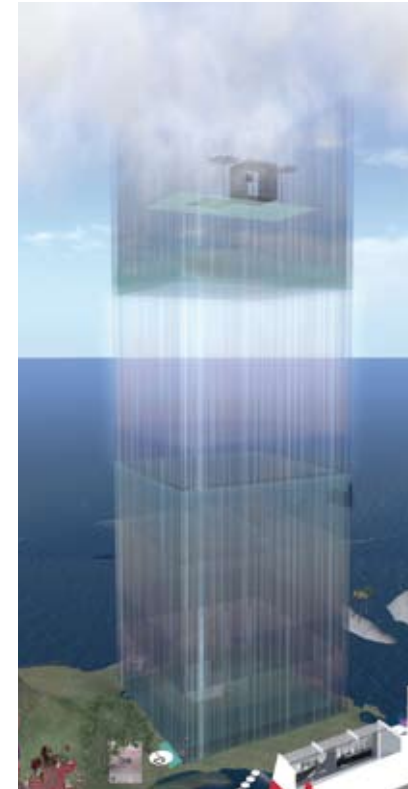
# archival signal



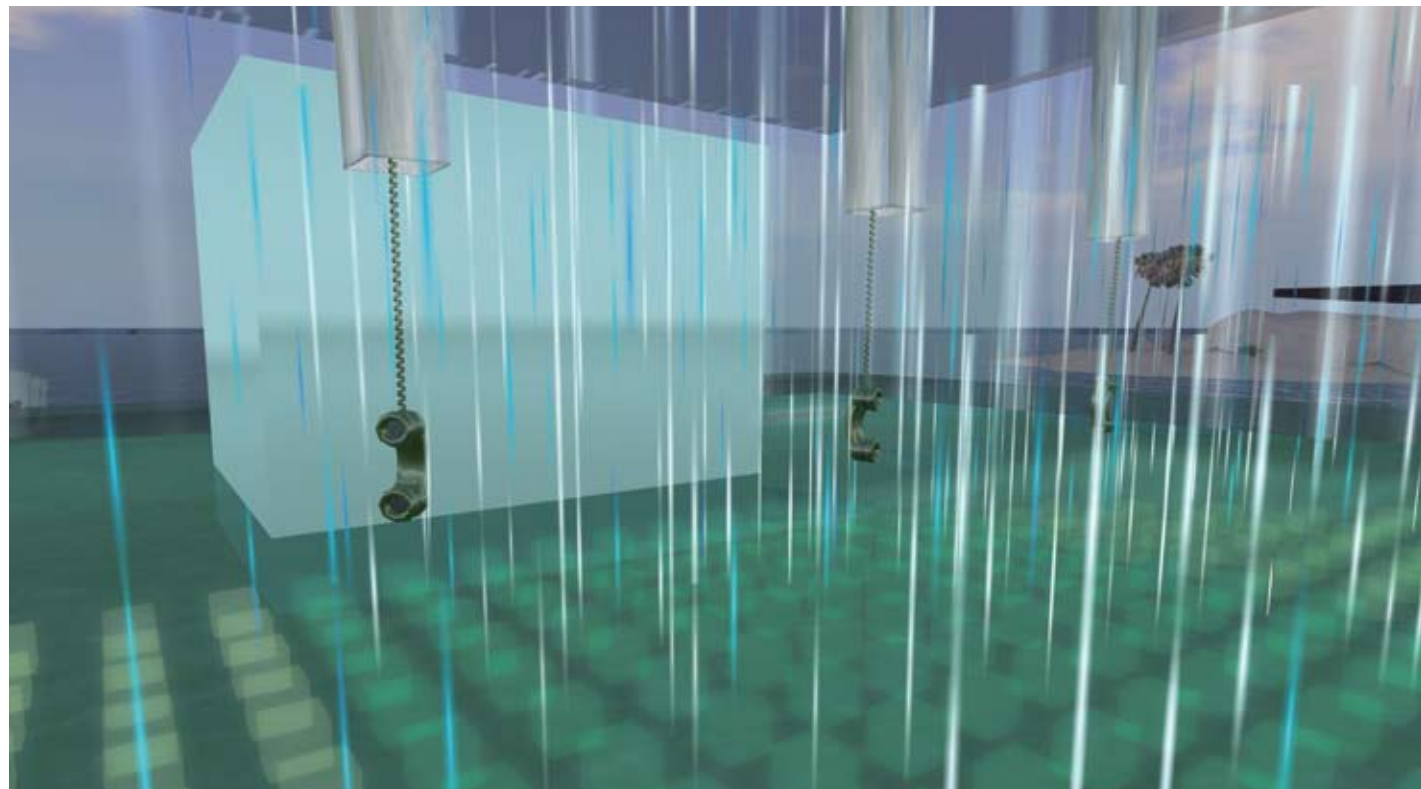
## Misprint Thursday



Sky platform with antennas and Sputnik playing electronic sounds in a cloudy atmosphere.



Tower with installation on 'exhibit D' at Odyssey, SL



Box at the ground with old fashioned telephones, sound and particle animation

## Archival Signal

Archival Signal is an exploration of the ubiquitous use of satellites and the transfer of signals for communication information exchange. If we could see these transfers of data, what would they look like? What do they sound like? How can they be presented in a way that relates to our creative experiences in Second Life and virtual reality? The artist illustrates the concepts with her personal and poetic version of what such signals look and sound like.

The installation includes multiple parts:

A tower made of hollow mega prims to define and encase the exhibit space

A platform with particles surging and pulsing upward alternatively

A box room with translucent sheer fabric flying and a bar to ride to the sky platform

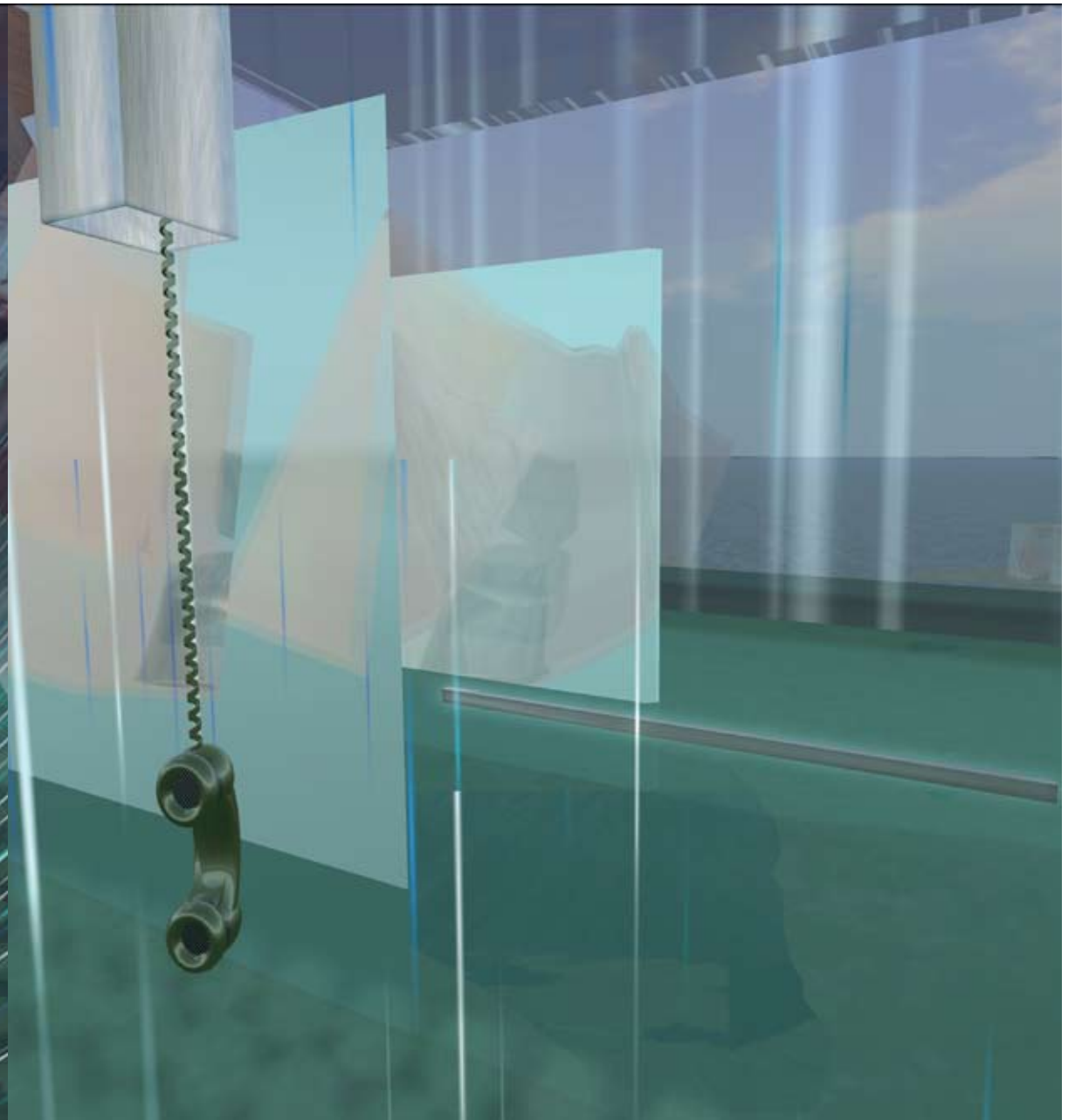
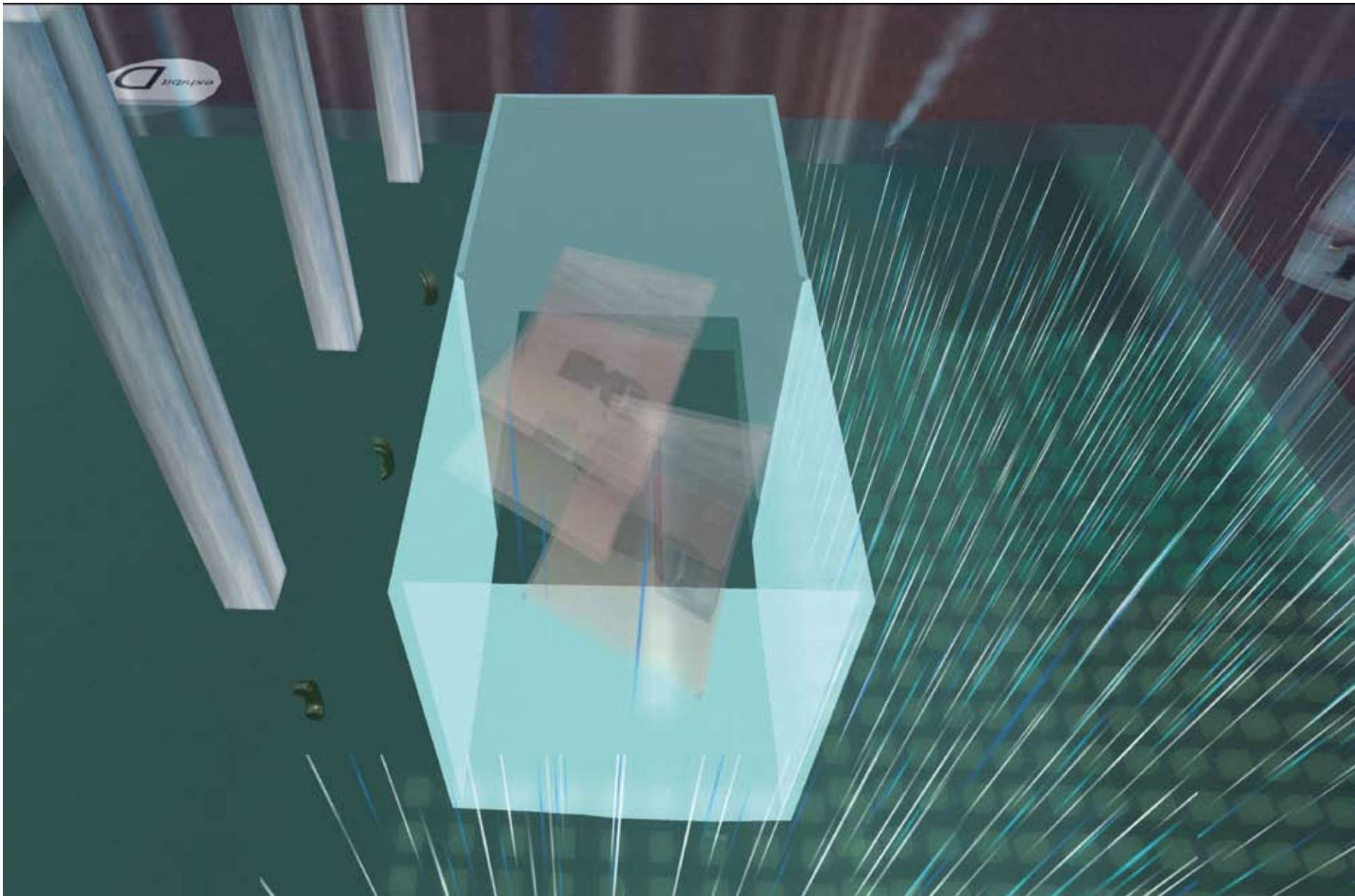
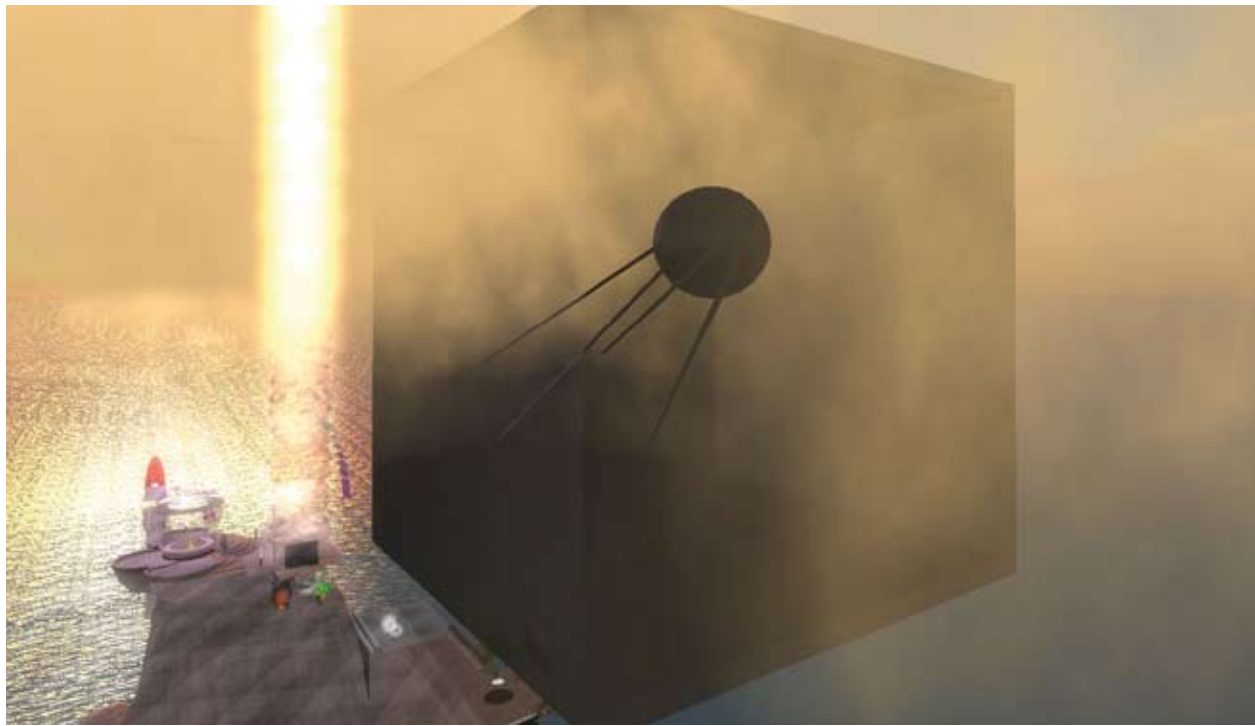
Old fashioned telephones which have sound on click

An upper platform with aerial antennas, particle emissions, an interpretive build of sputnik in a fading box, sounds of some electrical type

The viewer, in exploring these distinct parts has a chance to connect in several ways with the work as a whole, piecing them together like an audio visual puzzle.

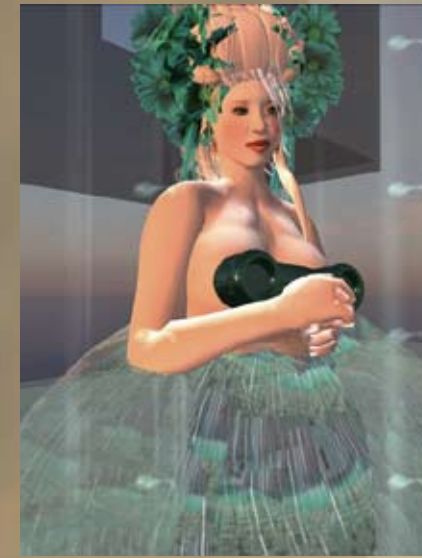
There are some nostalgic aspects to the development of the work in using the old school phone, aerial antennae and the oversized sputnik model. These objects are represent the past. But more than nostalgia is the idea of context-the context of such communication objects and our connection to these modes of transmitting data in Second Life. Nothing is really invisible is it? Everything can be seen and heard with the proper tools for viewing and listening, can't it? In this case, the artist chooses to create a slightly paranoid vision of „invisible“ communication and the tools used to view this communication are the artist's pure fantasy and imagination.





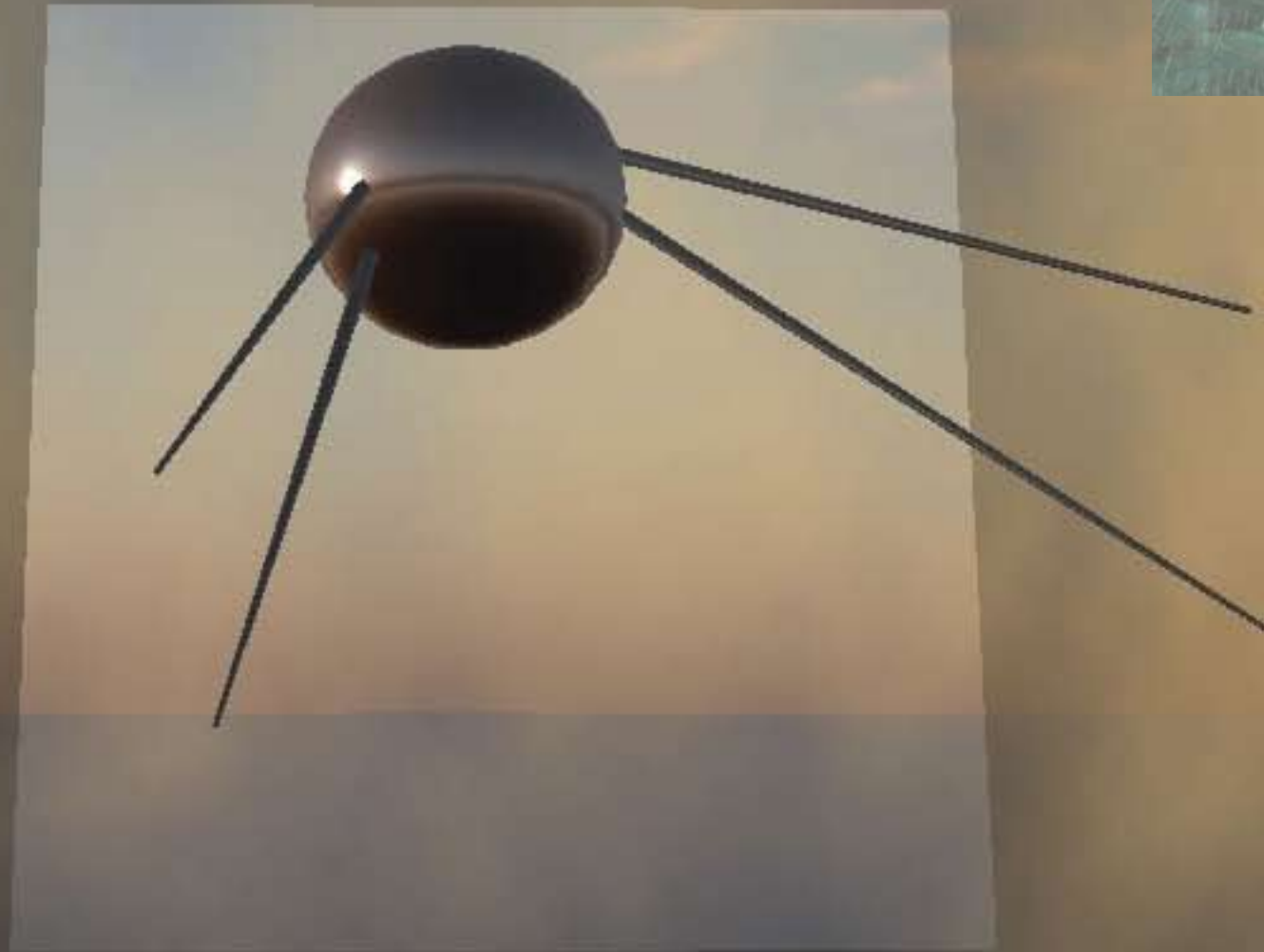


# Misprint Thursday



Karina's current work investigates untold narratives, pattern, visual coding and decoding. In second life she is fond of physics, integrating custom sound art, creating layers of mystery, and generally exploring creative debauchery mixed with indulgent nonsense. Karina brings minor hazards to the virtual art world and openly suggests that one brings a sense of humor to her exhibits.

Karina has a background in fine art, with a BA from Bennington College. She has trained with Catherine Mosley, the master printer for artist Robert Motherwell and also worked with Dann Carr and Julia Ferrari at Golgonooza Letter Foundry in Ashuelot, NH where she assisted in type-setting, linotype, foundry work and limited edition fine printing. Karina has studied in Paris with artist Janos Ber and art historian and curator Daniel Abadie.





## Odyssey



art and performance simulator

130.000 m<sup>2</sup> for art, more than 500 invited members from art scenes all over the world, 70+ associated professional working artists, about 700 visitors per month. Odyssey is a growing place in the virtual world of Second Life. The simulator hosts projects by individual artists and organizations. It provides resources like exhibition spaces, technical assistance and more to help artists by exploring the nearly unlimited chances to create art in virtual space.

Odyssey was founded by Pacino Hercules and Sugar Seville and is funded by Dynamis Cooperation.

<http://odysseyart.ning.com>

<http://slurl.com/secondlife/Odyssey/122/45/25/>

This show was opened at 6th of May 2009 and curated by the current manager of Odyssey ,Helfe Ihnen'.  
Fotos and screenshots by ,Helfe Ihnen'.  
Catalogue design by the artist and ,Helfe Ihnen'  
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(see: <http://odysseyart.ning.com>)



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