

In the depths of the universe, in the magma of the earth, in the atoms of the material world dense bodies loom, so dark and gravitational that no light can escape them. No one knows if they are animals or minerals or both. Generally, the stable timespace manifold keeps the pull of their event horizon separated from human sensory perception. There are whispers however, that with the swelling eruption of cosmic flares portals have been broken open. Here, the event horizon breathes and inflates – beckoning the interface where dark bodies tickle with their tongues, suck with their orifices, nibble with their tiny teeth and caress with the enormous tips of their feelers the skin, the glands, the eyeballs, the bottom of the feet of the user at the cusp of the portal threshold...

The Hungarian artist group Hollow (Viktor Szeri, Tamás Páll, and Gyula Muskovics) teams up with Berlin-based Omsk Social Club to explore the organic and inorganic depths of the dark unknown. Merging the methodologies of contemporary dance, sound, poetics, augmented reality (AR) and real game play (RGP), the group stages a consensual hallucination as a multimedia performance project, inviting participants to become absorbed, estranged or both.

Sprawled Soilware is developed for the smartphone and invites you for a walk. The user can choose between three routes and their narratives each offering a different structure of reality.

How to participate?

To enter the work follow the link <https://soilware.net/>, there you will find *The Book of Access*, with a short introduction and link to Telegram.



CHAPTER 1: Windspeed

Windspeed is led by the scaling anima mundi character Thermadite Renji, and explores the walk as a psychoactive substance or mind-body-altering technology. Musically scored by Cammack Lindsey; videos by Gergely Ofner and Alexander Iezzi.

CHAPTER 2: Opus Drop

Opus Drop is guided by the multi-dimensional ancestral ectoplasm called Leveticia A. Eaf, and explores walking as a membrane substance of embodied ancestry. Musically scored by Circular Ruins.

CHAPTER 3: The Mythopoetic Rift

The Mythopoetic Rift is led by Obscura Sol, the gothic cutie, and explores walking as a dark ecology or embodied leaking weird naturalism. Musically scored by Tamás Marquardt & András Molnár.

BIO:

Hollow is the shared hallucination of choreographer Viktor Szeri, game designer Tamás Páll and curator Gyula Muskovics. They have been working collectively since 2018, combining choreography, augmented reality, live action role-play, sound, and game mechanics to create immersive environments and cross-reality experiences. In their world prototypes identities and narratives dissolve and bleed into each other, so that the dominant systems of consensual reality can be questioned and modified.

Hollow has investigated topics and contexts such as queer cruising, millennial cults, eco-anxiety, nature as a black box, and walking as a psychoactive substance. They are based in Budapest. Their most recent presentations include: Trafó House of Contemporary Arts, dunaPart 5, Placcc Festival and Under500 Festival in Budapest; House of Arts in Brno, MeetFactory, Y Events in Divadlo X10 and Karpuchina Gallery in Prague.

+ www.hollow.systems

The project is co-produced by the Hungarian Sín Arts Centre production house and the German interdisciplinary event series Montag Modus.

Partners:

Katlan Group,
art quarter budapest,
Divadlo X10,
Collegium Hungaricum Berlin

Omsk Social Club forks traditional methods of Live Action Role Play (Larp) through immersive installations and into Real Game Play (RGP) to induce states that could potentially be a fiction or a yet, un-lived reality. Omsk works closely with networks of viewers, so that everything is unique and unrehearsed. Their living installations examine virtual egos, popular experiences and political phenomena. Allowing the works to become a dematerialized hybrid of modern-day culture alongside the participant's unique personal experiences. In the past Omsk Social Club's Real Game Play immersive environments have introduced landscapes and topics such as otherkin, rave culture, survivalism, cat-fishing, desire&sacrifice, positive trolling, algorithmic strategies and decentralized cryptocurrency.

They have exhibited across Europe in various institutions, galleries, theatres and off-sites such as Martin Gropius Bau, House of Electronic Kunst Basel, Migros Museum für Gegenwartskunst, Zürich, HKW, Berlin, Volksbühne, Berlin and Stems Gallery, Brussels. They have been included in CTM Festival (2021), the 6th Athens Biennale (2018), Transmediale Festival (2019), The Influencers (2018) and Impakt Festival (2018) amongst others.

In 2021 they will co-curate the 7th Athens Biennale with Larry Ossei-Mensah.

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