



GET



PHYSICAL



NEW MEDIA IN SPACE

EXPLORING THE FUSION
OF DIGITAL MEDIA WITH
OUR BUILT ENVIRONMENT
PROVIDING POST-VIRTUAL
EXPERIENCES.

JOACHIM SAUTER

has been working as a media artist and designer since the early 1980s. From the beginning, he has focused on digital technologies and has been experimenting on how to express content, form, and narration. In 1988, he founded ART+COM an interdisciplinary group of artists with the goal of researching this new up-and-coming medium in the realm of art and design.

REBECA MÉNDEZ

is a designer, artist and professor for design at the UCLA Design Media Arts. She works medial with nature and is internationally exhibited. Méndez lectures worldwide and is the recipient of the California Community Foundation Mid-Career Fellowship for Visual Artists Prize 2011.

CHRISTIAN MOELLER

is an artist working with contemporary media technologies to produce innovative and intense physical events, realized from handheld object to architectural. Over the past two decades, his body of work represents one of the original and most complex investigations of what is possible to be revealed by the intersections of cinema, computation, music and physical space.



TH 09 / 29 7PM

**Ahmanson Auditorium
Art Center College of Design
1700 Lida Street, Pasadena, CA 91103
Admission is free.**

HOSTED BY THE GRAPHIC DESIGN DEPARTMENT AT ART CENTER
IN COLLABORATION WITH THE GOETHE-INSTITUT OF LOS ANGELES