

Mathias Casaer (BE, 1979)

www.mcasaer.reproduced.be

www.worldometers.info

Mathias Casaer is a multimedial artist - currently he creates videos, interactive installations and programmable realities. Casaer is a 'Do-It-Yourself' artist who fully submerges himself in the subjects he researches. His overall goal is to question technology - therefor he wants to understand tech, so he learns the skills first and builds from there on. His artworks are layered and packed with technological principles.

Casaer studied Math at the OLVO, City of Oudenaarde (BE), and finished his BA in IT at the REGA, city of Leuven (BE) and his BA Programming at the KU Leuven uni (in the same year: 2002). In 2009 he finished his MA Visual Arts at LUCA School of Arts, Ghent (BE). Casaer is intrigued by systems, algorithms, patterns and (digital) spaces.

Linked with his art practice, Casaer also writes tracts - in these texts he tries to dive deeper in the systems underneath his artworks. In 2008 he started working on a first text 'The hyperreal space', as part of his Pocketbook for the Virtual Traveller. The central concept is the illusion of distance - in the real world we can move; we walk, step, fly - the distances are real. But what is distance in the virtual space? Do we cross space? Or is it merely the passing of electricity? What is movement in the digital world? How do we take actions? Casaer forces his readers into a mental stand-still - who are we, where do we come from and do we leave a trace?

Casaer is also a painter, researching the relation between painting and programming. He lives and works in Ghent (BE).

ABOUT THE WORK

'D_GEN' (2020)

Variabele afmetingen

Multimedia installatie met projectie en interactief luik via QR-code en muziekpedaal

Casaer created his D_GEN especially for this exhibition at the Kunstenhuis in Harelbeke. In 404 - Page Not Found he wants to build a relation with the visitor - inviting them to take physical action: by stepping on an audio-pedal and activating a soundscape.

At the base of this creation lay a very old idea that has intrigued Casaer for a very long time: the concept of the dystopy. In our world the dystopy is everywhere - W.O.II it has become a popular theme in almost all our media: tv-shows, podcasts, videogames, books, etc. Why are we so obsessed with the idea of total destruction? Do we long for a sudden death? Is it, in a way some morbid sort of a 'self fulfilling prophecy'? Maybe - by pushing in the direction of a dystopian world, we activate this pathway - like we press all the buttons and unconsciously activate the dystopian future.

Maybe the dystopy is a visionary concept! Since we realised that the utopy is outside our reach, the only alternative is the opposite. We need the dystopy as a permanent wake-up call...

During the creation proces of this installation Casaer discovered the worldometer. This online tool is amazing - generated data is being transformed into accurate simulations that try to keep track how many people per second die, are being born, smoke cigarettes, make love, buy newspapers, etc. The data-stream is endless. At the same time Casaer started to listen to 'The End Of The World with Josh Clarck' - a mind blowing podcast of 10 episodes focussing on the science behind possible apocalyptic scenarios.

Casaer doesn't want to scare people. But he wants to create some sort of awareness. We are alive but we can not live without consequences. We carry responsibilities. Please scan the QR code and activate the artwork.

