1st Iteration:

Phoenix Gallery Deakin University 6-17 August, 2012

2nd Iteration:

VAC Latrobe, Bendigo 13 September - 7 October, 2012

3rd Iteration:

BUS Projects, 31 October - 17 November, 2012

Andrew Goodman and Kent Wilson are PhD Candidates at Monash University and wish to acknowledge and thank the Faculty of Art, Design and Architecture for their support.



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Erin and Andrew talk more about the ideas informing this project at http://fibreculturejournal.org/

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image: Tony Falla, 2012



Sometiimes I just like doing useless things. Tony Falla

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I have been attempting to create systems which are self-regulating, with self-generated sequencing. In short: I want to make systems in which I, as artist-creator, take little part. Unpredictable, random, ongoing systems.of sensorial, fuzzy or relatively directionless events that outrun signification.

erin Manning

The first phase of perception - what Whitehead calls causal efficacy - involves an immanently relational intertwining of perception with action. It is causal in the sense that it directly activates a field of relation. It entrains. And out of this entrainment follows the possibility of the activation of the self-activation, at the level of the field itself) of a notion of entertainment, or what Whitehead calls 'presentational immediacy'. Entertainment here is not about the human being entertained by the environment, but about the direct perception of the fielding of experience such that it brings its qualitative resonances to the fore.

entertaining the environment

Andrew Goodman Kent Wilson Riki-Metisse Marlow Erin Manning Bryan Cera Nathaniel Stern Laura Woodward Tony Falla

driftagency.wordpress.com

In a sense, all composition concerns organisation. I like to use systems to set up an environment for improvisation. So, while I have control over the system, I don't have that much control over the outcome. I like to remove myself from the making process and let the mechanisms create for me.

Апагем Goodman

determined function or outcome.

A relational artwork capable of such drift might take many forms, creating many differing events. This does not mean that it drives towards making events necessarily different - it is indifferent to the quality or quantity of difference it generates, indifferent to the demonstration of change and relation that haunts so many interactive works.

'Drift', according to Francisco Varela, implies a system that makes do – it seeks the 'viable' rather than the 'optimal', it is 'pragmatic', its motivation is to find a satisfaction, not the satisfaction, it makes do with what it has, cobbles together a solution. Enabling a process of drift 'takes the place of task oriented design', Varela argues, it implies a system which is truly interactive – both within itself and its given circumstances truly interactive – both within itself and its given circumstances truly interactive – both scrivity rather than representative of

This exhibition most obviously embraces the concept of relationality in the art works, seeking to create conditions in which complex co-emergent relational forces produce the art event. However in thinking through the field of processes involved in constructing the exhibition, we have attempted to adopt a wider relational approach. This has involved such tactics as co-curating, generating text collaboratively through conversation rather than statement or essay form, constructing a workshop environment in which to cross fertilize ideas, inviting input from students, academics and other artists, and embracing not only a site specificity, but a wider ecology of social and environmental specifications.

