(IMAGE) SPACES
BETWEEN ANALOGUE AND DIGITAL
VERONIKA RUDORFER

In his art, Christian Murzek (b.1986 in Mistelbach) explores the interstices between the analogue and digital spheres. His process begins with an algorithm that generates various patterns and arrangements. Through targeted manipulations and interventions in the system, Christian Murzek varies the virtual automaton's output according to his specific artistic ideas. He then transforms these configurations into large-format pictures through painting or printmaking – genuinely analogue media. In these acts of medial translation, colour plays a crucial role: by choosing dark and muted colours, he sometimes adopts a binary pictorial language, and by using reflective, metallic pigments, he addresses the aesthetics of the display. Murzek opens up another material-analogue level by designing sculptural objects – based on his paintings – that further develop individual formal elements in three dimensions. These often incorporate a reflective surface, which establishes connections with the exhibition space and the viewers who inhabit it and evinces the site-specific approach that is fundamental to his artistic practice. In this practice, he always follows a media-critical approach – he rejects both an unreflective faith in technology as well as a romanticising nostalgia for the analogue. In consciously setting in motion and editing digital processes and then transforming them into the analogue world of things, Christian Murzek reveals productive-reflexive artistic intersections of the digital and the analogue.