

Svetlana Mircheva

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Sofia

Artists

svetlana.mircheva@ogilvy.bg

Statement

WATCHING CUBE by Svetlana Mircheva

The aim of the project is to present the idea for "the watching eye" of the history, for "the invisible presence" of the past and the future in the present.

The observing, watching others, as a symbol of an instrument for control, manipulation and fear. The WATCHING CUBE is a simple camera obscura (pinhole camera), situated in the area of Mobile Studios in Sofia, for example at the place of the former Mausoleum, Alexander Battenberg Square. It will take pictures from a small aperture on every side of the cube, which will expose the view on a photographic paper inside the cube.

All the views from the chosen place in will be exposed in 6 images (left, right, front, back, up and down image), which will be connected in cube again for their final presentation.

Starting as a camera/observer in the beginning, the WATCHING CUBE will end as an object of observation.

WATCHING cube:

- Is a camera obscura (pinhole camera)
- Is Sofia observer
- Maps Sofia in a box
- Connects observer and the observed in a simple object
- Is a nomadic observer, because it's a simple object that can be moved and installed again in another place or town

CV

Svetlana Mircheva / artist

Kazanlak / Bulgaria



nationality: Bulgarian

education

1995-2000 National Academy of Arts, MA in industrial design, Sofia, Bulgaria

1990-1995 Art and Design High School, Kazanlak, Bulgaria

project overview

2004 graphic designer, Ogilvy & Mather, Sofia, Bulgaria

2001-2003 graphic and industrial designer, 2a advertising agency, Sofia, Bulgaria

1999-2001 video and multimedia artist, Inter Space Media Art Center, Sofia, Bulgaria

Group exhibitions:

2005 Observation (zoom-zoom), 14 screenshots, part of Corporate Youth

2005 Invisible Places, 1 min. computer animation, INFRASTRUCTURE, Studio Voltaire, 13 May - 19 June, London

2005 MISTAKES, interactive CD, 18 Stuttgarter Filmwinter, 13-16 January, Stuttgart, Germany

2004 Inside Story, 14 min. animation, VIPER Basel Festival - Generations on the move, 18-22 November, Kunsthalle, Basel, Switzerland

2004 Campiello S.Vidal 9:30 - 17:30, 5 min. video, RADAR Infopoint, 7-10 September, Telecom Italia Centre, Venice, Italy

2004 Invisible Places, 1 min. computer animation, adapted version for symbian os mobile phones, RADAR, Deptford X festival, Blind Date Exhibition, Gallery Temporary contemporary, London, England

2004 Mistakes, interactive CD, Machinista.org online exhibition, Arts & Technology Festival, Perm, Russia

2003 Inside Story, 5 min. video, Exhibition - Space - Video - Art, Gallery Dwarf, Reykjavik, Iceland

2003 28 pixel portraits, 2 min. new media, Landscape, 20 min. video installation, RADAR, Contemporary Art for European Cities,

12-30 June, Centro Civico, Venice, Italy, Extra 50, Venice Biennale

2003 Endless, Inside Story, COSMOS, 11 Biennial of Young artists from Europe and Mediterranean, Athens, Greece

2002 Inside Story, 7 min. interactive CD, Word for Word, 1 min. CD, May Be 1 min. CD, Digital Weekend, micro festival of digital culture

12-14 April, National Academy of Arts, New Media Scotland, Edinburgh

The Red House - Center for Culture and Debate, Sofia, Bulgaria

2002 Definition 5 min. video, Project Vision 01, National Art Gallery, French institute, Sofia, Bulgaria

2001 Endless, 3 min. video, Video-art Program 22-24 March, Euro-Bulgarian Cultural Center, 5 International Sofia Film Festival, Sofia, Bulgaria

2000 Endless, interactive CD, International Video-art Festival Videoarchaeology - Archaeology of desire

15 -30 November, American Center, Sofia, Bulgaria

Prizes / Awards:

2004 \international\media\art\award, Organized by SWR Baden-Baden and ZKM Karlsruhe, 'Mistakes'

2003 RADAR, European Commission Residency, Venice, March - June 2003

List of works:

2005 Woodhouse, computer animation for two screens

2005 Observation (zoom-zoom), 14 screenshots, part of CY (Corporate Youth)

2004 Campiello S.Vidal 9:30 -17:30, video

2004 Invisible places, animation, symbian os mobile devices compatible

2004 MISTAKES, interactive CD

2003 Landscape, video installation

2003 Dots&Lines, abstract animation

2003 28 pixel portraits, interactive animation

2002 Inside story, abstract animation

2002 Definition, video

2000 Endless, interactive animation