

DIGITAL VIDEO WALL | Digital Deviations

Claire Hentschker

Ghostcoaster Reconstruction

14 May – 15 June 2021

curated by Martina Cavalli

Ghostcoaster Reconstruction (2021) by Claire Hentschker is the third video intervention in the programming of ***Digital Deviations***, third edition of DIGITAL VIDEO WALL, an annual project promoted by METRONOM, structured in thematic chapters, and aimed at promoting the dissemination and experimentation of digital art.

Ghostcoaster Reconstruction is a video work that uses found footage of the now destroyed Star Jet roller-coaster to digitally reconstruct an experience that is no longer available: Star Jet was destroyed by Hurricane Sandy in 2012 and thrown completely into the sea like all the surrounding built-up area. Star Jet was beloved by New Jersey citizens and many of them filmed themselves riding it and that archived it on YouTube prior to 2012.

The artist thus reconstructs a trip on Star Jet from this archival material in an atmosphere that closely resembles the settings of war videogames. Characteristic of videogames aesthetics is also the frontal view with which the space is shown, and the post natural disaster atmosphere created also by the absence of other characters or human figures.

This 360 ° navigation of a three-dimensional space is created by the artist Claire Hentschker using photogrammetry, a 3D modeling technique that uses images of real objects and spaces – in this case YouTube videos – to create dreamlike representations of reality: Hentschker's roller-coaster does not exist (or, better, doesn't exist anymore) but arises from the fragmented and distorted superimposition of pre-existing images. This shift from archive to re-writing is also made evident by the progressive loss of sharpness that underlines the beginning of the *Reconstruction*.

In *Ghostcoaster Reconstruction* Hentschker questions the concepts of realism and objectivity in photography by presenting a complex and articulated structure of meticulously unraveled and recomposed data, in an assembly that is not only made up of images but also of experiences and experiences that belong to those places, and where human intervention is limited to the collection and manipulation of data.

Claire Hentschker is a digital artist who considers the virtual and the physical to traditionally be in opposition to one another. Now more than ever, a real envy and power struggle between the two categories. Entities with power or that take up space in the virtual world seem to long for validation from the physical world, while those that are rooted more in the physical world seem alienated and drained by a virtual one.

Digital Deviations, title of the 2021 chapter of DIGITAL VIDEO WALL, is an exploration in the artistic field, carried on through the research of six international artists. **Helen Anna Flanagan, Baron Lanteigne, Claire Hentschker, Hannah Neckel, Pleun Gremmen** and **Tamiko Thiel** are invited by Martina Cavalli to present their own variation on the theme and to occupy METRONOM's video wall for one month each.

As part of the programming of each intervention, lectures, projections, thematic focuses, and interviews will be organized on generazionecritica.it to deepen the research of the authors.

With DIGITAL VIDEO WALL Metronom wants to offer a place dedicated to the display and presentation of digital art languages, in order to explore the expressive possibilities in relation to the complexity of the context of new technologies.

The peculiar position of the video wall, which allows 24-hour screenings from the street, transforms the DVW into a privileged exhibition space in the current circumstance of interpersonal distancing. The brevity characteristic of the proposed works and their projection without time constraints, allows to respect the containment limits without limiting the fruition of the works. These projections constitute an urban intervention by all means, a way to redesign and change the image of the street, through the proposed contents.

Claire Hentschker describes herself as an artist who spends a lot of time online but is currently based in New York. She is concerned with documenting and creating nostalgia, detritus, and artifacts from digital culture. She uses experimental imaging technologies, such as photogrammetry and 3D scanning, to transform sets of found data into immersive representations of bygone places and imaginary spaces.

Claire's work has earned recognition from artists such as Björk, and been internationally exhibited at venues including MUTEK, The Carnegie Museum of Art, Currents New Media Festival, NEoN Digital Arts Festival, the Peabody-Essex Museum, and others. It is featured in the permanent collection of the Fotomuseum Winterthur.

Details of the project:

Artist: Claire Hentschker
Title: *Ghostcoaster Reconstruction*
Location: Digital Video Wall, Metronom, Via Carteria 10 / 41121 Modena
Date: 14 May – 15 June 2021
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