

## LABORAL TO PRODUCE THE WORK OF ASTURIAN ARTIST ROMÁN TORRE FOR THE *HOMO LUDENS LUDENS* EXHIBITION

*LIFE FLOOR* IS AN INTERACTIVE INSTALLATION BASED ON THE "GAME OF LIFE" AND, WITH LABORAL'S SUPPORT, WILL ALSO BE EXHIBITED AT THE MEDIA ART FORUM FOR YOUTH (IMAFY) IN CAIRO

It will be exhibited in Egypt starting April 6th and at LABoral starting April 18th.

LABoral Centro de Arte y Creación Industrial will produce *Life Floor* by Asturian artist Román Torre for the *Homo Ludens Ludens* exhibition. It is a virtual and interactive installation based on the "game of life," one of the more well-known algorithms of what are known as cellular automata (mathematical representations of intelligent cellular systems), designed by the British mathematician John Horton Conway in 1970.

Upon entering the installation the player becomes part of a virtual representation of cellular and intelligent life based in this algorithm. This permits the player to interact with the ecosystem and affect the development and evolution of the successive cellular generations over the course of the exhibition, displayed by a monitor visible to the participants.

Before its exhibition at LABoral, *Life Floor* will be in Cairo at the International Media Art Forum for Youth (IMAFY) starting April 6th. The forum is sponsored by a number of Egyptian organisations and the Fine Arts department of the Egyptian Ministry of Culture. Román Torre also will also receive the support LABoral and Spain's Ministry of Foreign Affairs on this occasion.

It was the aesthetics of cellular automata and how they develop that interested Román Torre and inspired this art work. Although the Asturian artist does not come from the world of mathematics or artificial intelligence, he does not hesitate to bring all techniques and available possibilities together from an artistic viewpoint that approaches design and is influenced by architecture.

A designer and creative multimedia artist, Román Torre is self-taught. He became a member of the art world with a series of artistic and musical interventions in Oviedo and Gijón. In 2001 he began exhibiting his own collections in various local cafés and shops. At first he worked with recycled materials and other tools; later his work evolved to include the serial production of artisanal designs; he also works on a variety of installations and interactive projects involving the Internet and technologies of every sort. He was one of the three artists to receive a Young Designer award at INJUVE in 2004, sponsored by the Instituto

Nacional de la Juventud in recognition of the work and innovative style of young Spanish designers. His designs have been exhibited and sold in Madrid, Barcelona, San Etienne and Lisbon.

The artist states that “participating in LABoral’s *Homo Ludens Ludens* exhibition is an opportunity for me to carry out this idea and is a continuation of what I have been working on for a number of years without clearly seeing the direction in which it was headed. It encompasses all the subjects that interest me in the domains of art, design and architecture.”

The third videogame exhibition organised by LAB will open on April 18<sup>th</sup>. The curatorial team includes Erich Berger (Chief Curator of LABoral Centro de Arte y Creación Industrial in Gijón), Laura Baigorri (independent curator from Barcelona) and Daphne Dragona (New Media art curator from Athens). At the same time, on the 19<sup>th</sup> and 20<sup>th</sup> of April, an International Symposium will be held in collaboration with the Planetary Collegium in which experts from different countries will analyse games in the context of contemporary culture and society.

Amongst the 30 works of art at the exhibition, five are by Spanish artists. As well as *Life Floor* by Román Torres, Galleries 2A and 2B of the Centro de Arte will also feature works by: Derivart with *El burbujómetro* (2007), La Fiambrera Obrera & Mar de Niebla with *Bordergames La Calzada. Gijón* (2007-2008), Valeriano López with *Estrecho Adventure* (1996) and Alex Sanjurjo with *Obstruir - serie Reiterar* (2003-2004).

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