

Israel Martínez : Digital Art Projects and Research

Al final si estábamos solos - 2021 (At the end, we was alone)

The performative act is an piece that follows the data and discussions recovered from the project "diálogos: resonancias" about suicide and the media discourse that moralizes, capitalizes, reduces, and makes invisible the people who decide to take their own lives, placing them as "scapegoats" in a society that suffers from the right-wing, industrialization/modernization processes by the State, and ultra-conservatism guided by the relationship between the clergy and the State.

My body has been scanned through open-source tools to later be used within Unreal Engine and generate a virtual reality software piece that reproduces the space where the performance takes place, with 171 bodies hanging by the neck (the most common method of suicide in Aguascalientes), to later be unhooked one by one and laid on the floor, reproducing the iteration of bodies that interlock and collapse, generating a constant glitch in the visualization of the software. All of this occurs while we listen to local academics and researchers talk about the status of their research, which does not lead to conclusive findings and proves to be the result of institutions that approach their research in a biased manner (due to their commitment to the state's discourse) and their incompetence in addressing the problem in a multidimensional way.

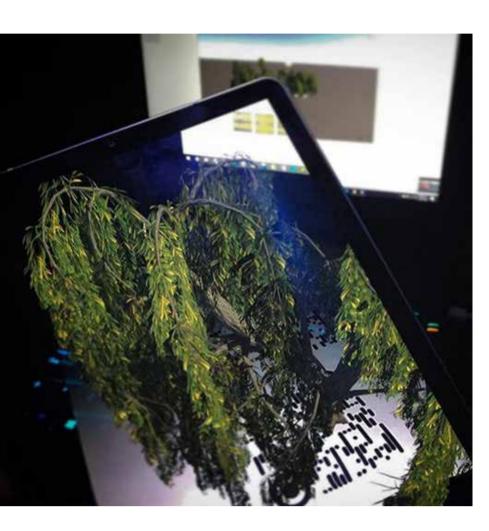
#### Related Links

https://isra.mx/al-final-si-estabamos-solos/?utm\_source=uav https://vimeo.com/702286619 https://vimeo.com/702287118

https://vimeo.com/701340625 https://vimeo.com/701082103

Tools & Software

Blender 3D + Unreal Engine + Meshroom + HTC Vive + Pure Data



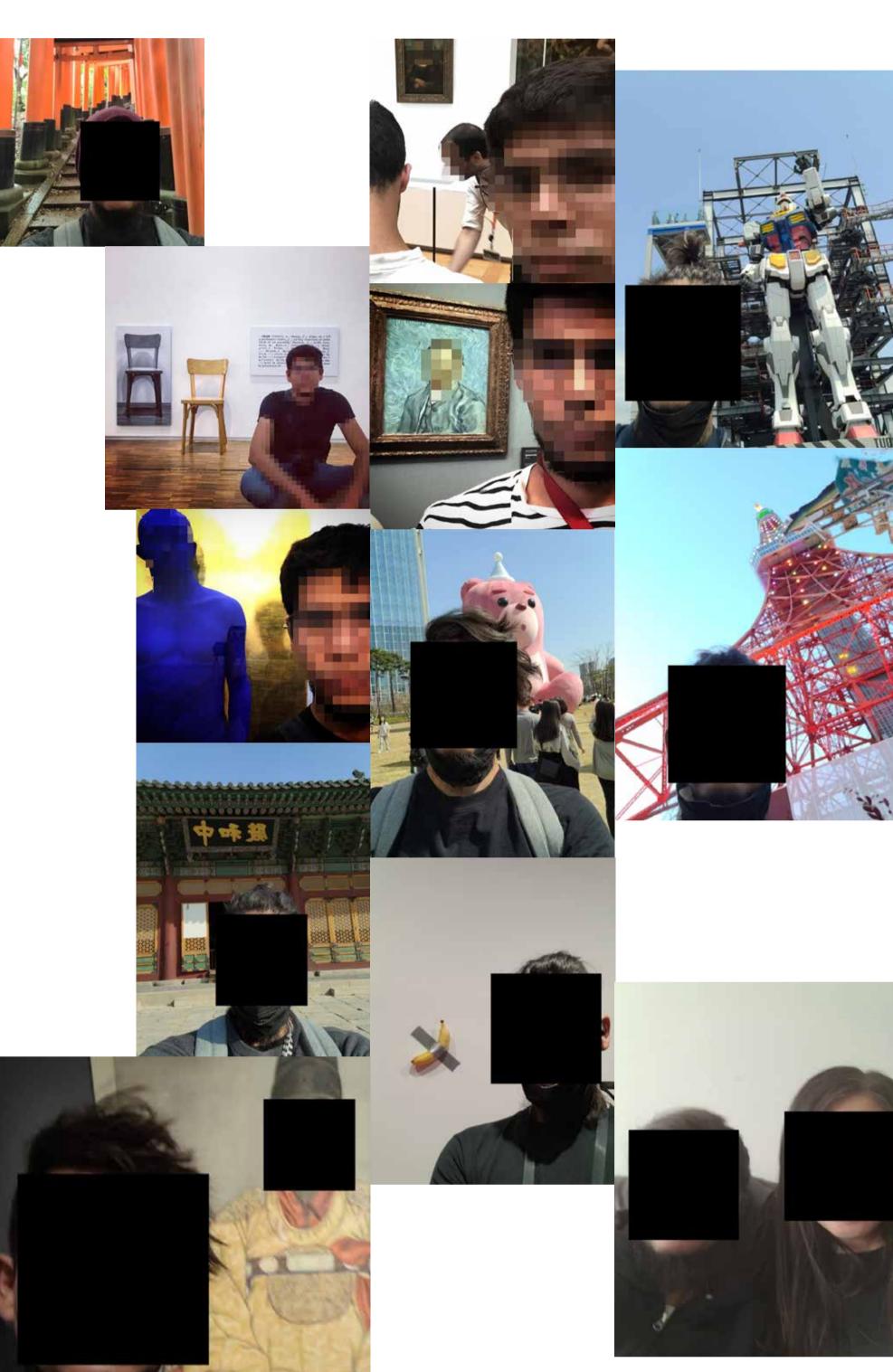
#### joel - 2017

"Joel" is a piece of augmented reality that uses QR markers as references to provide information about Joel's suicide, a young man who exemplifies the treatment that the media gives to suicide in Aguascalientes.

Users can use QR scanning applications to retrieve information, understanding the QR codes as pictorial and narrative elements. At the same time, they can scan these same codes using the AR application developed in Unity 3D to visualize a representation of the space where Joel decided to take his own life. Users can also listen to the testimony of his family. This can be understood as a digital sculpture or a virtual installation.

Tools & Software

Blender 3D + Unity 3D + Android Studio







#### Yo no soy - 2013 - 2024 (I am not)

"Yo no soy" has been a long-term project for the last 11 years, about my presence and identity on social networks.

The selfie and the portrait-photo in social networks are a tool to document the event or occurrence and one's presence in a specific moment or place, where the location or event itself becomes secondary to the evidence of our own presence. This is then nullified through the "anonymization" with the image-censored.

In a secound fase of this project. I develop an Android Aplication who detect the user faces in the selfie in real-time to censored his/her faces.

## Related Links

https://isra.mx/yo-no-soy/?utm\_source=uav https://www.instagram.com/isra.rulowsinsky/

https://www.facebook.com/sr.ruliandroparausted

# Tools & Software

Unity 3D + Android Studio



#### lxs olvidadxs - 2022 - 2023 (The forgotten)

"lxs olvidadxs" is a long-term project that explores and develops educational processes from the "pedagogy of liberation". In the stage shown in this document, the project consists of an intervention in the educational space using instruments of occupation of public space ([d.u.d.a.]) and processes of direct action based on the anarchist perspective.

These principles are incorporated into the learning process and the teacher-student relationship in order to horizontalize the teaching-learning processes and generate meaningful experiences in the participating subjects.

This stage of the project culminates with the empowerment of the group of students for the creation of their own dance piece in a context where they are required to be interpreters of pieces by other artists.

Likewise, mechanisms are built for the recovery of public resources, spaces and institutional and state facilities through direct action.

This stage is also the antecedent of the "Escuela Libre" ("free school") project.

#### Related Links

- https://vimeo.com/762205179/7df74436eb
- https://vimeo.com/763059905/332fbd5a5b https://vimeo.com/812964015/d080d69911
- https://vimeo.com/812961487/09ebaaa080
- https://vimeo.com/762224302/be88074561 https://vimeo.com/779825231/59d1418c58
- https://isra.mx/lxs-olvidadxs/?utm\_source=uav
- https://isra.mx/escuela-libre/?utm\_source=uav https://vimeo.com/707136039

## Tools & Software

Kinect + iPI Motion Capture + Blender + Adobe After Effects + Adobe Premiere + Kdenlive + Unity 3D + Pure Data









Sigo buscando un lugar donde pueda caerme muerto  $20\overline{2}1 - 2024$ (I'm still looking for a place where I can fall in dead)

"Sigo buscando un lugar donde pueda caerme muerto" is a long-term project that consists of the exploration of spaces from the personal archive found some years ago. The project emphasizes the forms of recovery of our own lives and their meaning. It seeks confrontation with the ways of dying moralized and instrumentalized by capitalism.

The stage documented in this portfolio concentrates on the use of tools such as photogrammetry, the use of electronic devices and the use of musical and sound instruments as a means for the exploration of the ways of understanding space, objects and our relationship with them.

All these tools become mechanisms for research from the artistic practice and tools for understanding the phenomena that constitute our identity and our life.

#### Related Links

https://vimeo.com/724206262
https://skfb.ly/oMCyn
https://skfb.ly/oyCYV
https://www.instagram.com/p/C0er3TNrC3E/
https://www.instagram.com/p/C0dsN_JOhzj/
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https://www.instagram.com/p/CyMOHeVuTp8/
https://www.instagram.com/p/CyMNn9a0X2t/
https://www.instagram.com/p/CyMMZYeOiFZ/
https://www.instagram.com/p/Cvf0R-8v2hJ/
https://www.instagram.com/p/CxzQ4jwOnL6/
https://www.instagram.com/p/CyD-AuPLeXw/

### Tools & Software

Meshroom + Blender 3D + Audacity + Arduino + Pure Data + Unity 3D + HTC Vive + Adobe Premiere + LeapMotion

#### Cosas siendo cosas - flujos y contraflujos - 2023 (things being things - flows and counterflows)

"Cosas siendo cosas - flujos y contraflujos" is a project through which, since 2021, I have been asking myself about the hermeneutic condition of the world and about the will of things as things in themselves.

If the world is subject to interpretation, then the world can dialogue with us and this being so: is there a will in the world and/or in things within the world?

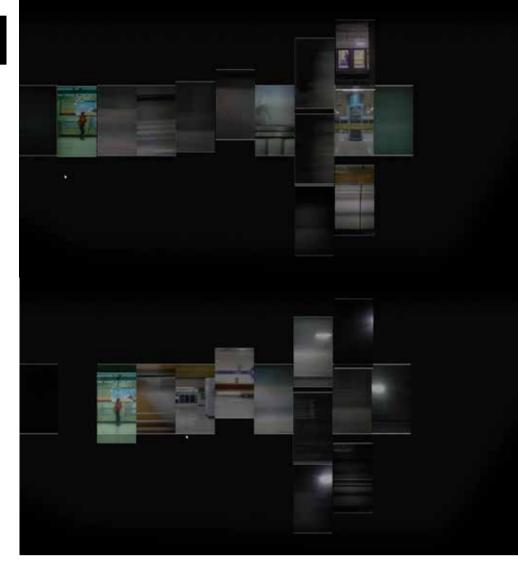
"flujos y contraflujos" is the record of subway windows in some South Korean cities. These windows function as the frame of the film camera that archives the movement of the constant flow of the underground subway route. At the same time, the web interface allows us to generate our own assemblies, it allows us to dialogue with the flows, even proposing non-linear reading structures.

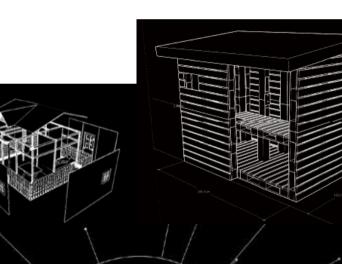
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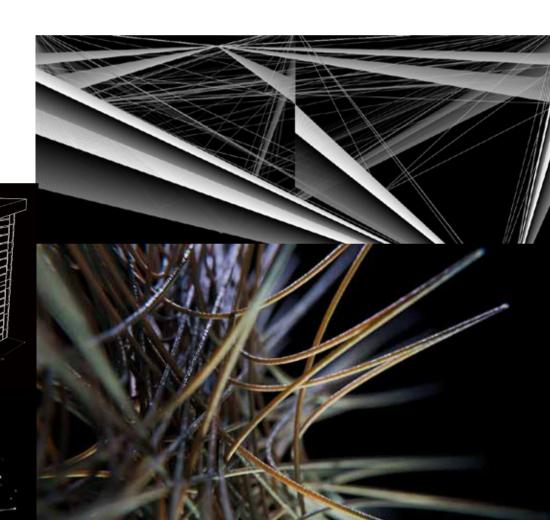
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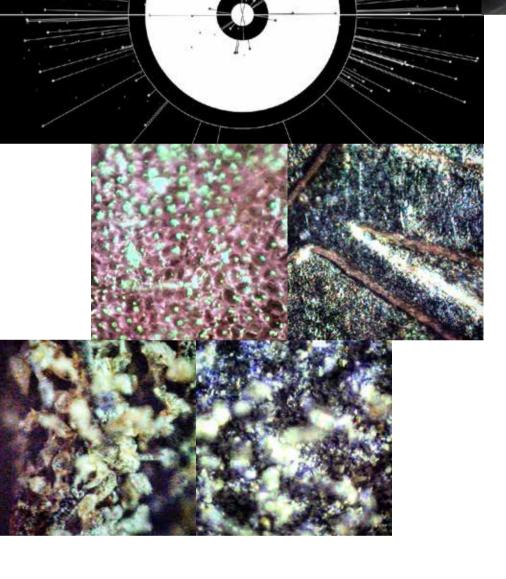
Tools & Software

HTML + Javascript + CSS









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Departamento Universitario

Asunto:

## Data Visualization Experiments - 2016 - 2024

"Data-Visualization-Experiments is more like a process of work, exploration and experimentation. It consists of implementing digital and/or electronic tools for creative visualization of data through different media.

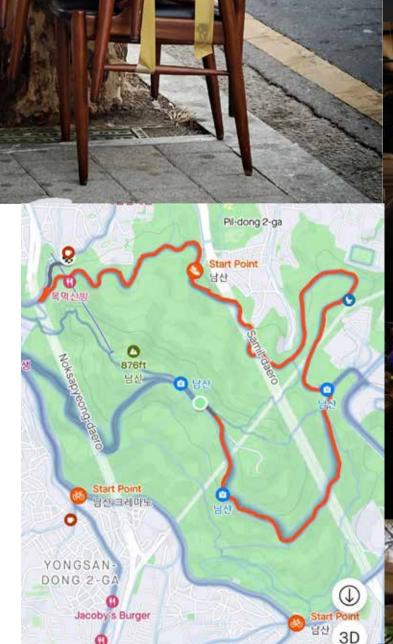
In general it employs different programming languages or software and it is an exercise that has accompanied me throughout the last years.

## Related Links

- https://vimeo.com/762205179/7df74436eb
- https://vimeo.com/763059905/332fbd5a5b https://vimeo.com/762224302/be88074561
- https://isra.mx/lxs-olvidadxs/?utm\_source=uav https://isra.mx/escuela-libre/?utm\_source=uav

Tools & Software

Processing + Python + HTML + CSS + Javascript + Unity 3D + PureData



### Programa Internacional de Teleresidencias Artístico-Imaginativas (México-Corea-Japón) - 2023 (International Teleresidencie Program)

The tele-residency program is a collective piece designed to carry out actions and pieces based on asynchrony, remote and online work.

The collaboration involves fifteen artists, designers and researchers generating intervention pieces, delegated performance and reciprocal actions through processes of dialogue and collectivized imagination.

Different tools such as 360 video, photography, photogrammetry, drawing, text, audio and web development were used to build this piece.

The culmination of the activities involved the curatorship and assembly of a self-managed exhibition in public space, organized in three cities: Tokyo, Busan and Seoul.

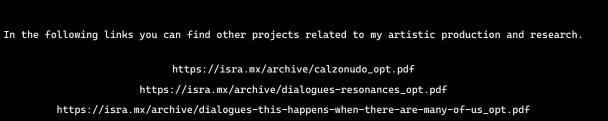
### Related Links

https://isra.mx/programa-internacional-de-teleresidencias-artist ico-imaginativas/?utm\_source=uav https://isra.mx/programa-internacional-de-teleresidencias-artist ico-imaginativas/20230318/?utm\_source=uav https://isra.mx/programa-internacional-de-teleresidencias-artist

ico-imaginativas/20230321/?utm\_source=uav https://isra.mx/programa-internacional-de-teleresidencias-artist ico-imaginativas/20230327-20230404/?utm\_source=uav https://isra.mx/programa-internacional-de-teleresidencias-artist ico-imaginativas/20230405-20230410/?utm\_source=uav

#### Tools & Software

OBS Live Stream + 360 Video + HTML + CSS + GPS Tracking + Meshroom + Blender 3D + Adobe Premiere



https://isra.mx/archive/at-the-end-we-were-alone\_opt.pdf https://isra.mx/archive/cosa-de-ninxs.pdf https://isra.mx/archive/duda\_opt.pdf

https://isra.mx/archive/im-still-looking-for-a-place-to-fall-in-dead.pdf https://isra.mx/archive/imaginative-performance-show\_opt.pdf

https://isra.mx/archive/la-morgue\_opt.pdf

