

THE
ILLESTRATED
ALBUM

*Interactive, audiovisual
exhibition*

Concept by Gunther Schumann



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CONCEPT

Virtual bands and the pandemic era

Virtual bands have been an integral part of popular music culture at least since the Gorillaz. The term refers to an audiovisual form of performance in which musicians do not perform on stage themselves, but are represented by digitally animated avatars. Thanks to technological advances, the range of implementation now extends from hand-drawn 2D animation to interactive 3D characters that are brought to life with the help of VR glasses and motion tracking.

Especially during the pandemic, the demand for virtual forms of performance increased significantly. As artists and audiences were often unable to be in the same room, the live experience increasingly shifted to the digital space. Virtual exhibitions and live music events became easily and simultaneously accessible to a global audience thanks to widespread streaming technologies. Nevertheless, many of these concepts disappeared from event operations again after the end of the pandemic. It became clear that the physically shared experience is a basic human need and can only be replaced to a limited extent with current technology.

Nevertheless, the ongoing development of mobile devices and the increasing merging of digital and analog worlds of experience offer exciting opportunities to further develop virtual bands and open up new creative avenues.

Summary of the project

As part of this artistic project, 14 images are digitally animated and integrated into a large-scale audiovisual installation.

A reactive 2D or 3D character is used both in live performances and in the exhibition context.

Background and motivation

The combination of music and video has fascinated me for as long as I can remember. As I have been producing, drawing and designing music myself for around ten years, it was obvious for me to combine these artistic disciplines.

With my current album Richtig Kunst by my hip-hop alter ego Illestrator, I have continued along this path consistently: I made a painting to accompany each piece of music. This project has been going on for two years and will soon be completed.

Now it's time to animate these paintings and prepare them for live and exhibition situations.



Big Sand / virtual live performance / 2023



Gorillaz / live performance / 2010

Artistic realization

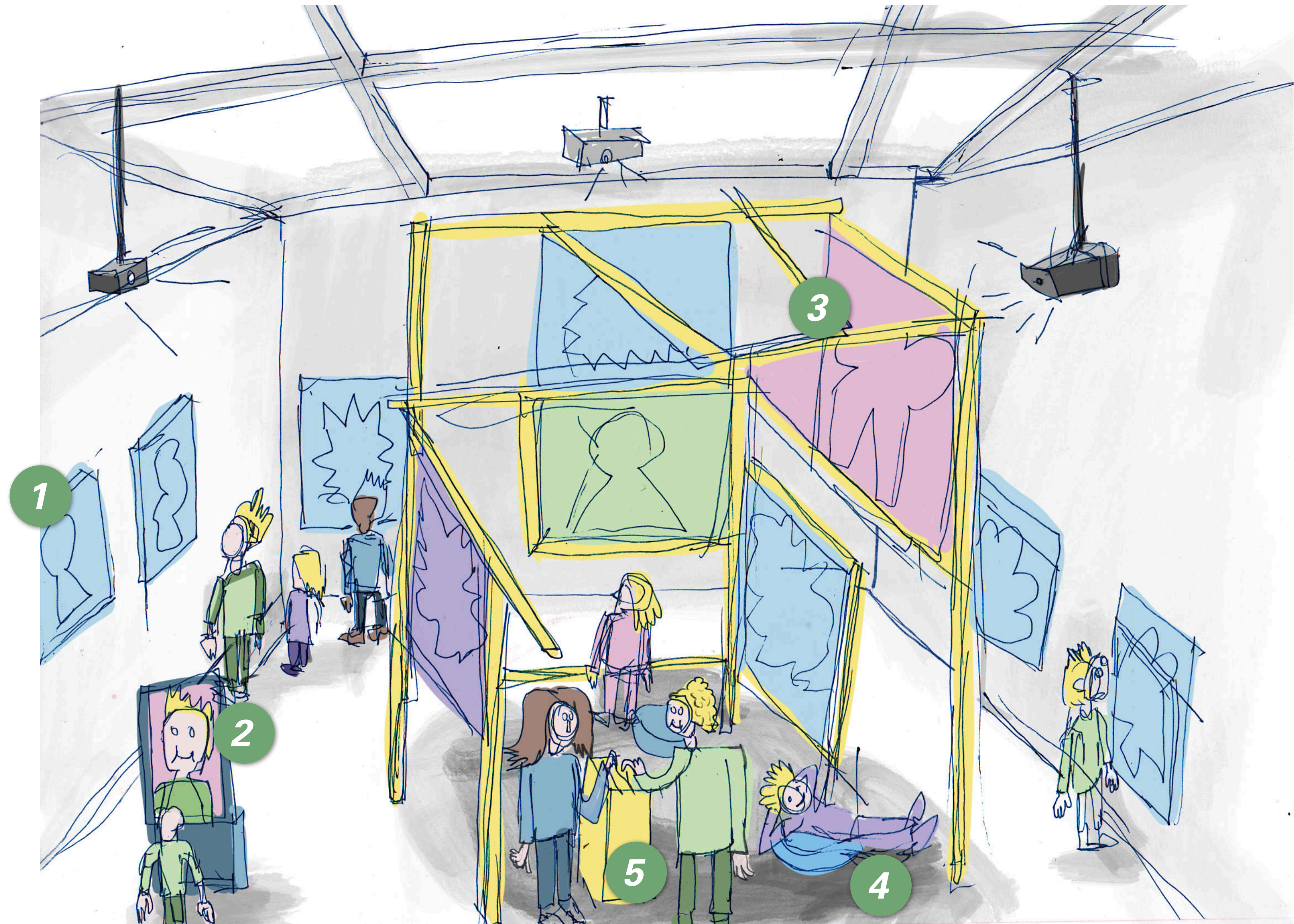
Specifically, 14 paintings and illustrations are to be animated using 2D and 3D software and prepared for live and exhibition situations.

At the same time, I am developing an interactive concept that allows visitors to control the animations themselves in exhibition situations. I was already able to gain initial experience in this field in 2021 and 2022 with my City-Loop Machine project (see portfolio).

I am also working on a virtual character that can interact with the audience in live situations. There are various technical approaches for this - from Adobe Character Animator to 3D solutions with VR glasses and motion tracking. I will continue to explore and test these possibilities as part of the project.

EXHIBITION SKETCHES

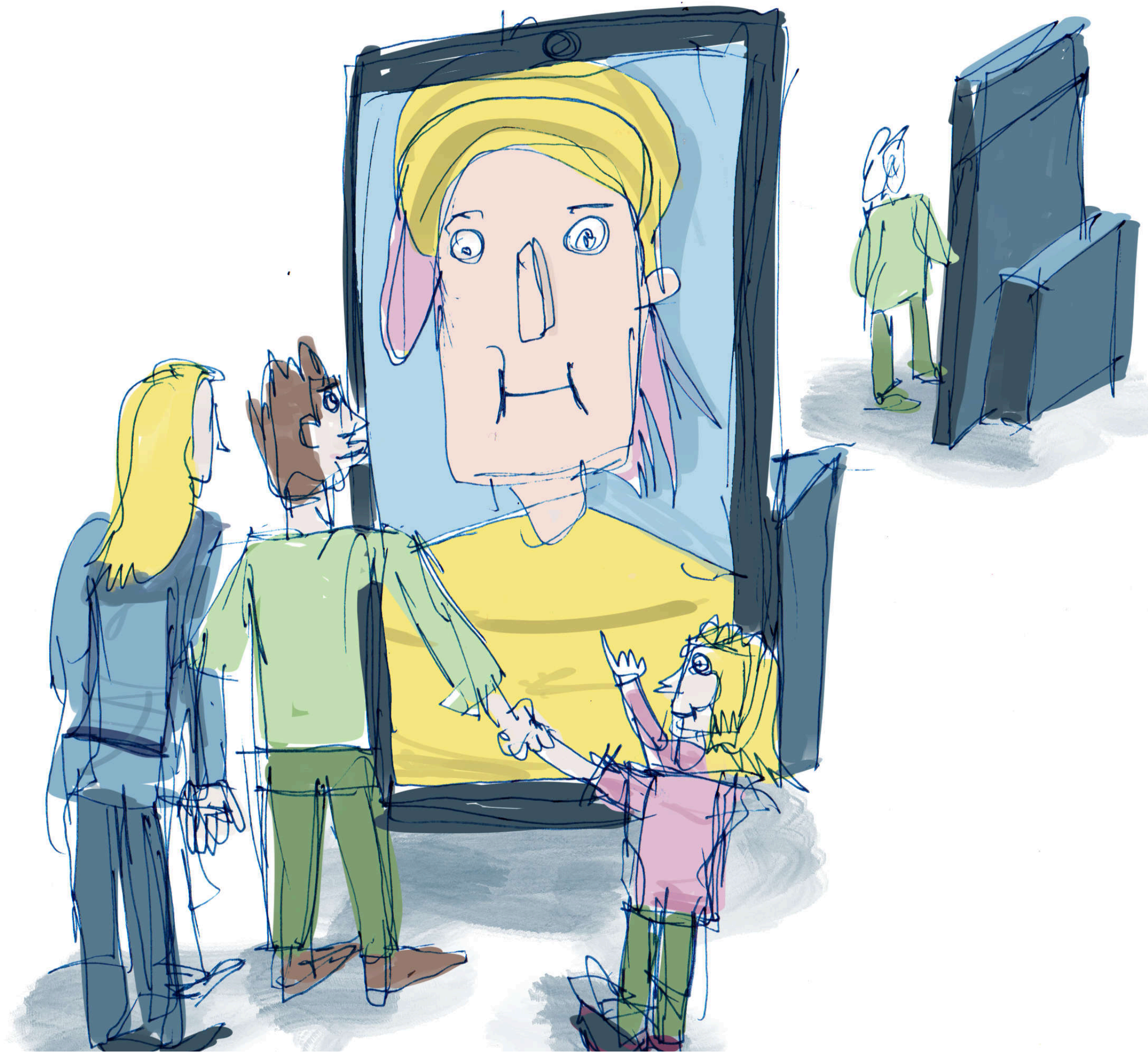
- 1 14 illustrations / paintings will be exhibited in the exhibition space
- 2 Digital mirror (see next page)
- 3 Installation with animated images will be shown centrally in the room. It is illuminated by approx.3 beamers
- 4 Various seat cushions are distributed throughout the installation to view the art
- 5 A midi controller can be used to individual animations and music clips can be controlled



Digital mirror

The digital mirror shows various characters that react to the facial expressions and gestures of the visitors. This exhibit presents the live characters of the virtual band in an impressive way.

A large-format screen with an integrated camera and motion tracking system switches between different characters at specific time intervals.



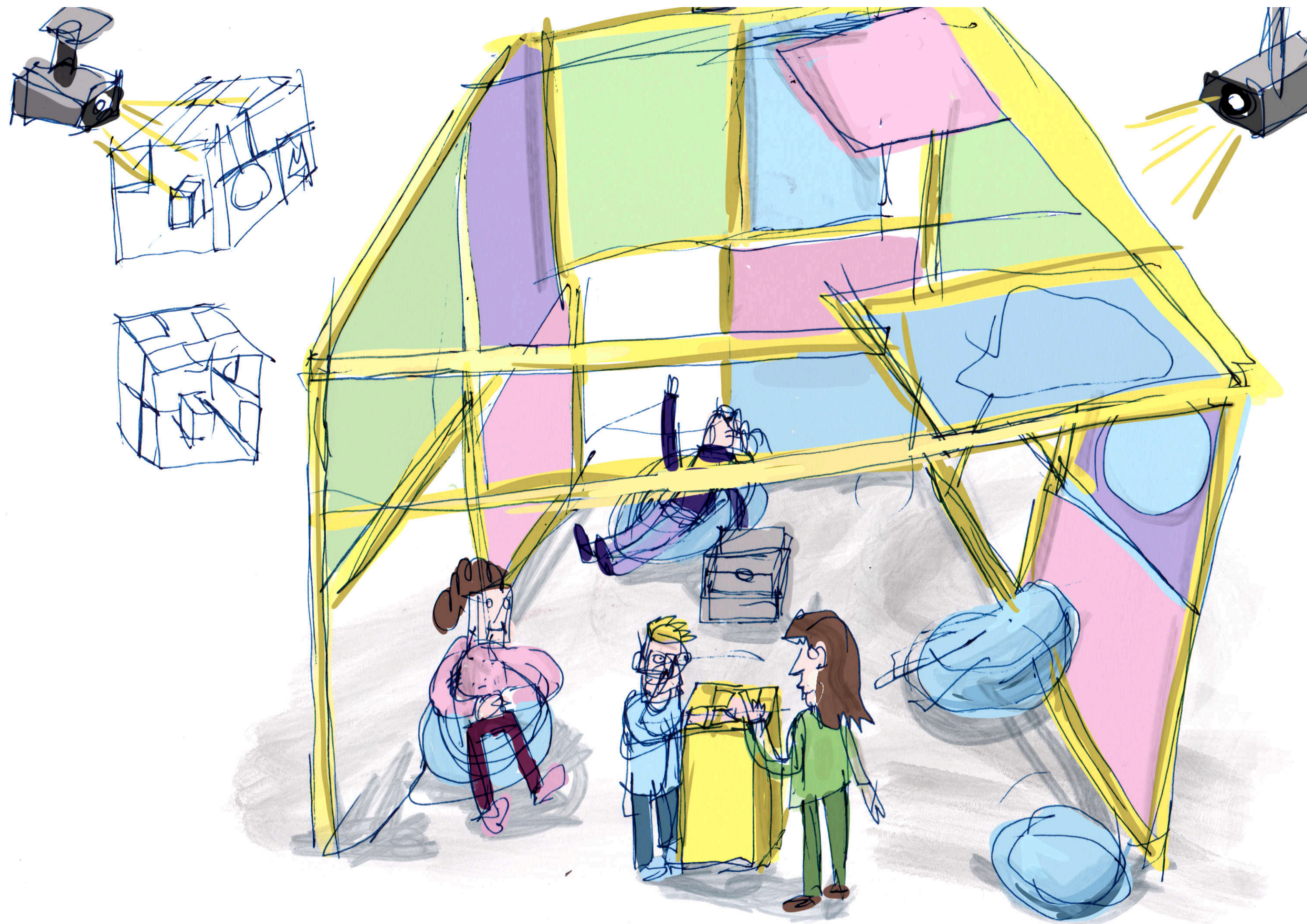
Interactive audio/video installation

The installation consists of a scaffolding made of painted wooden or steel struts and a control pad.

A total of 14 music tracks are brought to life by just as many animations, which are controlled by the visitors via the control pad.

The struts are covered with semi-transparent projection film so that the video projections are visible from both sides.

Comfortable seat cushions invite visitors to linger longer and watch the animations in peace.

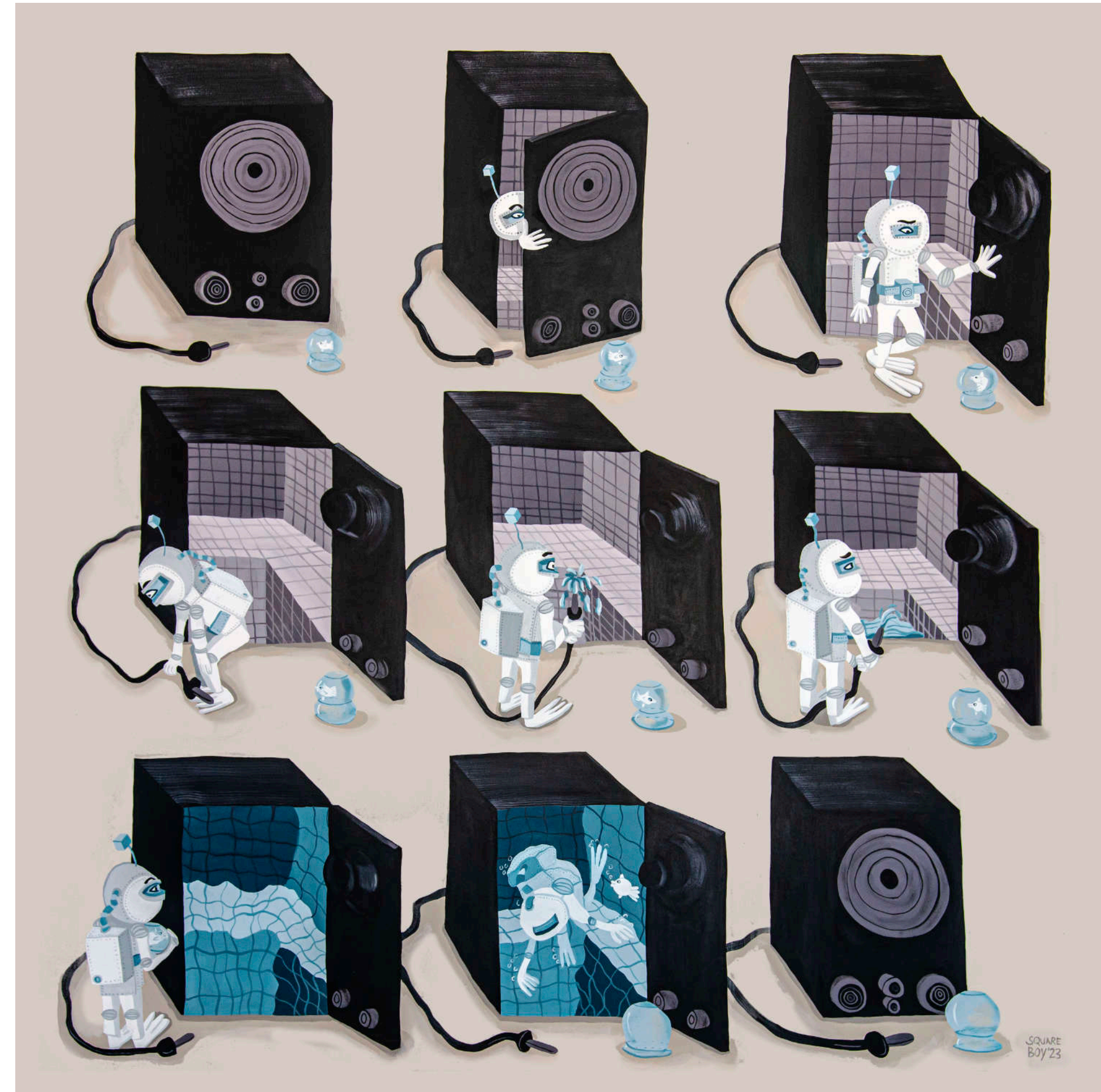




PAINTING



1 *No fairy tales*
100cm x 100cm
Acrylic paint on wood



2 *Escape*
150cm x 150cm
Acrylic paint on wood



3 *Locked door*
150cm x 150cm
Acrylic paint on wood



4 *Dear life*
100cm x 150cm
Acrylic paint on wood



5 *Proper art*
160cm x 120cm
Acrylic paint on wood



6 *Tango*
100cm x 150cm
Acrylic paint on wood



7 *Big boys*
150cm x 150cm
Acrylic paint on wood



8 *Black dog*
100cm x 150cm
Acrylic paint on wood



9 *Acid rain*
100cm x 150cm
Acrylic paint on wood



10 *Every man for himself*
100cm x 150cm
Acrylic paint on wood



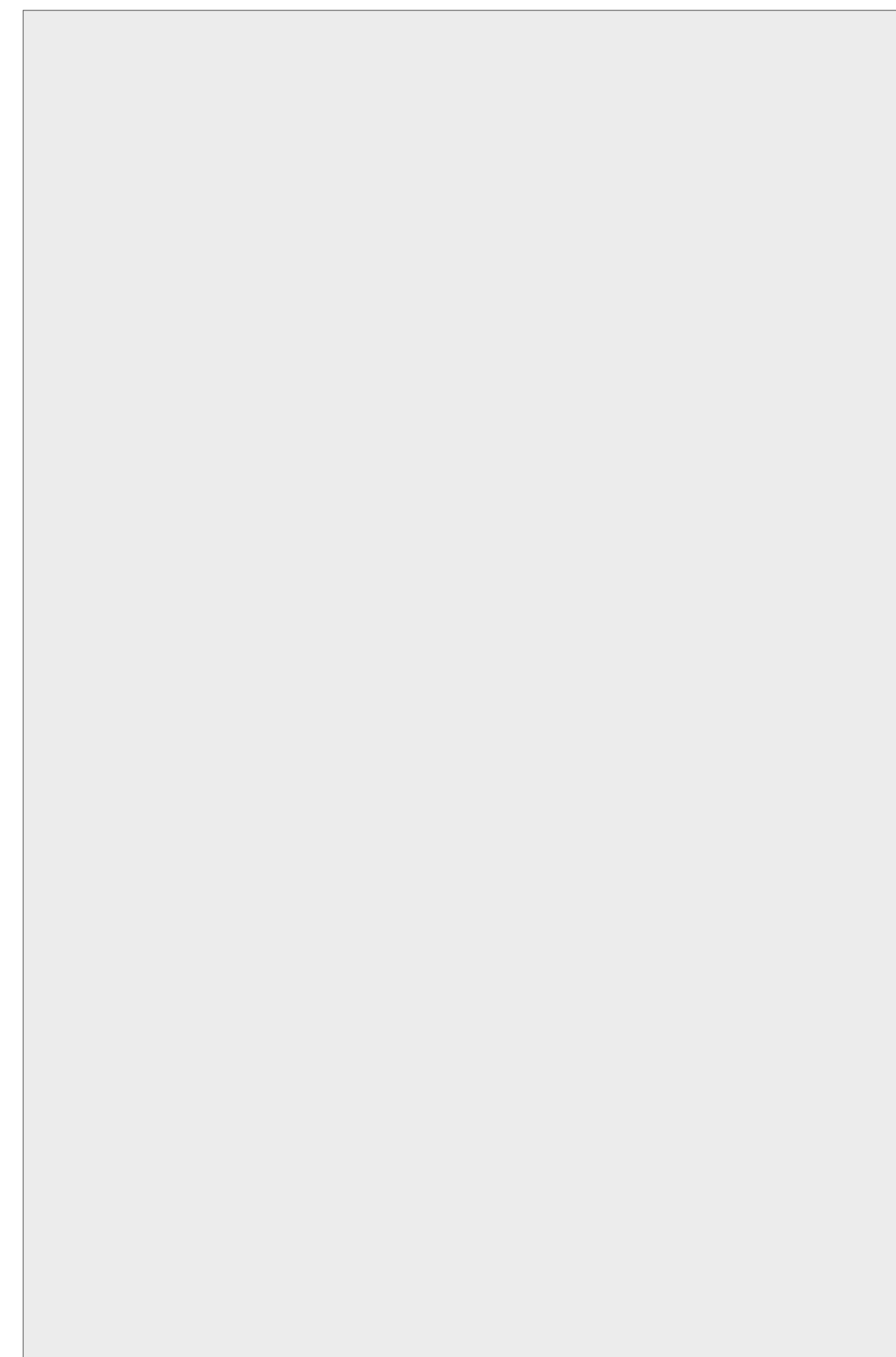
11 *Hands of Time*
100cm x 150cm
Acrylic paint on wood



12 *Malibu Adschool (in progress)*
150cm x 150cm
Acrylic paint on wood



13 *Halo*
100cm x 150cm
Acrylic paint on wood



14 *Couch in the head (in progress)*
150cm x 150cm
Acrylic paint on wood



PHOTOS

PERFORMANCE



Performance Illustrator
Pierre Grasse (Halle Saale)
30.10.2023
Photographer: Tom Wesse



Band: Constantin Maas, Akbrecht Schumann,
Benjamin Körber, Toni Eckelmann



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