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PANAGIOTIS PANTAZIS EYGENIA TSATSAKI NICKY SORVANI UNTITLED. GIANNIS PAPAGIANNAKIS

NASTAZIA LAMBROPOULOU NIKOS TSIMAS AUTO ZOO VIRTUAL COMMUNITY ANASTASIA LIANOU ANTONIS KIOURKTSIS GIORGOS-HERMES XALVATZIS

NIKOS KOUKOUMIS UNTITLED STELLIOS CHRYSANTHOPOULOS

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SKYLINE

KATERINA PAPANIKOLAOU SPATIAL OBJECTS IN SPACE TO ANOTHER DIMENSION THODORIS MICHALOS (WHERE DO SHOCKS GO) DIMITRIS STIVAKTAKIS

EGDA RAPPOU ODYSSEAS KOYSKOYMIS OBSESSION ACHILLEAS MANDALOS ANDREAS TEGOUSIS NIKOLETTA LEKKA CONVERT-INTO-USB UNDERGROUND

VALENTINA KARGA VANGELIS DIMITRAKOPOULOS IOANNA TZOLOU NIKOS MARGARITIS

DANAI LAVDA NATALIA MYLONAKI ESTHER RODRIGEZ LINA NEZERITI STEFANOS SKARLAKIDIS

VRMLWIRE DIMITRIS LEKANIS DIMITRIS TSITSANIS FOTIS ZARANIS ELENI BONI

YAZAN KAKALY LINKED CONSTRAINED SOUND NODES

ANDREAS PLATIS GIORGOS RYMENIDIS ANDREAS TEGOUSIS ANTHLT ZAKOU ANAIS MIKIRDITSIAN

TUTORS:

VASSIUS BOURDAKIS, GIORGOS PAPACONSTANTINOU SPIROS PAPADOPOULOS, ALEXANDROS PSYCHOULIS

CURATORS/CONCEPT/DESIGN: VASSILIS BOURDAKIS, EVELYN GAVRILOU, IRIS LYCOURIOTI, COSTIS PANIYIRIS PHILIPPAS STEPHANOS, YORGOS RIMENIDIS, MICHALIS SOFTAS SPONSOR: BRIGHT LIGHTING COMPANY

MYTUBE is a medium for seeing images.

The making of MYTUBE included reminiscences and parts of a camera obscura, of the glass prints of early photography, of the dark room for developing images; bits and pieces of the experimental laboratories in the history of art, where images were conceived and projected to challenge reality. MYTUBE projects on the wall digital images, which were produced through the use of software. Thus it transverses and turns our gaze from the lucid digital desktop to the understanding of its making.

MYTUBE, at the same time, is a designed object and a result of actions and decisions taken through the use of all grasped media. Recycled lenses, metal exhaust tubes have been manually assembled, while led lamps and transparent surface: for projection have been digitally manufactured.

Both the study and the practice of architecture involve, fundamentally, not only the training of different techniques, but the cognitive step which leads to the making of images, to the experience of objects and space, beyond the constraints imposed by any medium.

We strongly believe that architecture is an intellectual practice where all available media contribute by bringing into the surface not only the scientific properties involved but different types of concepts; Instead of carelessly substituting one medium for another one can look carefully for subtle differences across media, fundamentally attached to the dense and multiple character of the medium of architectural space.





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