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Momentum

sound (Lazar Mihajlović i Đorđe Petković) AR (Marko Granić)

curator Zorana Đaković Minniti January 2019, Gallery *Podroom*, Cultural Center of Belgrade

Who doesn't break into pieces; who remains whole and gets up whole – plays. Before the Game, Vasko Popa

In the Momentum series, I continue to deal with the relation between sport and art. I introduced augmented reality within the drawing, so the drawing itself continues it's life in a different environment. Personally, I am interested in the relationship between space and how a visitor immerses himself in a new environment using technology, how a new connection appears, and in what way the entire ambiance influences and changes the very structure of perception of the observer. When it comes to sports (in this case, basketball), there is a game, which has its own essence and makes it live through the players. The game has its own rules, through these rules and trough players themselves a new world, and the very essence of the game is formed. This is about reviving, executing, fulfilling the process of movement, and through augmented reality, you get a different view of the observer, as well as the question of his condition and the appearance of impulses.

Thanks to augmented reality, we reach the essence, the drama of movement, the duel, the impact, and the inner state, from the drawings on the wall, which mix with augmented reality and go out into the ambiance. And thus, it intensifies the impulse for the visitor when he finds himself inside such a closed environment, we can say, within the game. Then a very interesting relationship and awakening in the observer appears, which way he should move and see the new dimension that is offered to him. In other words, one cannot be out of the game but must immerse oneself in a different state and ambiance, give in to the impulse and try to find one's place within the new space of the game/life.



Momentum by Predrag Terzić



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Momentum by Predrag Terzić; photo by Sofija Nedeljković



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