

# on Contemporary Fine Art XII Virtual Reality / Augmented Reality

The 12th annual educational project titled **Lectures on Contemporary Fine Art** continues the tradition established in 2011 and keeps focusing on different media types and themes. In 2022, the project's main topic is **Virtual / Augmented Reality and Digital Technologies in Contemporary Visual Art**.

The series of lectures is based on the current and pressing need to present different issues, terminology and background that will allow us to better understand works of contemporary art. The lecture series aims to awaken the public interest in contemporary art through lectures (presentations) by art theorists, practising artists and other professionals from the national and international world of contemporary art. The project tries to resolve the issue of "inaccessibility" of contemporary art to the average gallery visitor. The lectures consist of a theoretical part, presentation of the visual material and open discussion that concludes the evening.

## Autumn Lectures Programme

**October 18, 2022, 6pm**

↳ Richard Kitta

Archeology of Digital Future. Art as Interface.

**November 9, 2022, 6pm**

↳ András Cséfalvay

Digital Art in Gaming Environment

## Annotations and Biographies of the Speakers

**Richard Kitta: Archeology of Digital Future. Art as Interface.**

Annotation: A few useful instructions on how to get "lost" in contemporary art, which can be highly interactive, virtual or immersive. Despite the omnipresent dominance of digital technologies, we do come across various, often



contradicting combinations – like when we find ourselves at a crossroads of the virtual and the physical. The piece of art suddenly gains a new purpose or becomes a kind of digital "plagiarism", but still remains unique and unrepeatable. (The author is a multimedia artist and university lecturer).

Biography: Richard Kitta is a multimedia artist, university lecturer and curator of exhibitions. His studies started at the Faculty of Civil Engineering at the Technical University in Košice where he graduated in Architectural Engineering. Later on, he changed his major from architecture to visual art at the Faculty of Arts, TU in Košice where he graduated from the Studio of New Media. He concluded his studies with a doctoral degree from the Academy of Arts in Banská Bystrica in 2011. Since 2013, he has been the Vice Dean for Arts, Science and Research Activities at the Faculty of Arts at TU in Košice. Since 2004, he has been actively contributing to the development of culture and art, cooperates with institutions and independent organisations that focus on culture, science, research and education. In 2009, he added interdisciplinary art studies to his artistic and professional scope of interest, that includes art & science strategies. He actively participates at both domestic and international cultural and art projects with focus on selected areas of art education and the creative industry.

## András Cséfalvay: Digital Art in Gaming Environment

Annotation: After exploring the quarries of Sandberg near Bratislava and Prokop Valley near Prague, I wanted to create such pieces of art that would deliver the message hidden in fossils. For this purpose, I have chosen the environment of computer games. The lecture will follow the trajectory of these artworks, how they were created and it will also talk about the importance of understanding new communication channels in the world of art.

Biography: András Cséfalvay is a visual artist and creator of videos and spatial installations. He has graduated from the Academy of Fine Arts and Design in Bratislava where he currently works as a docent at the Department of Digital Arts. After studying math for a while, he was able to finish his doctoral thesis on the relationship of fiction and material reality. He is interested in the history of science and tries to create an alternative narrative that represents and speaks for all minorities, whether it means people, whole cultures or even animals. András is very active in terms of exhibiting, he has participated at dozens of solo and groups exhibition both at home and abroad. He also leads various creative workshops and teaches a course at AFAD titled “Young Artist’s Guide to Noise, Sound and Music”.

Free Entrance

Nitra Gallery – the Concert Hall  
Župné námestie 3  
949 01 Nitra

[www.nitrianskagaleria.sk](http://www.nitrianskagaleria.sk)

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