

WORKS

JULIAN PIXEL SCHMMIEDERER
ARTIST & DIRECTOR

2010-25

Julian Pixel Schmiederer (02.02.2002) is an artist and director from Austria.

This portfolio contains an excerpt of his artistic work over the past 15 years in various disciplines.

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FILM



Julian Pixel Schmiederer has been working as a director since 2017. Since then, he has directed 6 films and numerous music videos and commercials.



PRESSURE

Experimental film, 2019

directed by Julian Pixel Schmiederer

Between the pulsating city and the standstill of the people, a young man is looking for his place in society.

Pressure is a 5 minute experimental film. The movie is a mirror of modern society where uniqueness is diabolized, where striving for freedom is something uncommon and where chasing your dreams is not cool anymore. In a society like this it's hard for people to identify themselves, because we are taught not to be different.

The film is dealing with these issues and looks at them from an artistic perspective. To show all this I chose to let the action take place underwater so that the main character is literally floating through the environment. The story is told by a poem-like monolog and the emotions are expressed through the body language of the protagonist.



Watch here:
julianpixel.at/pressure



A large crowd of people, mostly men, are gathered for a protest. Many are wearing dark clothing and caps. They are holding up numerous signs with Chinese text, including "五大訴求 堅持到底" (Five demands, stick to the end) and "繼續爭取普選" (Continue to demand universal suffrage). The scene is outdoors, possibly at night or in low light, with some artificial lighting visible.

The 2020 Rise Up

Documentary, 2021

directed by **Julian Pixel Schmiederer**

From revolt to resurrection.

The 2020 Rise up is a film project that was created as a reaction to covid-19 lockdown restrictions and is directly related to them. How can you get politically active within your own four walls? How do you mobilize the population if you can't be active in public spaces? Various groups have found ways and means and have not remained silent despite the standstill.

The 32-minute documentary shows how various activist groups have dealt with the covid-19 lockdowns, from Austria to Hong Kong. An international project, realized in the midst of travel restrictions and lockdowns.



**PRIX
ARS ELECTRONICA 2021**
International Competition for CyberArts
u19—create your world
YOUNG PROFESSIONALS
HONORARY MENTION

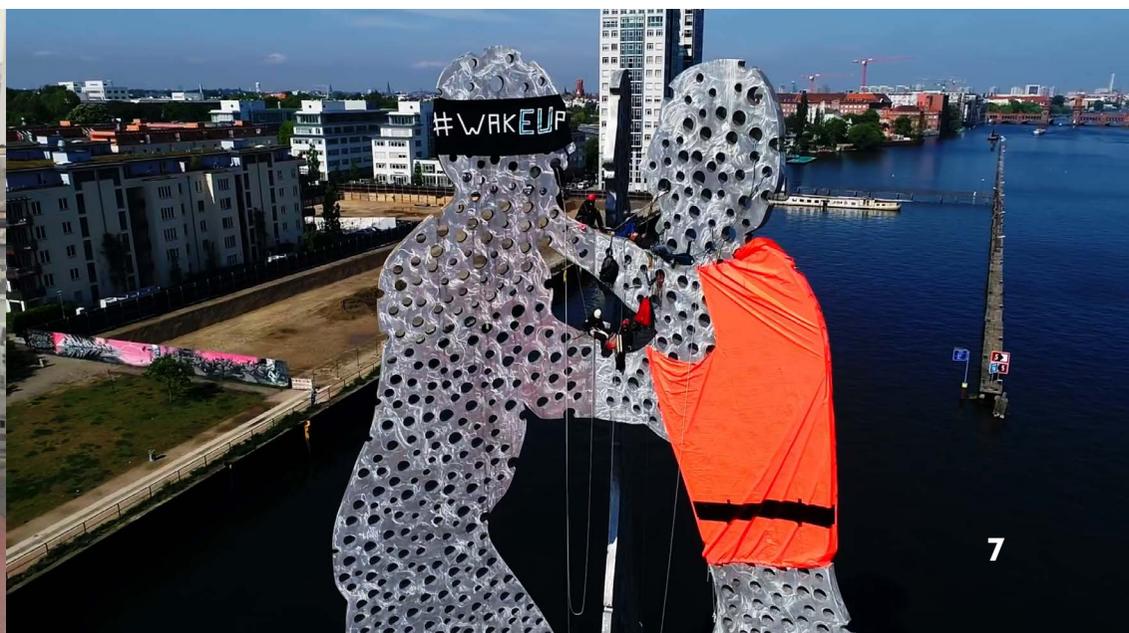
Best Featurefilm
**Austrian
Filmfestival**
2021

Filmreif -
2. Newcomerpreis
Bundesfestival junger Film
2021

PUBLIKUMSPREIS
Living & Climate Change
**Cinema
Talks**
Special
Graz / Austria
2021



Watch here:
julianpixel.at/the-2020-riseup





DRAMA.

Short film, 2022

directed by Julian Pixel Schmiederer

A drama off stage, between perfectionism and megalomania. The young actor Arthur hopes for his first big success, while director Ruth fights for her last.

Drama. is a 25-minute short film that deals with failure in art, but also with the current status quo of art in rural areas. Shot entirely in black and white, the film plays artistically with all the means of cinematic language to enhance the bleakness of the theater and the fragility of the characters.

The film is autobiographical to a certain extent and expresses my emotions during and after my first major film production through both characters. The title "Drama." speaks for itself, not only because the story takes place in a theater, but also because the film is dramaturgically oriented towards open drama.

In order to unite theater and film, I translated the play *the baggar's opera* by John Gay into German and staged it for this film.



Award winner
Experimental Awards -
London IFF
2023

Filmreif -
2. Newcomerpreis
Bundesfestival junger Film
2021



Young Filmmakers Award
OUT OF THE CAN
INTERNATIONAL
FILM FESTIVAL
2022



Watch here:
julianpixel.at/drama

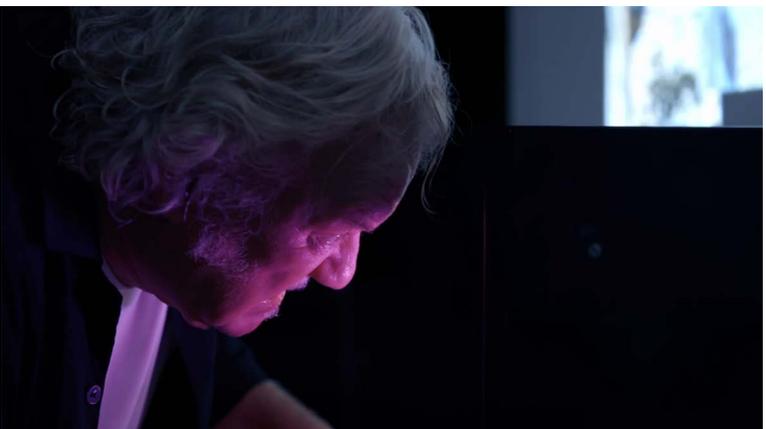
OTHER FILMS



Watch here:
julianpixel.at/the-festival-university

2021

The Festival University
Documentary commissioned by Ars Electronica &
Johannes Kepler University Linz



Watch here:
julianpixel.at/i-hear-future-voices

2022

I Hear Future Voices
Three episode shortfilm & video installation



2019
Kruzifix
Shortfilm

Media Art

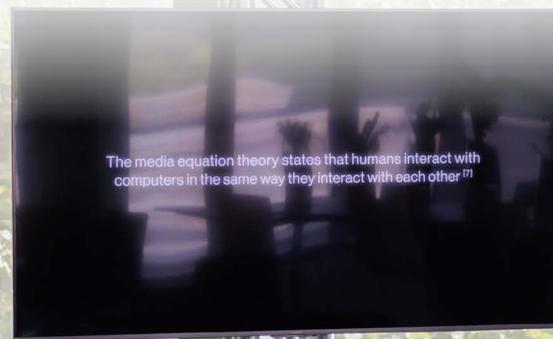


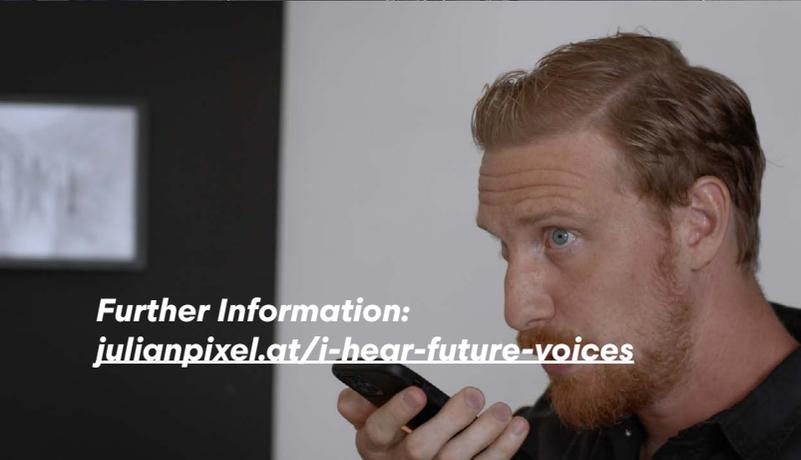
In his work, Julian repeatedly attempts to blur the boundaries between traditional film and installation art. Julian first appeared as a media artist in 2010 with the project *Pixel Guitars*. Since then, numerous international exhibitions have followed.

I Hear Future Voices

Art&Science Project. Video installation and short film, 2022
By Julian Pixel Schmiederer and Nives Meloni

I Hear Future Voices is here to question the power and influence of AI-based voice assistant systems (VAs) on human life, both in the present and in the near future. Backed by scientific research in the field, the film proposes an artistic insight into the everyday use of voice assistants. *I Hear Future Voices* is part of the LIT (Linz Institute of Technology) Special Call and arose out of the cooperation of the JKU Psychology Student (MA) and LIT Robopsychology Lab employee Nives Meloni and the filmmaker Julian Pixel Schmiederer. *I Hear Future Voices* is presented as an imersive three screen installation and accompanied by an informative, research based exhibition.





Further Information:
julianpixel.at/i-hear-future-voices

Wasserfarbe



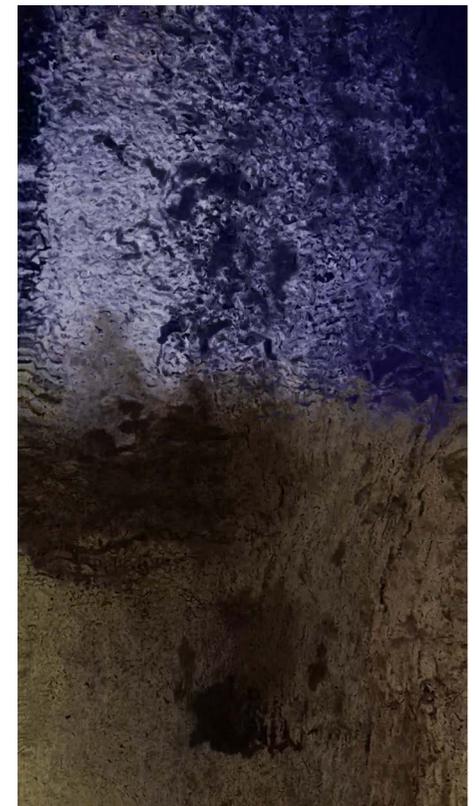
**Three channel video installation, 2024
by Julian Pixel Schmiederer**



With the help of several AI systems, still image close-ups of brushstrokes are mixed with video close-ups of waves. By intentionally misleading the AI, unique images are created. *Wasserfarbe (Watercolors)* can be shown both as an analog print and as a video installation.

The video work is presented on three screens, which are built into picture frames. The images move so slowly that only on closer inspection it becomes clear that they are actually videos. In that sense, the work is more like three eternally evolving images than a classic video installation.

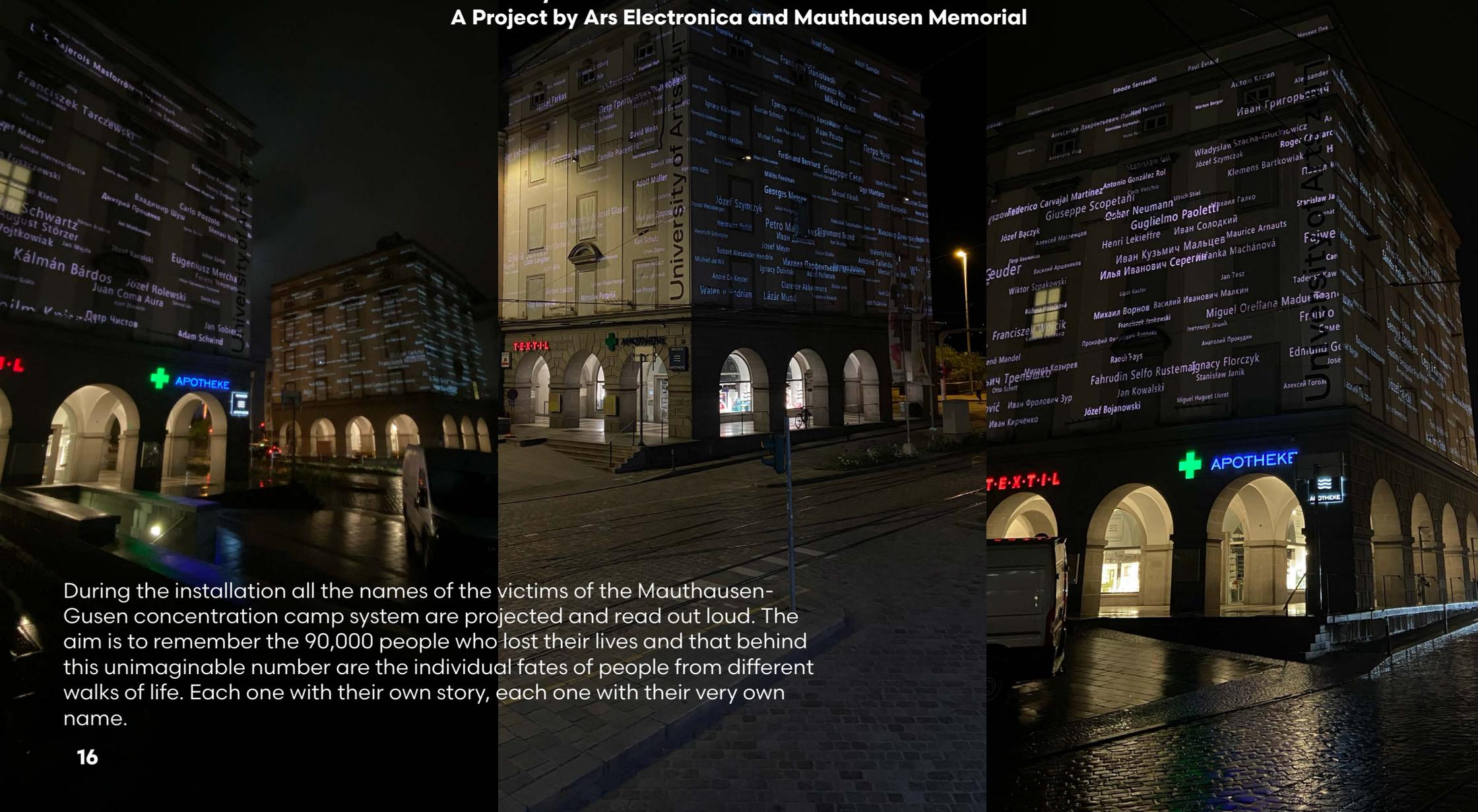
Wasserfarbe (Watercolor) is the first published work of a whole series, exploring AI based style transfer in interaction with paintings.



Further Information:
julianpixel.at/wasserfarben

#eachnamematters

Audio Visual Memorial, 2021-Today
By Julian Pixel Schmiederer & Cori O'lan
A Project by Ars Electronica and Mauthausen Memorial



During the installation all the names of the victims of the Mauthausen-Gusen concentration camp system are projected and read out loud. The aim is to remember the 90,000 people who lost their lives and that behind this unimaginable number are the individual fates of people from different walks of life. Each one with their own story, each one with their very own name.



2020

Pop Culture

Interactive installation

Projection mapping on two turntables.

Viewers can alter sound and video by touching, stopping or reversing the turntables.

Further Information:

julianpixel.at/pop-culture



2010

Pixel Guitars – Song for Earth

Sound installation

Several guitars were placed in the basement of Tabakfabrik Linz (tobacco factory Linz). The strings were set in motion with the help of rotating motors, creating a random and unique sound pattern.

SOUND ART

Raum Mitte
Center Room

Anton Bruckner
7. Sinfonie, II. Adagio (Bearbeitet für Orgel)
Orgel: Jean Galard

Anton Bruckner
*Symphony No. 7, Adagio II (arranged for
Organ: Jean Galard)*

In recent times Julian has also focused on sound art, a passion he had from an early age. His works have been shown, at the Localize Festival in Germany, at the Ars Electronica Festival and as part of the European Capital of Cultural 2024.

UNDERTONE

Generative Sound Installation, 2024
By Julian Pixel Schmiederer

The undertone makes the sound, not only acoustically but also metaphorically. In a time of subliminal communication and hectic pace, the project *Undertone* focuses precisely on this.



Undertone is a generative six-channel audio installation. The term is taken literally here. With the help of six underwater microphones, the sound from underwater is transmitted to the surface. The undertones are altered by various audio processing tools to create a spherical soundscape that is played back by six loudspeakers. Visitors can either listen to the strange sounds or actively shape them by trying to set the water in motion, for example by throwing stones into the water or using sticks to create waves.



Six custom-built underwater microphones are placed at different positions in the water and connected to the system via a patchbay. The signals are digitized and processed using granular synthesis, distortion and delay to create an abstract depiction of the underwater sounds. The soundscape is outputted by six loudspeakers placed on the shoreline. The soundscape changes the atmosphere of this place, which opens up in a completely new way and can be used by passers-by.



Further Information:
julianpixel.at/undertone



LOCUS ISTE

BRUCKNER HERE AND NOW

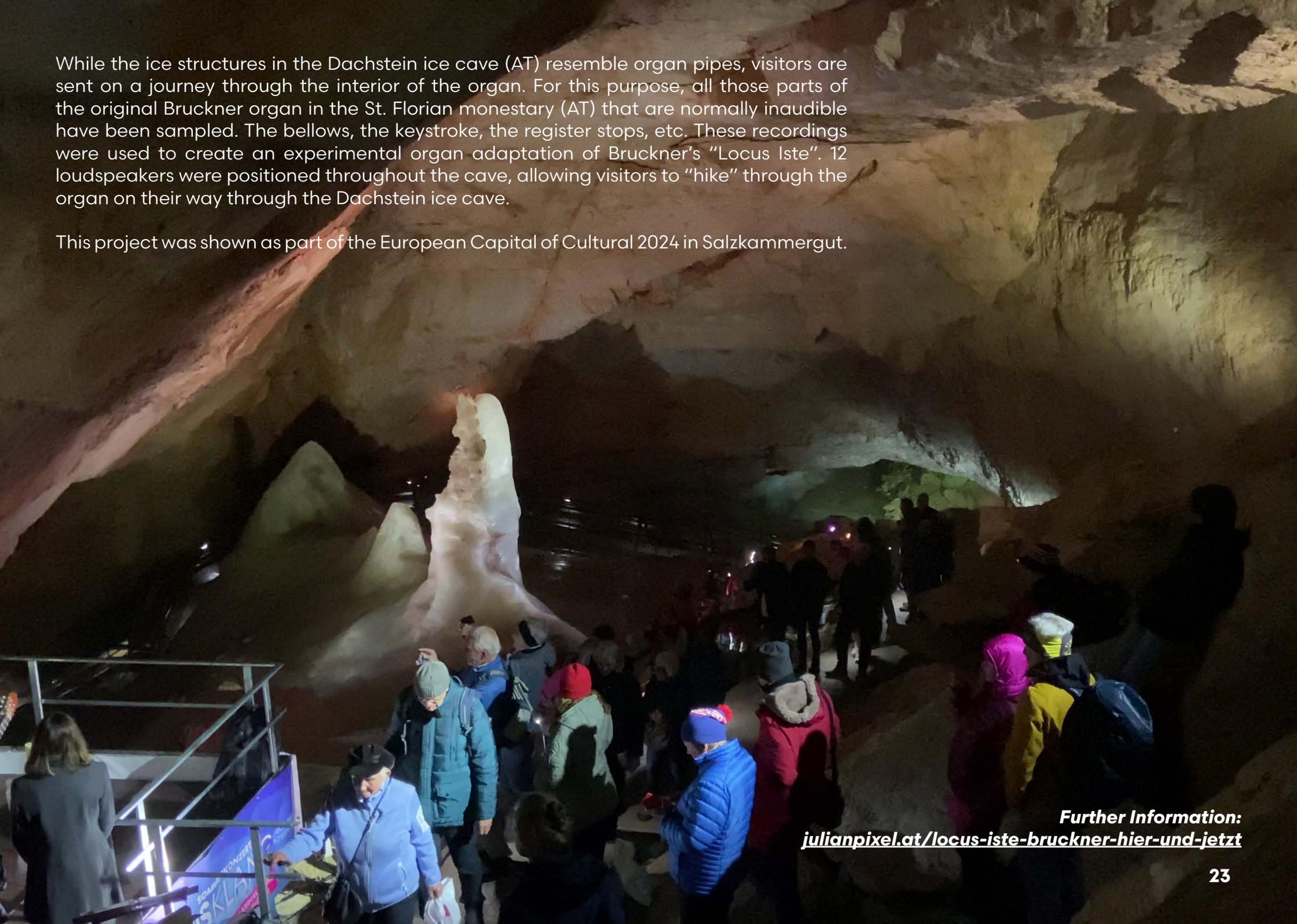
Site-specific sound installation, 2024

By Julian Pixel Schmiederer

Comissioned by OÖ KulturEXPO Anton Bruckner 2024

While the ice structures in the Dachstein ice cave (AT) resemble organ pipes, visitors are sent on a journey through the interior of the organ. For this purpose, all those parts of the original Bruckner organ in the St. Florian monastery (AT) that are normally inaudible have been sampled. The bellows, the keystroke, the register stops, etc. These recordings were used to create an experimental organ adaptation of Bruckner's "Locus Iste". 12 loudspeakers were positioned throughout the cave, allowing visitors to "hike" through the organ on their way through the Dachstein ice cave.

This project was shown as part of the European Capital of Cultural 2024 in Salzkammergut.



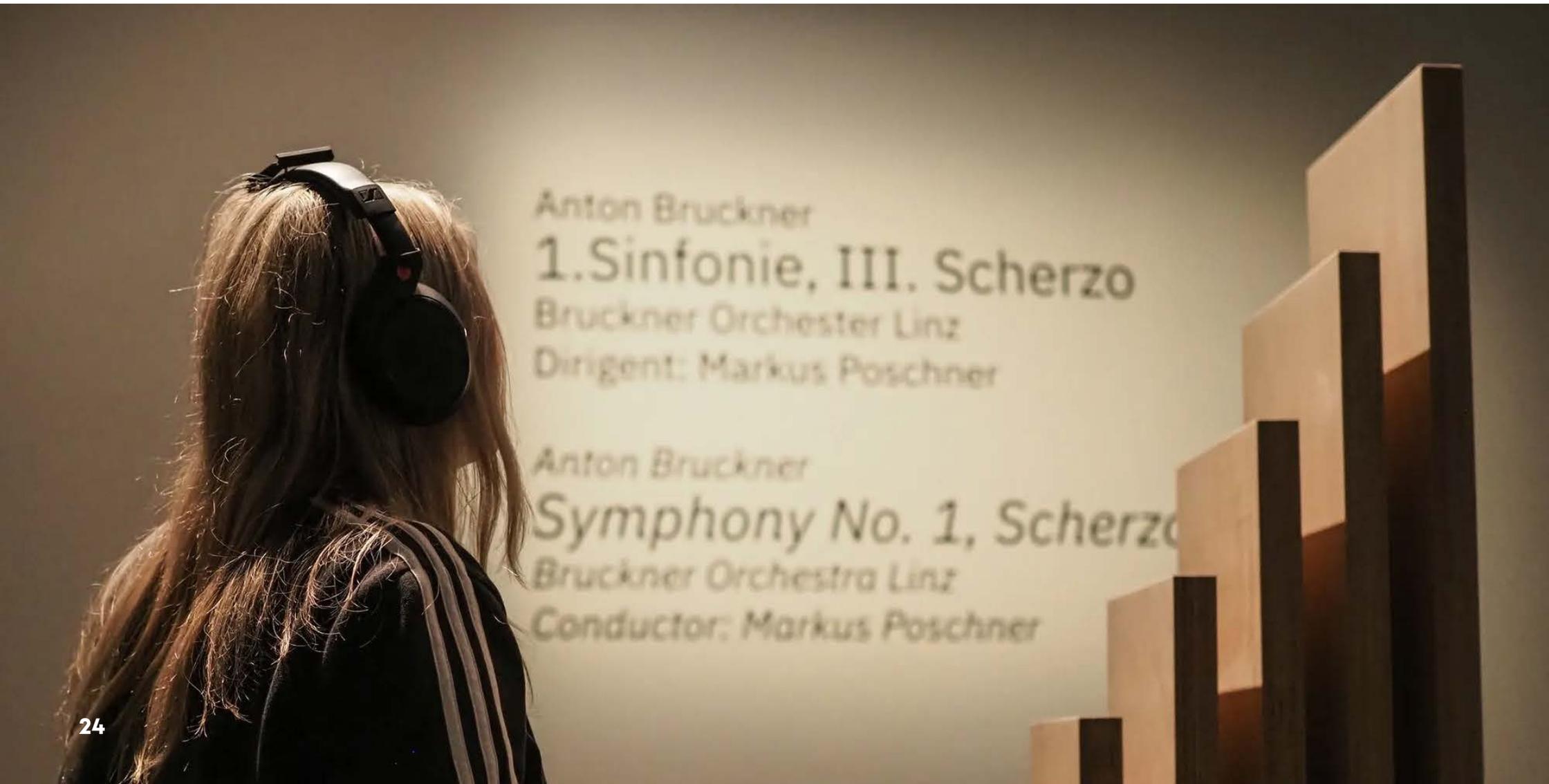
Further Information:
julianpixel.at/locus-iste-bruckner-hier-und-jetzt

BEING ANTON

Immersive Audio Walk (2024)

By Julian Pixel Schmiederer

Comissioned by OÖ KulturEXPO Anton Bruckner 2024 & Ars Electronica



Anton Bruckner
1. Sinfonie, III. Scherzo
Bruckner Orchester Linz
Dirigent: Markus Poschner

Anton Bruckner
Symphony No. 1, Scherzo
Bruckner Orchestra Linz
Conductor: Markus Poschner



Being Anton lets visitors dive into the life of famous composer Anton Bruckner in a completely new way at the Ars Electronica Center Linz. This immersive sound space will take you into the world of thought and spirit of Bruckner and his contemporaries.

When we think of Bruckner's legacy, we think of the sound of his music. But what sounds shaped Bruckner's everyday life?

Hundreds of sounds were recorded, some of them at historical locations where Anton Bruckner lived and worked. The recordings were used to create an Ambisonic Soundscape which was later mapped in a 3D model of the space. With the help of several tracking points, individual sounds can be spread throughout the physical space. Visitors wear headphones with a built-in tracking system and can explore the invisible but audible world of *Being Anton*.

The installation consists of five soundscapes that reflect the different stages of Bruckner's life. The soundscapes are connected by excerpts from Bruckner's compositions, which are also chronologically linked to the soundscapes.

Further Information:
julianpixel.at/being-anton

2023

Time Tunnel
Sound installation

Twelve loudspeakers, each representing two months of the covid-19 pandemic, are positioned along a walkway. The soundscape consists of all the New York Times headlines between the outbreak of the pandemic and the start of the war in Ukraine.

These are read by AI cloned voices, based on real voice recordings.

Further Information:
julianpixel.at/timetunnel



PERFORMANCES AND STAGEWORK



Over the years Julian also gained valuable experience in the fields of festival and event production as well as sound engineering, and was involved in several music productions, theater performances and exhibitions.



Ocean Overture

Opening of Ars Electronica Festival 2022

Scenography and dramaturgy by Julian Pixel Schmiederer



A literary and musical performance with texts from Stefan Zweig, read by Austrian actors Karl Markovics and Julia Franz Richter. With music by Claude Debussy and Philip Glass played by pianist Maki Namekawa.



Fidelio Freedom Project

Big Concert Night Ars Electronica Festival 2020

Scenography and dramaturgy by Julian Pixel Schmiederer

The necessity of the spatial distances between the visitors as well as performers because of the covid-19 pandemic led to a new design principle for staging the project. The extensive grounds of the Johannes Kepler University Campus were transformed into a performance area for musicians and actors.

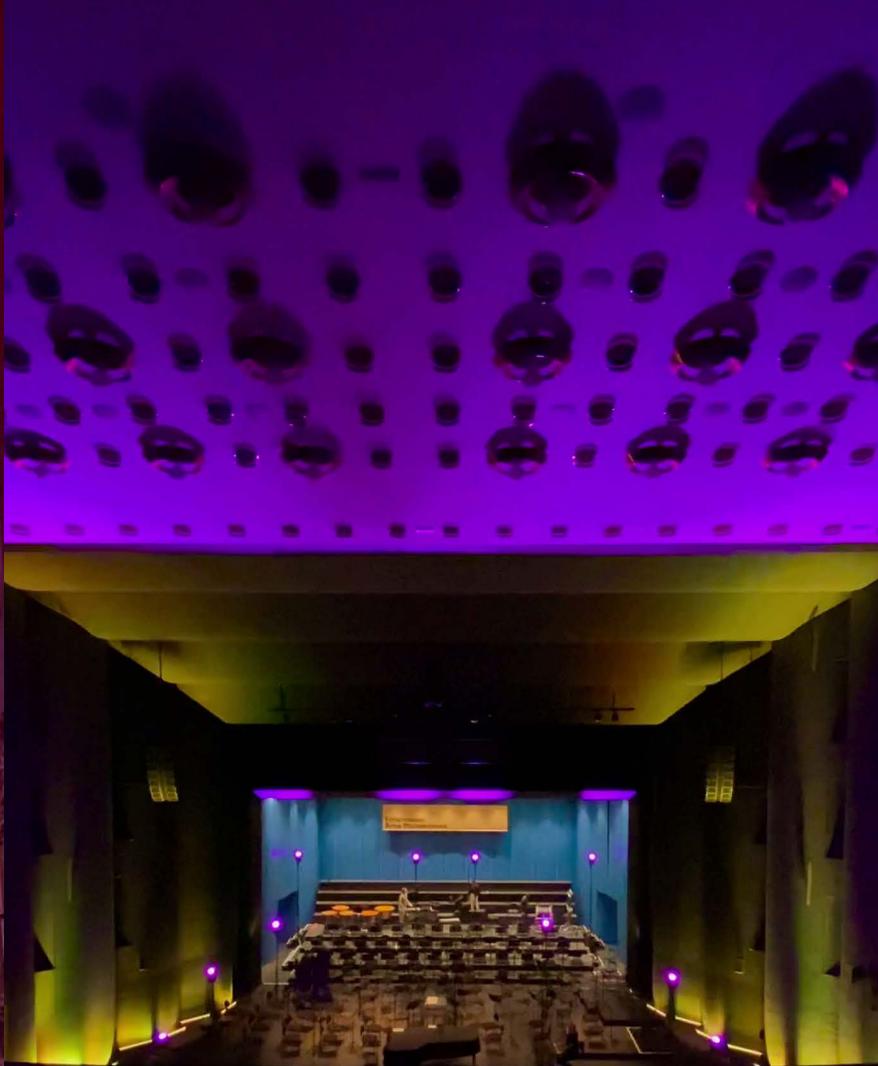
At the center of the project stood Beethoven's *Fidelio*, the great opera of liberation, performed by Bruckner Orchestra Linz. In reference to the current global conflict situations the *Fidelio Freedom Project* embarks on a journey through cultural history. The structure of the opera has been broken up by read texts and intermezzi by a jazz band. Chosen texts and quotes originated from Pico della Mirandola, Olympe de Gouges, Rainer Maria Rilke, Johanna Dohnal, John Milton, Martin Luther King, Henry David Thoreau and Eckart Winkler.



Watch performance here:
julianpixel.at/fidelio-freedom-project

Prometheus: The Poem of Fire – Alexander Scriabin

performed by Filharmonie Brno
Light design and implementation by Julian Pixel Schmiederer



As early as the beginning of the 20th century, the composer Alexander Scriabin created a visual component for his symphony Prometheus.

Scriabin's harmonically boldest orchestral work, Prometheus, was to contain not only a solo piano and a choir, but also a *clavier à lumières* (Piano of lights) to express the composer's synaesthetic perception of the music.

Based on the original notes by Alexander Scriabin, a lighting design was developed to actually realize the composer's vision more than 100 years after the premiere of the piece.

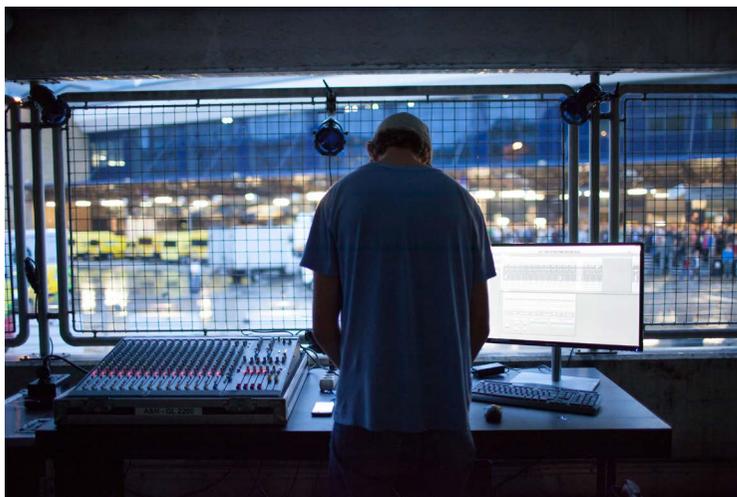
The light could be played like an instrument. The color changes were controlled with the *clavier à lumières* (piano of lights), while intensity and brightness were controlled by the volume of the performed music.



2015

Gangway Horns
Sound Performance
Ars Electronica Festival, 2015

Sampled fog horns and drum sounds filling the courtyard of Post City Linz.



2020

Philip Glass – Piano Sonata – West Coast Premiere
Virtual Concert

Visual design and directed by Julian Pixel
Schmiederer





Julian Pixel Schmiederer (02.02.2002, AUT) is an artist and director. Having grown up in Linz, where he also took his first artistic steps, Julian moved to Graz in 2016 to pursue his childhood dream of becoming a filmmaker at the Ortweinschule Graz for Film and MultimediaArt. With his first film "Pressure", he combined two passions – art and diving – the five-minute underwater experimental film was shown internationally at numerous festivals and won several awards. Both documentary works such as "The 2020 RiseUp" and short fiction films such as "Drama.", with which he graduated from the Ortweinschule in 2021, followed. Both films went on a successful international festival tour. In his work, he repeatedly attempts to blur the boundaries between traditional film and installation art. One of these works, "I Hear Future Voices", was presented as part of the LIT Call at the Ars Electronica Festival in 2022 and later shown at various international festivals. He also gained valuable experience in the fields of festival and event production as well as sound engineering, and was involved in several music productions, theater performances and exhibitions.



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