

Jørgen Callesen  
warehouse9.dk  
Skydebanegade 28, 4. th.  
Danmark  
Tel. 2729 3387  
joca@skydebanen.net

### **Between physical presence and media representation**

Digital Media and computers have a major impact on performance and media art. Concepts and technologies such as virtual reality, tele-presence and "Second Life" connect what is actual physically present with computer generated environments.

My work is concerned with the conceptual and artistic aspects of blurring the boundary between the real and the virtual.

My belief is that virtual worlds are essentially fictional, but have special characteristics, because the media representation can be influenced in real time and thereby indicate the presence of someone or something. From this derives a special aesthetic and psychological effect of being "inbetween states". This effect is however not new to mankind or aesthetics and not only due to the emergence of the computer medium. It can be traced back to the origins of visual signs and the use of puppets to symbolise the human, its actions and its environments.

In the puppet theater, performance art and media art this effect has been given many notions such as "double vision", "opalisation" or "oscillation", which will be exemplified in different works of art and finally summed up in a general model.

Jørgen Callesen (Ph.d. Media science, curator & artist)