



photo access

HYPER SPECTRAL 25

Supported by



ILFORD



1.

Ada Ada Ada

Being represented by data is like losing a part of yourself, 2024

Being represented by data is like losing a part of yourself is an AI-generated video work which reflects on the conflicting natures of gender, bodies, queerness, algorithms, data, glitches and artificial intelligence.

Ada Ada Ada (she/they, 1992, Denmark) is an algorithmic artist, who works with gender, queerness and bodies as perceived by computers through algorithms, software, “artificial intelligence” and more.

2.

Celine Cheung

Drive-in, 2025

_____ and _____ sitting in a tree, K-I-S-S-I-N-G.

In this video installation, Cheung explores her own complicated feelings towards desire, comprising a mix of discomfort, confusion and yearning. *Drive-in* illustrates the ambiguity in queer coming-of-age experiences, represented by disembodied, genderless parts.

Celine Cheung is a visual artist based on unceded Dharug land (Western Sydney). Working across performance, installation and image-making, she uses symbolic gestures to explore relationships and affective life.

3.

Esther Forest

The Pet Shop, 2024

The Pet Shop is an experimental stop-motion animation film that explores the fragile boundaries between physical reality and its digital manifestations through the lens of being on the schizophrenia spectrum.

Esther Forest is a mixed media artist, based in Boorloo on Whadjuk Noongar Boodjar (Perth) specializing in stop-motion films and diorama-based world-building.

4.

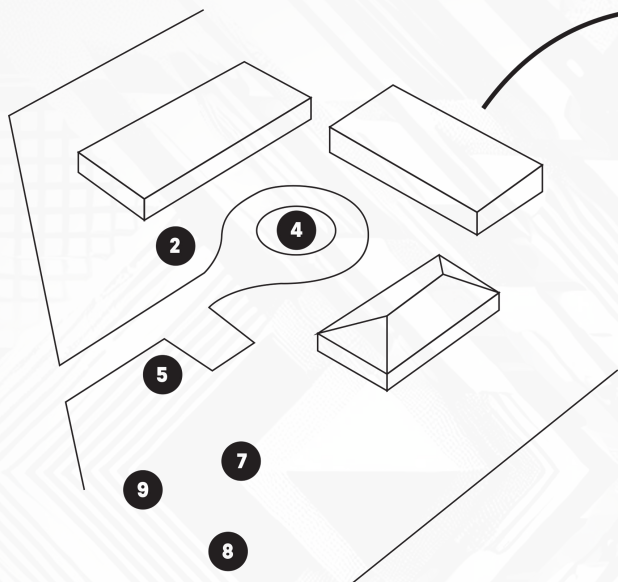
Nicci Haynes & Sebastian Field

Glass Thing, 2025

Experience the improvised projections and sonic explorations of Nicci Haynes & Sebastian Field. Synths, ambient guitar, and haunting vocals intertwine with mesmerizing visuals, creating a dynamic interplay of sound and image.

Live drawing with dancers and musicians is central to Nicci Haynes's practice, where experimental languages emerge spontaneously between art forms. She lives and works on the unceded lands of the Ngunnawal, Ngunawal, and Ngambri peoples.

Sebastian Field, a Canberra/ Ngunnawal-based musician, crafts “powerful and elegiac” soundscapes (BMA Magazine), building “widescreen sound worlds” (Cyclic Defrost).



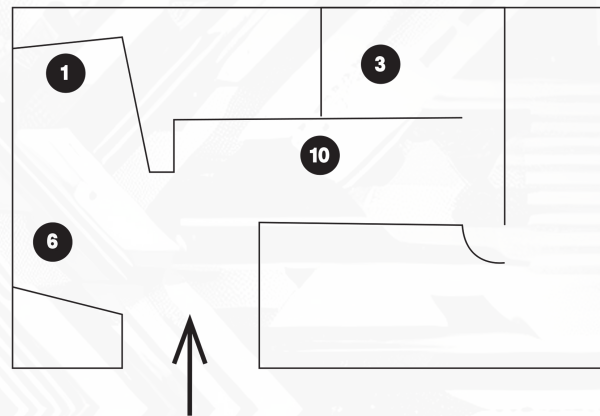
5.

Harley Ives

Van Damme, 2019

Van Damme presents a form of abstract still life. The sculptural forms are composed of trashy clips appropriated from YouTube - the largest online platform for video sharing - and a mediated space of consumption, voyeurism, and cheap entertainment.

Harley Ives is a Sydney based artist. His works are concerned with the material qualities of the moving image and how they can be directed to discern a painterly quality in video.



6.

Intizor Otaniyozova

Screen life archive, 2024

In the video *Screen life archive*, Otaniyozova's archive is played a bit randomly to remind her that she actually has lived different lives under different circumstances.

Intizor Otaniyozova is a multidisciplinary artist based in Central Asia. Themes of her research are identity, ecology, feminism and Beyoncé.

7.

Nadiia Pliamko

World Worry Web, 2024

A short animated film in the form of an explainer video illustrating Marshall McLuhan's ideas from the book "Understanding Media" about the influence of new media on mental functions.

Born in 1990, Vinnitsya (Ukraine), Nadiia Pliamko graduated from the Institute of Contemporary Art in Ukraine with a specialization as an artist. Since 2007, Pliamko has worked as a designer and illustrator, and exhibited as an artist exploring memory, and distortion of connections between inner and outer worlds.

8.

Ollie Poppert

Unreal, 2020

Humanity has long been observed, studied and synthesised with our technology. As we move ever closer to a technological singularity, the line between carbon and artificial based life becomes ever more blurred. *Unreal* utilises 85 individual AI generated portraits created through a Generative Adversarial Network.

Ollie Poppert is Sydney-based video artist working primarily in digital video and photography. Poppert's work focuses on concepts of time and space, abstract representations of spaces and people with a particular interest in urban environments and how they are inhabited.

9.

Litia Roko

500ml/point, 2024

500ml/point is a cost-benefit analysis of outsourcing your art practice to artificial intelligence. The work's title refers to the vast quantities of water required to build, use and maintain AI systems.

Litia Roko is an artist interested in the politics of technology and the politics of art. Her practice investigates the ways networked technologies have ruptured and reshaped visual culture and social life. Litia lives and works on unceded Nggunawal land and recently graduated from the ANU School of Art and Design with First Class Honours.

10.

Federico Torres

cuadros, 2025

Inspired by Dubois' "photographic act" in which he defines the creation of spaces through framing, *cuadros* presents four interconnected scenes where frames appear, morph, evolve and disappear.

Federico Torres is a Mexican new media artist, based in Berlin, working across different mediums, mainly sound and video. His work focuses on the exploration and exploitation of the co-creation dynamics between humans and computers.