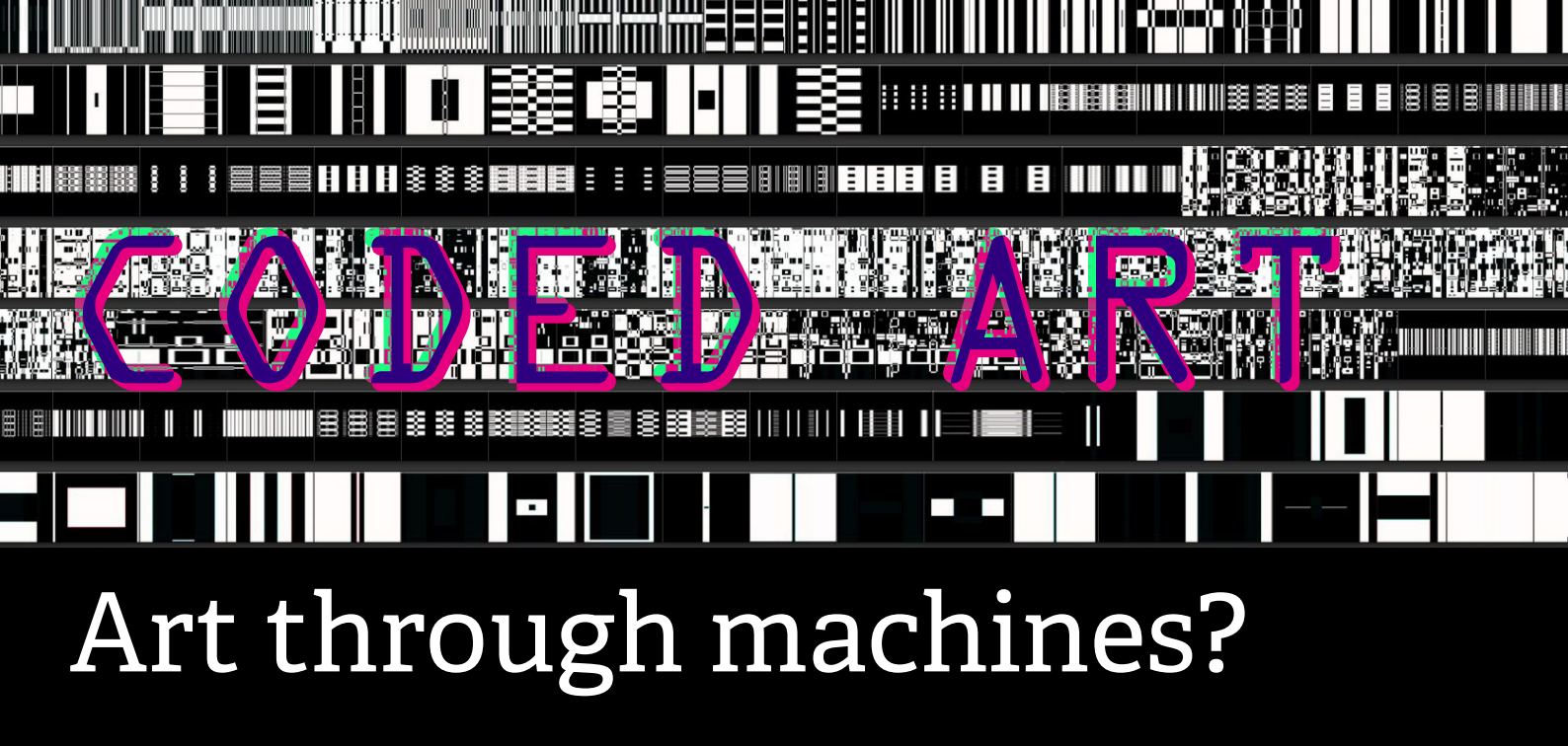




CODED ART

Art through machines?

Art that generates art?

With the new exhibition at Schloss Neuenbürg, we are entering completely uncharted territory! Behind the technical-sounding title *CODED ART* lies a vibrant art project centered on the boundary-pushing interactions between visitors and machines. Four internationally renowned media artists — Holger Förterer, Janno Bergmann, Patrick Tresset, and Francesco Mancori — foster a dynamic dialogue between audience and artwork by programming computers to generate art independently. There is something here for everyone — kids and adults alike!

1

Holger Förterer
Karlsruhe (DEU)



1 | Holger Förterer

Fluidum 2

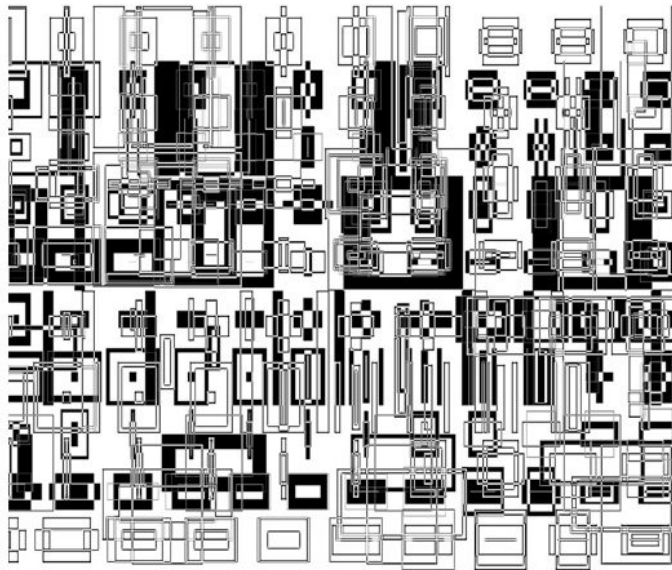
Programmed using video feedback, fractal mathematics, and hydrodynamic simulations, Förterer's piece creates a form of digital primordial matter: colorful, fluid clouds sweeping across a three-meter-high screen. Visitors interact with these currents of light through their shadows, recreating the artwork with every movement. Mesmerizing compositions of light, color, and motion merge with an immersive soundscape to create a harmonious, playful atmosphere—inviting everyone into a collaborative performance.



Software artist ► **Holger Förterer** (*1972) studied computer science and media art in Karlsruhe, and his interactive works have earned him international recognition and acclaim for years. His 2017 video installation ► **Fluidum 2** — the result of roughly ten years of algorithmic research — was recently met with great enthusiasm by visitors at the ► **Renaissance 3.0** exhibition at the ► **ZKM** (Center for Art and Media) in Karlsruhe.

2

Francesco Mancori
Berlin (DEU)



2 | Francesco Mancori

Complessità Crescente / Archigramma / Struttura Acronica / Metamorfosi

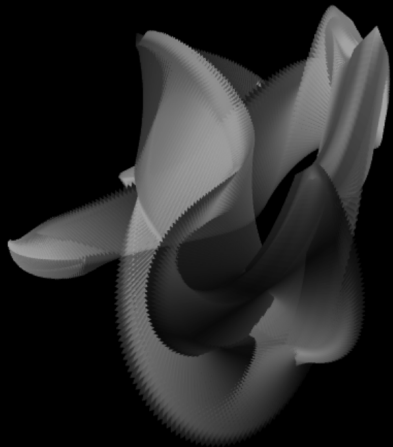
This artist is a master of digital formalism, concentrating on algorithmic drawing and interactive computing within digital morphogenetic processes. In his visual creations, he frequently employs code as an expressive musical instrument. At the core of his work is the belief that beneath inconspicuous rules and technical procedures — such as those embodied by algorithms and code — lies something to be experienced not merely “functionally,” but “sensually.”



► **Francesco Mancori** (b. 1969 in Rome) trained in classical music before shifting his focus to electronic music. He studied the philosophy of science and computer science, working at the intersection of art and science ever since. Over the years, under the aliases ► **Ran Ancor** and ► **Extralight**, he has developed diverse projects utilizing custom software and hardware to construct complex, dynamic systems. Mancori's portfolio spans live electronic audiovisual sets, photonic modulators, VJ setups, light installations, wearable performances, and generative synthetic media.

3

Janno Bergmann
Pärnu (EST)



3 | Janno Bergmann

Five times Hic et Nunc / Flowers of Evil

Bergmann will be represented by two series. The first, *Five times Hic et Nunc*, features five algorithmically generated interactive digital objects originally developed for an online platform where they were available as limited editions. These playful design explorations invite visitors to experiment. The second series, ► *Flowers of Evil*, was created using artificial intelligence, among other tools. Blending poetry and technology, the artist explores the metaphysics and beauty of impermanence — showing that transience does not always signify the end of existence.



► **Janno Bergmann** (b. 1975 in Pärnu, Estonia) has been active as an artist since 1996, starting out in the era-defining Estonian performance collective ► **Non Grata**. From 2000 to 2001, he served as an assistant to Soviet conceptual artist ► **Ilja Kabakow** in New York. Over time, Bergmann has expressed his vision across diverse media — including painting, printmaking, performance, video, conceptual art, sculpture, installation, and photography. He has participated in numerous international festivals, exhibitions, and events, showing his work in Estonia, Latvia, Lithuania, Russia, Sweden, Germany, Australia, Norway, Georgia, Finland, and Japan.

4

Patrick Tresset
Brüssel (BEL)



4 | Patrick Tresset

Human Study #1

► **Human Study #1** is an installation where the human becomes an actor. In a scene reminiscent of a life drawing class, the human takes the sitter's role to be sketched by a robot. The robot, a stylised minimal artist, is only capable of drawing obsessively. Its body is an old school desk on which the drawing paper is pinned. Its left arm, bolted on the table, holding a black Bic biro, can only draw. Its eyes are made of an obsolete digital camera, or a low-resolution webcam. A drawing session lasts up to 20 minutes, during which time the human cannot see the drawing in progress. The sitter only sees the robot alternating between observing and drawing, sometimes pausing. The sounds produced by the robot's motors create an improvised soundtrack.



► **Patrick Tresset** (*1967) is a French artist based in Brussels. Best known for his performative installations, he explores human presence, the necessity to pass time, the mundane, and memory using computational systems, AI, robotics, and traditional media. Since 2011, he has presented nineteen solo exhibitions, and his work has been shown internationally in major institutions, including the ► **Centre Pompidou** in Paris, ► **Prada Foundation** in Milan, the Victoria and Albert Museum (► **V&A**) in London, ► **TAM** in Beijing, Ming Contemporary Art Museum (► **McaM**) in Shanghai, and the ► **Mori** Art Museum in Tokyo.

CODED ART

Art through machines?

An exhibition of generative art, interactive works, and intelligent machines at Schloss Neuenbürg.

An experience for all generations.

Vernissage

September 25, 2026, 7:00 PM

Featuring a live performance by Francesco Mancori

Exhibition

September 26—December 30, 2026

Tuesdays & Thursdays: by prior appointment

Fridays & Saturdays: 1:00 PM—6:00 PM

Sundays & Public Holidays: 10:00 AM—6:00 PM

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