

# Ecosystem of Post-Apocalypse

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The concept of the *Post-Apocalypse* installation does not only fulfil the principle of transdisciplinary creative process, but also constitutes a resultant of ecosystemic thinking about the relations between the human being, nature and technology. Work on the installation was based on team design, where each of the participants, bringing in his or her artistic competences or knowledge, was at the same time ready to negotiate common ground. In such a manner, a unique interactive space was created which denies the idea of hierarchisation of the media, structures or an executive act that used to characterise theatre in its classical understanding. Such a heterarchical process, based on networks and horizontal relations, becomes a new performative, dialogic and open paradigm of creation. It is crucial from the perspective of the idea that stands behind the installation. Co-creation of space by various artists, engineers and researchers embodies what the exhibition wishes to induce the spectator towards: a deep reflection on his or her spatial, somatic and sensory relation towards technologically mediated nature.

The audiosphere of *Post-Apocalypse* that surrounds the viewers is woven from real-time weather data from selected points on Earth that constitute important places of human intervention, which significantly impact climatic and geological changes. Spectators, immersed in the weather of sonified data, are directly incorporated into the biotechnological ecosystem. Therefore, the space of the installation undergoes territorial dispersion and makes spectators experience the effect of perceptual extension. Elements of nature introduced into the installation – technologized trees – communicate through interfaces of bone conduction, romantic and political confessions carrying a local, national and identity potential, which fall apart as a result of transmission disturbances. Errors and electronic glitches in the act of communication between spectator and techno-natural surroundings harmonize with dynamic atmospheric states, creating an impression of an elevated level of threat.

*Post-Apocalypse* is thus an attempt to tackle new definitions of space that the contemporary human being, immersed in ecosystem narratives, faces. In this case, designing of space does not have the character of creating a separate place where definitions of locality, nationality and

identity are meaningful, but rather an unstable sphere, susceptible to changes induced by external as well as centrifugal social, political or technological stimuli.