

**Press release**  
**Berlin, 23 June 2023**

**fractal breeze | justin urbach**  
**7 july – 29 july 2023**

Justin Urbach's *Fractal Breeze* is a three-channel video installation that addresses transformation processes in the digital age as a fragmentary sci-fi narrative. For Urbach's first presentation at max goelitz in Berlin, the award-winning diploma project is complemented by 3D-printed sculptures and embedded in a new exhibition context.

In *Fractal Breeze* two characters move on the borders of virtuality and reality in a metafictional representation of our technological future. The starting point for the video work is silicon, which is used to manufacture microchips and upon which the artist reflects in its many stages of production. In the form of wafers, thin reflective information carriers, silicon in *Fractal Breeze* enables crossing over into a hybrid world in which virtual spheres increasingly materialize and the characters experience a new physicality. Through the symbiotic connection of body and technology, a transhuman circuit is formed that refers to social developments and the multidimensional processes of raw material extraction and energy storage.

The artist creates a multimedia installation in which the wafers merge into real space as sculptural objects and information carriers. Still blank in the film, in the exhibition they are engraved with body-related data of the actors, collected through MRI scans, 3D scans and motion capture. *WAT STASH*, 3D printed sand sculptures inspired by NASA images of Mars, also bear fragments of this data and reflect the sci-fi aesthetic of the film through their organic, yet technical, surfaces.

*Fractal Breeze* was realized in collaboration with specialists and researchers from the semiconductor and film industries, as well as the medical field, in order to unite these diverse branches. The music produced especially for the project was created in collaboration with musician and sound artist Jonas Yamer.

Opening | Berlin  
Friday 7 July  
6 – 9 pm

In his artistic practice **Justin Urbach (\*1995 in Munich, DE)** explores in time-based media the intertwining of humankind and virtual reality, focusing on questions of media, materiality, transformation processes and hybridity. In his video installations, he creates virtual and sometimes immersive visual realms that reflect his interest in the relationship between humans, nature and technology – drawing on technical systems such as MRIs, 3D scans and motion capture and collaborating with specialists from a wide range of fields. Urbach juxtaposes frigid aesthetics and mechanized environments with the emotionality and vulnerability of characters and landscapes to explore the hybridity of different worlds.

Justin Urbach studied time-based media and photography with Julian Rosefeldt at the Academy of Fine Arts in Munich and was awarded the Erwin and Gisela Steiner Foundation Prize in 2023 for his graduation project *Fractal Breeze*. His work has most recently been exhibited in group shows at the Goethe Institut in Paris, the Haus der Kunst in Munich, the Millenium Film Workshop in New York, the DOCK 20 Collection in Hollenstein and the Kunstverein Marburg.

**max goelitz**

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