



Xing
presents

Thursday 29 February 10 pm

MSHR
Mesh Manifold
sound & light performance

Raum
Via Ca' Selvatica 4/d Bologna

Thursday 29 February 2024 at 10 pm **Xing** presents at **Raum**, Bologna, **Mesh Manifold**, a performance in which **MSHR**'s sculptural, musical and electronic works are deeply intertwined. The American duo creates and explores cybernetic systems using synthesizers of their own design. They also work with 3D modeling programs and design virtual forms that have outputs in the form of paintings and sculptures using digital fabrication.

Digital sculpture, analog forms, and ritual performance intersect in the work of MSHR, who return to Bologna, after a first appearance at Live Arts Week III, with this recent live performance developed over the course of a residency in Santa Cruz, California. **Mesh Manifold** is a live sound-sculpture composition by the duo MSHR consisting of a multitude of devices in a complex and unruly feedback system of sound and light. *Mesh Manifold* introduces a fresh population of autonomous sculptural "entities", cohabiting across simulated and substantial substrates. The resonating bodies contain custom-built electrical circuits with sensors and amplifiers that emit and respond to signals rippling throughout the system. The entities converse through these physical connections as well as engaging with an invisible software canopy inscribed across the terrain through various programming languages. As elements of the system themselves, MSHR move throughout the sculptural array, adjusting the waveform micro-climates while modulating their own decisions in response to the unpredictable audiovisual results of their active presence. From MSHR's perspective "the entities and agents together form a babbling biome for electrical current, cultivating a life-like chorus from inert components."

MSHR is the art collective of **Brenna Murphy** (<https://lattice.tools/>) and **Birch Cooper** (<http://birchcooper.net/>), established in 2011 in Portland, Oregon. They collaboratively build and explore sculptural electronic systems that take form as audiovisual compositions, performances and installations. MSHR performances revolve around analog synthesizers and computer music systems played in feedback with lights and movement. The installations involve generative and interactive electronic systems embedded in immersive sculptural arrays. The duo explores intuitive and technical gradients between sonic and sculptural forms, using analog circuitry and open-source software to sculpt mutually resonant hyperobjects. MSHR conceive of their practice in terms of cybernetics, as a system with many inputs and outputs that are patched back into each other. The emergent form serves as an ever-morphing navigational guide. Between the two artists is a massive technical skillset, manual dexterity, and some sort of tribal knowledge, granting them the luxury of bouncing their cybernetic experimentations comfortably across formats. "Constructing and exploring our own synthetic systems is a way of tracing the interwoven biological, ecological and technological structures that frame our experience as embodied humans today." The name MSHR (that sounds like mesher) is a modular acronym designed to hold varied ideas over time. It mirrors the structure they use to create formats through several medias, under a common aesthetic universe. "We chose an acronym based on 4 words that reflect different aspects of our sensory worlds: Material Sentience Habitat Ring, Mind Synthesis Hallway Reflector, Manifold Systems for Hybrid Research...". MSHR have performed at Yerba Buena Center, San Francisco; Eyebeam, NYC; Pioneer Works, NYC; Human Resources Los Angeles; Western Front, Vancouver BC; Palazzo Peckham, Venice Biennale; Kunstverein Dusseldorf and Transmediale, Berlin. Beyond their live work, MSHR have participated at various museum, gallery, and festival shows internationally with interactive installations, virtual environments and graphic works including at the Museum of Arts and Design and MoMA PS1 in New York, and in Italy at GAMEc in Bergamo.
<https://mshr.info>

Partners: Regione Emilia-Romagna, Comune di Bologna. Media Partners: Edizioni Zero, ATPdiary, NEU Radio.

Xing/Raum info

Via Ca' Selvatica 4/d - Bologna - I
info@xing.it

www.xing.it

[facebook.com/xing.it](https://www.facebook.com/xing.it) twitter.com/xing_italy [instagram.com/xing.it](https://www.instagram.com/xing.it) [soundcloud.com/xing-records](https://www.soundcloud.com/xing-records)

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Xing press

mob +39.339.1503608 press@xing.it