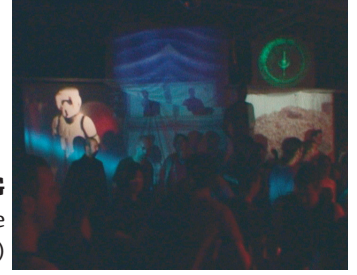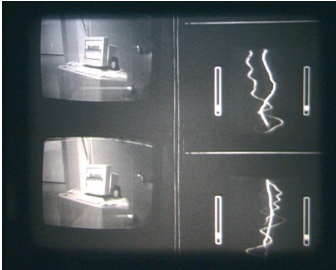# MOBILESKINO

REPORTAGE 2000 2000
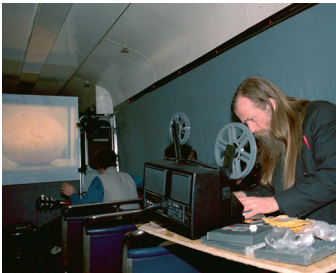performance and screening
(8mm film)

2001 **PJ-ING**
live visual performance
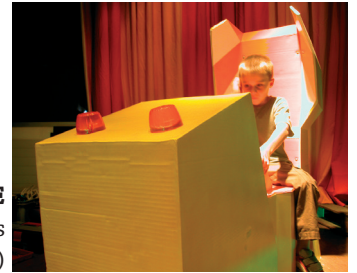(8mm film, electronics, video, slides)

SAVE YOUR DIGITAL DATA 2003
media performance, media transfer
(video, 16mm film)

2003 **THE WORLDS LONGEST FILMLOOP**
shortfilm and media performance
(8mm film)

KINOLINIE.6 2004
showing short movies in a city tramway
(video, 8mm film)

2004 **GAME ARCADE**
interactive installation, play the machanics
(8mm film, electronics)

GIGA BITE BACK 2005
shortfilm and media installation
(video, 16mm film)

2006 **HIGH NOON**
interactive installation, mobile phone cinematica
(8mm film, electronics, computer)

G.A.M.E.S. 2006
sound and media performance tool
(C64 computer, 8mm film)

2008 **LA TELE INFERNALE**
Media Installation (Electronics, Video)
(video, electronics)

FILMFRESSER 2010
Installation, information wipe out
(8mm film, electronics)

2013 **Do8Yourself - Instant Film Experiment**
Media Installation and Experimantal Film
(16mm film, computer, video)

MOBILESKINO is a collective of filmmakers, film technicians, animators and sound designers. The projects are situated in the conflicting area of digital and analogue media. Our research in the field of classic analogue film technique and interacvtivity combines mechanical, electronical and numerical technologies to develop new forms of interactive projection devices.

MOBILESKINO was founded in the year 2000. They started out with more performative works like **THE WORLD'S LONGEST FILM LOOP** at Kurzfilmtage Winterthur or the participative documentary project **REPORTAGE.01** performed at the VIPER media festival in 2001. With the increasing digitisation of the film world the subject of their works started more and more to revolve around the clash of analogue and digital film culture. With their work **SAVE YOUR DIGITAL DATA** they picked up on the subject of the physical permanence of the new digital media. In this project MOBILESKINO offered analogue archiving of other artist's digital media projects through a transfer to 8mm film in situ at VIPER festival of 2002. A long lasting and ongoing project is the **GAME ARCADE** where MOBILESKINO replicates early arcade game machines with the help of analogue technology. With this project they started to convert classic projection deviceds to be electrically controlled. The GAME ARCADE has since been presented at various international Film Festivals and Art Spaces. HIGH NOON is a further development of the concept. Film projectors are controlled by mobile phones incorporated in a duel game concept.
In their latest project **DO8YOURSELF** they broached the issue of the slow dissappearance of film stock. Huge amounts of hardware for projecting analogue film still exist but with no film to project they are doomed to stand still. MOBLESKINO developed their own digital to film process, presenting the results with a hand-cranked projector in the tradition of earliest film exhibition to interconnect the present technology with the past.

AWARDS

2005   Interactive Media Award, Kunstkredit Basel-Stadt
2007   Art Award Alexander Clavel Foundation, Riehen
2013   Aquisition of Work (Do8Youself) by Kanton Baselland (dotmov.ch archive)

Auswahl Screening und Ausstellungen

2000   **VIPER (MEDIA ART FESTIVAL)**, BASEL (CH)// REPORTAGE 01 FOUND FOOTAGE/8MM-FILM (30MIN.)
2001   **VIPER**, BASEL (CH)// SAVE YOUR DIGITAL DATA! INSTALLATION/16MM-FILM (15MIN.)
2002   **INT. KURZFILMTAGE WINTERTHUR** (CH)// THE WORLDS LONGEST FILMLOOP /PERFORMANCE
2003   **SWOMP – INTERACTIVE WELLNESS-PARK**, TONIMOLKEREI ZÜRICH (CH)// GAME ARCADE INSTALLATION
2004   **CONTEMPORARY CULTURE CONVENTION CCC**, REITHALLE BERN (CH) // ANALOG IS BACK! 8MM PJ-ING
       KUNSTRAUM WALCHENTURM ZÜRICH (CH)// ANALOG IS BACK! 8MM PJ-ING
2005   **BEAM ON**, KINO CAMERA, BASEL (CH)// GIGA BITES BACK! MOVIETRAILER AND TEASER (16MM)
       SWISS ART AWARDS 2005, BASEL (CH)// PIXELPLASTER INSTALLATION
       ART AWARDS KUNSTKREDIT BASEL, KUNSTHAUS BASELLAND (CH)// HIGH NOON INSTALLATION
2006   **VIPER** BASEL (CH)// PIXELBLASTER INSTALLATION
       VIDEOEX ZÜRICH (CH)// GAME ARCADE INSTALLATION
       PLUG.IN BASEL (CH)// G.A.M.E.S. - GAME ARCADE ENTERTAINMENT MUSIC SYSTEMS
2007   **INTERNATIONALE SCHMALFILMTAGE** DRESDEN (D)// G.A.M.E.S. - PERFORMANCE
       AUSSTELLUNGSRAUM KLINGENTAL, BASEL (CH)// SOLO EXHIBITION AND HIGH NOON PREMIERE
       ART AWARD 07 BY ALEXANDER CLAVEL FOUNDATION, RIEHEN (CH)// TURNTABLE CINEMA INSTALLATION
2008   **INTERNATIONALE SCHMALFILMTAGE** DRESDEN (D)// HIGH NOON INSTALLATION
       IFFR, INTERNATIONAL FILM FESTIVAL ROTTERDAM (NL)// GAME ARCADE & HIGH NOON INSTALLATION
2009   **CCCB CENTRE CULTURA CONTEMPORÀNIA** BARCELONA (ESP)// GAME ARCADE UND HIGH NOON
       SHIFT!FESTIVAL BASEL (CH)// CINEMA RAPIDE: LA TETE INFERNALE
2010   **MOSTRA DE CINEMA PERIFERICO** LA CORUNA (ESP)// GAME ARCADE UND HIGH NOON
       DOCK 18 ZÜRICH (CH)// SUPER 8 BIT PERFOMANCE
       BUENZLI 19 THE SWISS DEMOSCENE EVENT ZÜRICH (CH)// GAME ARCADE
       BENZEHOLZ RAUM FÜR ZEITGENÖSSISCHE KUNST MEGGEN LUZERN (CH)/ „DER FILMFRESSER"
2011   **CENTRE GEORGES POMPIDOU** PARIS, PLAY IT YOURSELF (F)// HIGH NOON
       LA FETE DE L`ANIMATION LILLE (F)// GAME ARCADE
2012   **FANTONCHE** BADEN (CH), TURN ON THE FUTURE // GAME ARCADE
2013   **SMITH ROW,** SUFFOLK (UK), FLICKER: ARTISTS & SUPER8 // LA TETE INFERNALE
       KUNSTRAUM WALCHENTURM ZÜRICH, GAMEZFESTIVAL // GAME ARCADE
       HAUS FÜR ELEKTRONISCHE KÜNSTE BASEL, MAKING TERRITORIES // DO8YOURSELF
2014   **ART&ARCADE**, MU EINDHOVER (NL) // GAME ARCADE
       CUMULUS FESTIVAL, AMSTERDAM (NL) - DO8YOURSELF
       POLITIK IM FREIEN THEATER, THEATER FREIBURG (D) - PERFOMANCE MACHINE: ANALOGUE YOUTUBE
2015   **VIDEOEX** ZÜRICH (CH)// DO8YOURSELF
       PLAYGAMEZ STADTBIBLIOTHEK STUTTGART (D) // GAME ARCADE INSTALLATION
2016   **INTERNATIONALE SCHMALFILMTAGE** DRESDEN (D)// DO8YOURSELF

GROUP MEMBERS

David Pfluger

Born 1971 in Basel-Land, Pfluger studied Chemistry at the University of Basel and received his PhD in Physical Chemistry in 2002. He found his passion for classic cinema technique and filmmaking switching to cinema post production and preservation of digital and analogue audiovisual media. Over the last 18 years he realised a coherent body of animated and experimental film works mostly in the Super8 film format. His films were shown in relevant festivals all over the world. One of the founding members of MOBILESKINO he further developed his artistic work creating interactive media projects.
The Art Collective MOBILESKINO was awarded the Interactive Media Art Award in 2005 by Kunstkredit Basel-Stadt and was honored in 2007 with the Art Award of Alexander Clavel Foundation. Pfluger would always intensly interconnect his experiences as film technician and researcher with his art. In 2013 he constructed an oversized pinhole camera together with photographer Ketty Bertossi and produced a series of poster sized images on a trip through Scandinavia and Eastern Europe. Pfluger was drummer for the „post-everything" Punk band flimmer between 1998 and 2014.

Languages German: native, English: fluent (speaking, reading, writing), French: intermediate (speaking, reading, writing) Mandarin Chinese: beginner (speaking)

Publications Journal of Chemical Physics, Vol. 110, No. 1 (1999) p. 296 / Journal of Chemical Physics, Vol. 111, No. 21 (1999) p. 9600 / Chemical Physics Letters, Vol. 313, Issue 1-2 (1999) p. 171 / Journal of Chemical Physics, Vol. 112, No. 20 (2000) p. 8899 / Chemical Physics Letters, Vol. 329, Issue 1-2 (2000) p. 29 / Journal of Chemical Physics, Vol. 116, No. 3 (2002) p. 924 / Digitization of small gauge film in HD. Caracteristics of 16 mm reversal film stock during transfer to high definition. Memoriav, (2011) / A. Jarczyk, R. Kromer, D. Pfluger, Y. Niederhäuser: Digitale Archivierung von Film und Video: Grundlagen und Orientierung, Memoriav (2015) / C. Op den Kamp, F. Heller, D. Pfluger, B. Flueckiger, Barbara: Early Applied Colors in the Digital Realm. Testing 'Digital Desmet'. Tami Williams (ed.): Moving Image, 16, 1. (2016)

Florian Olloz

born 1972 in Basel, studies at University of Arts HGK in Basel and University of Arts HfBK in Hamburg. Since 2001 he teaches timebased media and stop-motion animation at University of Arts HGK Basel. In his artistic work he realized numerous exhibitions, media-performances and video works at Media Art Festivals in Switzerland and Europe (VIPER Basel, VideoEx Zürich, IFF Rotterdam, CCCD Barcelona, Centre Pompidou Paris). He was Christoph Merian Foundation Artist in Residence 2005 in Tbilisi, Georgia. For his work with the Art Collective MOBILESKINO he was awarded 2005 by Kunstkredit Basel-Stadt with an Interactive Media Art Award and was honored in 2007 with the Art Award of Alexander Clavel Foundation.
Since 2003 he realized numerous Visual Media Concepts for theater and performing arts and worked with directors like Matthias Günther, Lars Ole Walburg, Robert Lehniger, Calixto Bieito, Isabelle Dorn and Anna-Sophie Mahler.

Languages German: native, English: intermediate (speaking, reading, writing), French: intermediate (speaking, reading, writing)

Mobileskino Collaborators
Roland Schmidt, Gilbert Engelhard, Nikki Neecke, Bennet Uk, Nicolas Büchi, Roland Bitterli, Michi Zaugg

WEB
find mobileskino on: WWW.D8Y.CH or VIMEO (mobileskino/florian olloz)
(www.mobileskino.ch is no more supported)