



JOERG AUZINGER

HYBRIS

interactive video installation
on climate care

JOERG AUZINGER for Immediate Matters 2024

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Actors Impact Change

The video installation HYBRIS casts a compelling look at the climate crisis by making viewers central actors. The metaphorical depiction of a threatened, earthy landscape through a flash flood reflects the human role in environmental and climate matters. The interactivity emphasizes each individual's responsibility and clarifies that our actions have immediate effects on the virtual environment. The dramatic rise in water levels and the intrusion of soap bubbles underscore the urgency of action in the face of the climate crisis, while leaving the installation symbolically represents a return to the status quo.

"By engaging with oneself, one empowers oneself to engage with one's environment," said Michel Foucault.

What is Hybris

HYBRIS is to be understood as an extended reflection that explores our society in a condensed manner. It represents an engagement with the current environmental, economic, and political models that have led to our climate crisis and confronts us with the perspective of the individual. HYBRIS involves visitors in a narrative, making them part of a story and the central object of the installation.

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How is HYBRIS implemented?

Upon entering the installation, one finds oneself standing in a barren, earthy landscape. Stepping in front of the dystopian projection, sensors turn you into a shadowy figure apparently triggering a flash flood. Seemingly – or is it really? – you become an actor in a programmed scenario.

The longer one stays in front of the digital mirror image, the more change in the virtual environment becomes noticeable. The water level rises until it reaches the observing person after a minute, rising as a realistic 3D animation up to the neck. Soap bubbles fall from the sky, increasingly filling the scene. Upon leaving the installation, the water gradually drains away, and the original state is restored.

A paradoxical situation arises from different strands of observation. At the same time, as a visitor, one assumes a superior instance of observation and becomes observers of the observation. The play of visual metaphors becomes a reflection of our age – associations of superiority and at the same time inferiority towards nature, environment, and society.

HYBRIS is an interactive video installation, controlled by a 3D depth sensor. The distance to the projection and movements in the space influence and change the audio and image levels of the video installation through the viewers. The combination of digital video techniques, live video elements, and depth sensors extends the classical function of a mirror and creates a connection between the analog body and digital space. The reflection of a mirror confronts with one's own observation.

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