

Artist Portfolio

The following work represents
the core ideology of my
current practice.

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Bernard Aaron Dolecki, MFA

Interdisciplinary Artist

bAdoleck@buffalo.edu

(716) 450-2096

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Selfie Station installation overview

iMac and controller (wireless keyboard and CNC'd Dibond guard).

interactive installation, **Big Orbit**, Buffalo NY, 2018

This Mac's desktop background is a live feed of its own FaceTime camera. Users are constrained to taking and previewing screenshots.



site link



Selfie Station user screenshot #85

digital photograph, 2018

The keyboard is restricted, primarily enticing visitors to take endless screenshots or preview and recapture past ones. As such, I call users to reflect on redundant file storage that is prevalent in today's society.



site link



3rd Party brand identity campaign

Poster, 100 printed, 12" x 18"
digital drawing, 2016

This poster, its logo, and other event materials were used to advertise Squeaky Wheel's community fundraiser.



Simulated Sentience (3.1.7) installation overview

5 video monoliths, raw speakers, Arduino sketches, Max7 pathes, and *Hive Mind*.
interactive installation, **Big Orbit**, Buffalo NY, 2018

Designed to entice participation and reflection, *Simulated Sentience* boasts 15 individualized zones of interactive video for users to explore while pointing to the theory of the "transmediated self."



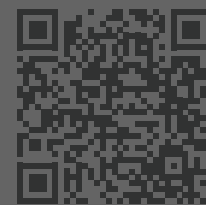
site link



Simulated Sentience (3.1.7) monolithic architecture
CRT's, analog cameras, sensors, three Mac computers, and *Hive Mind*.

interactive installation, **Big Orbit**, Buffalo NY, 2018

The system has three horizontal zones—upper, middle and lower—for up to three simultaneous users. Each activated sensor triggers footage to be digitized, manipulated, and then spit back out—all in real time.



site link



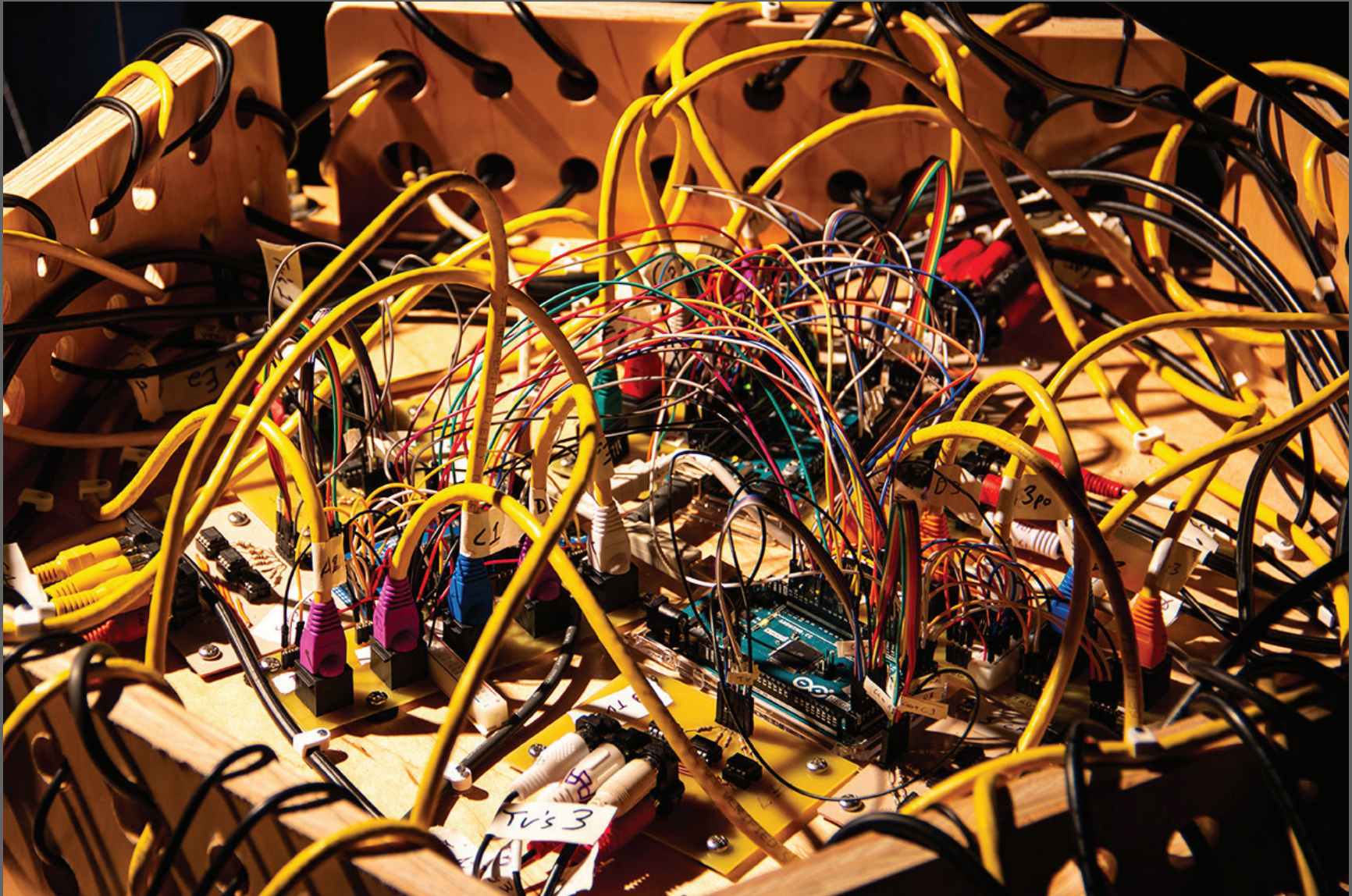
Simulated Sentience (3.1.7) user interaction

6 analog-to-digital adapters, 3 digital-to-analog adapters and *Hive Mind*.
identity formation, 2018

The power of this work lies in its ability to concoct exquisite corpses.
When this user (A) takes charge of the top zones with their feed, any
other users who control a different zone (B/C) will see user-A's head.



site link



Hive Mind (Simulated Sentience (3.1.7)) network synthesis
3 Arduino Mega's and hardware fabrication—6 video switcher boards and 3 ethernet hubs.
hardware design, tri-dependant controller, 2018
Through analysis of the systems analog-to-digital/digital-to-analog data pipeline, an analogy can be formed to users of social media networks, exposing the dopamine feedback loop of societies media consumption.



site link



Simulated Sentence (1.2) video documentation

15 CRTs, 5 sensors/cameras, 2 custom video switchers, 1 Mac & speakers.
live screen capture, **UB Art Galleries**, 2017

This first iteration, complex in its own right, merely served as a trial to the systems architecture. I then took this model—intricate—towards the more complex version with a greater user capacity.



video link



untitled (heartbeat study) user interaction

Arduino, 2 pulse sensors, Max7 patch, iMac, mouse, and projector.

interactive installation, **Big Orbit**, Buffalo NY, 2018

Experiment where two visitors can 'strap in' to interact with one another through their heartbeat visualizations.



site link



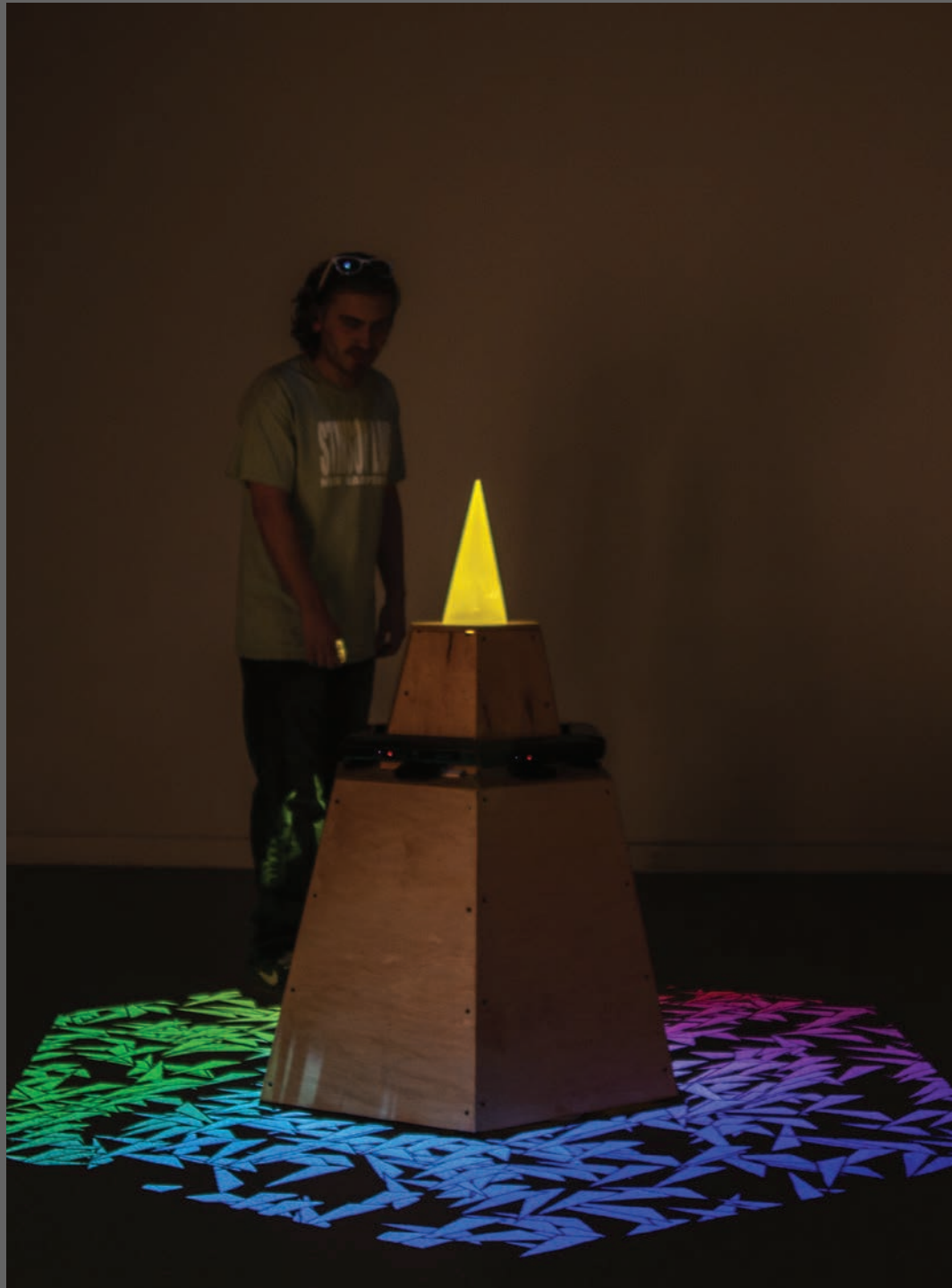
RGB Light full spectrum install

Steel tube fabrication, 3 fluorescent lights with red/green/blue tube covers.
lighting design, 2019

While offering white light directly below, the separation of these three lights established a vibrant energy through dynamic shadows.



site link



Interactive Color Wheel interaction

Oak pedestal, hot cast glass prism, 6 XBOX Kinect's connected to 6 Mac Mini's, and 2 projectors.

video sculpture, **McGee Studios**, Alfred NY, 2014

Individual users can move about the space and to as a mouse cursor in selecting a color to illuminate the glass prism.



site link



Interactive Color Wheel video documentation

6 Max6 patches networked to one another.

interactive installation, 2014

Supports six simultaneous users, combining colors of light.



video link



Moments of Reflection

from Bernard Aaron Dolecki



03:18



vimeo

Moments of Reflection video documentation

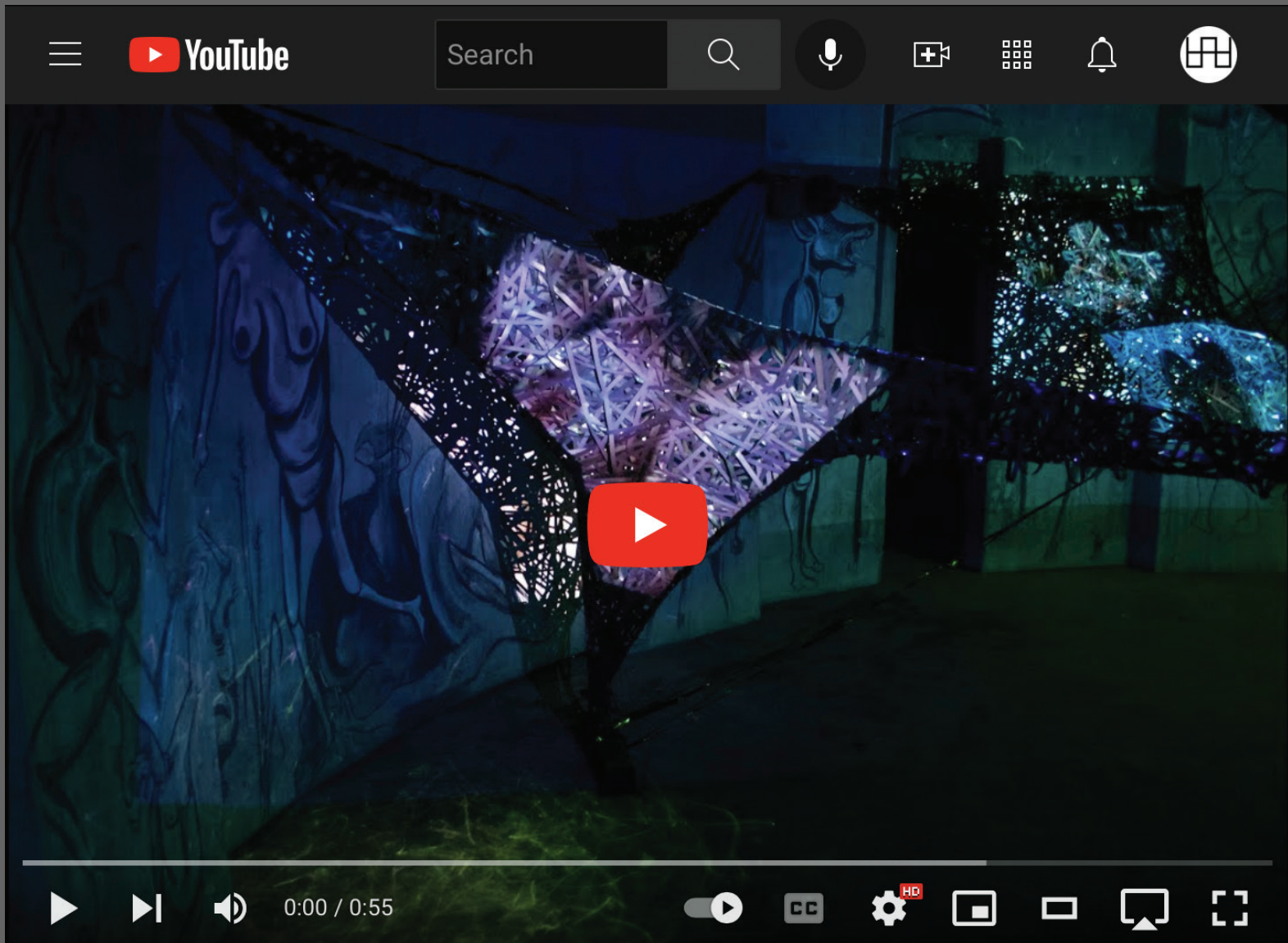
Custom power strip, 5 iPhone 3GSs and iPhone video.

video sculpture, **McGee Studios**, Alfred NY, 2014

Presenting intimate moments within a bustling metropolis, this work questions viewers to reflect on the metaphysics of temporal existence.



video link



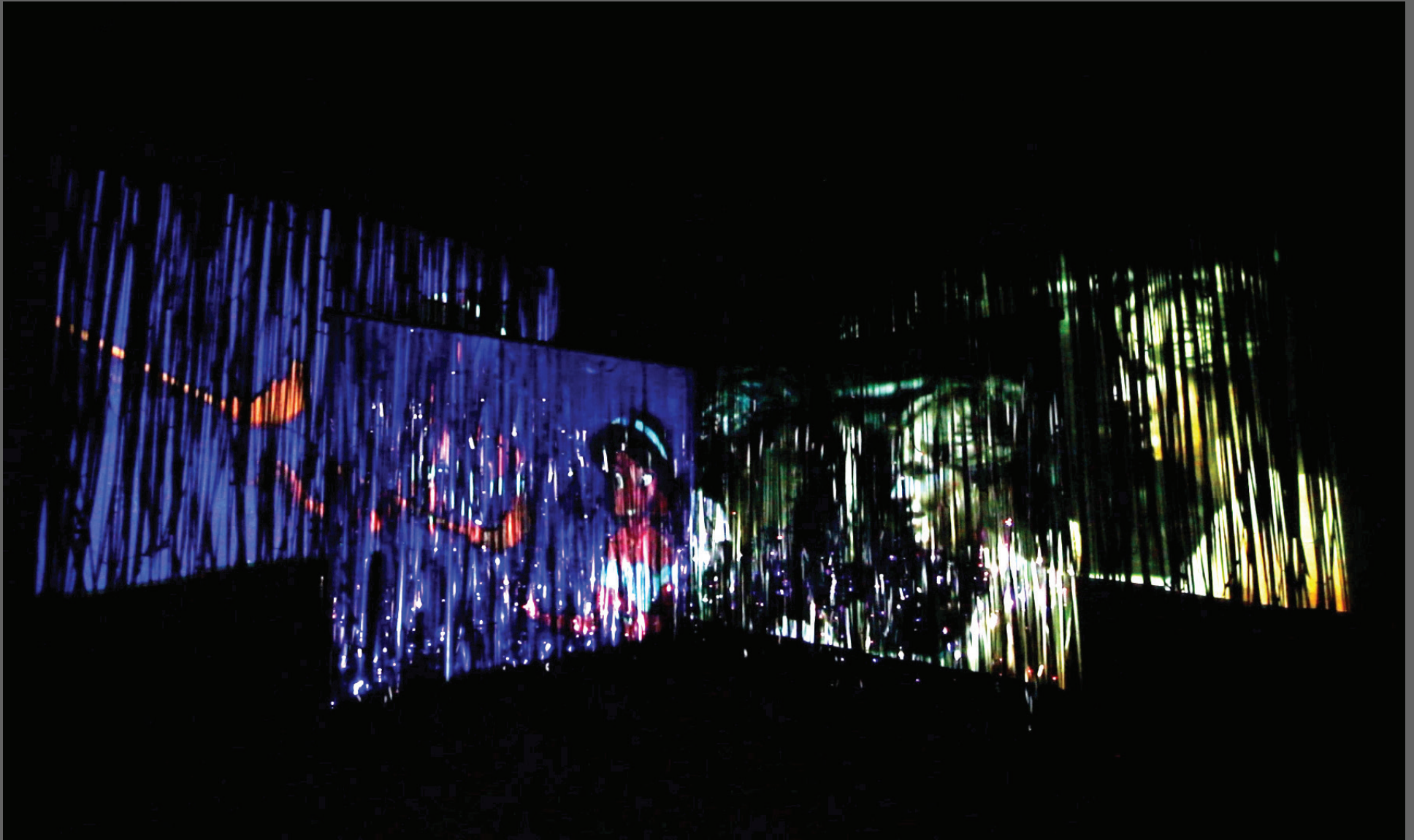
HYPERreMEDIATION (vhs investigations, 1.3) user screenshot

Digitized VHS footage projected back onto custom VHS screens of the same tape.
experimental media archeology installation, Silo City, Buffalo NY, 2016

In this version, I mashed different audio tracks from digitized porn, slowing them down to where it was incomprehensible. By looping this content, back onto itself, I align the work to the space through the rise and fall of consumer markets.



video link



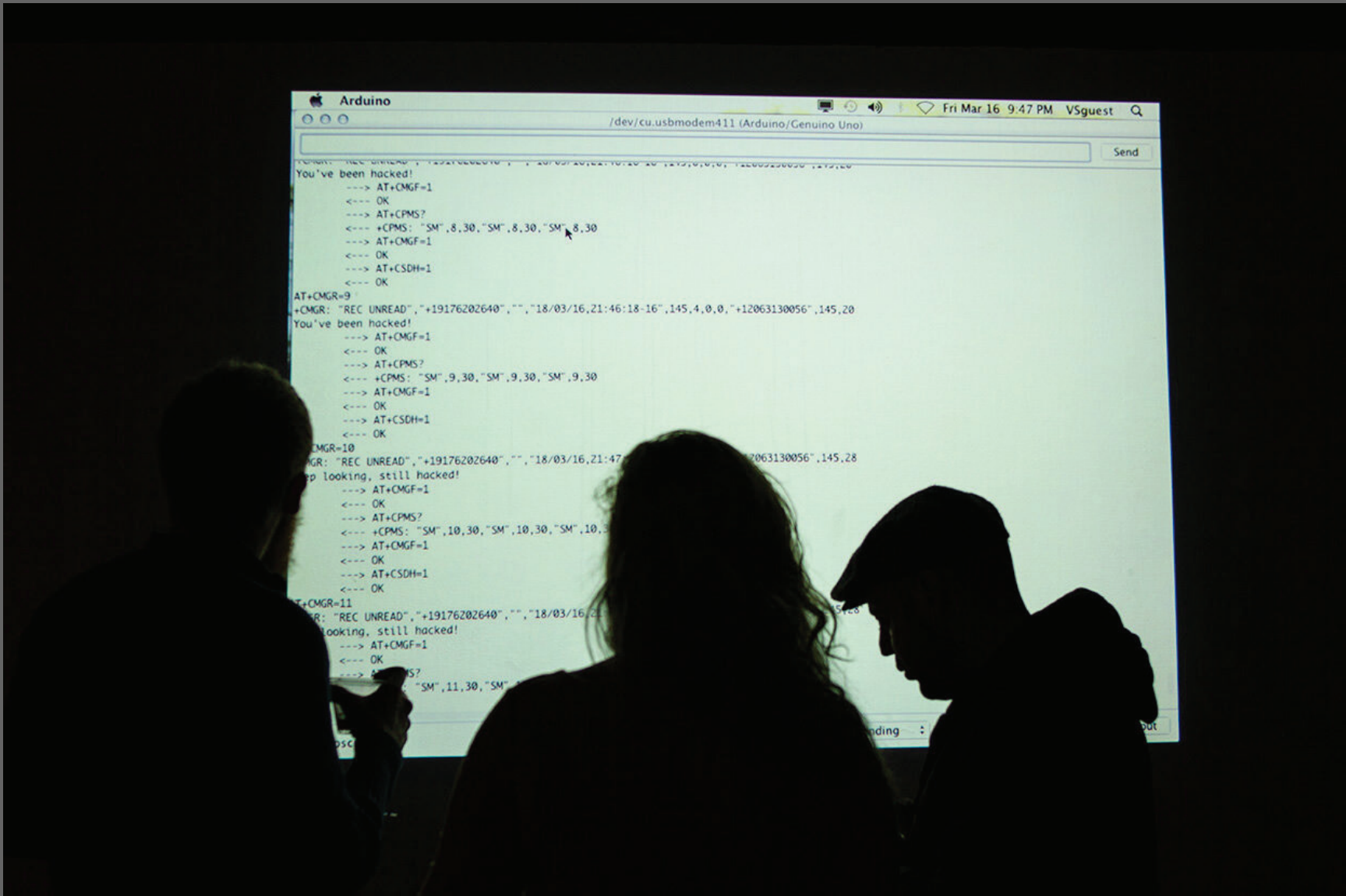
VHS Defacement (vhs investigations 2.4) user screenshot #85

experimental media archeology, **Silo City**, Buffalo NY, 2017

Stemming from theory that pornography drives technology, this iteration contrasts other popular consumer VHS media—in deliberately uncomfortable ways—to expand conversations on the public/private implications of technology and the formation of identity.



site link



Impersonal Communication interaction

Mac Mini, projector, Arduino, GSM shield & custom program.
messaging interface, comment book alternative, **Big Orbit**, Buffalo NY, 2018

A comment wall for gallery visitors to text their comments to, as opposed to writing them in a visitors book.



site link



Lou's Shelves overview

Knotless Pine with routed channels, finished with with Danish oil.

furniture commission, Buffalo NY, 2021

As a full-wall unit in a kids room, I designed this unit to be sturdy, soft to the touch, and with interchangeable shelves.



site link

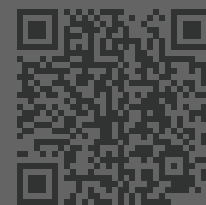


Immersive Installation (1.0) video documentation

2 networked Mac's, 3 projectors, 3 live camera feeds, turntable, vinyl, a TrippleHead2Go, and custom Max6 patches.

interactive installation, 2012

This work prompts users to form a metaphysical inquiry to their physical selves.



video link



Immersive Installation

from Bernard Aaron Dolecki



03:14



vimeo

Immersive Installation (2.1) video documentation

interactive installation, **McGee Studios**, Alfred University NY, 2014

User(s) motion triggers the works video slices to rearrange at random, leading to different angles of the self to be seen briefly before they shift again. The video filters are manipulated, in real-time, by user-DJ's.



video link