



MOSCOW
BIENNALE OF
CONTEMPORARY
ART

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Tetractys

event site and dates

[CultZavod MosChaos](#)

22 september 2013 — 20
october 2013

Saturnaliy
Foundation for
innovation in
culture
CultZavod MosChaos

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Tetractys

Art of life and culture of existence

Organizer: Saturnaliy Foundation for innovation in culture

Curators:

- Sergey Anufriev
- Bronislav Vinogradskiy
- Hermes Zygott
- Den Kryuchkov
- Mitya Nesterov

Producer: Marika Maiorova

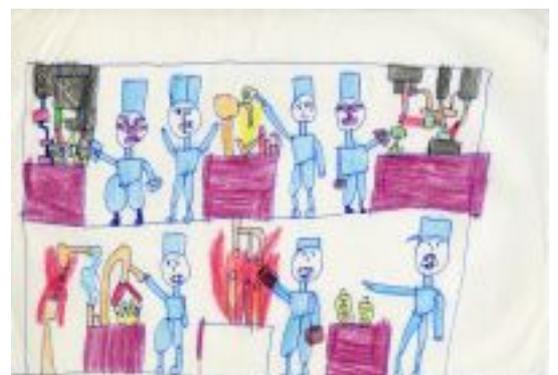
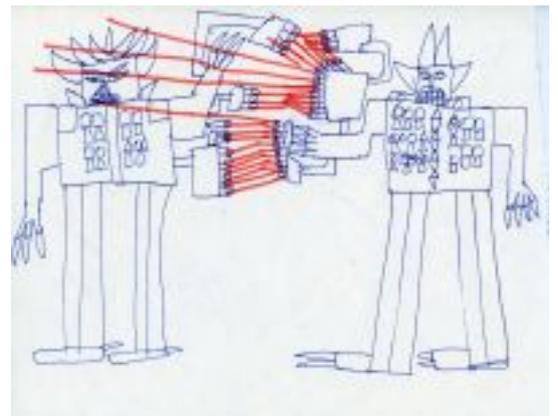
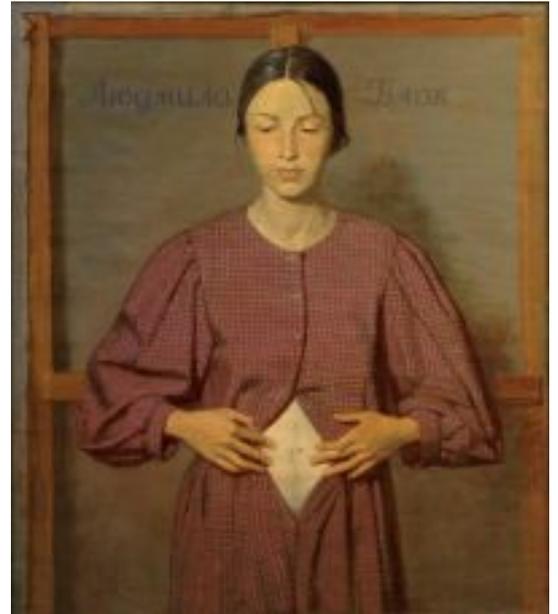
Coordinators: Polina Fomina, Ludmila Barysheva

Artists:

- Alexey Androsov
- Alexander Alef Wiseman
- Alexander Krivoschapkin
- Andrey Mitenev & Olga Khan
- Andrey Kolosov
- Anna Nikolaeva
- Arseniy Vlasov



- Bronislav Vinogradskiy
- Valeria Nibiru
- Vlada Trubacheva
- Victor Zaks
- Valentin Korzhov
- Hermes Zygot
- Den Kryuchkov
- Dmitry Pankin
- Elena Turgeneva
- Ilya Gureev
- Igor Starkov & Daria Andreeva
- Kamilla Lyubart
- Katya Zvereva
- Katyasha Chalaya
- Ekaterina Abramova
- Leha Garikovitch
- Marja Lvova
- Marja Dmitrieva
- Masha Naimushina
- Mari-Anna Abovyan
- Maxim Emelyanov
- Mitya Nesterov
- Natasha Severnaya
- Natalya Melnik
- Olga Kashimbekova & Gleb Katchuk
- Oleg Tyrkin
- Pavel Peppershtein
- Gruppa Rossiya
- Rouslan Kengie
- Sergey de Rocambole
- Sergey Anufriev
- Sergey Medvedev
- Sergey Prokofiev
- Sergey Sonin & Elena Samorodova
- Sergey Potapov
- Ustina Yakovleva
- Ukhto Group
- Yuri Balashov
- Yuri Shabelnikov
- Sergey Dozhd'
- Lia Kiise
- Ultra Violet (France/USA)
- Andrea Stanislav (USA)
- Dean Lozow (USA)
- Xavier Zimbardo (France)
- Justice Marchi (USA)
- Marikama (USA)
- AHA / Air Hit Agency (USA)
- Sorine Abraham (USA)



Theses:

*

Art is a continual process. Ludic principle is applied in order to achieve continuous representation and create a united work of art.

*

We instigate both our artists and viewers to be a part of The Game.

*

The Game actualizes its context.

*

Teamwork saturates reality with traditional activities.

*

Each stage of representation is based upon the ludic

principle of Happenstance.

*

Exposition is a constant metamorphosis, which gives a potential for perfecting.

*

Being a part of The Game, both artists and viewers are given the opportunity to switch their roles.

*

Music is essential, it guides the movement of senses.

*

Dance helps to attune to the vibrance of space.

*

Tea ceremony in the art domain turns into a Mystery.



About project:

The actual condition of contemporary art discourse reveals its exhaustiveness. The art domain seems closed from the common people, yet at the same time the ordinary everyday life, mainstream culture and government machine, altogether appropriate and adopt all postmodernist strategies which derive from the art practice. Our habitat is more art than art itself, while either art produced by today is contemporary art.

Thereupon, in the actual situation the artist becomes the only guardian of order and cosmic purpose, moral crusader, keeper of ethic standards, doer of rite and order, that keep the world from falling apart. The artist is the propel of universal rhythm, leading civilization the way of perfection, towards self-divinity.

Range expansion is of vital importance in contemporary art. Judgement on such collateral practices, as traditional, realist, naive, outsider art, children's crafts, industrial, mechanical arts and handicraftsmanship, is a matter of revision. Question of autonomy and hierarchy of art forms is meaningless in the face of art's policy, its shared problem, which is a quest for unfigured, unseen, unheard creative forces that visual arts make visible, and music makes audible. Particularly these forces demand rethinking of arts' approach to the market, as today's business maneuvers corrupt the wholeness of the cultural paradigm.

We intend to build a united area, a shared space for collective work, both for established and emerging artists and other creative professionals, of various schools and different areas. Through joint efforts there will be built a boundless multimedia installation that abolishes all margins across the exposition and its production, art and non-art. While joining The Game, viewers are forced to reconsider their own character, as they bear responsibility together with the Artist.

Exhibition and manufacturing activities are of educational, exploratory, laboratorial nature for all the entrants. The declared ludic principle provides the conceptual basis for CultZavod MosChaos. Mentioned activities of MosChaos is the core of the on-going exhibition "Tetractys".

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