

First Person Spam

As an undesired sideeffect of the globalisation and one of the view businessmodels which survived the dot.com hype, unwanted advertisement email services, known as spam, are an important factor of net traffic. More then 60% of the emailflow are spam and although the response rate is in the promille range, it generates enough revenue that even big companys despite of the semi legality uses the services of massmailers. To create and send out millions of electronic letters, massmailercompanys uses often hijacked computers, where trojaners or worms do the dirty work.

First Person Spam is my second work about this aspect of modern communication and abuse of infrastructure. I started to collect the most interesting material which I received and construct in this installation a virtual architecture made of spam. This environment is a hell of billboards and reminds of the grassroot activites of anti advertisement agencies of the 60s.



The visual output is projected in the exhibiton room and the audience can navigate through this virtual hell with step switches on the floor, connected to the computer running the software. The technique and the inherent asthetics are taken from the contemporary videogame industry, where still 3D engines and first person shooter games are considered to be state of the art (i.e. Doom3). Its implemented with the free open source software Blender (<http://www.blender.org>) which includes a realtime 3D engine besides a professional 3d modelling and animation package.

Artificial spam creatures showing up and are to be avoided. They can be defeated with the blue hands which bears aesthetics of the first VR environments.



C.V.:
Malte K.T. Steiner

born 1970 in Germany. Programming computers, creating visual arts and electronic music since the early 80s. 1986 he took a course on electroacoustic music in Lüneburg by H.W. Erdmann and gave first live performances. In the following years several concerts in Germany, France and Belgium. Studies 'Technical Assistant for Computer Engineering' from 1992 to 1997 because multimedia classes were not yet available. 1995 first CD release. In 1998 he started creating electronic art and installations which were shown in Kiel, Rantzau, Hamburg, Kassel, later in Malmö, Copenhagen and Chiang Mai.

Steiner presents his music more international on festivals in example in Havana, Cuba, in 2000. Since then he starts to share the knowledge via radiofeatures and lectures, the last one was a pd workshop at the BEK in Bergen, Norway, in July 2004 and Vivid, Birmingham, UK in October 2004.

2003 he created several new webart inclusive a collaborative visual networking environment which can be interfaced by web and mobilephones with a special J2ME client, shown in the german feature of Javamuseum and Computer Space Festival 2003, Sofia, Bulgaria. One of the latest exhibitions was in February 2004 in Hamburg, showing several ultrasonic-anemometer controlled sound and video installations which were created in collaboration with the videoartist Ulrich Ratz and scientist Dr. Andreas Pflitsch. Installation, concert and collaboration in April 2004 on the Switchmediafestival in Chiang Mai in Thailand. Music and multimedia programming for a theatergroup in Marseille and workshops for the multimedia composition class of Georg Hajdu at the Hochschule für Musik und Theater in Hamburg.

