

LIGHT MOVE

FESTIVAL ŁÓDŹ 2014 10-12/10

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"SHOAL OF LIGHT"
Installation connected to the identity of the place
Project of "Lux Pro Monumentis" Foundation

"NANOFAKTURA"
Old Town Square
Multimedia performance with elements of 2D/3D mapping. Projection on moving set combined with choreography. Show refers to textile history of Łódź and artistic avant-garde.

"WALLED"
Esoteric, illuminated wall that becomes an integral part of trees in the park and a magical decoration.
Paulina Szuba/KN Illumination (Polska - Poznań)

ECOLOGICAL
ACTIONS

MULTIMEDIA PROJECTIONS
AND 2D/3D
MAPPINGS

ARTISTIC ILLUMINATION OF HISTORICAL OLD TOWN PARK
East and west side of park.

"DIAFANICZNOŚĆ"
Installation inspired by transparency of Gothic cathedral.
Hanna Michalak (Polska - Poznań)

"SERCH FOR THE RIVERS"
Installation awarded in contest "ŚWIATŁOWPRZESTRZEN"
Section of Art of Light SGGW

"CHWILOSTANY I-L"
Nowowiejska 8
Series of video-arts that shows alternated snapshots of everyday rush.
Piotr Pasiewicz (Łódź)

"FREE SPACE"
Cafe Wolność
photo booth for festival's guests

RECOMMENDED PLACES
Places with extended opening hours, attractions related to the festival or with special discounts.
Freedom Square 7/Piotrkowska 12,69,72,102/Moniuszki 6/6 sierpnia 88
Complete list at: fb/lightmovefestival www.lmf.com.pl and in festival's app.

"KISSING"
Piotrkowska 44
Multimedial, interactive projection
UNIT 9, Anrick Bregman

"SHADES OF BRAZIL"
Piotrkowska, backyard

"OWN TECHNIQUE 1410"
Piotrkowska 57 (backyard)
Recycling and art. Artistic installation and 2D/3D mapping that use recycled materials.
Av_nieDAsie (Polska-Szczecin)

"ALLEY OF PHILIPS BROTHERS"
ul.6 sierpnia
Fantastic place for interaction and having fun with light. It allows to discover possibilities of shaping city space with light. Numerous games and contests create unique adventure with light and photography.



Source: Art4Media



Source: Section of Art



Source: Aleksander Dynarek



Source: Axel Grecke



Source: Av_nieDAsie



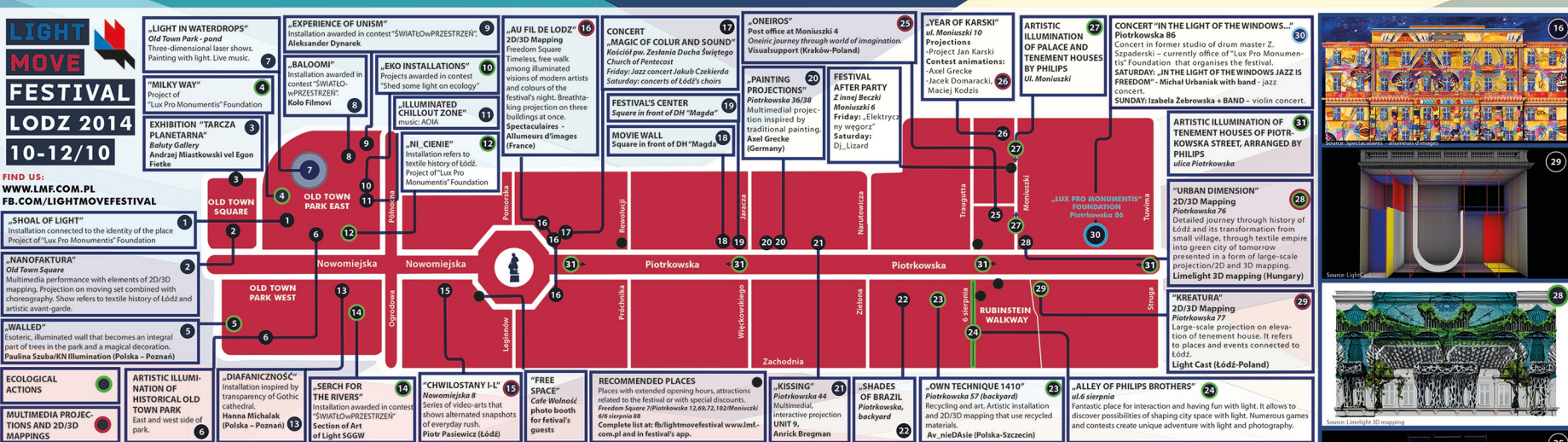
Source: Piotr Kamińska



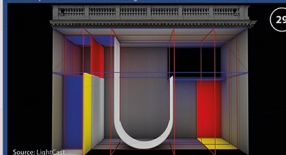
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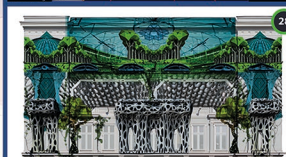
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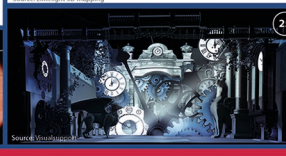
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Source: LightCast



Source: Limelight 3D mapping



Source: Visualsupport