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18 Giedrius Stonkus

Critical Departee

Print on canvas, a rug

The title, like the canvas with the carpet, aims to animate the departed tropical person in the viewer's mind. A person who held the compass of discovery and drew the map of his perception, but over time this fictitious person was pushed aside. The title is like prosopopoeia for a person experiencing "Déjà entendu" and "Presque vu." Your child's gaze left, but you remained. These works must become an instrument reminiscent of childhood exploration and discovery.

19 Milda Trimakaitė
Apeiron

Short film, 1950"

The short film's storyline revolves around a couple - a man and a woman - who become obsessed with the image of a strange woman. Emptiness initially manifests as a feeling, reacting to our existence in this world, making voidness a central theme. This film explores voidness as a personal experience, reflecting on attempts to escape or understand it. Emptiness is depicted as an infinite, ever-changing reality. The film weaves paradoxes of silence and sound, materiality and space, emptiness and fullness into its frames. Meditations on voidness focus on detachment, distancing, and contemplation.

20 Violeta Tvorogal
Bitch Milk

Animation

In a scenario where standing bored in front of shelves for an extended period evolves into an adventure, promising the joy of discovery with each choice, the feeling of finding an item infused with unique potential becomes undeniable. The longing, the desire to possess, the urge to consume becomes the driving force compelling one to earn more, to excel, to relax in a more productive manner. Surrendering to commodities and change becomes the new prayer of capitalist modernity. While individuality emerges as a highly prized asset in neoliberal capitalist society with chain stores daily offering the illusion of unique identities, accessible to all who participate in the productivity game, boredom finds no place in this realm, as self-fulfillment and the pursuit of perfection dominate the airwaves. It's a narrative inviting viewers to reconsider their relationship with consumption and identity, to dream of a utopia of true liberation.

21 Rūta Vizbaraitė

How to Reclaim My Own Image

Audiovisual poem 5:00", print on textiles

In this work, I reflect on my relationship with the images I find on various social photo-sharing platforms. I try to understand why I feel a strong, almost romantic connection to these context-less images. I explore the sacredness of the image, the revival of the aura in reproduced visuals, and the view of the world and myself as pixelated representations. Using new artificial intelligence tools, the body is cloned and activated as a visual presence. The original representation loses its significance, and lost among thousands of other images, the body wanders detached from its owner. Body, along with the space itself, is colonized by the patriarchal gaze.

22 Anastasija Zubrickaja
The Observer Is Observed

Screen work

"The Observer Is Observed" talks about the topic of privacy and talks about a very relevant topic these days: surveillance, whereby we are everywhere watched by people who are watched by other people, creating a cyclical circle. The observed observer is the paradox of modern society where we have become both observers and objects of observation. I use mythological narratives in a creative project as a metaphor for understanding and critically evaluating the impact of technology on personal freedom and privacy. The creative project will interpret the myth of "Diana and Actaeon" that penetrated the world of technology, whose heroes are both consumers of information and used as information, violating the concept of people's privacy. It is the process by which the world became mechanical and became a threat to privacy.

01 Abramova Olga

Glimpses Among Parallels

Moving image projection series

My research on the urban spaces of Vilnius focuses on how urban development and infrastructure decisions reflect the personal and community needs of the residents. How environmental sustainability is taken into account in the creation of a sustainable urban environment. Citizens' access to green spaces, leisure areas and their inner well-being in the city. I use contemporary animation tools to create a dystopian narrative that provokes and raises questions about contemporary urban development processes.

02 Austėja Azgurytė
Bedding

Installation: latex, cotton, metal

Where do our bodies end? At the fingertips, at the end of our gaze, or perhaps where you shed your last skin cell? Before physical contact begins, my space is invaded by another person's body heat and the air from their lungs. The separation between the body / inhabit and the trace / leave behind is blurry. I imprint myself onto my bedsheets, and upon departure, my imprint remains. The world becomes an extension of my everchanging body.

The installation "Bedding" showcases a bedding set crafted from latex imprints of the human body. These imprints, transformed into fabric, retain the pores, wrinkles, and scars of the skin from which they were cast.

03 Žilvinas Baranauskas

The Pedagogy of Seeing

Video installation, 2 synchronised video loops, 0'10": 4K

As old as two millennia, the notion of *Melancholia* envelops various conditions, from sorrow and grief to contemplative sadness, and longing. But such slow and lengthy human conditions do not fit into the landscape of contemporary society, which seems to be marked by fitness, roaring productivity, efficiency, and unlimited achievement. The everyday overflow of information and imagery splits our attention into the faintest instants, and the hyperactive movement of the eye accelerates ever so greatly. Thus, I find myself in a confusing dialectics of sentiments, between anxiety and burnout, longing and romantic wishfulness. The irrepresible desire to express sublime emotions glides through the boundless space of contemplation, until it smashes into the wall of visual banality. On the site of this little catastrophe, I find a looped self-reference. Returning One from the existential rest back into an ironic slapstick. And vice versa, bringing back the melancholic mood.

04 Henrieta Būbulytė

Fading Facade

Projection, installation of glass, plastic, rotting objects

An installation and video projection depicting images of rotting, moldy and decaying fruits and vegetables in an attempt to convey the impermanence and consequences of consumerism in our modern society. The project consists of a projection on a wall, showing the process of decay and the infestation of the objects in full swing, and also six objects in glass containers displaying the aftermath of the rot and the waste the project created.

05 Dovydas Černiauskas
EXO-XO

Installation

The distance between Earth and exoplanets parallels a certain gaze – longing, analytical, critical. Men, pierced by this gaze – the celestial bodies – are assessed from afar, through glass, reducing them to dry data. Discovered differences transform into incompatible conditions and doubts about the purpose of the search.

Upon locking onto a target, a fear akin to the dark forest hypothesis takes hold, while irreconcilable circumstances complicate initiating contact – among them, both the light barrier and sexual orientation. The light at the intersection of passion and danger caresses the edges of places where strangers make love and spacships are visible through the window. In the absence of hope, it is a must to find it again.

06 Greta Ona Galiauskaitė

Am I a Vitreous Cloud?

Installation: 3 planšetės, projektorius, garasas, stiklas, plėnans

I am where you are not. / And you will be here - when I am not. / I only wanted to fly, / But the sky was still too clear. / And the night too deep when I closed my eyes.

Seen by no one, but you / If my world is a reflection of your world, / So where is the world that reflects my own?

I see a vast expanse of white cotton fabric. / In which my fragile wing structure is wrapped. / Composed of a thousand tiny glass scales. / Colorfully, they shimmer in the night. / Creating multicolored threads stretching towards the light.

Here I emerge with a shattered belief in being who I am or who I want to be.

07 **Rokas Geležinis**
Not Gone, Not Found

Three-channel video installation

When the need to break away from reality arises, one engages in escapism, which nowadays manifests itself in loops. Urban wanderings, digital strolls and subconscious daydreams are but the intermediate stops of escapism. Travelling along this looping route creates a state of no exit.

08 **Arūnas Grigaitis**
mp_corridor

Projection, loop

In my work, I explore liminal spaces, which are usually experienced through loneliness and nostalgia. Loneliness is one of the biggest problems facing young people today. By choosing symbolic scenes from well-known iconic films, I apply the aesthetic characteristics of old computer games to create animation and reconstruct individual scenes in 3D space, trying to achieve an effect similar to the phenomenon of the liminal spaces.

09 **Gabija Grigalaitė**
Fluid Memory

Audiotvisual work, 08:19"

Through drone footage, AI narration, and atmospheric soundscapes, the artwork delves into childhood memories and experiences growing up in two Lithuanian cities.

It prompts introspection on the fluidity of self-expression and the influence of past experiences on present identity, offering a contemplative space to reflect on the complexities of personal growth in a changing world.

10 **Paulius Algirdas Jurgelevičius**
Grains

Installation: kanklės, water tank, computer

My creative process explores the nature of objects, their interrelationships and the eternal search for creative expression in an ever-changing world. The installation Grains positions the Kanklės as both an instrument and a cultural artefact, combining ancient mythological and folkloric narratives with sound manipulation technique. Using granular synthesis, the sound produced by the Kanklės is fragmented and reasssembled by means of an algorithm, thus creating a sonic environment in which ancient melodies merge with contemporary sonic elements. This process symbolises the fragmentation and recombination of myths in the digital era, creating a synthesis of sounds that is both rooted in history and directed towards the future.

11 **Martyna Kairaitė**
Domesticated Playground

Animation

A neighborhood inhabited with community spirit. As day follows day in the calendar's lifetime game, the primary stop on the protagonist's journey is a playground filled with rusty iron structures. Here, amidst the playful dance of light and shadow, human silhouettes merge into one, leaving traces of moving algorithms in the space. In this playground, protagonist encounters and connects with the community spirit. This spirit travels through physical reflections in the neighborhood's space-time. Each segment becomes a gateway to an endless ritual, shaping collective consciousness, revealing the interconnectedness of all things — the interaction between spatial structures, daily actions, and bodily experience.

12 **Karolina Kazuratė**
Dual Reality

6 lenticular prints, (43,5 cm x 31 cm)

In these times of rapidly developing technology, the border between physically and virtually is merging into a single mass. Being able to try new experiences that don't exist in the physical world is simple like never before. One of the main forms of virtual experience is computer games. The work "Dual reality" gives the viewer an interactive experience, similar to computer games.

13 **Greta Rūta Klučinskaitė**
In the City Shadows

Screen work

A mix-media animation made with LRT interview: "Specialus tyrimas: Ką reiškia būti benamiu žiema, kai lauke speigas?", 2016, and 2D animation. Interviewed homeless people share their experience and problems while living in Vilnius streets and on their faces animated pigeons speak using homeless peoples' voices. These city residents found a way to survive in a hostile urban environment, despite the surrounding criticism. By raising their problems, the consequences of losing one's benefit to society is emphasized. This animation is made in a comedy style, that allows the viewer to decide how to watch it, to listen to what is said or to just see some funny pigeon caricatures.

14 **Juliija Kuprišaškinaitė**
The Promise that The Bliss Field Made to The Avatar

CRT monitor, video loop

With the vast collection of internet data, the author reflects on her physical and digital existence. Our digital presence has two parts: the visible actions we control and the background data created and collected unknowingly. This data, stored in various databases, reflects our unconscious mind. The author speculates that this data could one day create a personalized AI, offering a form of immortality. In this work, the "Bliss" background of Windows XP becomes a 3D digital space symbolizing the Internet, where the author's avatar, an empty vessel, roams the infinite, perfect grassland of the web, waiting for digital consciousness to fill its mind.

15 **Marija Litoš**
Peaceful Times

Screen work

The modern young person is an active part of the community. In today's world, the number of young people constitutes a significant portion of the total population, which was not previously seen in history. However, according to social research, this is one of the least protected age groups in many countries. The work features 7 different stories from various countries. Each story has its own brief situation and characters, but all scenes are interconnected by the main theme - military actions, and their impact on the lives of young people.

16 **Natalija Lokkaitė**
Δ▽Δ▽○

TV screen, steel, lightbox, slide

I'm a cicada in a concrete maze, counting the hours until dawn, looking for a fleeting miracle. Six thousand sleepless nights are waiting for me to emerge from the earth and magically see tomorrow.

The five elements (earth ▽, fire Δ, water ∇, air ▲ and spirit ○) open up today's world from a magical point of view. Air - freedom here is a fallen cicada illuminated by X-ray radiation; the earth that protects - forged from steel; water, personified by the vampire castle, promises change and permanence; all bodies work around fire - It sustains their life, and the spirit embodied in the voice permeates all these elements.

The constellation of the audiovisual pentagram invites you to experience even a momentary break from the stifling everyday life. It provides an opportunity to dive into the new world of "what if" with the help of imagination.

17 **Laurynas Orlauskas**
Interplay

Installation: Sculpture in metal, nylon mesh, ceramics

In my search for structures and models of cooperation between the individual and society, I find playgrounds as shared spaces and conditions for the creation of new relational networks. I am trying to understand how these networks are formed, what their characteristics and conditions are. I am interested in the mechanisms, structures and rules of the "mesh" networks, the swarm in nature and the mechanisms of human consciousness. By interpreting these operating structures and circumstances, I create my own playground.