

The exhibition Slovak Art Days in Dubrovnik will present contemporary Slovak visual artists in the field of media art, graphics and multimedia. Stanislav Piatrik and Peter Valisko-Timecko will show their extraordinary performance – "Matrix as Ring (Dubrovnik)" and the other organic part of exhibition consists of the selected digital/print art works series by Richard Kitta, Martin Kolcak and Martin Kudla – titled as "Split-Core!" A digital line up continues with David Kurisko (Davekey) VR work – "Inside" and "Futura" art piece by Lubos Oravec (Cassiopeus).

Two Slovak visual artists Stanislav Piatrik and Peter Valiska-Timecko had started their artistic cooperation during their postgraduate studies at Faculty of arts, Academy of Arts in Banska Bystrica (Slovakia, since 2013). Both authors were connected by notion not only widen the borders of strictly understood graphical media, but also apply here new iconographic and realization techniques. These ambitions led them to the various forms of action, interactive and participatory work close to the graphical media, but simultaneously greatly transcending its borders. They have performed together in public since 2013. Such a first performative graphic was their performance on the ground of Faculty of arts in Banska Bystrica (April 2013) and then in Eastern Slovak Gallery in Kosice (October 2013), where the authors were creating the matrix by means of real chainsaw fight. On the flooring of wrestling ring was being created graphic matrix by cutting notches in material, from which they subsequently printed big size graphics. By this work, as well as by subsequent, the authors follow the action and intermediary overlaps in Slovak graphic of 1960s and 1970s in new language and actual themes.

The core of the exhibition group set (with the same work name "Split-Core!") consists of five Slovak new media artists responding to different topics, speaking different but basically the same language: Richard Kitta, Martin Kolcak, Martin Kudla, David Kurisko (Davekey) and Lubos Oravec (Cassiopeus). Their common position on technological tools in the field of 2D/3D graphics associated with action, immersion, interaction is essential. What is important, however, is the organic – mutually to almost equal questioning of the position of the human vs. technological, both in terms of "input and output data". For example, virtual reality, which, like other (new) media, is still waiting for its rediscovery or artistic saturation. And the real utopia is completely in place. Well known media artists – Richard Kitta, Martin Kolcak and Martin Kudla have experience with several artistic interdisciplinary projects, all of which mention the DIG (Digital Intervention Group) initiative, which has been appearing in the Slovak artistic context since 2009. A series of 2D/3D digital matrices Split-Core(!) is a follow-up to the art project Camouflage (of Andy Warhol) with a support of the NITT SK II/CVTI project and it is more or less reflecting the famous Andy Warhol series, directly.