

# "Baltic Inphrases" – Choreographic Performance in Augmented Reality

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## **Abstract**

With the emergence of avant-garde and experimental art, followed by the use of new technologies, the categories of beauty as a value that can be grasped through perception are often questioned. In view of the changes taking place in art, aesthetic values have become an inadequate criterion for evaluating contemporary works of art. Art, in combination with science, allows us to perceive and discover new phenomena and to enjoy numerous sensory impressions. Despite the use of artificial intelligence in art, it is still the human being who is capable of its axiology. Today, the intermedial narrative is shaped by the aesthetics of analogue and digital media, which can be mixed and combined (fused), enriching the new message they create through media interrelationships. This type of activity is most timely and expected by the 21st century art viewer. New technologies not only bring unanticipated results to the

work, appreciating a wider sensory range of perceptual experience, but also ensure that the work is connected to its time and wins the acceptance of today's viewer. An example of such concepts in art is the generative project "Baltic Inphrases", a music and dance improvisation inspired by the underwater world of the Baltic Sea. The project has been created by Polish jazz musicians, visual artists, a dancer and an art theorist. The premise of the project is a musical journey of the artists into the world of Kashubian demon songs.

The presentation will include an original interactive dance project (choreographic-audiovisual installation). The choreographic performance in Augmented Reality AR will use dance and new technologies to create a compositional meta-system in which different aspects of the created environment: movement, sound, text of legends and space with visuals, intertwine in new configurations.

**Keywords:** Intermediality; Interactive dance; Inphrasis; Virtual Art & Virtual Reality,