Biography

Conny Zenk is video artist and visual composer, she studied at the University of Applied Arts Vienna, Department Digital Arts, Department Film and Stage Design, 2012 she was honoured with a scholarship at Tongji University Shanghai, Department Arts and Innovation Design. International Residencies and grants for artistic research, education and production: Alle Fine Arts University, Addis Abeba, Äthiopien * Beijing Dance Academy, Beijing, China * Zajia LAB, Beijing, China * Organhouse / LP Space, Chongqing, China * Staging Haduwa / Apam, Ghana * Artist Residency Chretzeturm, Stein am Rhein, Switzerland.

Conny Zenk is founder of the participative performance series named "RAD Performance". Since 2013 she had developed and curated many premieres in the context of contemporary performance art, activism and urban exploration. 2008-2012 she founded the performance group "ffid" researching on the intersection between performance, visuals arts and experimental sound. As an outcome of an ongoing research and cooperation between artistic approach of video, music, performance, philosophy, design and architecture she created in 2017/18 a performance named "selfieDREAMER" which was presented at various International Festivals and Residencies among Europe. (e.g. Unconscious Archives - ACF, London, UK / Museum Sankt Georgen, Switzerland / FABRIK Seestadt Vienna / New Adits Festival Vienna, Klagenfurt, Austria.)

Conny Zenk is working across topics dissecting social media, migration, gender and feminism as well as urban, architectural and spatial concepts. Conny Zenk uses mediums such as projection (2D and 3D), video and screen based art in the context of performances and installations to create mobile performances with laser-projection and smartphones and interactive site-specific urban events. She is especially interested in the process of composing and performing to question the relation between 'physical' such as dancing, and 'technology' such as digital gadgets. Active as a performer and composer of visual music she is collaborating with musicians and sound artists. In various audio visual music projects her main work is about creating a language of improvisation between different artistic fields and an atmosphere of light structures and video based architecture. By means of generative programs she creates abstract elements such as oscillating lines and surfaces, granular flickering and stroboscopic impulses. Conny Zenk plays with the concept of perception and of what is not visible. Her work is framed by digital methods within the context of social and political questions.

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