VIRTUAL REFLECTIONS

It is aimed to make a group exhibition with international online jury on June 19, 2020 by Yalova University Art and Design Faculty. This exhibition bases its theme on current "VIRTUAL AND REFLECTION" concepts. Reflection is defined in the content theory of information, which is revealed by the reflection of information in one's mind. First, information is reflected in the mind through perceptions and sensations, and then the reflected information is synthesized by the mind with other information and reproduced and reflected outside. Here, the social practice equivalent of the criterion that will determine the accuracy and inaccuracy of each reflected information becomes important. Social practices are still the area that needs to be understood When objective reality is transformed as well as the field of reflection of existing knowledge. In general, these social practices have now expanded the network with areas such as communication, technology, economic, political, arts and design that develop simultaneously in a global mindset. As Marshall McLuhan has stated, the world is now on its way to becoming a global village.

With the modern age, the reflections of objective knowledge in the human mind began to transform as a result of technological productions and accelerated the spread of the formation of new realities. Today, it can be said that a new reality is produced every day with the spread of use of internet areas and a virtual world is created by circulating simultaneously all the designed realities in the global area. The virtual world is based on the tension between the query of reality and the representation of knowledge, with the constant renewal of concepts such as consumption, meaning, process, speed. Reflections that exist in such a spiral shake the meaning of the information in circulation. This process, which belongs to transformation and continuous production, implys the formation of perceptions of new order by allowing new coding of meanings. The process is shaped on creating a new and effective environment within the whole global system, where virtuality is leaping. Reflections are reflected outside as the reproduction of the virtually built information in the mind; these reflections tend to transform and reproduce. For this reason, it is related to reality and this instra situation is the is the thought itself of "the general disease of the age is the reproduction of reality" as Jean Baudrilard stated. It can now be said that reality operates through a mechanism that allows reproduction of copy realities and productions in all known areas. Baurdillard defines this idea as an advanced stage, " the reality becomes a hyper reality because it is not only that can be produced but it is a also a reproducible thing." The multiplicity of virtual reflections broadens the definition areas of the individual showing that the virtual subject is reproduced and reproduced as well as virtual reality. The individual is intertwined with the concepts of the cyber-world and "reality" model by producing virtual lives through virtual reality and turns into a part of technological productions. The transition from a world where a real person is now to a world where virtual personalities and meanings that exist in virtual spaces are produced has already begun.

In the modern period, concepts such as virtual and reflection open the concepts such as information and reality to discussion and also mediate the spread of the produced. The concept of reflection is based on the displacement of information and The virtual formation created by technological developments has a great share in the rapid spread of this change. While virtuality makes it possible to create the reflection of every information produced with speed, it brings the idea that not every reflection is permanent. Perhaps the concepts of reality and reflection destroy each other in this process. This displacement or transformation reminds us that there is no absolute trace of real knowledge and there will always be a desire to produce new.

This exhibition, called VIRTUAL REFLECTIONS, focuses on image productions in which objective information or reflections that will allow 'transformation' are made visible. Because the artist is the person who creates images and reflects them to the outside with the intellectual or sensory attitude of the realities that appear in the mind with reflection. The image is the search for the truth that reflects the world that the artist is in. The images that the artist creates with the intensity of the sensations and the synthesis of knowledge belong to that moment and tell the present time. For this reason, all fields where art takes place are in an endless search and transformation. Because art exists in a motion and the art and aesthetic conditions that will ensure this motion are reproduced every day in all media. Technology accelerates the reproduction and spread of art both in creativity and its reflections beyond knowledge. In this rapid transformation, art produces the perception of reality and its reflections that present it as if it is real, mostly in virtual areas. For this reason, art is perceived as the object of consumption with the spread of virtual spaces through technological advances. However, as long as art continues its tendency to search for the new that will ensure its continuity to call social structures and provide continuity, it will never be fully consumed.

For this reason, this exhibition, called VIRTUAL REFLECTIONS, focuses on the basic questions and theories of current life queries and emphasizes the necessity of new production and experience areas. Because every day is a new experience and points to an incomplete information process.

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This text is translated into English by Ass. Prof. Nursel KARACA.
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EXHIBITION TEXT