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The Radio Telescope

**RT03**

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# The Radio Telescope

## **RT03**

(reassembled 2003)

Random is the most important thing of this world and brings more freedom of information and technology.



### RT03 – The senseless information of the Universe

(some questions and other answers)

*Is there any senseless information in the universe?  
Is it possible to create artificial, senseless information?  
Is information our enemy - nature versus information?  
Is dark matter only information?*

Information technology for creative people comes after media art (up to 1995). But something was wrong with information and art. Art is not a technical discipline to work with information, and technology of information does not cover art. It looks like a problem with information and parity. It seems like there is no contrary to information. But the theory of information (Shannon) says the opposite of information is redundancy. This means: only the difference between two things is information. This definition is too narrow, there must be more things in relationship with

information. The things could be art, the human necessity to sleep or other senseless information. Its time to bring freedom in the classical term of information. By the way - its not easy to create an artificial or find an alternative senseless information. You have to be outside of the system to get a real random (senseless, independent) signal. You have to leave the principle of science. In our solution (RT03) we go to the border of the macro cosmos. Both types of information (the classical and the senseless information) could work together and bring up a new area.

In the history of technical research, art or other sources of senseless information were not serious and useful enough to be a part of developments.

For example if you are working in a technical profession, sleeping, abstract painting or music is always part of leisure time and not part of your work. But after the last mysteries in the science are gone and the negative entropy expands, senseless information would be one of the most important things. To liberate the classical information in a technical way could be a next level for programming computers. Media(technology) and art could be the link between senseless and classical information, this means media-art is not a classical art discipline and not a classical technical development tool. Senseless information is in the future not only for our leisure time, it becomes a part of professional work.

If you want to work with art and technology, you have to imply the strangest things (such as a senseless information) which you can find inside and outside our horizon.

In nature there is the mystery of our dreams to regenerate from the information, its automatic and necessary, but in world of information technology this link does not exist.

## **The Object: „DICE“**

**based on Signals of the System RT03**

„God is playing again“

„Nature is random and the information is our enemy“

The art exhibition "[Waves - The Art of the Electromagnetic Society](#)" at the PHOENIX Halle in Dortmund 2008 (hmkv, rivc). A dice was build up with length of the edge around 150 cm. The eye of the dice was build up with 24 Speakers. The visitors could hear the sound of the universe from the Dice.

Exhibition "Waves - The Art of the Electromagnetic Society" HMKV Phönixhalle, Dortmund

Audio Installation, radio telescope, live broadcast of the 1,42 Ghz signal via internet, audio play of the transformed signal, 1993

Cosmological radiation - originating approximately 380.000 years after the big bang and closely related to the element hydrogen - falls in the microwave range at circa 1400 Mhz. Today it permits an astronomical view back in time. Radio telescopes - antennas in dish form - are the ideal means of receiving this wave range. Franz Xaver regards the three-meter-wide radio telescope RT03 that he is revived and now operates not only as a receiver for cosmological radiation, but moreover as a kinetic integral-sculpture, for the radio telescope receiver, with the received frequency, oscillates at the same wavelength. Hence, the RT03 is not to be considered an isolated sculpture; instead, the universe with its cosmological radiations and the RT03 together comprise the kinetic sculpture.

In this respect, the RT03 doesn't furnish any useful information in a more narrow sense, but rather the intergalactic noise of hydrogen. Through the natural rotation of the Earth, the firmly anchored earthbound RT03 has repeated reception to specific sections of outer space, and the

noise that we hear reflects the cosmic history of the respectively received section. This noise is transmitted from the present position of the RT03 via Internet to the exhibition hall. Franz Xaver expounds on the form of the installation: "In the current configuration you can see a dice, with its eyes as loudspeakers, and via the loudspeaker the noise of the universe can be heard and seen. How important is chance?"

Franz Xaver is essentially concerned with artistically appropriating technologies, and he, in doing so, calls for - in himself and in his artist colleagues - an implicit understanding of technology. He compares the "do-it-yourself" stance of nineteneighties media art with the present-day open-source movement, discovering in their approaches the imperatively needed potential of societal emancipation

Francis Hunger  
Hardware Medienkunstverein Dortmund



**Other installation in the context: „Freedom of Information“**



1998 Gstocket Eferding



2003 RT03 Eferding



1996 Katzow



1992 Ausstellungshalle Bonn



2008 Waves Dortmund



1996 Contained Linz



1996 Sculpture Garden - Katzow



1996 Sculpture Garden - Katzow



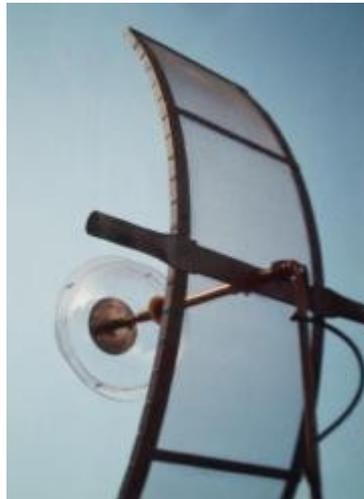
1996 Katzow



**1996 Sculpture Garden - Katzow**



**2005 Kunsthaus Graz**



**1992 Vienna**