

VENETA ANDROVA

Born 1985

About the Artist:

Veneta Androva (born in Sofia) graduated in Fine Arts from Weißensee Academy of Art and also obtained a degree in History of Art and Philosophy from Humboldt University in Berlin. In her work, she combines diverse media and sources such as archival, documentary, or computer-generated material and painting, all interconnected through animation in simulated environments. She has participated in numerous exhibitions in Germany and Bulgaria, as well as Austria, Argentina, Brazil, Poland, the Czech Republic, Spain, and Israel, where she did part of her studies at the Bezalel Academy of Arts and Design. Androva has received several scholarships, including the Elsa-Neumann Scholarship, Cusanuswerk and Mart Stam Scholarship. In 2020, she was nominated for the German Short Film Award with her work 'From My Desert'. She also received the Prix Ars Electronica 2021 – Award of Distinction for her film 'AIVA' in the 'Computer Animation' category, as well as the Golden Horseman for Animated Film and the LUCA Gender Diversity Award at Filmfest Dresden. Her films have been selected to screen at numerous international film festivals, including the International Leipzig Festival for Documentary and Animated Film, ARS ELECTRONICA – Festival for Art, Technology and Society, MONSTRA Lisbon Animated Film Festival, FILE Electronic Language International Festival, European Media Art Festival (EMAF), Kassel Documentary Film and Video Festival, Go Short – International Short Film Festival Nijmegen, Sofia International Film Festival, Short Waves Festival, 25FPS International Film and Video Festival, and Short Film Festival Hamburg. She is currently based in Berlin.

Veneta Androva sought international exposure and enrichment, spending a year at the Bezalel Academy of Arts and Design in Jerusalem, Israel, from 2016 to 2017. Under the guidance of respected instructors Miri Segal, Michal Helfman, and Avi Mograbi, she expanded her artistic horizons and gained a cross-cultural perspective that would influence her work.

Throughout her career, Veneta Androva has garnered significant recognition and support for her work. She has won the prestigious 1st prize in the "Film" category at the Willi Münzenberg Forum in 2022, and in 2021, received the Golden Horseman for Animated Film, the LUCA Gender Diversity Film Award, and the Award of Distinction in 'Computer Animation' at Prix Ars Electronica.

Her work has consistently captivated audiences, with 'AIVA' being selected for 'Emerging Artists – Contemporary Experimental Films And Video Art From Germany' Vol 5. In 2020, she won the Elsa-Neumann Scholarship from the Federal State of Berlin (NaFöG), project funding from the Bulgarian Fund for Women, and a Special Mention Allegro Prize in Poland. Additionally she received the Critics' Jury Award at the 25FPS International Experimental Film and Video Festival in Croatia for 'From My Desert.'

Veneta Androva was awarded an Artist Scholarship from Cusanuswerk between 2016 and 2019 and the Mart Stam Scholarship in 2015-2016.

Veneta Androva has been an Artist-In-Residence at Kulturvermittlung Steiermark in Graz in 2022 and participated in the Prater Digital online residency program.

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Stretch and Release, 2021
3D animated film, 10 min loop
edition 1/5 + 2AP

Ownership history: The Artist



VENETA ANDROVA, *Stretch and Release*, 2021

About the work:

Veneta Androva's work combines different mediums and sources such as archived, documental or computer-generated materials and pictures put together through animation in simulated environments.

In her short narrative films, she deals with social, political and economic problems. She animates her stories, which are often situated in adaptive systems such as social media, the art market, politics or poker. Sometimes she draws paintings, which she then implements in computer-generated 3D spaces. She often stages her image as an avatar/protagonist, narrator or moderator of these stories and images.

Like almost all of her films STRETCH&RELEASE is created in software for development of computer games and uses this additional reference for the artificialness of similar social constructions through the aesthetic of the video game.

STRETCH&RELEASE delves into the complex theme of everyday discrimination, based on gender, national origin, and socioeconomic status.

Lying on the coach during therapy, the character shares short stories based on the artist's personal experiences as a Bulgarian in Germany.

CREDITS

Director: Veneta Androva

Music: Daniel Windisch

Voice: Veneta Androva

Exhibition history:

2023

EE Tetris, group exhibition, Scope BLN, Berlin (DE)

A Few Ways to Win the World, group exhibition, Doza Gallery, Sofia (BG)

2022

Bulgarian-German Residency Program Release Exhibition, roam project space, Berlin (DE)

2021

10+1: Audio and Visual Codes of National Identity, Bulgarian Cultural Institute Haus Wittgenstein, Vienna (AT)

Becoming A Figure, duo exhibition with Peter Odinzow, Goethe-Institute Sofia (BG)