



DIGITAL  
ART THERAPY  
STUDIO



# ПАРТНЕРИ



The grantor - a state-owned institution created in 2017 with the aim of facilitating the development of culture and arts in Ukraine, to provide a favourable environment for the development of intellectual and cultural potential of individuals and society, to enable wide access to national cultural heritage and to support cultural diversity and the integration of Ukrainian culture into the global cultural space.



## **LLC «V-ART»**

V-Art is a platform to exhibit, sell and collect digital art. Provides organizational, coordination, technical, communication, research and information support for the project.



## **NGO «CARBON ART RESIDENCE»**

Provides the artistic part of the project, organizes and conducts a series of educational events for new media artists, forms the artistic group of the project, carries out curatorial work.

## **LLC «M-ASSISTANT»**

Provides communication with health facilities, evaluates and monitors the impact of art therapy, selects the most optimal content.

## **ГО «ВИКОНАВЦІ АКАДЕМІЧНОЇ МУЗИКИ «АКАДЕМУС»**

Provides the musical part of the proposed project, namely: the selection of compositions and their arrangement, the creation of new music specifically for the project, communication with other musicians and artists.

The background features a complex abstract design. It includes a large white triangle pointing downwards, a purple circle in the upper right, and a green circle in the lower left. A prominent black and white spiral is on the left side. Several blue and green spheres are scattered throughout. Striped patterns in black and white are also visible. The text is overlaid on these elements.

THE PROJECT IS  
SUPPORTED BY

UKRAINIAN  
CULTURAL  
FOUNDATION



**DART**  
STUDIO

## DIGITAL ART THERAPY STUDIO

For the first time, the cross-sectoral project Digital Art therapy Studio combines digital art with classical Ukrainian music in order to achieve an art-therapeutic effect, digitize art therapy and create an innovative direction at the intersection of visual and audio art.

The main result of the project will be a world-class product in the form of a unique series of digital artworks created within an online residency with the involvement of leading Ukrainian professionals, artists and musicians. Equally important is the presentation, virtual exhibition and practical guidance of the project and the direct implementation of its results in medical institutions.



## Anastasia Glebova

*Project coordinator  
CEO and co-founder of V-Art*

*In early 2020, the V-Art team had the idea to create a cross-sectoral project at the intersection of digital art and medicine, and the new program of the Ukrainian Cultural Foundation «Culture Plus» provided support for such an ambitious goal.*

*The final art projects exceeded even my expectations - the audio variety of Ukrainian classical music and the compositions created for the project are harmoniously intertwined with the multifaceted digital artworks.*

*The Digital Art Therapy studio project created a new field for research in art therapy. I am convinced that this field will expand and deepen, and the project itself will be applied in dozens of medical institutions and will open up new opportunities for the application of digital art.*



## **Anna Sagalova**

*Curator of the musical direction  
of the project  
Merited Artist of Ukraine*

*I took part in the Digital Art Therapy studio project with great pleasure and I am convinced of its social significance. I am sure that this project will draw the attention of the general public to the healing power of music. It was a unique experience of collaboration between the artistic and musical «worlds», and both had their own experience and vision of solving current problems.*

*One of the highlights of the project was the variety of music used in it: original works, works in arrangements and music written especially for the Digital Art Therapy studio. No less important is the use of Ukrainian classical music, because our foreign partners were able to hear a quality Ukrainian cultural product. I sincerely hope that the idea of interaction between medicine and various arts will continue to develop and benefit the Ukrainian and global community*



## Oleksandra Khalepa

Curator of the art direction  
of the project  
Founder of the Carbon Art Residence,  
curator of the Carbon Community

*In the Digital Art Therapy studio project, Olexandra coordinated the work of new media artists. The unifying goal of the projects was to create a collaborative work by synthesizing audiovisual art practices into therapeutic experiences.*

*In fact, the idea to combine art therapy, digital art and classical music prompted me to participate in the project. I wanted to understand how you can help people who have a special psychological experience with the tools of media art and classical music and get the result of such a collective study.*

*Within the project, we brought together 15 artists who work with VJing, video art, audiovisual performances, interactive installations, create works in virtual and augmented realities and use artificial intelligence technologies in artistic practice. Having formed teams of musicians and artists, we received 25 audiovisual works - 4 individual and 21 team projects.*

*Work on the projects lasted more than two and a half months in a remote format, due to the coronavirus epidemic. In these conditions, the creative process turned into an individual art study, which was later agreed and finalized during team meetings in an online format. Inspired by the theme of the project and the music of the participating musicians, the artists strove to create a visual experience, taking into account both their own experiences and the condition of the potential audience.*

*The impact of the work on the viewer requires additional research by specialists in the field of psychotherapy. The works are united by common emotional effects, such as calmness, harmony and contemplation. I hope that the Digital Art therapy Studio project will continue and even transform into an interesting art practice.*



## Natalia Kufterina

*Curator of the medical direction  
of the project*

*Today, the COVID-19 pandemic has made a difference in everyone's daily life, making the whole world highly digitalized and moving to a remote format. It was an inevitable stage for both art and the medical field, but to a lesser extent. In addition, one of the consequences of COVID-19 turned out to be psycho-neurological disorders.*

*With the support of the Ukrainian Cultural Foundation, we created the project «Digital art therapy studio» - a platform for digital works of Ukrainian artists and musicians, which for the first time combines digital art with classical Ukrainian music to achieve an art-therapeutic effect.*

*The selection of works took place with the participation of leading specialists in the field of psychiatry, psychotherapy and medical psychology. The art-therapeutic effect was tested on patients and a control group of individuals using standard tests and scales.*

*We are sure that this is just the beginning and this project will have no borders. We plan to continue to develop this area in order to achieve the maximum therapeutic effect and improve health.*



## Volodymyr Korostiy

Doctor of Medicine  
Psychiatrist, head of the Ukrainian  
Psychosocial Organization.  
Project expert involved

*Dear friends, now you hold the key to the magical world of digital art. Just scan the QR code below, and the link will take you to the platform where the digital art therapy works created within Ukrainian project «Digital Art therapy studio» are located. The world's first digital art therapy project.*

*Let me explain how it works.*

*This is art therapy of «low intensity», i.e. it can be practiced without the participation of a psychotherapist, you choose among the content the works that meet your needs, mental state, mood. If you are a patient, your doctor will help you with recommendations.*

*All compositions are unique and have different effects on the emotional state, stimulating or calming, minor or major... But in any case, it will help to quickly regain strength, distract from pain or obsessions. Try it!*

*Find a comfortable place and start learning about digital art therapy. And don't forget to leave your response after viewing each composition, as your feedback will help others find the content they need quickly.*

*I am sure that the project «Digital Art therapy studio» will soon gain worldwide fame, it will become our Ukrainian pride in the era of digital art, which begins before our eyes.*

# DIGITAL ART TH

# THE CONCEPT, PURPOSE AND GOALS OF ART THERAPY

**Art therapy** is a type of psychotherapy based on art and creativity. From the point of view of classical psychoanalysis, the main mechanism of corrective effect of art therapy is sublimation.

Initially, art therapy arose in the context of the theoretical ideas of S. Freud and K. Jung. According to K. Jung, art is, to a large extent, the process of individualization of self-development of the individual on the basis of establishing a mature balance between the unconscious and the conscious «self». Later, it acquired a broader conceptual framework, including humanistic models of personality development by K. Rogers and A. Maslow. The term, first used by Adrian Hill in description of his work, soon became widespread. While being treated for tuberculosis at Midhurst Sanatorium in 1938, Adrian Hill painted nearby objects and discovered that drawing helped him recover. In the next year art therapy was introduced into sanatorium treatment. Hill was invited to teach painting to other patients, many of whom were wounded soldiers returning from the war. Hill found that art practice not only helps patients distract themselves from their illness or injury, but also helps them overcome mental disorders through drawing.

In 1942, Hill first used the term «art therapy» and in 1945 published his ideas in the book "Art Against Disease". He later became president of the British Association of Art Therapists.

The main purpose of art therapy is the harmonization of personal development through self-expression and self-knowledge.

## GOALS OF ART THERAPY:

- Diagnosis;
- Psychocorrection;
- Psychoprophylaxis;
- Rehabilitation;
- Treatment;
- Healing;
- Promotion of health and health vector;
- Development.

## DIRECT GOALS:

- Expression of feelings;
- Disclosure of creative potential;
- Inclusion in individual creative activity, education for the creative personality;
- Development of skills of inclusion in collective activity.

## METHODS OF PSYCHOTHERAPY:

### **Specific:**

Get rid of phobias, help with mental disorders.

### **General:**

Help a person change their life, become trusting and open, and create a stable emotional sexual relationship.

**Art therapy** is a method of psychotherapy used for treatment and psychocorrection with the help of artistic techniques (such as: drawing, modeling, music, photography, movies, books, acting and more).

## TYPES OF ART THERAPY USED IN THE PROJECT

- Isotherapy (mandala therapy, spontaneous painting; and graphics, etc.)
- Music therapy.

**Isotherapy** is the use of techniques of graphics, painting. This is a lesson with the patient, which is based on various methods of fine arts. It is one of the most common methods of art therapy.

Isotherapy, as a method of psychological correction, helps to make the patient's emotions more harmonious, adapts them to the environment and learning, promotes the development of creative abilities. Many psychologists, only once looking at the picture of the patient, are able to determine their mood, identify problems at an early stage and provide timely assistance.

Isotherapy was first used to work with children deported from Europe to the United States during World War II. It was the treatment of fine arts that helped boys and girls to cope with severe psychological traumas and return to normal life.

Much more is hidden in drawing, sculpture or poetry than is apparent at first glance. Sometimes works are not just artifacts, but a unique way of reflecting the emotional pain or joy of authors who can get to know and express themselves in this way. Art gives everyone a chance to harmonize their relationship with the world.

**Music therapy** is a kind of art therapy, which is based on the practice of using sounds, melodies to restore emotional balance and improve a person's physical condition. In 2003, music therapy was recognized as the official method of treatment. There are open music and medical academies with music rehabilitation departments, where they teach to use music to treat physical and mental illnesses.

Music is a powerful remedy for influencing a person's mental and physical condition. From time immemorial, the healing properties of music have been used - doctors of ancient Rome and Egypt used sounds to heal the soul and body. Doctors of ancient China even prepared «musical recipes» and believed that the melody has an effect on the organs of the human body.

There are a huge number of approaches to studying the effects of music on the body, physical and emotional state of man. If we consider the healing properties of music in terms of rhythm, we can say that in nature, each of its elements has a certain rhythm of movement - so each human organ works in its own rhythm. Accordingly, its movement coincides with the rhythm of some musical instruments. When the body is sick - the rhythm of the organs is disturbed and when the body listens to a certain rhythmic melody, you can adjust the rhythm of the diseased organ to a healthy mode.

Today, there is The International Music Association, which professionally prepares «medical music» and also trains

specialists in music therapy. The specialists of the association know which melodies can cure a patient from insomnia, depression, nervous tension, and also know how to use music to restore the body of a sick person after serious illnesses and operations.

It is proved that each musical instrument has its own special rhythm, which has healing properties:

- Violin helps to know yourself and other people, feel compassion for others, develops a desire to help and support others;
- Drums and harp improve heart rhythm;
- The flute corresponds to the sound rhythm of the lungs and expands them;
- The cello corresponds to the rhythm of the kidneys;
- The saxophone affects the rhythm of sexual energy, and accordingly activates the genitals;
- Piano improves thyroid function;
- Organ gives strength, fills with energy, and most strongly affects the spine, giving it more strength.

# ART THERAPY PRODUCT

Joint participation in artistic activities can promote the development of empathy and mutual acceptance, a sense of inner control.

Work on drawings, paintings or modeling involves the ordering of colors and shapes, focuses on feelings and emotions.

Fine arts create many opportunities to experiment with kinesthetic and visual sensations, develop the ability to perceive them, improve artistic skills and self-esteem.

A favorable product of art therapy is a sense of satisfaction that arises as a result of identifying hidden talents and their development.

# SIGNIFICANCE AND RESULTS OF ART THERAPY

## ART THERAPY:

Provides effective emotional awareness, gives it (even in the case of aggressive manifestation) socially acceptable forms.

Facilitates the communication process for closed, shy or otherwise weakly communication-oriented clients. Provides non-verbal contact (mediated by the product of art therapy), helps to overcome communication barriers and defense mechanisms.

Creates favorable conditions for the development of arbitrariness and the ability to self-regulate. These conditions are provided due to the fact that art requires planning and regulation of activities to achieve the goal.

Has an additional impact on the client's awareness of their feelings, experiences and emotional states, creates the conditions for the regulation of emotional states and reactions.

Significantly increases personal value, promotes the formation of a positive «Self-concept» and increases self-confidence through social recognition of the value of the product created by the client.

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# INSTRUCTIONS FOR USING THE PROJECT PRODUCT



## **PLAYBACK ON THE WEBSITE V-ART.DIGITAL:**

1. Open the v-art.digital website;
2. Place your mouse over the «Exhibitions and Projects» section;
3. Select the section «Digital Art Therapy»;
4. Click on the preview of the animated content;
5. Start playback by pressing the play button;
6. If necessary, switch to full screen mode.

## **PLAYBACK ON TV:**

7. Connect your computer (laptop) or server to the TV with an HDMI cable;
8. Select the HDMI signal type from the TV menu;
9. Press the F4 key (Fn + F4), select the «Repeat» or «Expand» mode;
10. Open the v-art.digital website;
11. Place your mouse over the «Exhibitions and Projects» section;
12. Select the section «Digital Art Therapy»;
13. Click on the animation content preview;
14. Start playback by pressing the play button;
15. If necessary, switch to full screen mode.

## PROJECTOR PLAYBACK:

16. Connect a computer (laptop) or server to the projector with an HDMI cable;
17. Press the F4 key (Fn + F4), select the «Repeat» or «Expand» mode;
18. Open the v-art.digital website;
19. Place your mouse over the «Exhibitions and Projects» section;
20. Select the section «Digital Art Therapy»;
21. Click on the animation content preview;
22. Start playback by pressing the play button;
23. If necessary, switch to full screen mode.

## PLAYBACK WITH THE V-ART MOBILE APP



1. Download the V-Art mobile app to your smartphone from the App Store or Google Play;
2. Choose gallery «Digital Art Therapy»;
3. Click «Enter Gallery»;
4. Press the button  to open the chat and leave a message;
5. Navigate the gallery with the navigation cursor at the bottom of the screen or by tapping the gallery floor;
6. To get to the work, click on it;
7. When the work is in front of the viewer, the information» button  appears in the lower right corner;
8. Click the «information» button  to see the job description. The augmented reality mode button  will also appear in the description menu in the lower right corner;
9. Pressing the button will open the image of the work with the description and the button «Augmented Reality»  at the bottom of the screen

## INSTRUCTIONS FOR USING

10. When you press the augmented reality button, the surface scanner starts
11. Scan the horizontal surface for a click when the scanner locks the surface the white cursor will show the location. Then press the blue button at the bottom of the screen.

*Important!* Use a vertical surface with contrasting textures, mobile cameras are sensitive to lighting quality.

Contact the V-Art team if you have any additional questions!

# TACTS

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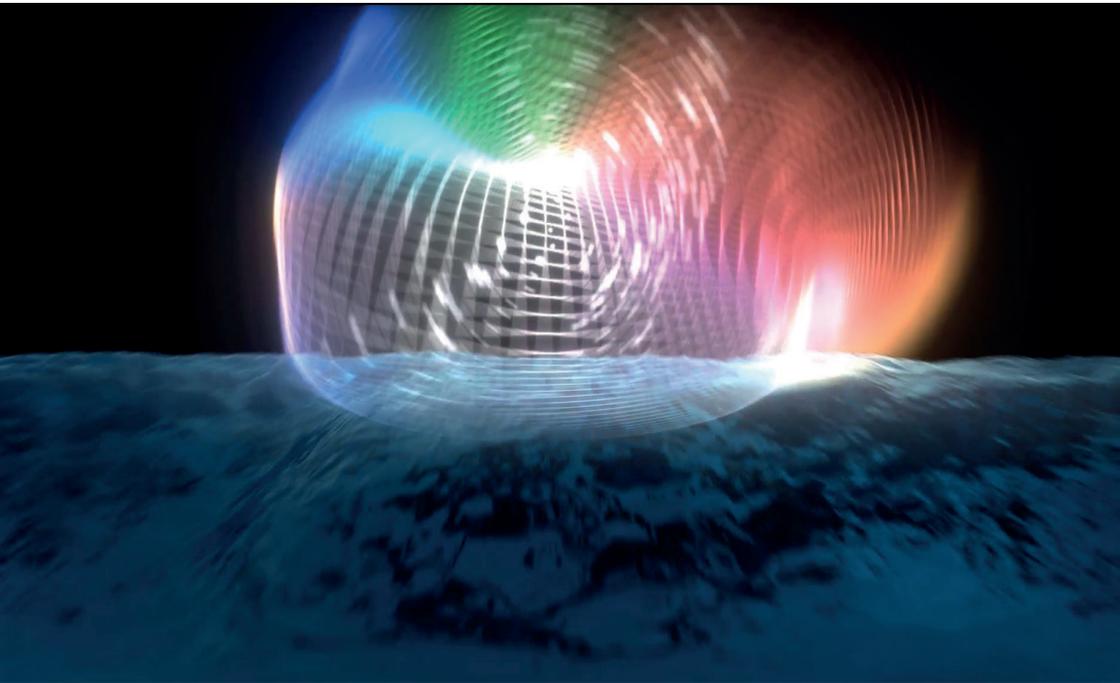
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ART

Digitalization, or digital transformation, affects all areas of human life. Art is no exception. The term «digital art» usually includes two concepts: natively digital art (created with the help of digital tools, and digitized physical art.

The 1960s are considered the era of digital art, as it was then that artists began experimenting with analogue computers



the access to which was very limited. Computing technology was heavy, cumbersome, and extremely expensive, only university research laboratories and large corporations could afford such equipment. As a result, scientists, especially mathematicians, were among the first to use computers creatively. By the 1970s, several artists had learned to program, and many of them came into the computer realm of traditional art. In the 80's the term «digital art» appeared, and it was associated with the development of generative, or procedural, art, where the artist launched a certain algorithm, with which a certain level of autonomy arose a work of art. In the 90's, digital art gained

momentum through the use of graphic editors such as Illustrator and Photoshop. In the late 1990s, the Internet made digital art interactive and accessible to the viewer. Advances in digital technology had made it possible to upload videos to computers and manipulate images captured on a camcorder.



## TODAY WE HAVE A WIDE RANGE OF DIGITAL ART:

### **STATIC DIGITAL IMAGERY**

Any fixed art object created with the help of digital technologies: digital painting, digital photography, sculpture or monumentalism.

### **TIME-BASED MEDIA**

Art objects and installations that have both physical and temporal dimensions and can contain video, audio, movies, slides.

## **DIGITAL ART INSTALLATION**

Installations consisting of physical, often interactive parts, created using digital technologies and aimed at attracting audiences.

## **XR (CROSS-REALITY)**

Art that consists of the experience of virtual reality (VR), augmented reality (AR) and mixed reality (MR)

## **GAME ART**

Development of style and design of computer games and avatars.

## **NET-ART**

A type of media art, which is used as the main means of expression of the Internet environment, which is a prerequisite for the existence of works and ideas.

## **ASCII-ART**

A form of fine art that uses ASCII monochrome characters.

## **ANSI-ART**

an extension that uses all 224 printed characters, 16 font colors and 8 background colors.

## **PIXEL ART**

A form of digital image, where the visual object is edited at the pixel level.

In the 2000s, a new stage began not only in the creation of new forms of digital art, but also in new forms of its presentation and sale. It is in the 21st century that online art platforms, online auctions, and online gallery spaces have begun to appear.

ART  
WORK  
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# ARTWORKS

## ISLAND WITH DAFFODILS

### Author

Vitaly YANKOVYI

### Musical accompaniment

Olena ROY and Oleg KOPELYUK  
Composer: V. Kosenko «Dreams»  
for violin and piano



This artwork transports the viewer to the island, where small scenes of the restoration of integrity gradually take place: the rebuilding of the bridge over the water, the raising of the fallen column, the lowering of the glass partitions that obscure the landscape. Daffodils are blooming on the island, it is getting dark, the tense cinematography of Dmitry Kosenko's composition «Dreams» is heard. «Island with Daffodils» inherits the visuality of low-budget video games, offering the viewer their most basic function - to get lost, to dissolve for 4 minutes in a digital simulation.

# ARTWORKS

## KENNETH

**Author**

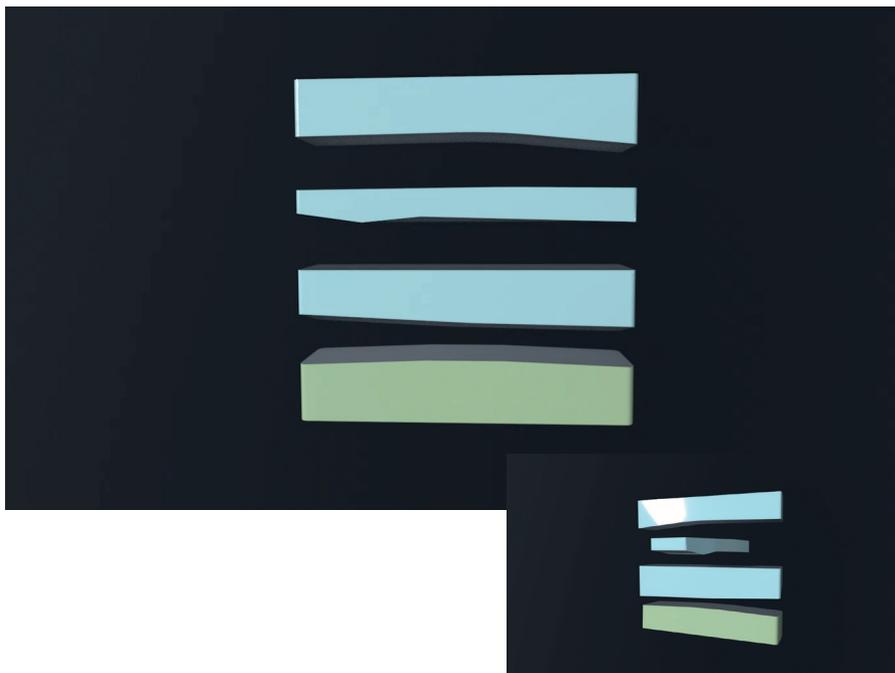
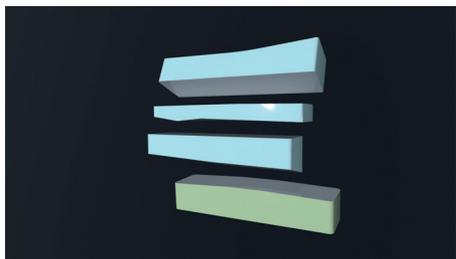
Vitaly YANKOVY

**Musical accompaniment**

Anna SAGALOVA

Composer: M. Lyenko

«Song without words»



«Kenneth» is a digital form that refers to the objects of Kenneth Noland (1924-2010), a representative of Color field painting, namely the Washington color school. The colors of the form are similar to the color of the walls of a psychiatric clinic in the Danish town Helsingor (project BIG group, 2005) and represent a bluish-green spectrum with lighting. The artwork «Kenneth» is about maintaining integrity. It is assembled from several components, which, while being able to move, still remain a single figure. Contemplating the slow-motion choreography of «Kenneth», the viewer frees their mind from thoughts and associations.

# ARTWORKS

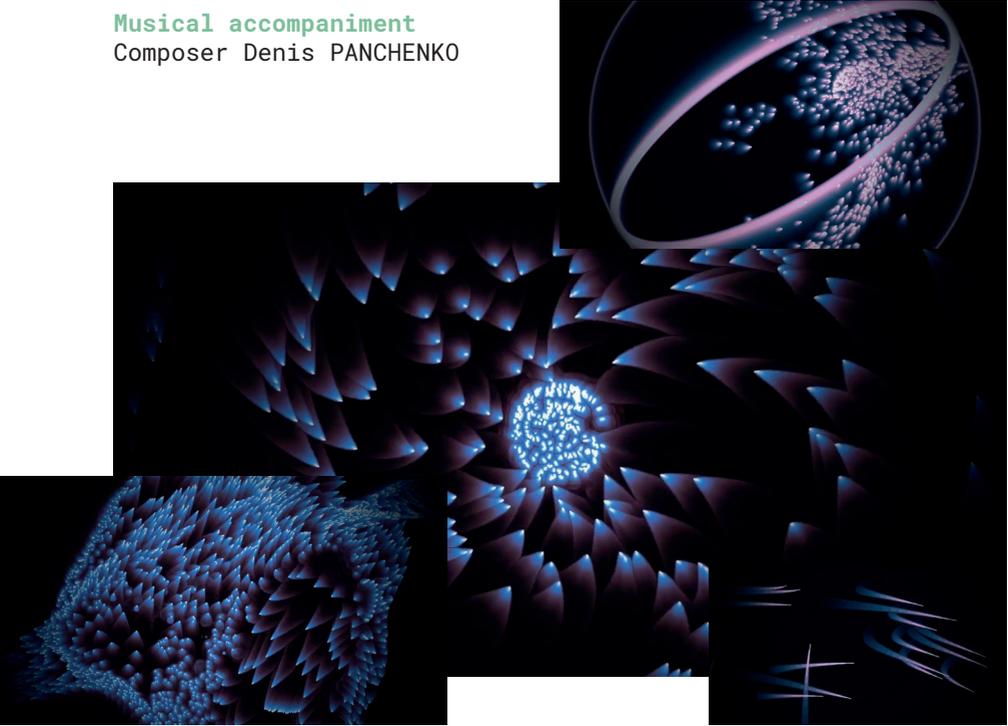
## MURMURATION

### Author

Svitlana ZHYTNIYA

### Musical accompaniment

Composer Denis PANCHENKO



This composition was created as an experiment to study the impact of audiovisual content on the viewer. Murmuration is a phenomenon of coordinated flight of a large flock of birds that form dynamic three-dimensional figures of variable density.(Wikipedia)

While creating this composition, the artist observed this natural phenomenon, which became the main source of her inspiration. Combining the movement of visual elements with the rhythm of the music, the artist tries to convey the variability and beauty in constant transformations of forms. After all, life is a constant movement and transformation in all its manifestations. Abstract and not illustrative manner of animation gives space for a personal interpretation of what is seen and for emotional immersion. The artist tries to put the viewer into a meditative state, offering them to observe bizarre images of abstract forms.

# ARTWORKS

## WALTZ IMMERSION

Author

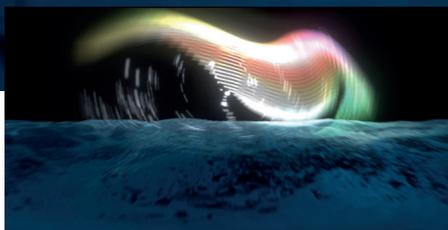
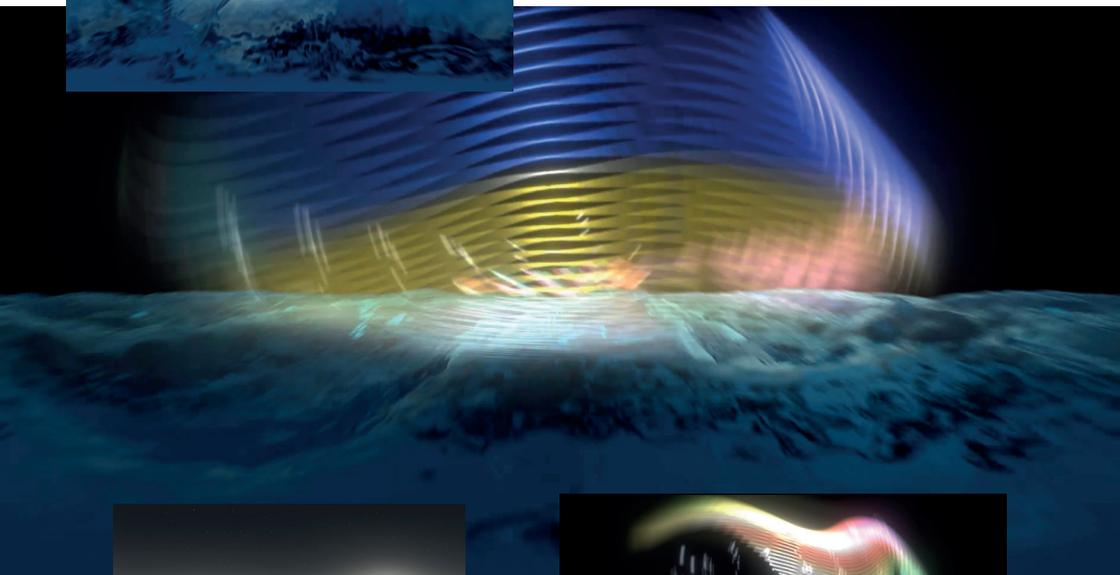
Svitlana ZHYTNIYA

Musical accompaniment

Anna SAGALOVA

Dmytro AMSTIBOVSKY

Composer: I. Levitsky «Waltz»



The surface of the water, waves that rise and seem to cover the viewer - one of the frequently mentioned Zen metaphors about consciousness and emotions, distracting from understanding one's nature.

In this composition, the artist creates a space where the viewer stands in the middle of the sea and observes an unusual phenomenon similar to northern lights. Despite the water restlessness, the shining forms flow calmly and smoothly, changing colors to the melody of a waltz. Music and visual space create a virtual experience in which the viewer has the opportunity to immerse themselves in a state of peace and beauty.

# ARTWORKS

## DREAM TRAILS

### Author

Vartan MARKARYAN

### Musical accompaniment

Igor SEDYUK, Oleg KOPELYUK  
Composer: M. Berezovsky -  
E. Andreev «Sonata for piano  
4 hands (part 3)»



In this work, I tried to understand the limits of the impact of color on a person, to find out the extent to which stimulation of visual receptors is possible, and to explore how color generates positive fantasies. Moving away from the surrounding reality, I tried to create a new artificial world, not limited by anything but the imagination of its creator, where pain, anxiety, illness - dissolve and disappear. This is the maximum going beyond and entering a new dimension of sensations.

# ARTWORKS

## FOLLOWING THE SUN

Author

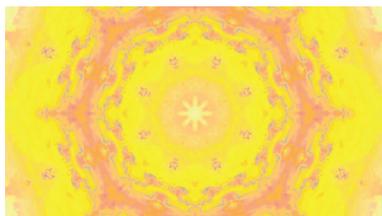
Vartan MARKARYAN

Musical accompaniment

Anna SAGALOVA

Dmytro AMSTIBOVSKY

Composer: I. Levitsky «Merezhka»



Meditation artwork, a journey into the depths of fantasies. While watching the video, the viewer stimulates his subconscious by visualization, adjusting the body to recovery. The processes that take place in a person's mind are often the key to understanding whether they really want to recover.

The inspiration for this video format came from John Kehoe's book «The Subconscious Can Do Anything»: «I started meditating twice a day for 15 minutes. On an imaginary screen in my head, I drew my body and tumor. During each meditation session, I imagined that the tumor decreased slightly. It was just happening in my mind. I could imagine anything I wanted. I imagined the cancer cells disappearing under the influence of my immune system ... »

# ARTWORKS

## 書道

### Author

Olga FEDOROVA

### Musical accompaniment

Rostislav GOLUBOV "Fantasy on the theme of the Ukrainian folk composition «Oy u vyshnevomu sadu»

集中

矣 不安 不

При виконанні каліграфічних вправ необхідно звільнити серце і свідомість від турбот навколишнього світу.

Shodō (shodo - «the way of writing») is the Japanese art of calligraphy. It is practiced in Zen Buddhism as a way of meditation, concentration, purification of the mind and achieving satori - enlightenment. When performing calligraphy exercises, it is necessary to free the heart and mind from the worries of the surrounding world. Focus only on the meaning of the symbol being created, become one with it. By controlling the brush, the one who writes gains control over their own body, thoughts, emotions. By assimilating the spellings of symbols, by conquering them, they also gain power over what these symbols mean - over phenomena and feelings, both positive and negative. This project is a video meditation, 1 channel, with sound, lasting 4 minutes and 40 seconds. It is designed to be projected onto a wall in a darkened, soundproofed room. Potentially, if the idea of integrating Japanese calligraphy as an art therapy technique will develop, it will be possible to create a mobile application where patients would have the opportunity to practice meditation through writing hieroglyphs in digital format, using a tablet and a touch pen. An art therapy specialist will be able to select programs from a catalog of hieroglyphs according to the patient's requests - both relaxing or concentrating, and those aimed at visualization and working out negative states and emotions.

# ARTWORKS

## LANDSCAPE LYRICS

Author

Olga FEDOROVA

Musical accompaniment

Olena ROY, Oleg KOPELYUK

Composer: M. Kolyada «Scherzo for violin and piano»

скрупузи  
гальбуна  
Цей дімий свім —  
першого  
траві

The project is a continuation of the study of writing as a practice of meditation and (self) therapy.

It was based on two poetry works of Lina Kostenko, belonging to the genre of landscape lyrics.

In the project, the process of handwriting these verses is visualized in the form of animation. Two poems are written simultaneously and represent two layers - or, speaking in the language of a landscape, two spatial planes. They are synchronized with two «planes» of a musical work - «Scherzo» by Nikolai Kolyada - parts of violin and piano. The movement of the handwritten line follows the rhythm and mood of the melody, forming a graphic-musical canvas of a semi-abstract poetic landscape, which, changing with every second, unfolds before the eyes of the observer. Video, 1-channel, with sound, duration - 5 min 00 sec. Designed for demonstration through a wall projection in a semi-lighted, soundproofed room.

# ARTWORKS

## DREAM

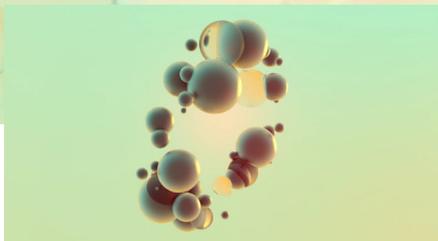
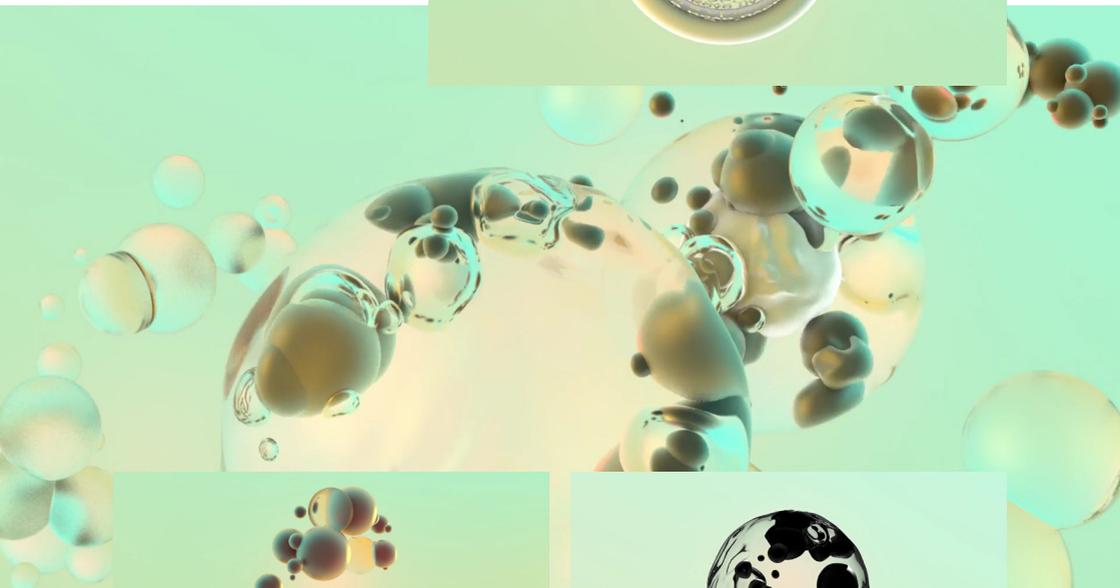
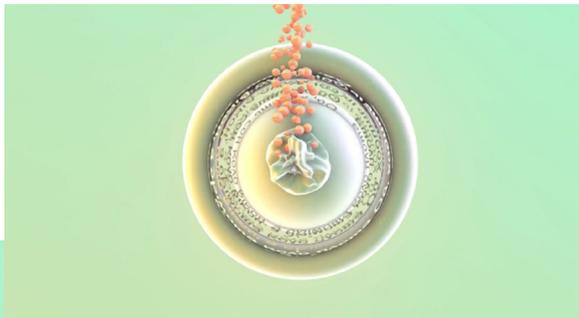
### Author

Pavlo BESTUZHEV

### Musical accompaniment

Rostislav GOLUBOV

"Fantasy «Oy, khodyt`  
son koło vikon»



Our dreams often reflect our desires, aspirations or ideas about the world around us. This project resembles a music box. It shows a world of travel, light spheres that are constantly in interaction, a world of searching for something deeply hidden. The melody of the Ukrainian lullaby in combination with warm green, orange and pink tones creates a new structure: watching the transformation of its form into other materials, you achieve a certain relaxation. It is like an enchanting mandala, like a new form of life that simply exists side by side and can be safely explored and understood. Enjoy watching.

# ARTWORKS

## МАНДРИ/FOR\_REST

**Author**

Pavlo BESTUZHEV

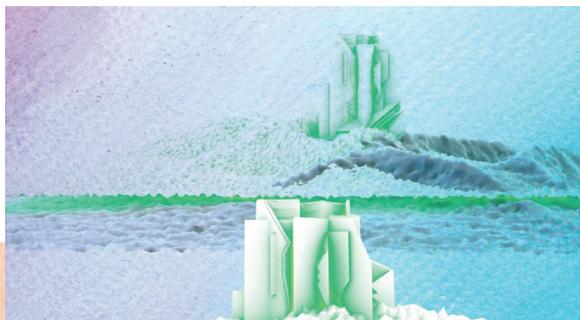
**Musical accompaniment**

Igor SEDYUK

Vladislav PETRYK

Composer:

M. Lysenko «Elegy»



Finding your own path is always about the right to choose, the right to discover something new or something you don't remember, but you know for sure that it happened in your life. Constant limitations, different notions of the world around us often create artificial barriers and limit the imagination. But it is better to allow yourself to open the window and leave the room of artificial restrictions, find this way again and expand your horizons. And who knows where such a path can lead. Wish you an interesting journey and to find your own harmony.

# ARTWORKS

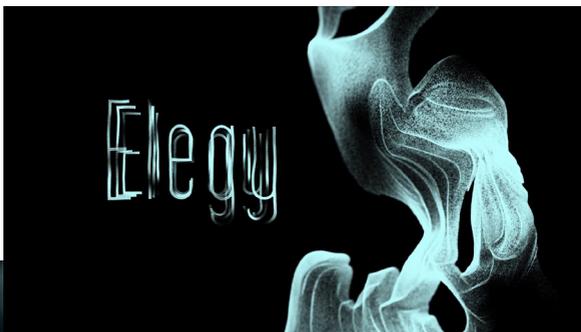
## ELEGY

### Author

Svetlana REINISH

### Musical accompaniment

FM a cappella band  
Composer: M. Lysenko  
E. Andreev «Elegy»



Elegy («ελεγεία») is a meditative lyric of melancholy content, which carries mixed feelings of sadness and joy.

The visual-audio composition created by Svetlana Reinish and the ensemble «FM a capella band» is a bright and melancholy reminder of loved ones who are no longer with us. Individual perception of the appearance of the soul is different, but smoothness and elusiveness is one of its common characteristics. Through plastic abstractions accompanied by «Elegy», the artist conveys the variability of tender and warm memories, slows down reality and makes you dissolve in the sense of the moment.

## MARIMBA

Author

Svetlana REINISH

Musical accompaniment

Composer

Oleksiy SHVYRKUNOV



Optical illusions create a hypnotic effect on the viewer. Unobtrusive observation of the movement of the elements helps to relieve visual concentration. The expressive sound and lightness of the accompanying composition together with the combination of rhythmic flickers creates a joyful and playful mood.

# ARTWORKS

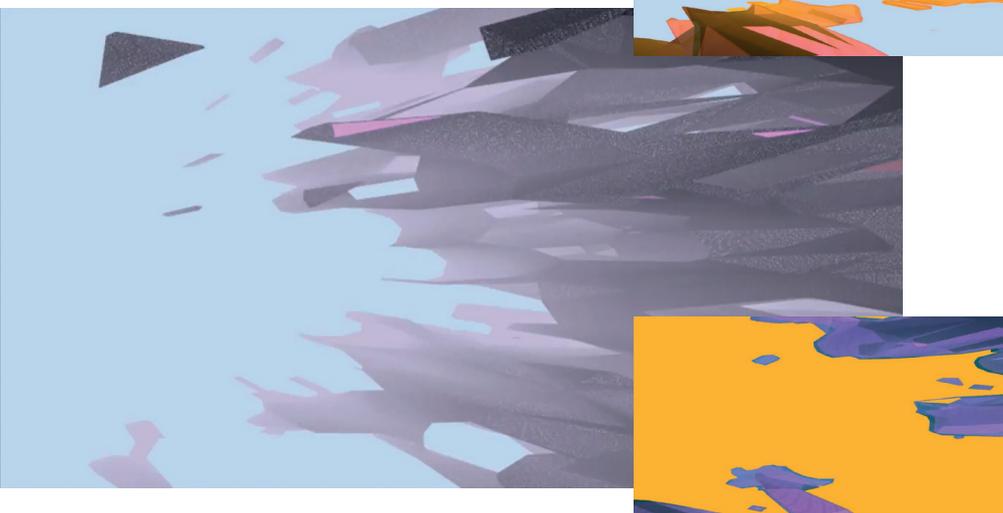
## MOOD SCALE SEQUENCER

### Author

Yevhen VASHCHENKO

### Musical accompaniment

Yevhen VASHCHENKO



«Mood Scale Sequencer» is a system of interconnected elements of harmonies in sound and visual digital art, synthesized in real time using simple algorithms programmed by the author and combined into a single harmonic composition. In his work the author combined two algorithms for generating sound and visual composition in real time, algorithms developed by himself during the study of systems for building harmonic compositions that can generate mood. The use of harmonious colors and special palettes, scanned by the author from the real nature of harmonic relations, makes it possible to perceive the visual component of the composition as harmonious and natural. They saturate the viewer's perception of the harmonious environment as he or she views digital audiovisual work. The dynamic development of audiovisual composition in the work allows, on the one hand, to attract the attention of the visitor or viewer who perceives the work immediately, to look at the development of the composition, which evolves dynamically, feeling the coordinated patterns that quickly build a harmonious reality. On the other hand, the speed of composition development makes it possible to feel the number of harmonic measurements at the subconscious level for a limited period of time.

# ARTWORKS

## REBIRTHS

**Author**

Yulia BELYAEVA

**Musical accompaniment**

Oleg KOPELYUK

Composer D. Bortnyansky  
«Piano Sonata in F Major»



Video work «Rebirths» shows the development of the image in sculpture. I used scanned copies of famous sculptures: from the Venus of Willendorf to a porcelain statuette of the Soviet period. The video demonstrates that at all stages of human development, the global issues of life, beauty, struggle, and death were united. We can say that these themes unify times and epochs; they flow, develop, die and are born again.

It seems to me that a person in a difficult psychological state should look at their feelings and themselves globally, to understand that they are not the only one concerned with such issues as health, happiness, love, death. These feelings have always been reflected in art, it was with the help of art that a person transcended their fears and experiences. The video is also educational, because with the help of 3D technology it is much easier to acquaint the viewer with the world's masterpieces of sculpture. I deliberately did not include modern sculpture in this work, because I wanted to show something unifying, intuitively familiar to many people.

# ARTWORKS

## FIELDS

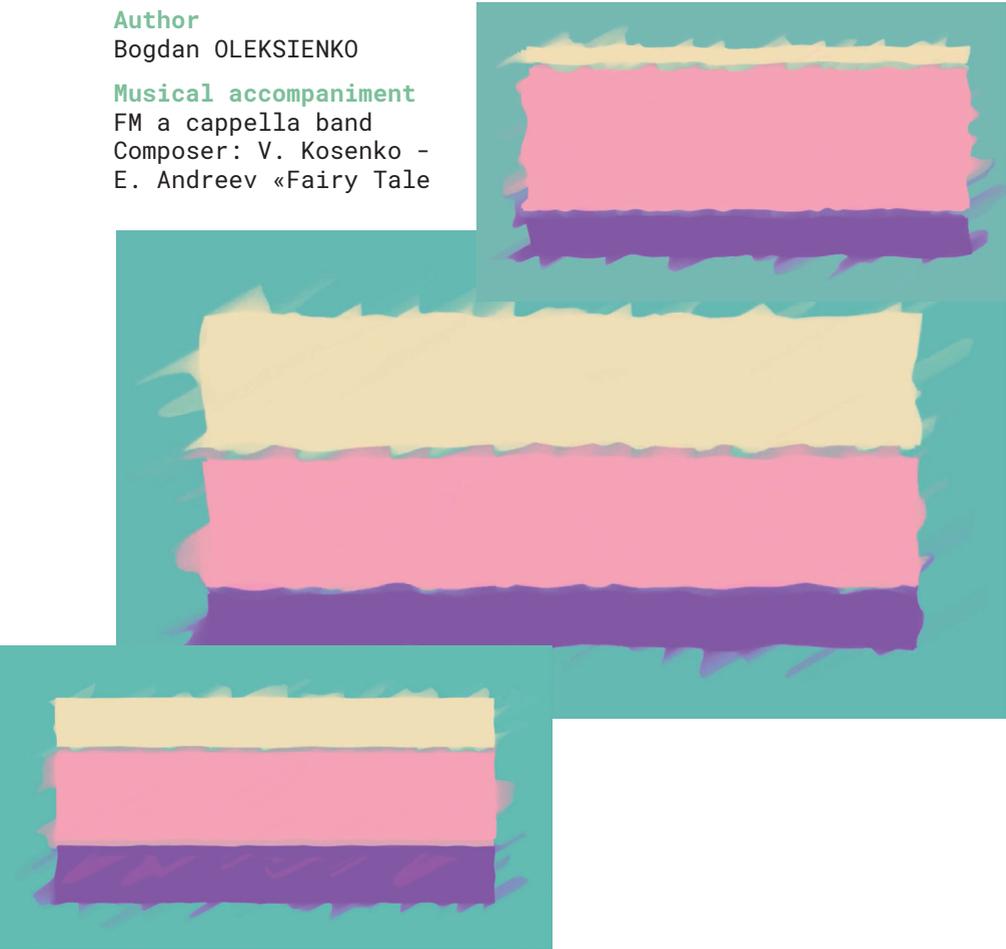
### Author

Bogdan OLEKSIENKO

### Musical accompaniment

FM a cappella band

Composer: V. Kosenko -  
E. Andreev «Fairy Tale»



The principle of color field painting was taken as a basis - the direction in abstract expressionism of the 40-50s of the last century, designed by Mark Rothko and Burnett Newman, in which color is considered as the purest, free from details way of conveying emotions. Taking into account the specifics of the project, the extreme abstraction of images gives more space for relaxation and observation of multiforms, which react to each of the tones of the performers and literally «come to life» and begin to interact with each other, space and the viewer, simultaneously creating an abstract «watercolor» landscape.

# ARTWORKS

## CELESTIAL

### Author

Bogdan OLEKSIENKO

### Musical accompaniment

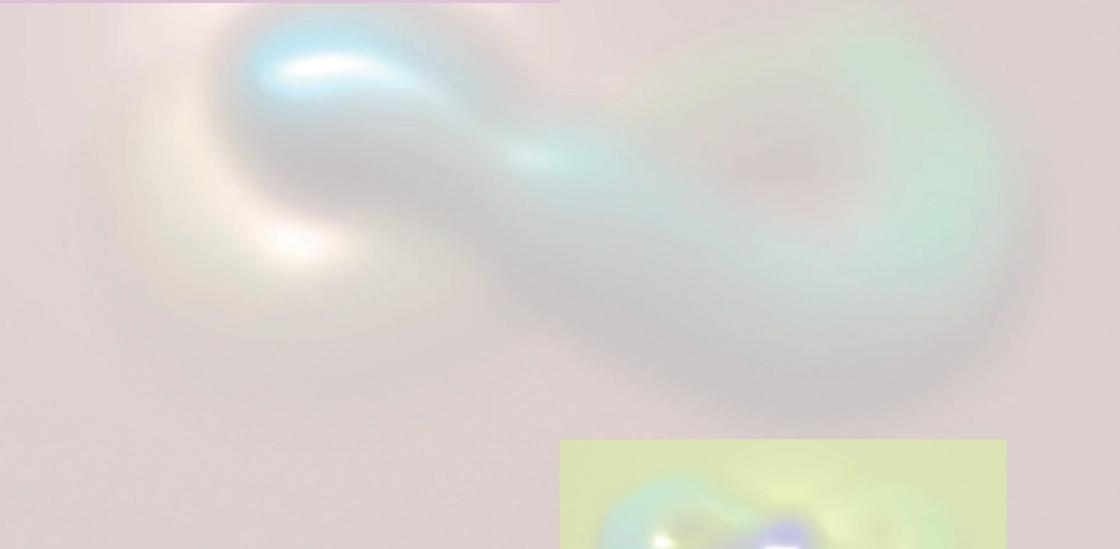
Oleg KOPELYUK, Igor Sedyuk

Eugene ANDREEV

Composer: M. Berezovsky -

E. Andreev «Sonata for piano

4 hands (part 2)»



The abstract form moves along a predictable meditative trajectory like a fish in water, distracting the viewer's consciousness. It fills the space or changes the texture depending on the pitch of the piano, creating a bizarre illusion of materiality and permanence in the abstract medium and working with color on an unconscious level.

# ARTWORKS

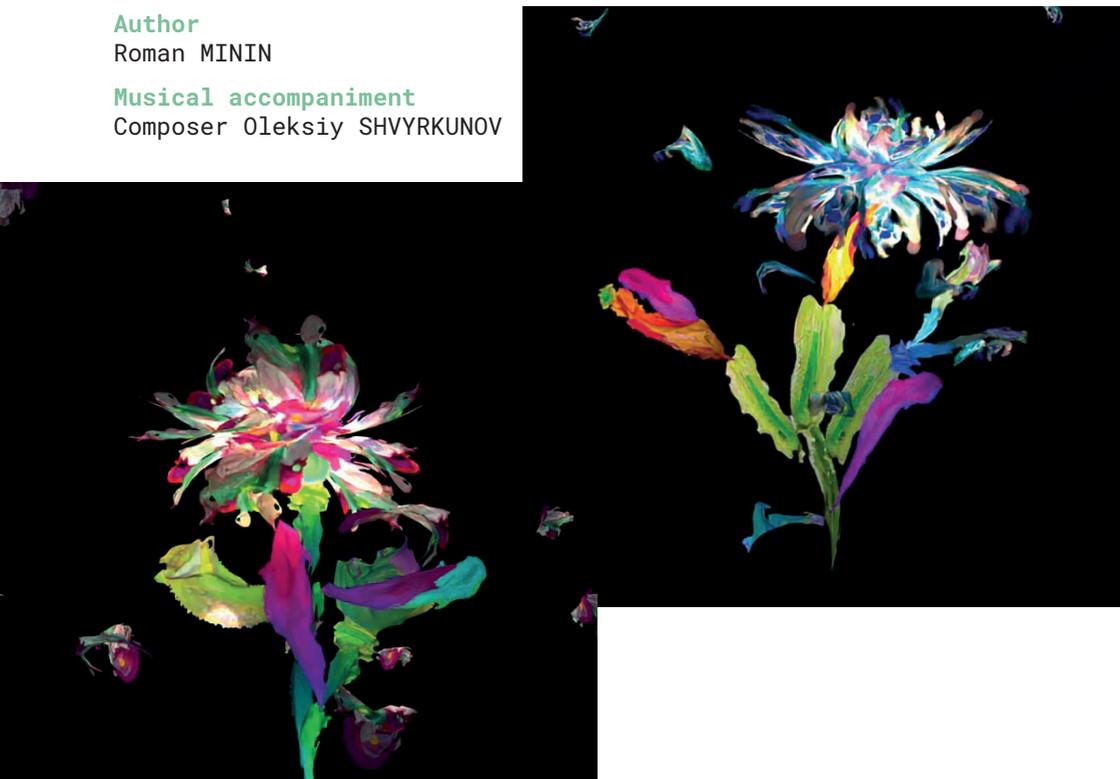
## BOX WITH PETALS

### Author

Roman MININ

### Musical accompaniment

Composer Oleksiy SHVYRKUNOV



This is an AR project consisting of a wooden box with petals. There are 8 boards in this box, on which strokes of a complex color are applied with pasty paint. In a motionless state, they resemble dried flowers, but when a person takes one of these boards, the flower begins to shine brightly, blossom, and then it withers again.

This process does not look naturalistic, but rather fantastic. The stage of wilting is always followed by the stage of flowering, because everything is cyclical. This artwork can be a good reminder for those who are in depression or in a state of searching.

In addition, while interacting with an artwork, a person encounters a new way of presenting a book in the form of a box and touches art, feeling that it is a material thing, in which there is nothing supernatural.

# ARTWORKS

## BUTTERFLIES

**Author**

Dmytro POPOV

**Musical accompaniment**

FM a cappella band

Composer: V. Kosenko -

E. Andreev «Ballet»



Butterflies are digital drawings in virtual space. The works were created in the program Tilt Brush by dint of HTC Vive helmet. For me personally, the process of drawing and creating butterflies is therapeutic. I hope that the final drawing video with musical accompaniment will help people who are experiencing nervous and anxious states.

# ARTWORKS

## DUMKA-SHUMKA

### Author

Alexandra KROLIKOWSKA

### Musical accompaniment

Vladislav PETRYK, Igor SEDYUK

Composer: M. Lysenko «Dumka-shumka»

**“The privilege of a lifetime is to become who you truly are”  
– Carl Gustav Jung**



*Did I really sleep?  
I had a strange dream  
As gently touching mosses and lichens,  
I caressed the surface of the earth  
And she gave me her warmth back  
The roots of the trees were speaking to me  
And time was running from me away  
Along with the sand slipped through my fingers  
The river listened to my secrets  
And sent me circles in response  
That appeared and disappeared on the water  
Climbing up the hill, I met a tree  
It whispered to me:  
«Life finds a way»  
And I got the strength to go on  
And look beyond the horizon  
Suddenly I saw a mirror  
There was a tree in it, the sky and me  
This is how life was reflected*

Reflecting on the issue of identity, the author of the video turns to the visual code of the cultural and historical landscape. The story of a performative journey, during which the search for one's self is accompanied by direct experience of tactile dialogue with nature. The path to self-knowledge is reflected in universal natural images - the study of their own origins through touching the roots of trees, achieving the goal through climbing a hill, contemplating the ephemerality of time and the cyclical nature of life by interaction with the river. Understanding the indivisibility of man and natural processes leads to the realization that self is also a natural organism characterized by cyclicity, change and development. Just as Mykola Lysenko's composition «Dumka-Shumka» demonstrates the relationship between reasoning, inner reflection and active experience, game or dance, so the video encourages to look into the outer horizons and dive into the inner depths of oneself at the same time.

# ARTWORKS

## BUTTERFLY EFFECT

Author

Alexandra KROLIKOWSKA

Musical accompaniment

Composer Denis PANCHENKO



The ancient Greeks considered the butterfly a symbol of the immortality of the soul. The psyche, the embodiment of the human soul, was imagined and depicted as a girl with butterfly wings. In Christianity, the stages of development of the butterfly symbolize life, death and resurrection - the cyclical nature of these processes.

Life is full of immense chaos, and we never know how small changes affect global processes. Thus, the «butterfly effect» can be applied to mental processes, considering the development of each individual as a guarantee of the development of all mankind.

Just as the Butterfly Nebula contains both the fading of old stars and the radiance of nascent stars, so humanity today is on the verge of transition from one state to another. Change is always a pain for the past and a joy for the future, and to go through the inner transformation, you must learn to see the beauty and grandeur of this process. After all, only by realizing that everything is inextricably linked, we are able to find new ways to discover the potential of the inner universe.

# ARTWORKS

## FIRE

Author

Yurii TYMOSHENKO



The video is created using the StyleGAN2 algorithm developed for creating realistic images of humans. I have collected about 900 images depicting fire and re-trained the algorithm.

The video shows the latent walk, a state of transition from one point of the obtained model to another. The aesthetics of fire as an eternal element illustrates a life's movement and catches attention, distracting a viewer from mundane troubles.

The visual part of the work calms and relaxes the viewer, while the audio conveys a state of latent anxiety with brief moments of relief.

# ARTWORKS

## MOONLIGHT VALLEY

**Author**

Andriy TYMCHENKO

**Musical accompaniment**

FM a cappella band

Composer: V. Kosenko - E. Andreev «Ballet»



The benefits of music as a means of therapy are well documented. Patients who seem impervious to traditional forms of treatment, all of the sudden perk up when they hear a song their inner self can relate to. However, with us humans there is also a need for the inner to be connected with the outer. We long to see an outward confirmation of the inner beauty we intuit. If we can find such confirmation, we feel a connection with the world around us, which ultimately leads to healing.

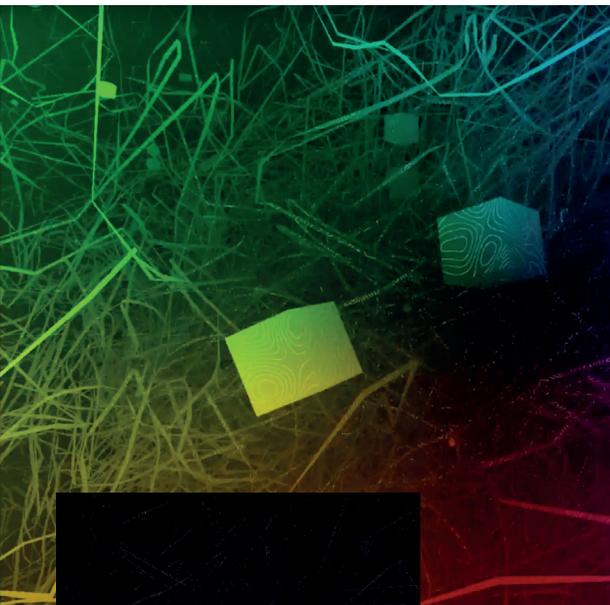
For our project, we decided to go with nature as the visual content to represent music. Nature is something anyone can relate to. Unlike music, it is inherently beautiful. Our aim was to highlight the simple and easily recognizable in our surroundings and connect it with the emotionally moving essence of music. In doing so we hope to raise one's appreciation of life. In the words of Carl Jung: "The least of things with a meaning is worth more in life than the greatest of things without it."

# ARTWORKS

## POINTS OF PERCEPTION

Author

Olexander SYROUS



«Points of Perception» is an attempt to study the influence of psychosomatics and external visual and audio stimuli on a person, impact documentation in the form of a pattern or symbol to be printed in the environment.

The participant will be influenced by sound and color spots directly generated by the sound on stage. This is a procedurally generated video work in which the audio has been made by the real-time generated geometry.

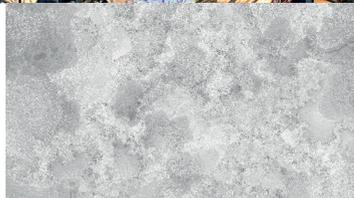
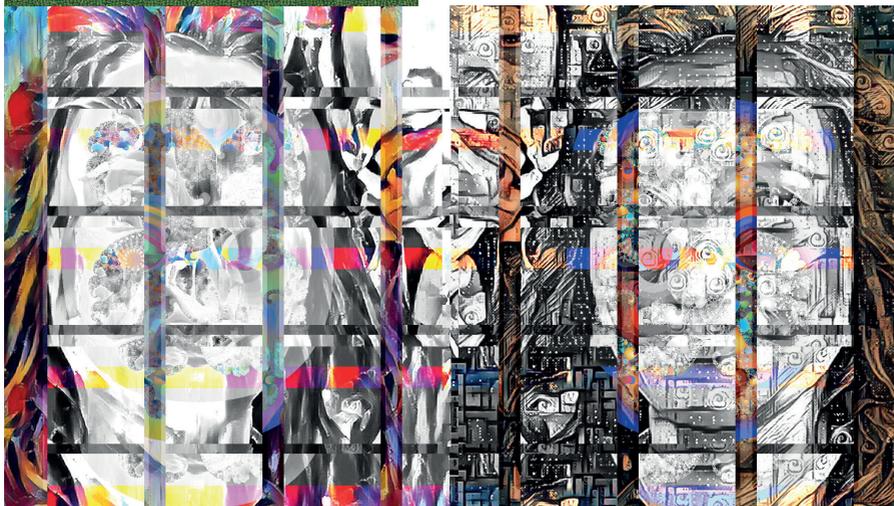
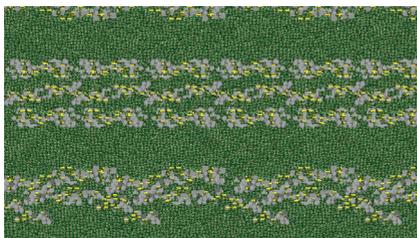
The project can be played in virtual reality using a VR device or smartphone.

# ARTWORKS

## REACOGNITION X MUSICAL BLOCKCHAIN

Author

Gleb DIVOV



The Reacognition x Musical Blockchain experiment is designed to collect selective and verbal information about the viewer's reaction to a series of audio-visual information streams.

The sound generation technique used to create sound files was presented with Musical Blockchain for HealthTech in 2020 and soon won the Private Healthcare Awards 2021 in the category «Leading Pioneers in Automated Creative Technology 2021». The visuals were created using generative images obtained during the generation of sound files and processed using the GAN, to which the algorithm art and creative coding elements were applied.

# ARTWORKS

## MERMAN

### Author

Andriy KRAPYVCHENKO and Merman team

### Musical accompaniment

Composer Denis PANCHENKO



Every day we make a choice, we move, we keep ourselves afloat, sometimes it seems to us that we are about to go to the bottom. But up or down is only our choice. We all have something from Merman: we are looking for the shore, new discoveries. We make important decisions every day and whether we get stuck or keep moving is up to us.

Our sculpture is built in reality of wood and metal, its height is 3 meters, length - 12, width - 3. In 2022, the sculpture will be transported to the United States, Nevada, to represent Ukraine at the Burning Man.

# WHAT WILL HAPPEN NEXT

The use of classical Ukrainian music and digital art in the therapeutic direction opens a new branch in the modern healthcare sphere, which will help medical institutions to provide medical care more effectively. The combination of digital art and music will help medical institutions to treat not only with standard techniques but also to introduce new technologies. The integration of digital art in combination with classical Ukrainian music in the medical field makes it possible to bring digital art to various age and social demographics of the population.

In addition to the therapeutic effect and psychological rehabilitation, the results of the project increase the overall level of culture of the population. Accessibility and ease of access to digital art will attract the attention of a wide audience, and the ability to communicate in virtual chats on the V-Art platform will help overcome the negative effects of lack of socialization due to the effects of the pandemic. It also opens up new opportunities for the development of young Ukrainian musicians and digital artists, which provides an opportunity to develop new talents and lay the groundwork for further collaborations with the medical sector.

The popularization of multimedia art not only increases the well-being of domestic artists but also forms value orientations in Ukraine based on the achievements of creative industries.



**V-Art is a platform to exhibit, sell & collect digital art**

We reconcile cultural & commercial value for the digital art world.

## OUR MISSION

To provide a fulfilling ecosystem for the global digital art market.



## PRODUCTS AND TECHNOLOGIES

The V-Art Platform enabled by secure blockchain storage brings:

- Artists the ability to sell and exhibit any digital artworks as well as to digitize physical bridging the gap between virtual and material;
- An Independent Index of value of every artwork;
- Collectors from all over the globe the capacity to discover and buy digital art;
- Corporates a chance to find useful creative content for their industries;
- Art owners the opportunity to hold online exhibitions and open unique virtual galleries;
- Art admirers the comfort of easily discovering new art every day.
- Everyone the delight of being a part of an actively growing community united by a love for digital art and creativity.

The V-Art App puts a gallery in your pocket. With our technology, anyone can have an unforgettable experience both in a virtual exhibition and in your physical surroundings by using the AR function.

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UKRAINIAN  
CULTURAL  
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D.A.V.T  
STUDIO