YASHAR SHIRDEL

web yasharshirdel.com
mail yasharshirdell@mailbox.org

infrastructures of mediation inscribe themselves onto the shopkeeper, the trash, the distant famine. Children are swarming the subway station, mingling with today's merchandise. A blanket of toxic fumes hangs over the streets, obscuring the view to the dwellings and relics that punctuate the hills all around. The inclines beyond the square are dotted by caves, once inhabited by people, who turned themselves into animals. Near an alcove, semicircular like the apse of a cathedral, I sit down on a sticky bench. I am at Kotti. Artist Yashar Shirdel has built a space with me. One that existed in an unfulfilled past, one that cannot be, one that is gone now that we name it. The crowd around us lingers, as though carved from flesh. I am certain, I am a dog, a slave to children once imagined.

medium Performance-installation
length approx. 28'
year 2025
location HGB Gallery, Leipzig (DE)
conception, video and performance Yashar Shirdel
sound, performance Heather Koen
costume design, performance Lisa Nossek
performance Oliver Schulz
performance Alma Nossek
photos Brigita Kasperaitė
complete video https://vimeo.com/1110533298
performance snippets https://vimeo.com/1101051002

text Tan (Persian for body / flesh / person) is a collaborative project that explores how virtual phenomena, algorithmically mediated cultures through images become actual and embodied.

The project begins from the proposition that images circulating through platform-based algorithms have physical resonance in the "real world". Images form social relationships and dynamics of these relationships, which are carry onto the corporeal world and shape perceived reality as even more algorithmic-like.

Circulating images: memes, trends, images of violence, products, social movements, revolutions, generated images, are all images that shape our contemporary collective psyche and form conditions of our reality or what we perceive as reality.

Tan draws on the contracting site between fiction and reality, where fake or generated violence carries the same potential to become real as documented violence already is.



Which bodies are constantly exposed to this mediated violence? Which bodies circulate as images within the spectacle?

There is a tension between the body and the face. Faces, endlessly replicated and commodified, become sites of control and recognition to inscibe themselves onto the same and replicatation of the same face. The exact same

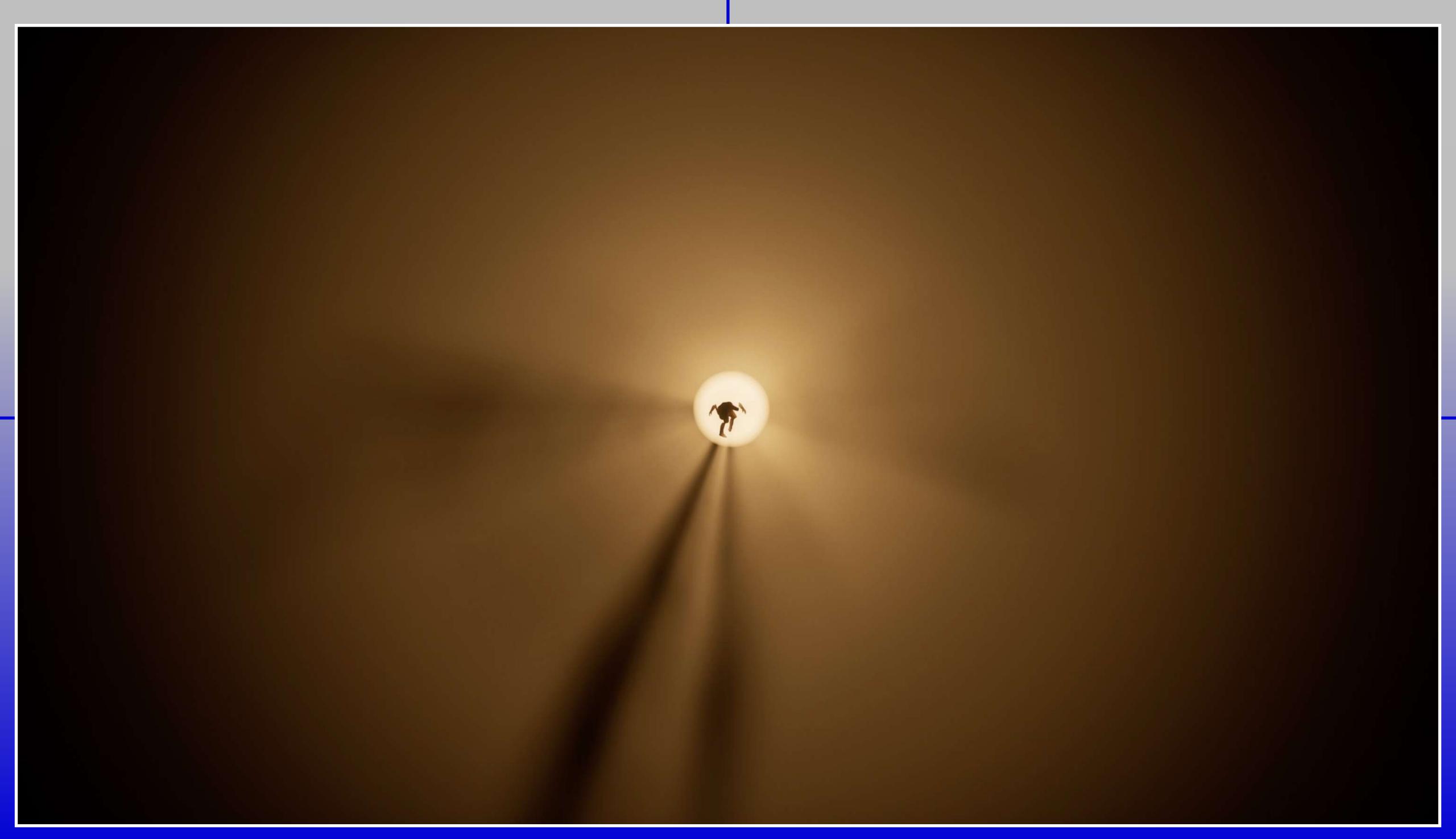
face of the first "Man"?

Faces must be dismantled and dissolved. Five figures enter the physical space—drawn towards the projection, as they explore their immediate surroundings.

Is it possible to resist by dismantling the face and reclaiming the flesh, the meat?









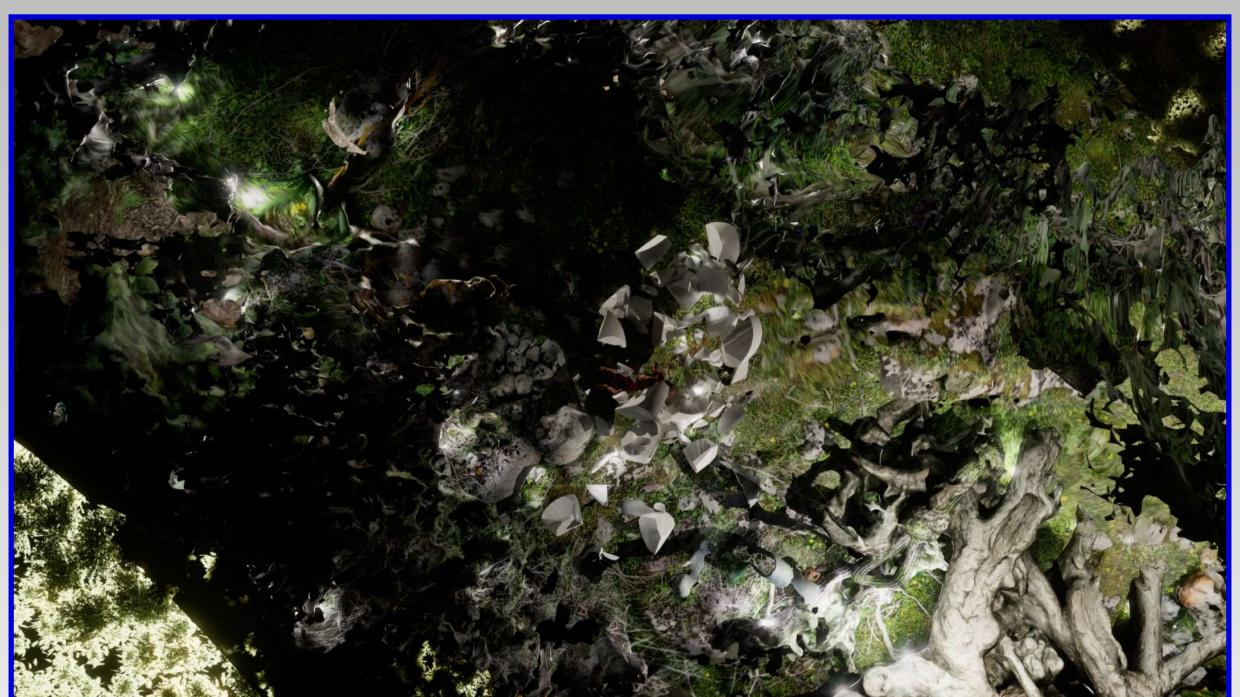


STILLS FROM *TAN* [2025]



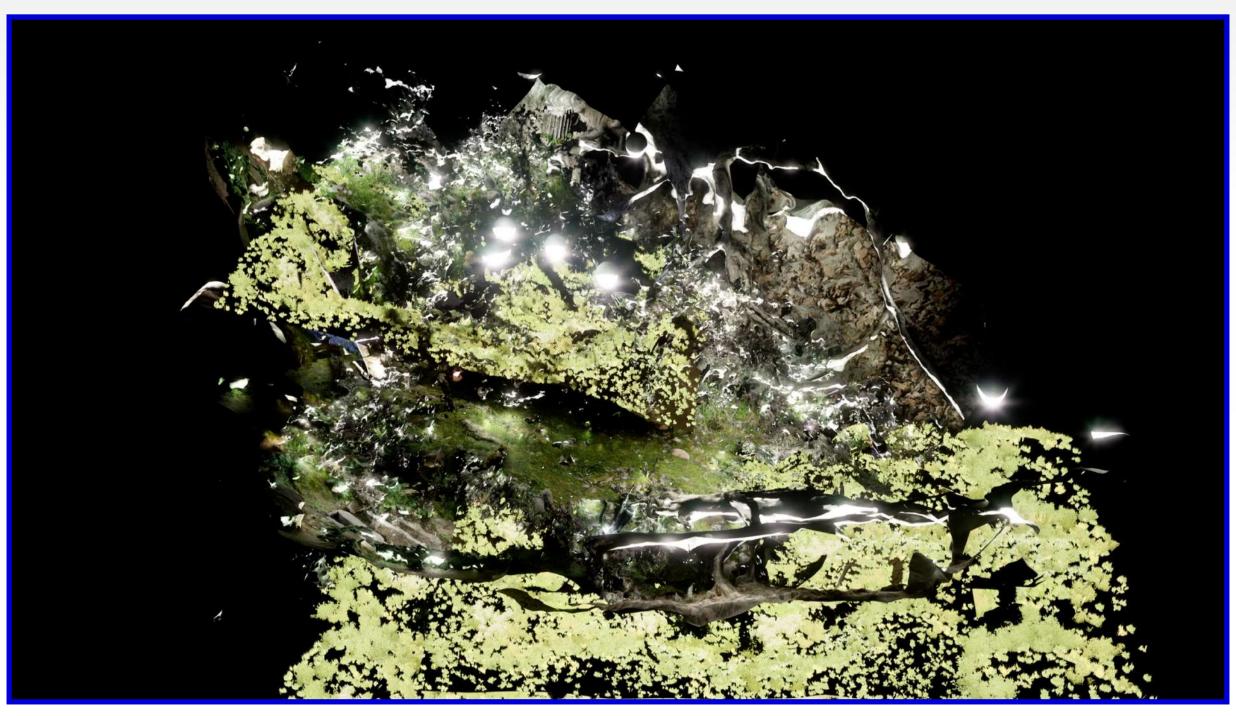






STILLS FROM TAN [2025]





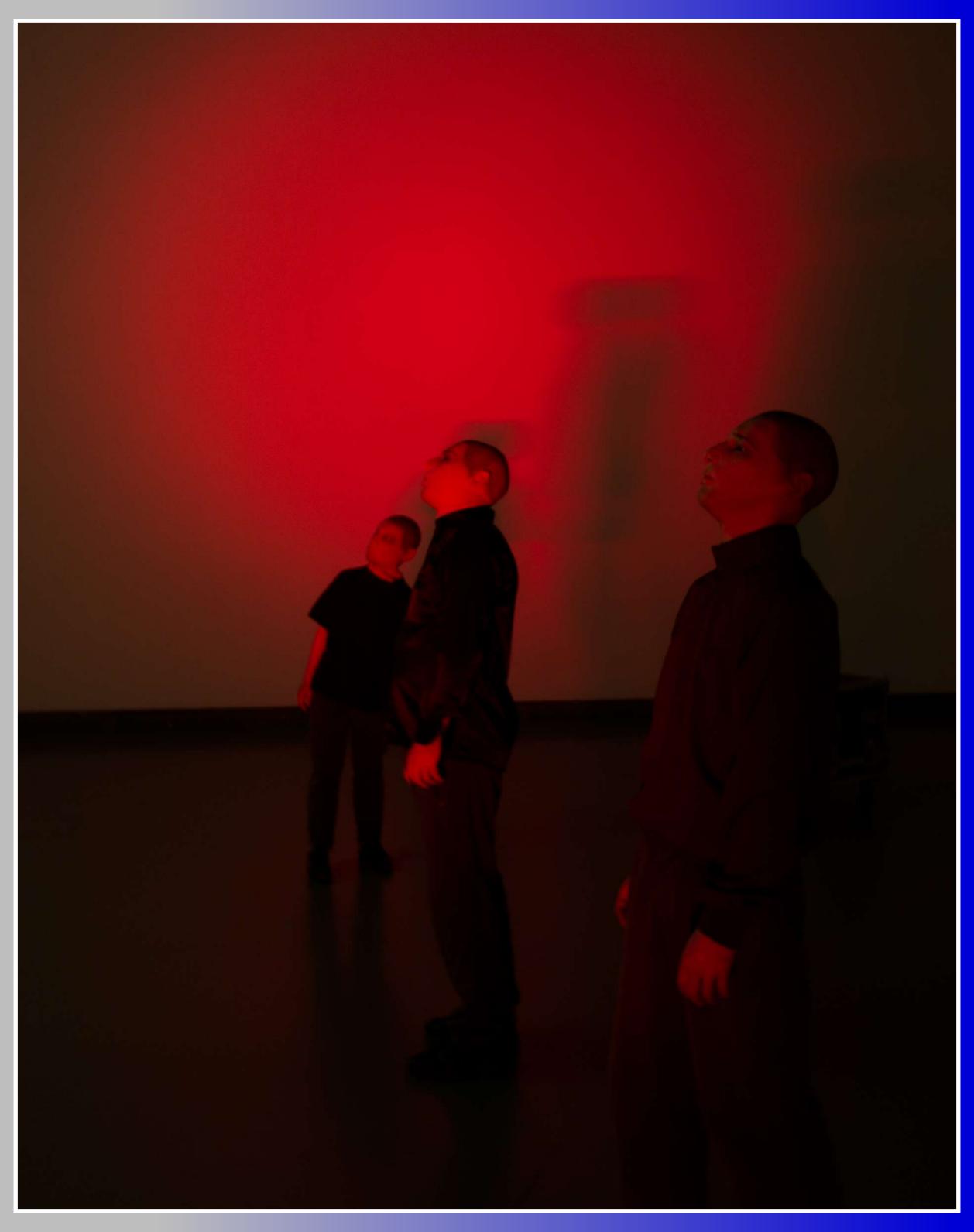






STILLS FROM TAN, DOCUMENTATION OF TAN [2025]







As a dealer of the sun, I am happy



medium VR and installation
length approx. 45'
year 2025
location Künstlerhaus Bethanien Studio1, Berlin (DE)
conception, VR-work and installation Yashar
Shirdel
collaboration Heather Koen for sound pieces

VR Walk https://vimeo.com/1065792422

the space at Kottbusser Tor both as a whole and as a memory of its totality. The psychogeographical exploration of Kotti unfolds as an embodied history, revealed in every presence it encounters. Kotti, a space of radical spectacle.

"...Dealer of the sun..." was created in the dynamic context of the exhibition format and alliance The Cities Wrapped Around Our Bodies (TCWAOB), in collaboration with Möglichkeitsraum Kotti Kollektiv. The digitization of Kottbusser Tor (a square in Berlin) was used as a triggering landscape to prototype interventions and explore the local social and spatial fabric, alongside the entanglement of physical and digital space. Conceived by Rick Gerardus, this format was offered to Shirdel as the lead game engine/mixed media artist and as a basis for developing an independent work. Gerardus and Shirdel collaborated closely, with Shirdel responsible for realizing the contributions of other artists (including Tracey Snelling, Nastio Mosquito, Petja Ivanova) while also creating an overarching scenario, As a dealer of the sun, I am happy, which stands as an autonomous artistic work.

funded by Senatsverwaltung für Kultur und Gesellschaftlichen Zusammenhalt partners Humboldt University, Decaynews, Arts of the Working Class, Gamelab.Berlin, recom Berlin



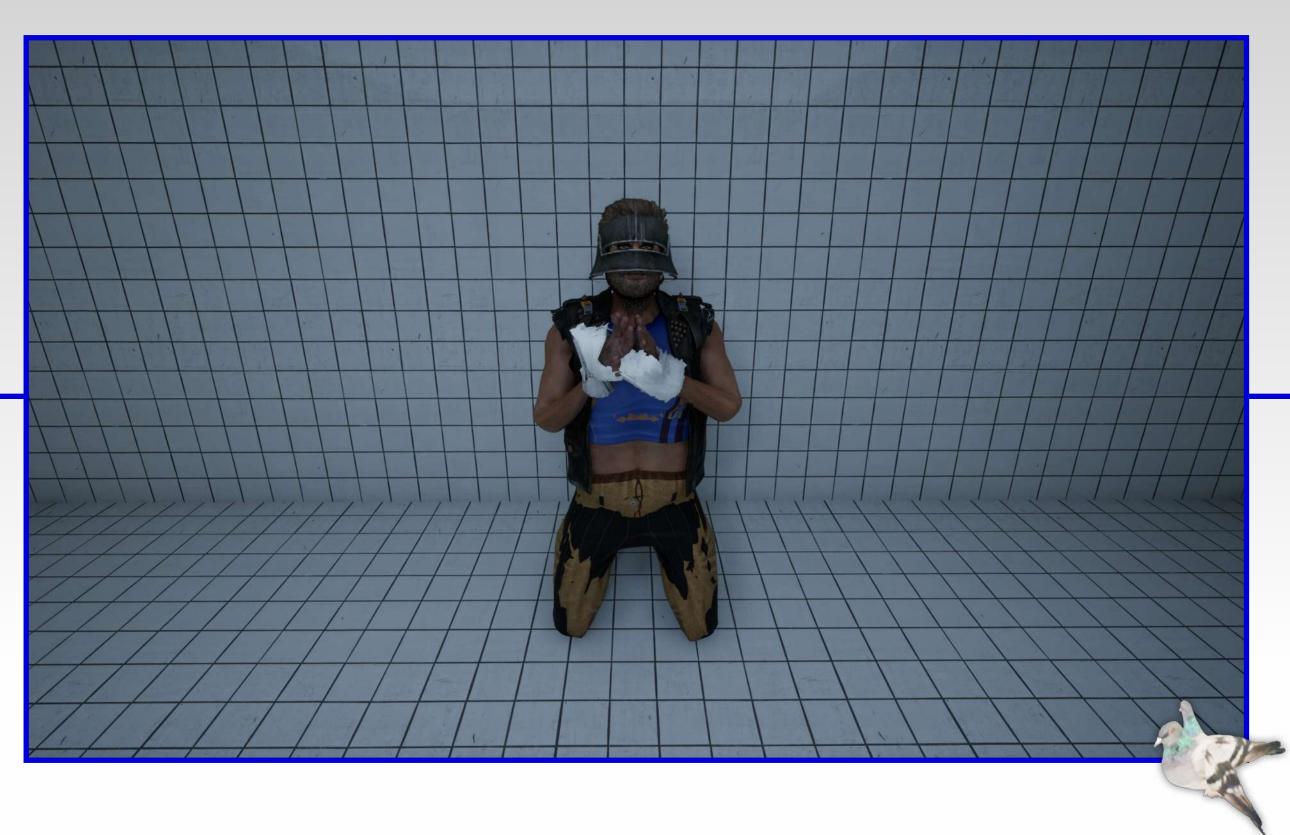


STILLS FROM AS A DEALER OF THE SUN, I AM HAPPY [2025]

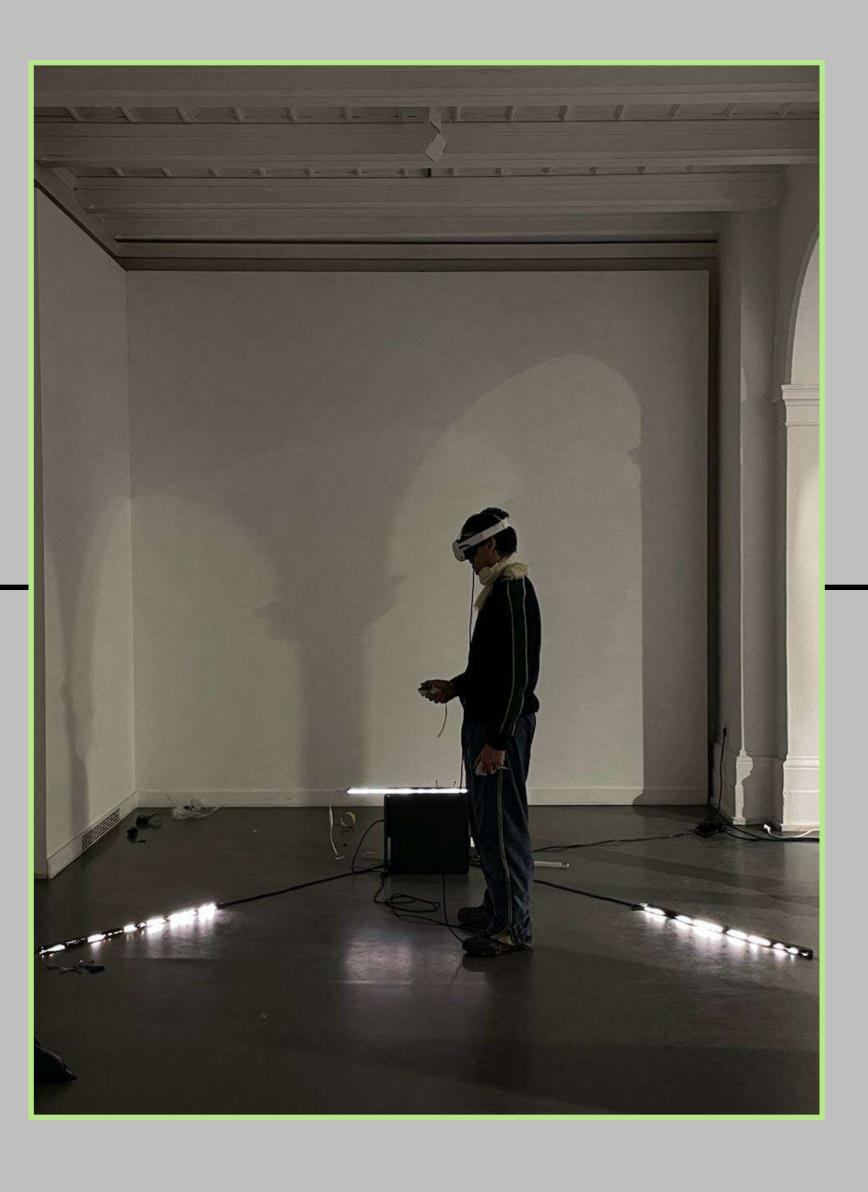




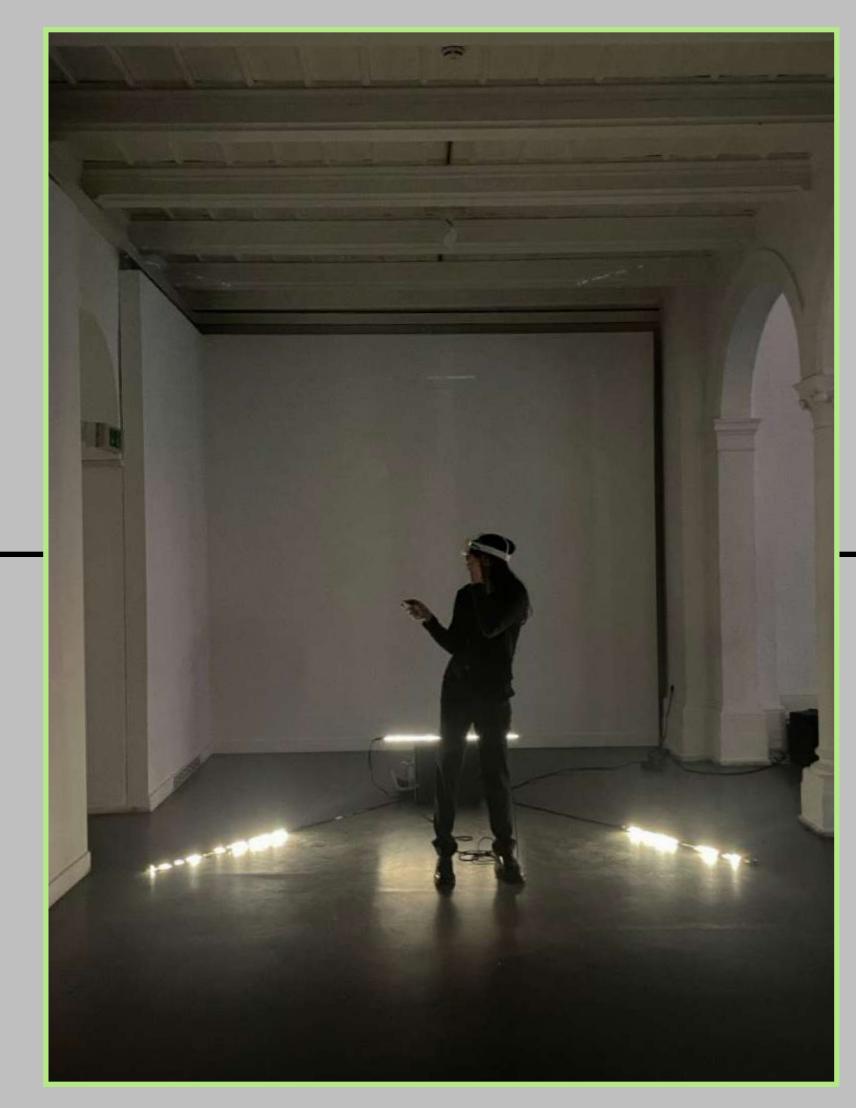


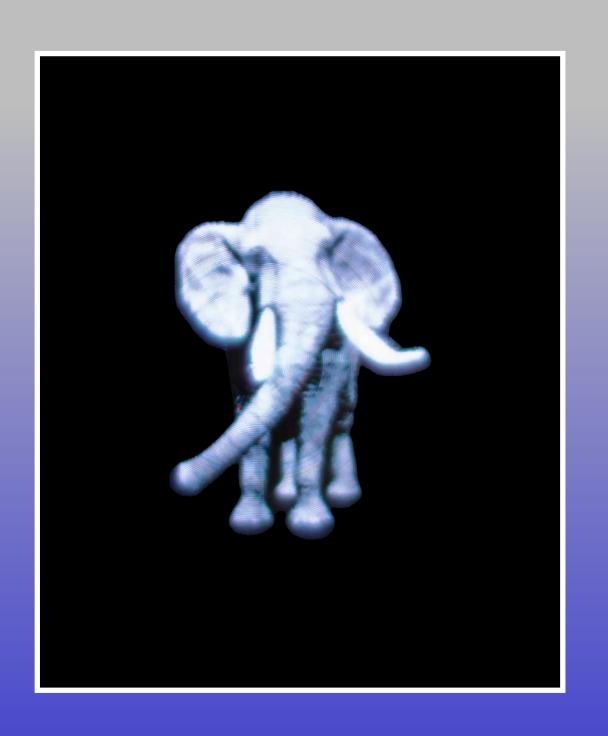














Deep dive

dium Film, game(Akhaa) and 3D-printed porcelain agth 27:35

length 27:3 /ear 2024

https://vimeo.com/956638911

collaboration Arash Goudarzy Malayeri for sound pieces

"Deep Dive" is an autobiographical film that emerged from an exploration of gamification within the capitalist structures of our time, reflecting states of absurdity, the uncanny, and the alienation experienced by contemporary humankind within its self-constructed systems. These systems—whether nightmarish bureaucratic frameworks or digital media landscapes—penetrate the subconscious of the individual, shaping social relations through the same gamified capitalist logics. Within this context, play, the playground, and its rules exert pressure on marginalized groups, with minorities and migrants often bearing the heaviest burdens, particularly in relation to bureaucracy in the German context. By situating its setting within a game engine, the film mirrors and resonates with the disoriented condition of our gamified reality.





STILLS FROM DEEP DIVE [2024]

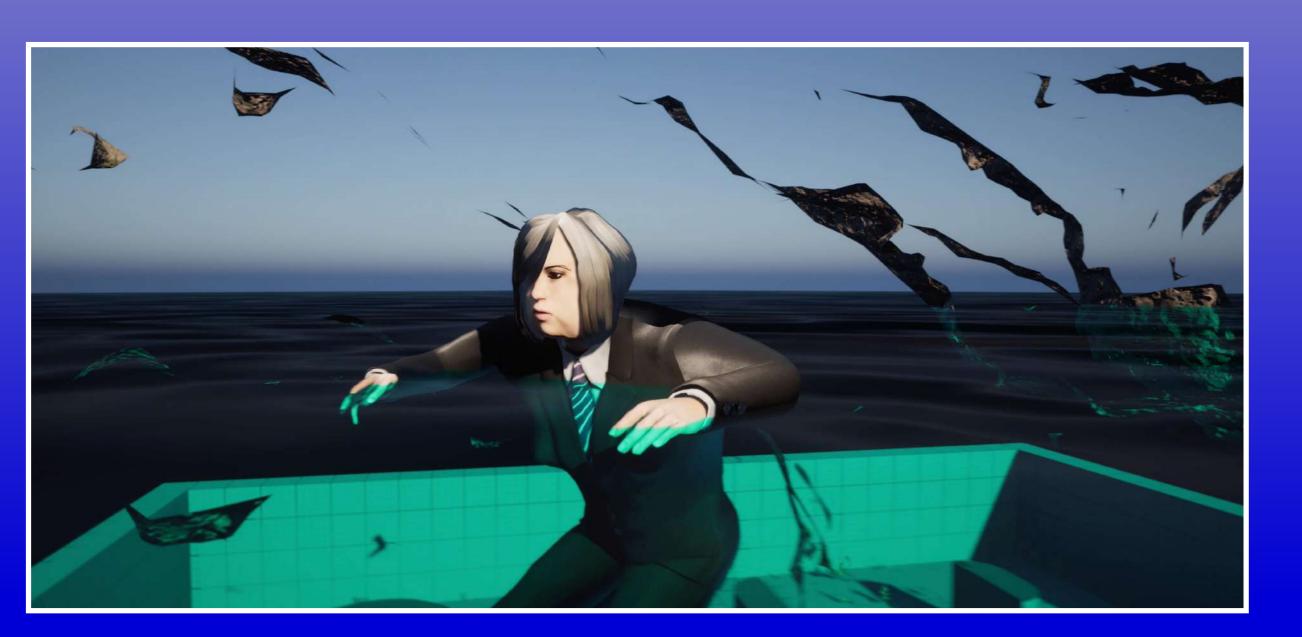




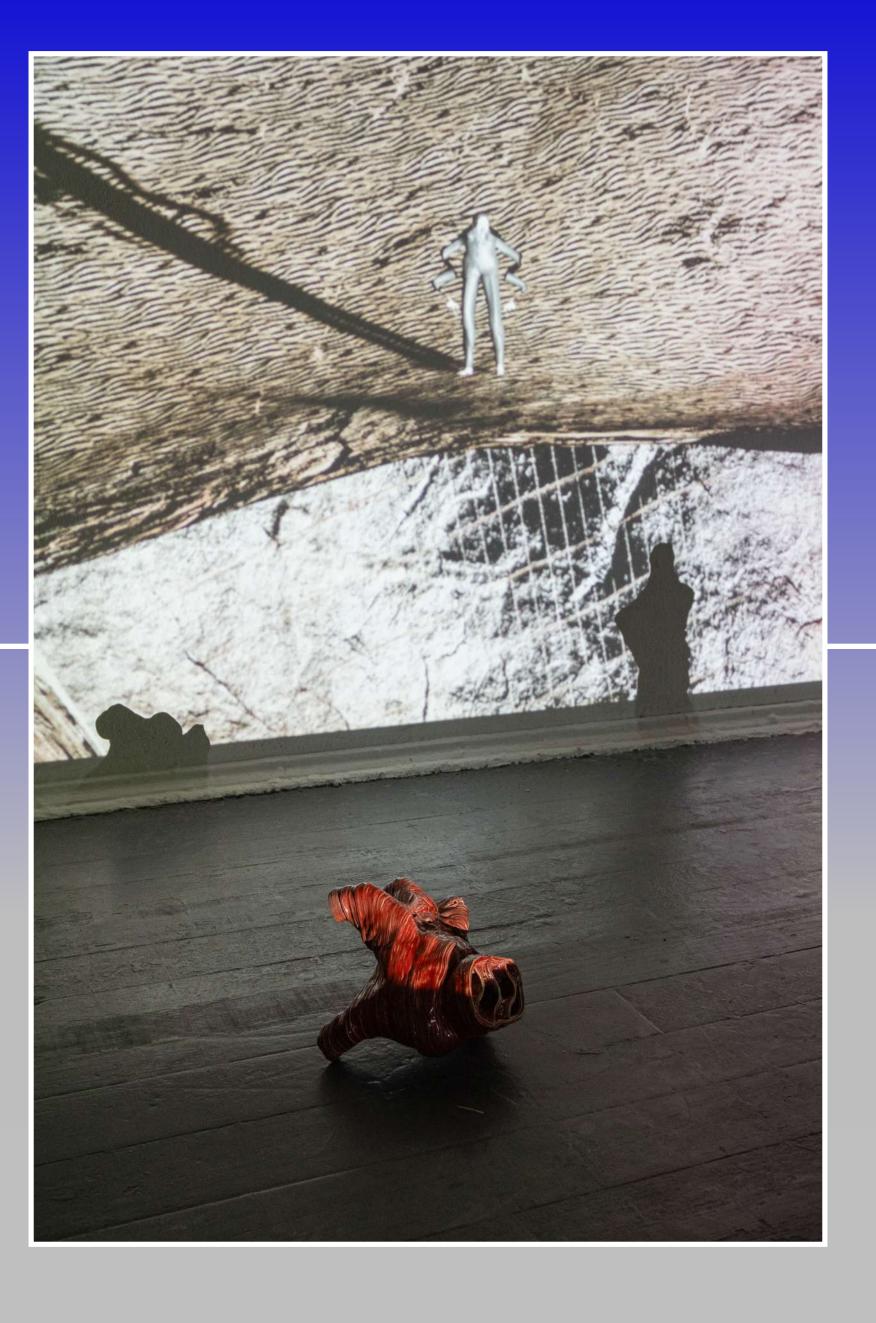


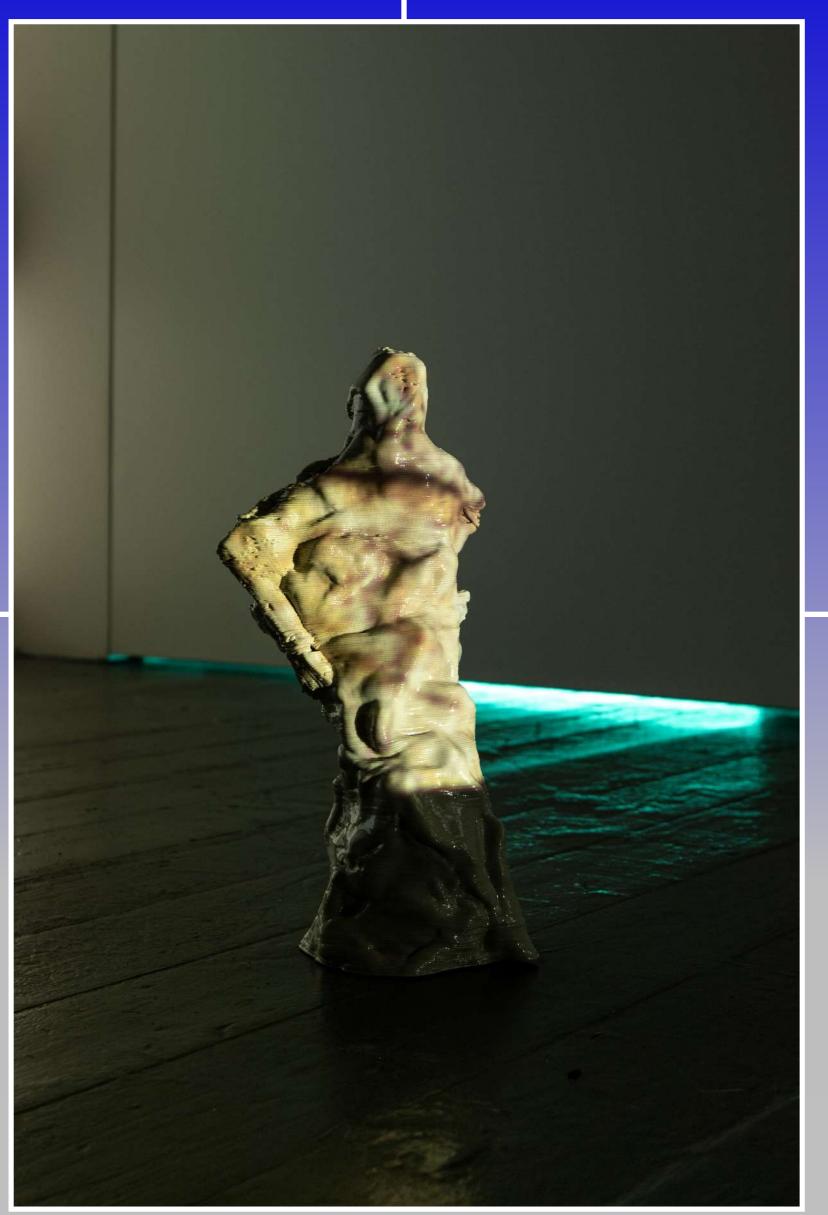


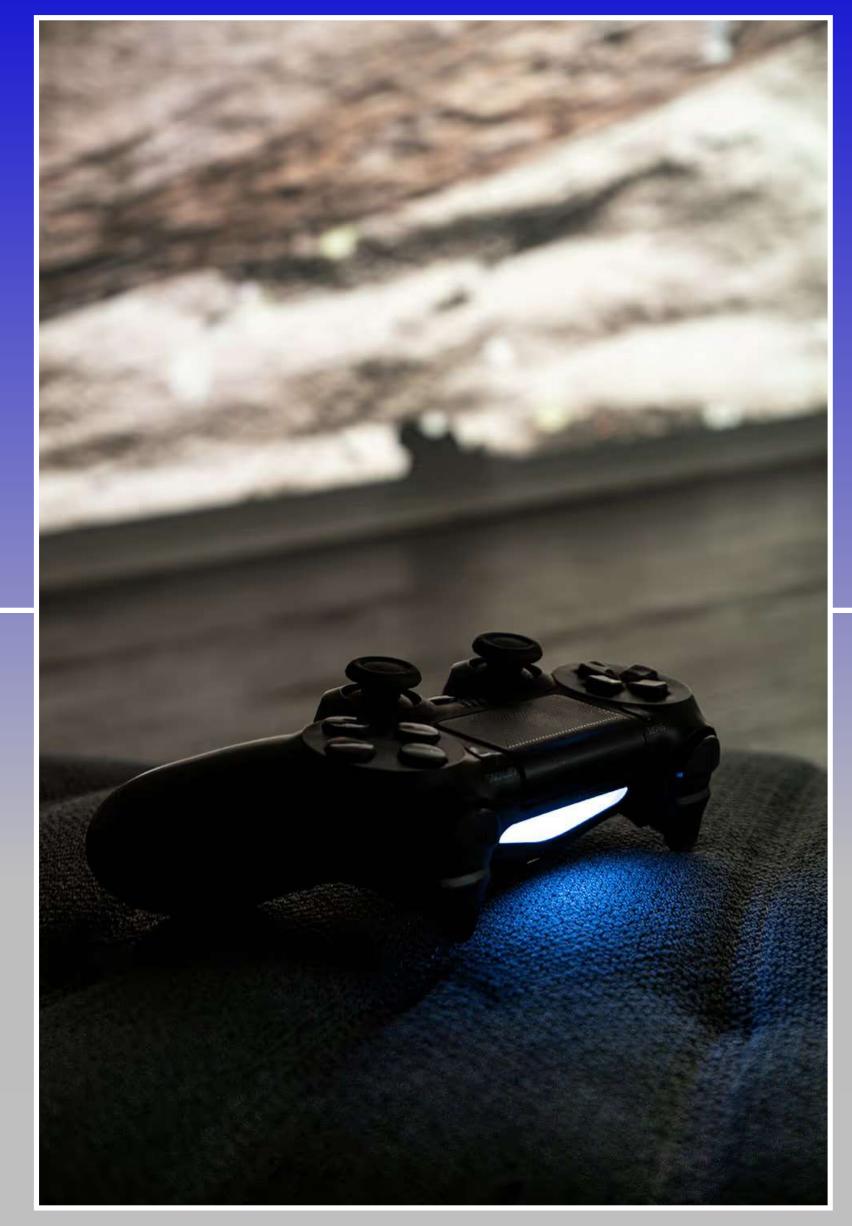
STILLS FROM DEEP DIVE [2024]

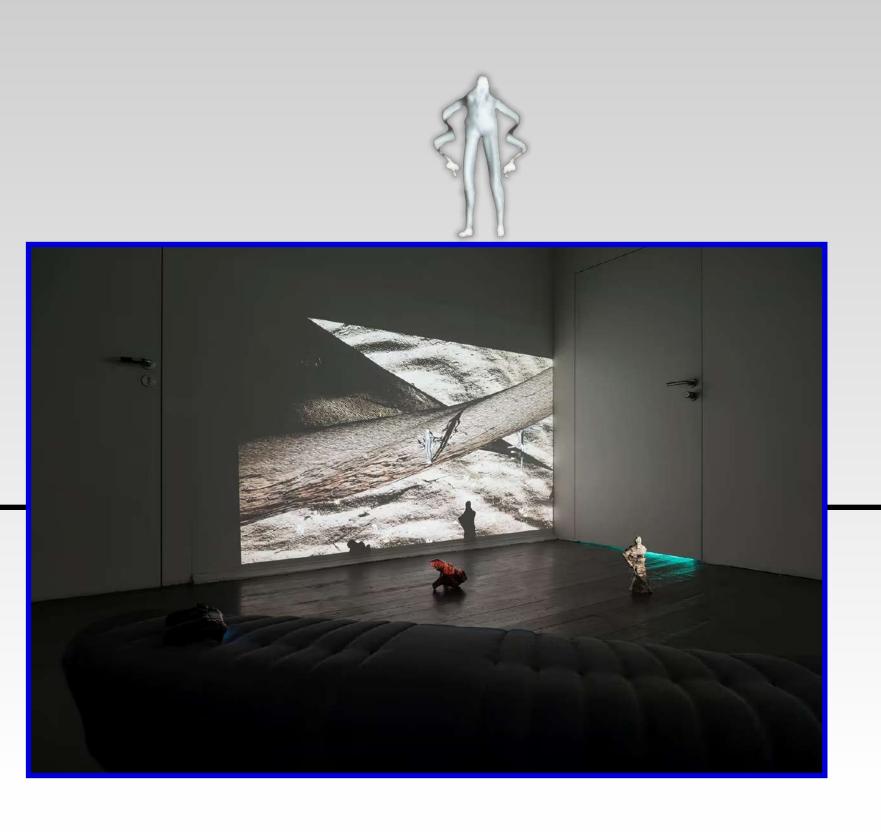




















CV: Yashar

Shirdel



web yasharshirdel.com mail yasharshirdell@mailbox.org

born in Tehran, Iran (1994) lives in Berlin, Germany

Bodies (TCWAOB e.V.)" Transversal organisation founded in Berlin, promoting intersectional solidarity and equity among artists, activists, journalists, academics, curators and designers.

who works across installation, performance, sculpture, video and photography. He explores spatial and situational contexts in his practice via hybrid modes of corporeality, examining themes around fiction, worldbuilding, algorithmic surveilliance, digital cultures and gamification.

studies

2025 Diploma in Media Art in the Class for installation and space with Prof. Joachim Blank, Academy of Fine Arts Leipzig, Germany

2022 B.A. Photography at Folkwang University of Arts in Essen, Germany

grants

2019 DAAD Stipendium at Folkwang University of Arts, Essen, Germany

2020 NRW MKW, Künstlerstipendium

2022 DAAD Stipendium, Post-Documenta, Athens, Greece

selected exhibitions

2025 Teufelssee Biennale, Grundewald, Berlin, Germany

2025 Diploma: "Tan", Academy of Fine Arts Leipzig Gallery, Leipzig, Germany

2025 "The Cities Wrapped Around Our Bodies", Studio 1, Kunstquartier Bethanien, Berlin, Germany

2024 Spinnerei, Halle 14, Studio 12, Leipzig, Germany

2024 TTTT, Academy of Fine Arts Leipzig, Leipzig, Germany

2024 "Topologies", Galerie Gosh, Leipzig, Germany

2023 "Digging the Earth", Sunnybroock Art Center, Leipzig, Germany

2023 "Lücke", class for Installation and space, Academy of Fine Arts Leipzig, Germany

2022 "built to break", class for Installation and space, Academy of Fine Arts Leipzig, Germany

2023 ZfK Kunstverein, Spinnerei, Halle 14, Leipzig, Germany

2023 Spinnerei, Halle 14, studio 12, Leipzig, Germany

2023 "The Gap", class for Installation and space, Academy of Fine Arts Leipzig, Germany

2022 "The Elephant in the Room: 'Unterschätzt'", Museum of Fine Arts, Leipzig, Germany

2022 Studio 12, Spinnerei, Leipzig, Germany

2022 "Circuits and Currents", Post-Documenta, Athens, Greece

2021 B.A. Photography: SANAA-Gebäude, Essen, Germany

2020 Kokerei, Zollverein Essen, Germany

2020 FB4, Folkwang University of the Arts, Essen, Germany