

## 2004 COMPLETE PROGRAM

### EXHIBITIONS, INSTALLATIONS & SPECIAL EVENTS

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#### **Oribotics**

*Day/Time : Wednesday 29/9 9:30 AM - 9:30 AM*

*Location: Newcastle Regional Art Gallery Media Space, Level 1*

In the future, origami will fold itself... Oribotics is a fusion of origami, LEGO robotics, and animated light and sound. Flower-like robots, react to the viewer through a computer interface. Opening blossoms of light and sound. Exhibiting from *September 25 - October 24*.

#### **Unfiction**

*Day/Time : Wednesday 29/9 9:30 AM - 9:30 AM*

*Location: Rocketart 488 Hunter Street*

Exhibition from September 16 - October 4

How do we define the borders of reality and fiction ^ when the artistry of communication media has reached such high levels of sophistication? When world news and entertainment news sit side by side in order of importance? Where fictive entertainment seems more real than our day-to-day lives. Unfiction brings together a collection of artworks by young Australian and international artists whose works identify and question the extent to which our lives are immersed in a mediated world of half-fictions.

Everyday electronic processes of technology not normally associated with notions of artistic production are explored as sites of creative expression, political comment and meaningful cultural production. In engaging common aspects of contemporary communication technology Unfiction offers possibilities of navigation through a saturated culture of info-fiction.

Curated by Rebecca Cannon & Ashley Whamond

#### **ProjectSpace - (t)error, Damage Joy & Instant Places**

*Location: ProjectSpace Civic Arcade Shop No.1*

ProjectSpace will house the Electrofringe Net.Art selection, screen-based works and installations including Robert Praxmarer's interactive game (t)error and Damage Joy, light sculptures by Thomas Stephen. It will also operate as the studio space for the ongoing development of the Instant Places workshop for the duration of the festival.

#### **PatchLab: Projections**

*Day/Time : Thursday 30/9/10 -Sunday 3/10/04 8:00 PM - 8:00 AM*

*Location: PatchLab Civic Arcade Shop No. 7*

Nightly from 8pm, the PatchLab window will feature video and interactive works made during the daily sessions.

## CELL

*Day/Time : Thursday 30/9 9:00 AM - 9:00 AM*

*Location: Honeysuckle Grassy Knoll*

A MIDI controlled pneumatic orchestra, CELL is a self playing installation mounted in a 6m shipping container. Coming to life sporadically. Presented by LiveSites.

## Instant Places Showing

*Day/Time : Sunday 3/10 6:00 PM - 7:30 PM*

*Location: ProjectSpace Civic Arcade Shop No.1*

A showing of the explorations that have developed over the last 3 days from the Instant Places Workshop, with Ian Birse, Laura Kavanaugh, Anthony Magen, Joel Stern and participants, exploring the audiovisual nature of Newcastle.

With Anthony Magen, Joel Stern and Laura Kavanaugh & Ian Birse

## WORKSHOPS

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### Creating Sensor and Robotic Art Projects with Eric Singer

*Day/Time : Thursday 30/9 12:00 PM - 3:00 PM*

*Location: PatchLab Civic Arcade Shop No. 7*

A hands-on workshop in how to make your own sensor and robotic based music and art projects. Using the MidiTron, the MIDI to real-world interface, Singer will take attendees through the basic electronics and Max programming they need to know to get started on their own projects.

With Eric Singer

### Location based gaming.

*Day/Time : Thursday 30/9 3:00 PM - 6:00 PM*

*Location: ProjectSpace Civic Arcade Shop No.1*

SCOOT is a mixed reality experience designed to explore the potentials of location-based game design. The SCOOT team experiments with how to apply new forms of mobile technologies combined with digital media to examine new ways for people to interact in both physical and virtual spaces.

Debra Polson lectures in interaction design at QUT and is a project leader at the Australasian CRC for Interaction Design. Her research interests lie in new hybrid forms of game play that blur the edges between the digital and physical realms.

This workshop is part of dLux media arts' FutureScreen 04 Mobile project.

## **Instant Places - exploring the audiovisual nature of Newcastle**

*Day/Time : Friday 1/10 3:00 PM - 6:00 PM*

*Location: ProjectSpace Civic Arcade Shop No.1*

Magen & Stern demonstrate the construction and use of contact microphones for sampling the audio presence of objects and spaces, while Birse & Kavanagh will guide the exploration of visual aspects of Newcastle and their relationship with sound. An open structure enables participants to continue the exploration with the artists through the festival. (NB: \$7 charge towards equipment)

**With** Anthony Magen, Joel Stern and Laura Kavanaugh & Ian Birse

## **Ableton LIVE Masterclass with Ben Frost**

**Day/Time** : Saturday 2/10 3:30 PM - 6:00 PM

**Location:** PatchLab Civic Arcade Shop No. 7

'Live' is a real-time audio based sequencing platform for both mac and pc that brings acoustic, electronic and virtual instruments, as well as digital audio recordings, together in a single interface. Frost has used 'live' since version 1.0 utilizing it for live performance, composition and as a producer/programmer. (Presented by Sound Summit & Electrofringe - \$7 charge)

**With** Ben Frost

## **PANELS**

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### **Appropriate or Perish?**

*Day/Time : Friday 1/10 10:00 AM - 11:30 AM*

*Location City Hall Banquet Room*

Sampling festishes in sound and visual forms investigated from conceptual, historical and practical perspectives.

**With** Adrian Bertram, Shannon O'Neill and Soda\_Jerk aka Dom and Dan Angeloro

### **The Deep North**

*Day/Time : Friday 1/10 12:00 PM - 1:30 PM*

*Location: ProjectSpace Civic Arcade Shop No.1*

As survey of new media art from the steamy Northern regions and beyond. Smith will survey artists working innovatively to develop a critical mass outside of urban centres. Baumann will present works featured in MAAP04 focussing on media sabotage, piracy, technological refuse and networked AV performances.

**With** Malcolm Smith and Thea Baumann

### **Cause & Effect 1: The Human in the Interface**

*Day/Time : Friday 1/10 12:15 PM - 1:45 PM*

*Location Civic Theatre Lounge Bar*

An exploration of aesthetics of interactivity and how selected artists are integrating the playful body into media-based installation.

**With** George Khut, Robert Praxmarer and Tara Pattenden

## **DIY Robotics**

*Day/Time : Friday 1/10 2:15 PM - 3:45 PM*

*Location: City Hall Banquet Room*

Artists from LEMUR, Cell & MEKanarky discuss the techniques behind their large scale industrial creations.

**With** Dillon/ MEKanarky, Eric Singer, Miles van Dorssen and Nick Wishart

## **New Networks**

*Day/Time : Friday 1/10 4:30 PM - 6:00 PM*

*Location: Civic Theatre Lounge Bar*

Global connections, remote collaborations and group communications. This panel will explore different models for connecting artists and communities including as Dorkbot, Cybertribe, Blackout and Better Living Through Feedback.

**With** Jenny Fraser, Jesse Sullivan and nMn, aka Lieven Menschaert & Jan De Pauw

## **Microscopic Sounds**

*Day/Time : Saturday 2/10 10:00 AM - 11:30 AM*

*Location: City Hall Banquet Room*

An exploration of micro-organisms as input for sonic output. nMn will demonstrate how microscopic images are read and analysed by colour, movement and zone to translate into realtime sound.

**With** nMn, aka Lieven Menschaert & Jan De Pauw

## **Re-Mediating Spaces**

*Day/Time : Saturday 2/10 12:00 PM - 2:00 PM*

*Location: ProjectSpace Civic Arcade Shop No.1*

Media art projects and practices that re-interpret environments creating feedback loops between the real place and virtual space. The discussion will include sound works, audiovisual performance, installation and game art. At the conclusion the Instant Places exploration will continue in the ProjectSpace which people are invited to observe.

**With** Aki Onda, Amanda Cuyler, Laura Kavanaugh & Ian Birse, Lonnie Hutchinson and Sarah-Mace Dennis & Svenja Kratz

## **No Input**

*Day/Time : Saturday 2/10 12:15 PM - 1:45 PM*

*Location: Civic Theatre Lounge Bar*

Artists discuss their sonic explorations using devices other than computers including no-input mixing, hacked electronics and homemade theremins.

**With** Ben. Harper, Chris McCormick, Peter Blamey and Ross Manning

## **Artist Talk: Eric Singer**

*Day/Time : Saturday 2/10 2:00 PM - 3:30 PM*

*Location: City Hall Banquet Room*

With an extensive history in interactive art and technology Singer will discuss his practice focussing on the LEMUR project (<http://lemurbots.org>). He will also discuss other organisations that he has founded/co-founded—Eroktronix (<http://eroktronix.com>), the Madagascar Institute (<http://madagascarinstitute.com>) and Enable Arts (<http://enablearts.com>)

**With** Eric Singer

## **Sentient Screens**

*Day/Time : Saturday 2/10 4:30 PM - 6:00 PM*

*Location: Civic Theatre Lounge Bar*

Different approaches to real time interactive video art. Wolf will explore VJ based interactive Quicktime and DVD. Donat investigates screen / sculptural installation spaces with sensors and real time user interaction; Webster looks at VJing with live cameras, hand gestures and real time computer manipulation.

**With** David Wolf, Mel Donat and Tim Webster

## **Cause & Effect 2: Performance Integrations**

*Day/Time : Sunday 3/10 10:00 AM - 11:30 AM*

*Location: City Hall Banquet Room*

Exploring different approaches to manipulating media-based elements in live performance. Projects discussed will include Helme & Terry's "Electric Dreams", Malone's "The Obcell", Wooller and Allen's "JEDI: Jam Experiment Dance Interact " and Slaven's live video experiments with midi guitar synthesizer.

**With** Anna Helme, Brendan Slaven, Fiona Malone, Louise Terry, Rene Wooller and Richard Allen

## **Artist Talk: HC Gilje**

*Day/Time : Sunday 3/10 12:00 PM - 1:30 PM*

*Location: City Hall Banquet Room*

HC Gilje gives a guided tour through his work work in 242.pilots, with his dance company kreutzerkompani, and his live video collaborations with composers, free improv and noise musicians.

**With** HC Gilje

## **\$ Live Pixel Play**

*Day/Time : Sunday 3/10 2:00 PM - 4:00 PM*

*Location: City Hall Banquet Room*

Local and international video artists discuss concepts and techniques of live visual performance.

**With** HC Gilje, Jeremiah Shuff, Richard Byers and Rob Appierdo

## **Poetry & Politics of the Art & Science Nexus**

*Day/Time : Sunday 3/10 2:15 PM - 3:45 PM*

*Location: Civic Theatre Lounge Bar*

A discussion on the concepts, techniques and ramifications of artists going to bed with science.

**With** Dusan Bojic

## **DVD Creations & Mutations**

*Day/Time : Sunday 3/10 4:00 PM - 5:30 PM*

*Location: Civic Theatre Lounge Bar*

A conceptual and technical exploration of the DVD format for innovative art projects.

**With** Corin Edwards, Rebecca Cannon and Vikki Wilson

## **OpenSourcery**

*Day/Time : Monday 4/10 11:00 AM - 12:30 PM*

*Location: City Hall Banquet Room*

An open discussion on open source software and the community that has developed around it.

This will include a survey of what's out there, what works best and some handy user tips.

**With** Corin Edwards, Patrick King and Rene Wooller

## **spa[v]ce SHOWCASES**

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### **Uni\_Lateral: Responsive Works**

*Day/Time : Saturday 2/10 12:00 PM - 2:00 PM*

*Location: City Hall Hunter Room*

Showcasing the work of emerging artists drawn from Australia's leading tertiary institutions, this series will explore a variety of conceptual and technical approaches to audiovisual practice. In this session the focus is on video tracking, machine listening, sensor craft, medical aware and GPS; and the incorporation of various methods of interfacing and data acquisition to map new conceptual and technical terrain.

### **Uni\_Lateral: Cognitive Works**

*Day/Time : Saturday 2/10 2:30 PM - 4:30 PM*

*Location: City Hall Hunter Room*

Gaming, VR, spatialisation, artificial intelligence and network aware systems. Engaging with technology through altering modes of perception and process.

### **Uni\_Lateral: Generative Works**

*Day/Time : Saturday 2/10 5:00 PM - 6:45 PM*

*Location: City Hall Hunter Room*

Cellular, random and algorithmic AV and media composition. Using both simple and complex generative systems to create new fields of expression.

## **Uni\_Lateral: Hacked Technology**

*Day/Time : Saturday 2/10 7:15 PM - 9:00 PM*

*Location: City Hall Hunter Room*

Circuit bending, modified electronics, machinema and feedback systems. Utilising technologies in artwork outside their stated purpose resulting in the breaking apart of traditionally held functionality. An investigation into ownership and innovation.

## **spa[v]ce: Physical Modelling in Granular Synthesis**

*Day/Time : Sunday 3/10 10:00 AM - 11:00 AM*

*Location: City Hall Hunter Room*

A masterclass in Pure Data software to control granular synthesis and other sound manipulation techniques using physical modelling algorithms.

**With** Nicholas Mariette

## **spa[v]ce: Scot.d.Cotterell - Abstraction, Degradation, Manipulation**

*Day/Time : Sunday 3/10 11:30 AM - 12:30 PM*

*Location: City Hall Hunter Room*

Cross media artist Scot.d.Cotterell discussing recent audio, visual, still and performance works. Scot creates installation, improvised AV scapes, and studio sound across the electronic and noise genres.

**With** Scot.d Cotterell

## **spa[v]ce: Generative Music from Evolutionary Systems**

*Day/Time : Sunday 3/10 1:00 PM - 2:30 PM*

*Location: City Hall Hunter Room*

Performances and discussions on generative processes used for composition. Noyze will be exploring Cellular Automata (CA) capable of a wide variety of emergent behaviours. Harrald will approach ALife and Algorithmic composition through his research into the Prisoner's Dilemma model.

**With** Dave Burraston aka Dave Noyze and Luke Harrald

## **spa[v]ce: Vocal Play**

*Day/Time : Sunday 3/10 3:00 PM - 4:00 PM*

*Location: City Hall Hunter Room*

Approaches to the voice in electro-acoustic composition. Mimic Mass, a 4 person ensemble will perform a piece inspired by Tarkovsky's "The Sacrifice", while Rosie Dennis will perform "auto" a duet for voice and tape.

**With** Mimic Mass and Rosie Dennis

## **spa[v]ce: Project 1**

*Day/Time : Sunday 3/10 4:30 PM - 5:30 PM*

*Location: City Hall Hunter Room*

Pushing the boundaries of contemporary music Project 1 is a South Australian showcase of electro-acoustic and computer music first developed for the Adelaide Fringe in February 2004.

**With** Fiona Malone, Luke Harrald and Michael Yuen

## **spa[v]ce: Opened Sores [Dictatorships, Dissection and Displacement]**

*Day/Time : Sunday 3/10 6:00 PM - 7:00 PM*

*Location: City Hall Hunter Room*

Throwing his convoluted world into a box and shipping it economy class to Newcastle Patrick King will explore the merits of opensource evangelism, the DIY constraints of audiovisual construction and the repercussions of digital mania. It will be followed by a walk through demo of his disembodied ramblings.

**With** Patrick King

## **spa[v]ce: Sam Smith & Sumugan Sivansen**

*Day/Time : Sunday 3/10 7:30 PM - 8:30 PM*

*Location: City Hall Hunter Room*

Using electronic and acoustic means and through a number of different set-ups Smith + Sivanesan explore the spatial, physical and resonant qualities of sound.

**With** Sam Smith and Sumugan Sivanesan

## **SCREENINGS**

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### **ElectroProjections: Private Parts**

*Day/Time : Friday 1/10 6:15 PM - 7:00 PM*

*Location: City Hall Banquet Room*

Australian & International screen works looking at secret domesticities and anatomic intimacies including the work of Brigitta Bödenauer, Cameron Foster, Damien Pascoe, Daniel Green, Jean Gabriel Periot, Louis Pratt, Takeshi Kushida, tanya V and Woo Ling Ling.

### **Transmediale04 Screening**

*Day/Time : Friday 1/10 7:00 PM - 8:00 PM*

*Location: City Hall Banquet Room*

A selection of international video works from the Berlin-based media art festival including works by HC Gilje [Norway], Mylicon/EN [Italy], Guli Silberstein [Israel], Gilles Delalex, Thomas Wessel-Cessieux [France], Bernard Gigounon [Belgium] and François Bucher [Columbia/USA].



# **ELECTROFRINGE**

**REPLICATE                      AUTOMATE                      INFILTRATE**

Sept 30 -  
Oct 4 2004

## **Revolutionary TV 1 - Psyence Fiction Reality.**

*Day/Time : Friday 1/10 8:00 PM - 9:00 PM*

*Location: City Hall Banquet Room*

A fast paced collection of remixed media from around the world fusing tactical + experimental video, animation, radical sampling and VJ stylin, to explore and subvert issues of media control, technological development and the simulacrum in the golden age of globalization. Curated by Tim Parish in association with Undergrowth digital magazine - <http://www.undergrowth.org>

## **ElectroProjections: Back to Me**

*Day/Time : Saturday 2/10 6:15 PM - 7:00 PM*

*Location: City Hall Banquet Room*

Australian screen creations looking at the individual on display in a sometimes cruel but often intriguing universe including works by Adam Costenoble, Daniel Green, Harriet Napier Birks, Michael Hornblow, Paul Mosig, Peter Volich & Fondue Set.

## **Machinista.org: Full Screen Robovision 1**

*Day/Time : Saturday 2/10 7:00 PM - 8:00 PM*

*Location: City Hall Banquet Room*

A collection of moving image works from the 2004 edition of machinista.org responding to the idea of "the world as seen by the machines". Machinista is an international migrating art & technology festival originating in 2003 in Perm, Russia followed by the 2004 festival held in Glasgow in May. <http://www.machinista.org>

## **Reelife Short Film Festival Showcase**

*Day/Time : Saturday 2/10 8:00 PM - 9:30 PM*

*Location: City Hall Banquet Room*

Reelife Short Film Festival: A national festival of youth filmmaking and ideas, presenting short comedies, dramas, experimental films, animations and documentaries, by young people about what they feel passionate about. Presented by Vibewire Youth Services

## **ElectroProjections: Devil in the Detail**

*Day/Time : Sunday 3/10 6:15 PM - 7:00 PM*

*Location: City Hall Banquet Room*

Australian screen works for the obsessive compulsives, fetishising focus and revelling in minutae including works by Alana Tracey, Antuong Nguyen with Ai Yammamoto, also with Catram Nguyen & Nigel Brown, Jamil Yamani, Khaled Sabsabi, Luke Stacey, Mark Gerada & Lynde Houck, Megan Sproats, Scott Morrison and Yew Sun.

## **Machinista.org: Full Screen Robovision 2**

*Day/Time : Sunday 3/10 7:00 PM - 8:00 PM*

*Location: City Hall Banquet Room*

A collection of moving image works from the 2004 edition of machinista.org responding to the idea of "the world as seen by the machines". Machinista is an international migrating art & technology festival originating in 2003 in Perm, Russia followed by the 2004 festival held in Glasgow in May. <http://www.machinista.org>

## **German Video Art 2000-2002**

*Day/Time : Sunday 3/10 8:00 PM - 9:00 PM*

*Location: City Hall Banquet Room*

A selection of works from 10th Marl Video Art Award showcasing the depth and diversity of video art in Germany. Courtesy of the Goethe-Institut.

## **neopoetry**

*Day/Time : Monday 4/10 1:00 PM - 2:00 PM*

*Location: City Hall Banquet Room*

Crossing the boundary of what is traditionally thought of as 'poetry', Neopoetry embraces the artistry of contemporary language - sms, hiphop rhymes, programming code, psychology tests and DIY 'zines in a collection of experimental screen works. Curated by Rebecca Cannon

## **Revolutionary Television 2: Oceania Indymedia Newsreal 2nd edition**

*Day/Time : Monday 4/10 2:00 PM - 3:00 PM*

*Location: City Hall Banquet Room*

A collection of independent and activist media from the asia-pacific region, featuring works from Australia, Manila, Indonesia, and Aoteora. For more info check out:

<http://www.oceania.indymedia.org> Compiled by Oceania Indymedia in association with Undergrowth magazine

## **The Subversion Agency**

*Day/Time : Monday 4/10 3:00 PM - 4:10 PM*

*Location: City Hall Banquet Room*

Australian premier of Mark Boswell's astounding Situationist satire. The K-Zone Republic, born during a staged soccer riot, is filled with conniving politicians, heat-infected American Black Panthers, crazy anarchists on the airwaves, and feminist double agents. A twisted narrative is interspersed with archival cut up, questionable propaganda and paranoid speculation on an infinite scale!

## **PATCHLAB** (presented by Electronic Arts, School of Contemporary Arts, UWS)

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### **PatchLab: Max/MSP Program Basics**

*Day/Time : Thursday 30/9 10:00 AM - 11:30 AM*

*Location: PatchLab Civic Arcade Shop No. 7*

Patching refers to visual programming environments used to custom build software for interactive or realtime audiovisual installations and live performances. Over 4 days the PatchLab will explore multiple techniques and applications.

### **PatchLab: Granulation Basics**

*Day/Time : Thursday 30/9 4:00 PM - 5:00 PM*

*Location: PatchLab Civic Arcade Shop No. 7*

Basic concepts and techniques of Granular Synthesis.

### **PatchLab: PD Program Basics**

*Day/Time : Thursday 30/9 5:00 PM - 6:00 PM*

*Location: PatchLab Civic Arcade Shop No. 7*

### **PatchLab: Patch Doctor 1**

*Day/Time : Thursday 30/9 6:00 PM - 8:00 PM*

*Location: PatchLab Civic Arcade Shop No. 7*

All Patch Programs Welcome. This session will have Audio Mulch and Plogue Bidule specific help.

### **PatchLab: Projections 1**

*Day/Time : Thursday 30/9 8:00 PM - 8:00 AM*

*Location: PatchLab Civic Arcade Shop No. 7*

Nightly from 8pm, the PatchLab window will feature video and interactive works made during the daily sessions.

### **PatchLab: Reaktor Program Basics**

*Day/Time : Friday 1/10 10:00 AM - 11:00 AM*

*Location: PatchLab Civic Arcade Shop No. 7*

### **PatchLab: Audio Mulch Program Basics**

*Day/Time : Friday 1/10 11:00 AM - 12:00 PM*

*Location: PatchLab Civic Arcade Shop No. 7*

### **PatchLab: Jitter Program Basics**

*Day/Time : Friday 1/10 12:00 PM - 1:00 PM*

*Location: PatchLab Civic Arcade Shop No. 7*

### **PatchLab: Automation techniques**

*Day/Time : Friday 1/10 1:00 PM - 2:00 PM*

*Location: PatchLab Civic Arcade Shop No. 7*

## **PatchLab: The Smart Controller - An alternative to a Laptop Computers for Sound Installations**

*Day/Time : Friday 1/10 5:00 PM - 6:00 PM*

*Location: PatchLab Civic Arcade Shop No. 7*

Angelo Fraietta will be talking about how you can get your interactive environments planned and designed without having to spend significant amounts of money on hardware and software. Angelo will demonstrate how composers and instrument builders can use the Smart Controller as an alternative to a laptop computer in a sound installation. He will also demonstrate how the patches can be designed and tested to almost completion before having to acquire a Smart Controller hardware device for the actual installation.

## **PatchLab: Patch Doctor 2**

*Day/Time : Friday 1/10 6:00 PM - 8:00 PM*

*Location: PatchLab Civic Arcade Shop No. 7*

All Patch Programs Welcome. This session will have Pure-Data specific help.

## **PatchLab: Projections**

*Day/Time : Friday 1/10 8:00 PM - 8:00 AM*

*Location: PatchLab Civic Arcade Shop No. 7*

Nightly from 8pm, the PatchLab window will feature video and interactive works made during the daily sessions.

## **PatchLab: Buffering Audio**

*Day/Time : Saturday 2/10 10:00 AM - 11:00 AM*

*Location: PatchLab Civic Arcade Shop No. 7*

Techniques on recording, saving and manipulating samples in realtime.

## **PatchLab: Synthesis in Patching**

*Day/Time : Saturday 2/10 11:00 AM - 12:00 PM*

*Location: PatchLab Civic Arcade Shop No. 7*

Building barebones synthesizers in patching software.

## **PatchLab: Video Generation**

*Day/Time : Saturday 2/10 12:00 PM - 2:00 PM*

*Location: PatchLab Civic Arcade Shop No. 7*

Make moving images in realtime via patching software.

## **PatchLab: Feedback Systems**

*Day/Time : Saturday 2/10 2:00 PM -3:00 PM*

*Location: PatchLab Civic Arcade Shop No. 7*

Audio feedback can be a beautiful thing

## **PatchLab: Patch Doctor 3**

*Day/Time : Saturday 2/10 6:00 PM - 8:00 PM*

*Location: PatchLab Civic Arcade Shop No. 7*

All Patch Programs Welcome. Third session will have Reaktor specific help.

## **PatchLab: Projections**

*Day/Time : Saturday 2/10 8:00 PM - 8:00 AM*

*Location: PatchLab Civic Arcade Shop No. 7*

Nightly from 8pm, the PatchLab window will feature video and interactive works made during the daily sessions.

## **PatchLab: Subpatching and Library Building**

*Day/Time : Sunday 3/10 10:00 AM 11:00 AM*

*Location: PatchLab Civic Arcade Shop No. 7*

Techniques to nest previously written patches inside of another patch, saves you from reinventing the wheel.

## **PatchLab: OSC and Interpolation**

*Day/Time : Sunday 3/10 11:00 AM - 12:00 PM*

*Location: PatchLab Civic Arcade Shop No. 7*

Move data across networks of machines with Open Sound Control, using any combination of operating systems together.

## **PatchLab: Video Tracking (Cyclops by Eric Singer)**

*Day/Time : Sunday 3/10 12:00 PM - 2:00 PM*

*Location: PatchLab Civic Arcade Shop No. 7*

Use a camera with your computer to recognise movement in a space... great for interactive installations!

## **PatchLab: Interfacing Technologies 1**

*Day/Time : Sunday 3/10 2:00 PM - 3:00 PM*

*Location: PatchLab Civic Arcade Shop No. 7*

Getting simple components from your local electronics store and making them work in your setup!

## **PatchLab: Interfacing Technologies 2**

*Day/Time : Sunday 3/10 3:00 PM - 4:00 PM*

*Location: PatchLab Civic Arcade Shop No. 7*

Advanced and specialist technologies such as medical equipment in interactive setups.

## **PatchLab: Linking and Assembling Objects from previous classes**

*Day/Time : Sunday 3/10 4:00 PM - 6:00 PM*

*Location: PatchLab Civic Arcade Shop No. 7*

Build the mother of all patches. In this session all of the previous workshops' objects will be patched together to make something huge.

## **PatchLab: Patch Doctor 4**

*Day/Time : Sunday 3/10 6:00 PM - 8:00 PM*

*Location: PatchLab Civic Arcade Shop No. 7*

All Patch Programs Welcome. This session will have Max/MSP specific help

## **PatchLab: Projections**

*Day/Time : Sunday 3/10 8:00 PM - 8:00 AM*

*Location: PatchLab Civic Arcade Shop No. 7*

Nightly from 8pm, the PatchLab window will feature video and interactive works made during the daily sessions.

## **QUANTACRIB**

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### **Quantacrib: Canberra Showcase**

*Day/Time : Thursday 30/9 7:00 PM - 12:00 AM*

*Location: PAN Downstairs*

The Nation's capital has more spending power per person than anywhere else. They spend it all on making music.

### **Quantacrib: Word Permutations**

*Day/Time : Friday 1/10 4:00 PM - 6:00 PM*

*Location: PAN Downstairs*

Roll up spoken word and rhymers, with no preparation we make for you a deluded soundscape to rhyme over. Please bring beats to use and a clean hanky.

### **Quantacrib: Spidergrind**

*Day/Time : Friday 1/10 6:00 PM - 2:00 AM*

*Location: PAN Downstairs*

The 8th and final instalment of the underground Newcastle cult of debauchery and chaos. Beware sparks and falling machinery, and celebrate your own inner daemons.

### **Quantacrib: JEDI - Jam Experiment Dance Interact**

*Day/Time : Saturday 2/10 2:00 AM - 3:00 AM*

*Location: PAN Downstairs*

Making music yourself is the most fulfilling musical experience. So the JEDI team have made a physical interface for the audience to make their own by dancing.

### **Quantacrib: Faber Castell**

*Day/Time : Saturday 2/10 3:00 AM - 4:00 AM*

*Location: PAN Downstairs*

Audio assault with home made instruments, records, modified turntables and circuit bent wizardry.

## **Quantacrib: Radiomicroscopy**

*Day/Time : Saturday 2/10 4:00 AM - 5:00 AM*

*Location: PAN Downstairs*

Music from ambient room-noise, looped and processed through handmade and discarded electronics into a subliminal sound composition. Listen in the dark

## **Quantacrib: Transurban**

*Day/Time : Saturday 2/10 12:00 PM - 2:00 PM*

*Location: PAN Downstairs*

...urban expansion and techno-ecological change... images from the immediate vicinity of the Quantacrib venue.... sounds of your breathing... Motion, humidity and temperature sensors scattered among you...

## **Quantacrib: In Absence**

*Day/Time : Saturday 2/10 2:00 PM - 4:00 PM*

*Location: PAN Downstairs*

A billion bodies crawling one on top of the other excreting your genes into my hands soaking me in sweat. there is so much... so many... projection performance experimentation.

## **Quantacrib: Tesselate**

*Day/Time : Saturday 2/10 3:00 PM - 7:00 PM*

*Location: PAN Downstairs*

The wallpaper is divided into comic-book 'frames'. Please draw on it. At the mid-point of TINA, why not digitise and re-interpret it into film?

## **Quantacrib: Rentacrowd**

*Day/Time : Saturday 2/10 6:00 PM - 6:00 PM*

*Location: PAN Downstairs*

Recording the silhouettes of artists and audience attending the Quantacrib, and reproducing them in life-size cutouts... Join the working bee...

## **Quantacrib: At night all I do is stare at the ceiling**

*Day/Time : Saturday 2/10 7:00 PM - 8:00 PM*

*Location: PAN Downstairs*

jazzifficplunderavantgardecophonics bring you the absurdity of every day life, incorporating fragments of every day sounds, documentary style video footage and repetitive narrative.

## **Quantacrib: Sweatshop**

*Day/Time : Saturday 2/10 8:00 PM - 10:00 PM*

*Location: PAN Downstairs*

Our human input is secondary. We will be selecting which video and sound gets remixed by the brain, and manually working the sewing machines. It's so tricky to explain...

## **Quantacrib: Tag Team Mixed Doubles**

*Day/Time : Saturday 2/10 10:00 PM - 12:00 AM*

*Location: PAN Downstairs*

Bring an electronic gizmo to the world championships of tag-team mixed double jams. My mpc versus yer laptop. Go on, wanna take it outside?

## **Quantacrib: noise blender**

*Day/Time : Sunday 3/10 12:00 AM - 3:00 AM*

*Location: PAN Downstairs*

Bring loud gizmos to jam along to the dissection of the nation's finest producers of white noise.

## **Quantacrib: dragon kite mischief versus contact microphone**

*Day/Time : Sunday 3/10 3:00 AM - 4:00 AM*

*Location: PAN Downstairs*

Part natural disaster, part act of god, Canberra's leading exponents of accidental genius fall off the stage for your pleasure.

## **Quantacrib: Patcherjam**

*Day/Time : Sunday 3/10 12:00 PM - 4:00 PM*

*Location: PAN Downstairs*

Beat-locked experimental jam thingy. Download the protocol, plug in yer computer to the getstalt. (Nerds welcome.)

## **QuantaCrib: Undergrowth**

*Day/Time : Sunday 3/10 7:00 PM - 12:00 AM*

*Location: PAN Downstairs*

An improvisation on the theme of tales from the simulacrum, the theme of the latest issue of [www.undergrowth.org](http://www.undergrowth.org)

**With** Anton Skene, Dan( ) MacKinlay, Nic Low, Rak Razam and Tim Parish

## **Quantacrib: Basic Software Tools Jam**

*Day/Time : Monday 4/10 12:00 AM - 2:00 AM*

*Location: PAN Downstairs*

Music made from what the manufacturer gave us. Mass jam for those of us that (god forbid) use standard software. No unsightly patches or inventive interfaces allowed. If you're lucky we'll let you change the presets!

## **Quantacrib: open mixer**

*Day/Time : Monday 4/10 2:00 AM - 5:00 AM*

*Location: PAN Downstairs*

Bring one hand-held item and plug it in. Jam.