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f[re](e){op}[en]able

Piksel is an international event for artists and developers working with free/libre and open source technologies & art. Part workshop, part festival, it is organised in Bergen, Norway, and involves participants from more than a dozen countries exchanging ideas, coding, presenting art and software projects, doing workshops, performances and discussions on the aesthetics and politics of FLOSS & art.

This years event - Piksel09 - continues the exploration of free/libre and open source technologies and it's myriad of expressions.

Piksel09 is done in collaboration with Gallery 3,14 and Lydgalleriet hosting this years exhibitions, Bergen Kunstmuseum hosting the presentations and panels, and Landmark hosting the evening events.







**BUILDING: BERGEN** KUNSTMUSEUM/ STENERSEN ROOM: AUDITORIET DATE: 19-11-2009 14:00-14:45

#### The ToonLoop Live Stop Motion Software Alexandre Quessy (CA)





ToonLoop is a set of software tools for live stop-motion animation. It is intended to help teaching new media to children and to give a professional tool for movie creators. The performer can use a MIDI pedal to add frames to a constantly looping animation. ToonLoop is the idea and work of Alexandre Quessy with the help of Tristan Matthews. It is similar to the work of Pierre Hébert and Norman McLaren from the NFB of Canada who draw on film in lice performance. who draw on film in live performances.



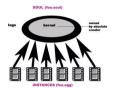
Kiosque d'animation image par image en direct





**BUILDING: BERGEN** KUNSTMUSEUM/ STERNESEN ROOM: AUDITORIET DATE: 19-11-2009 14:45-15:30





Virtual Entity is a philosophical research project based in the assumption that current concepts of authenticity, ownership, uniqueness and seriality are, within the digital domain, no longer valid if not redefined. The practical outcome of the research is a software program specially developed to release, license, and catalogue digital files. Digital resources are interpreted as cultural units, and considered the main actors of the web. And any file is a virtual entity with an independent existence within the system.







KUNSTMUSEUM/ STENERSEN

ROOM: AUDITORIET DATE: 19-11-2009 15:30-16:15

Dania Vasiliev (RU)



Linux that kills itself and can kill You Re:buntu is an illustration of a system making decisions by itself, committing to self-maintenance and self-destruction. The system is continuously reloading a copy of itself within itself until the memory runs out. When no free memory is left, the system needs to decide which one of the copies of itself it shall kill in order to reproduce itself again, again and again!

http://k0a1a.net/rebuntu/







The Art of Seduction OR Practical Jedi Mindtricks OR Escaping the Matrix

Richard Spindler (AU)

BUILDING: BERGEN KUNSTMUSEUM/ STENERSEN ROOM: AUDITORIET DATE: 19-11-2009 16:15-17:00

Inspired by previous Piksel festivals, Dipl.Ing. of Computer Science, Richard Spindler, will talk about his practical experiments from the last year in respect to programming the brain - your own and other people's. advice and He will offer advice and tricks on how to tune out of the world that surrounds us and how to train yourself to rely on your natural instincts in a controlled and technocratic world. This talk will be surprising, entertaining and completely crazy. Have fun.





# Presentation

BUILDING: BERGEN Kunstmuseum/ Stenersen

STENERSEN ROOM : AUDITORIET DATE : 20-11-2009 14.00-14.30

#### Microcodes presentation





Pall Thaver (IS)

Microcodes are very small code-based artworks. Each one is a fully contained work of art. The conceptual meaning of each piece is revealed through a combination of the title, the code and the results of running them on a computer. In emphasizing the conceptual, artistic potential of software code, these works make no attempt at being useful in the sense that tools may be useful. Their sole purpose is to evoke thoughtful contemplation and, in doing so, perhaps to enlighten the viewer. As works of art these are the creative work of Pall Thayer. As programs they may be copied, distributed, modified and used under the terms of the GNU General Public License v.3 or (at your option) any later version.





31. March 2009

#!/usr/bin/perl sleep((8\*60)\*60);

View or contribute modified code

http://pallit.lhi.is/microcodes





#### Re-ware

#### Marius Schebella (US)







We are surrounded by gadgets, from iPods to phones to PDAs. These little black boxes are in fact full-fledged computers and are eminently hackable. Yet all of these devices are built around one assumption: someone else creates, you consume. On top of that, we discard these devices at an alarming rate. By creating new possibilities for these devices, the Re-ware project will stem the tide of electronic waste, and in the process, make open, democratic, and sustainable gadgets. Thanks to hardcore hackers, you can run Linux-based open source software on many of them, giving you the ability to transform old consumer devices into true read/write digital tools.







STENERSEN ROOM: AUDITORIET DATE: 20-11-2009 15.00-15.30

### BUILDING: BERGEN Kunstmuseum/

#### Milkymist, an open hardware VJ platform Sébastien Bourdeauducq (FR)

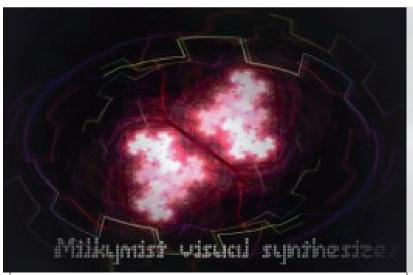




The Milkymist™ project develops a stand-alone device in a small form factor that is capable of rendering MilkDropesque visuals effects in real time, with a high level of interaction with many sensors and using live audio or video streams as a base. Open source components and design tools have been developed or used as much as possible. The design is also highly modular and documented, making the code easy to re-use in other open source system-on-chips.

The presentation focuses on the technical aspects of the project. Live demonstration included!









q (FR)

Presentatic

BUILDING: BERGEN KUNSTMUSEUM/ STENERSEN ROOM: AUDITORIET DATE: 20-11-2009

15:30-16:15

Noise & Capitalism/Free Software Series Mattin (ES)

Mattin is an established noise artist and writer of texts on improvisation, free software and intellectual property. He runs the experimental record labels w.m.o/r and Free Software Series, and the netlabel Desetxea. Mattin will present his latest book project: Noise and Capitalism - where several writers and artists have contributed to give an analysis of the impact of capitalism on our subjective minds and daily practise. It further wish to explore to what extent noise and improvisation as practises can challenge the unconscious doctrination of capitalism and make us able to reappropriate our senses.

http://www.arteleku.net/audiolab/noise capitalism.pdf







resentations

## Open Source Software Tools for creativity Letizia Jaccheri (NO)





The ArTe contest encourages students of age 13 to 15 to work in meaningful cooperative projects with the goal of producing novel forms of new media art. The ArTe project is focused on the relationships between new media art and openness, organized around three topics: the relation between the author and the audience, the media of the artwork, and the tools used to realize the artwork. This presentation will focus on eight open source tools evaluated according to the ArTe goals.

http://www.artentnu.com

**BUILDING: BERGEN** 

KUNSTMUSEUM/ STENERSEN ROOM: AUDITORIET DATE: 20-11-2009 16:15-17:00





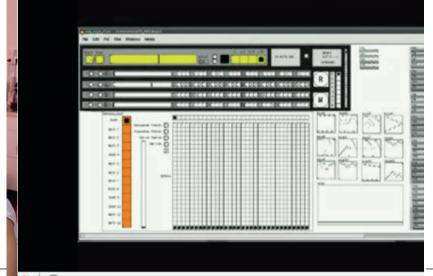


#### Pure Data Rhythm & Bass Machine

Carlos Tricas (ES)

The Pure Data Patch is an actualization of old rhytm machines, where the interface is based on the step-by-step programming interface of first drum machines. It can be used for live playing or study of various PD capabilities. The most important development and implementation is the use of matrix! s to load and save registers and states of patrons for live performance.

http://www.youtube.com/watch?v=ks2y1UUedIQ
Pure Data Rhythm & Bass Machine









#### **GATE PEEPIN'**

BUILDING: BERGEN KUNSTMUSEUM/ STENERSEN ROOM: AUDITORIET DATE: 21-11-2009 14:30-15:00



Linda Hilfling (DK)



The Internet services of Web 2.0 are acting as community platforms for users to engage and participate in the creation and development of content and in this way new kinds of private-public spaces are appearing. Gate peepin' is an open source tool that alters the browsing experience of different Web 2.0-service platforms according to the Terms of Service regulating the services. The project is a Firefox extension that compares the Terms of Service document with the text content of a site and re-edits it by inserting phrases from the regulations into the content of the site.

Download and install Gate peepin' from http://www.gatepeepin.org

# STOP SURFING THE WEB WITH YOUR EYES CLOSED



START GATE PEEPIN' NOW!





#### From here to eternity with FOSS

Tommi Keränen (FI)





This presentation explains the concept and implementation of the software solution used in a sound installation work installed permanently at Hijmans van den Bergh building, University of Utrecht. The installation is a generative sound work based on neural network controlled sound synthesis and processing where the composer (Florian Hecker) has educated the neural networks by example. The concept was developed by Tommi Keränen and Florian Hecker, and the software implementation was done by Tommi Keränen. The installation is created using free open source software (Ubuntu Linux, SuperCollider, and FANN library), and it has been running without interruptions since July 2006.







**BUILDING: BERGEN** KUNSTMUSEUM/ STERNESEN ROOM: AUDITORIET DATE: 21-11-2009 15:30-16:15



#### OHANDA - Open Hardware and Design Alliance

Jürgen Neumann (DE), Tuomo Tammenpãã (FI), Gisle Frøysland (NO)







OHANDA (Open Hardware and Design Alliance) is an initiative to foster sustainable sharing of open source Open Source Hardware summit at the Banff Centre in July 2009, and one of the first goals of the project is to build a repository for open hardware design which includes a certification model loosely based on the Creative Commons licensing scheme.

http://www.gosh2009.ca/wiki









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**BUILDING: BERGEN** KUNSTMUSEUM/ STENERSEN ROOM: AUDITORIET DATE: 21-11-2009 16:15-17:00

Flock

#### Kelly Jaclynn Andres (CA)





Flock is an experimental system modeled on the synchronization of human movement and flight patterns synchronization of human movement and flight patterns demonstrated in some species of birds, such as Canadian Geese or European Starlings. The work was created to be used by a group of participants on bicycles equipped with wearable cycling vests that display alternating light patterns for participants to follow in the context of a multiplayer, synchronization game. New gestures are introduced to the participants through the system, challenging current intuitive patterns of interation and introducing new ones.





**Presentations** 

18:30

BUILDING: BERGEN Kunsthall/ Landmark Room: Landmark Date: 21-11-2009



Angela Plohman, Wendy Ann Mansille, Jordi Puig, Julien Ottavi, Elisabeth Nesheim

Open Artistic Production: Blueprints, archiving and open source technology In the Piksel Plenum panel, we invite you to participate in a lounge talk where we explore how processes of artistic production can be shared beyond pure archiving and documentation.

This talk is directly connected to Piksel's collaboration with Baltan Laboratories in Eindhoven (NL) which have been running from September til November 2009. Artists Wendy Ann Mansilla and Jordi Puig have partaken in workshops and carried out an artist residency at Baltan Labs. Here they have worked with developers from the Piksel network towards a commissioned work, Flick Flock, which is to be exhibited at Baltan Laboratories and this year's Piksel festival.

An important criteria for this project is a reflection of how work processes can be opened and shared in art production. We ask Baltan Lab director, Angela Plohman and the two artists to share their experiences from the residency. We have also invited Julien Ottavi from art and technology network APO33, to share insights from his research and experience on open and free technologies and how such tools can stimulate to collective creative processes.







**Presentations** 

BUILDING: BERGEN KUNSTMUSEUM/ STENERSEN ROOM: AUDITORIET DATE: 22-11-2009 14:00-14:45

#### oneliner: presentation

Arjan Scherpenisse (NL)





In this presentation Scherpenisse gives an introduction to the oneliner project - a self-reflexive installation consisting of a long line of interconnected VGA monitors. In addition to share important insights from his research process and present the end result, he will discuss what role open source plays in this particular work and in work as an artist in general







BUILDING: BERGEN KUNSTMUSEUM/ STENERSEN ROOM: AUDITORIET DATE: 22-11-2009 14:45-15:15



#### Respirator presentation

Bjørnar Habbestad (NO), Jeff Carey (US), Roar Sletteland (NO)





The RESPIRATOR is an electroacoustic performance environment based on custom hardware and software. The project includes the development of a custom built audio mixer, extensive use of HID sensors and controllers, novel synthesis and processing techniques as well as the development of a large scale SC environment for handling multi modal mapping of synthesis, control data and signal processing. The presentation will focus on the collaborative process and the fundamental ideas of instrument development and the need for modality of control data.







9



#### Py-Cessing





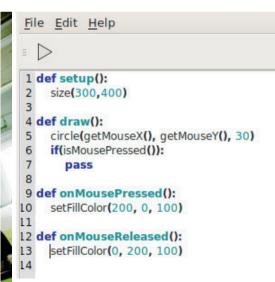
Brendan Howell (DE)

Python is a programming language that is powerful, fun and easy to learn. Py-cessing is a free software system that lets you create interactive audio-visual applications by programming them in Python. As the name implies, it is very much inspired by Processing. The current system provides easy routines for vector drawing/animation, image processing, audio playback, typography and live input from mouse, keyboard and joystick. Py-cessing runs on Linux, OSX, and MS-Windows. Everyone is invited, beginners to Python masters.

https://piksel.no/ocs/index.php/piksel/piksel09/paper/viewFile/179/33











### APODIO: A GNU/LINUX MULTIMEDIA DISTRIBUTION

Julien Ottavi (FR)

BUILDING: BERGEN KUNSTMUSEUM/ STENERSEN ROOM: AUDITORIET DATE: 22-11-2009 15:45-16:15

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APODIO is a 6 years old GNU/Linux distribution, dedicated to multimedia tools for audiovisual creation, to run your own radio, TV, make your own film, animation, art installation, Live Coding and other A/V performance.

APODIO is a GNU/Linux platform containing audio, text-friendly, 3D, Streaming, graphic, Live Coding and video tools. It can be used as a liveDVD or be installed on a partition of your hard disk. APODIO is a GNU/GPL project, a part of the GNU/Linux Ubuntu family.





#### Multi-Touch 360

#### Thorsten Blum (DE)







Multi-Touch 360 project is centered around building a hemispherical multi-touch display for interactive art installations. It was initiated by Thorsten Blum and later on joined by Johann Korndörfer. The hardware for Multi-Touch 360 is ready, and the system can detect touches. The project team is currently working on a Python implementation for the visualization.

http://www.multitouch360.com









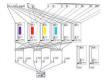
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BUILDING: BERGEN KUNSTHALL/ LANDMARK Room: Landmark Date: 19-11-2009 21:30-22:00

#### **Action Potential**

enny A Torino (US), Benjamin A Margolis (US), Lee Azzarello (US)





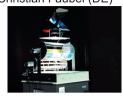
"Action Potential" is a new media/dance work exploring the physiological and sonic difference between volitional and non-volitional movement. Previous Torino: Margolis work used wireless transmission to co-opt a person's free will, allowing a participant to take control of the performer's body via toy radio controls. In "Action Potential", we extract the performer's free will and transform it into sound. We do this though Electromyography (EMG), a method of sensing electrical potentials generated during voluntary action. During the performance, we use electromyography to capture a dancer's actions, and a wireless radio interface is used to transmit the information to software for audio processing. A second dancer physically manipulates the connected dancer, such that the physiological difference between volitional and non-volitional movement is illustrated through sound and silence. In this way, "Action Potential" seeks to exemplify the dancer's free will.







# Ralf Schreiber (DE), Tina Tonagel (DE), Christian Faubel (DE)





Realtime audiovisual performance by Tonagel, Faubel and Schreiber.

3 persons, 3 overhead projectors, 3 screens and 3

sound systems. A triptichon that displays magnified, filtered distorted images of what happens on the screens/fresnel

lenses of the projectors. What you see and hear is a live experiment and improvisation with small electro-kinetic devices and machines arranged on the overhead projectors. Using rotating invented instruments, autonomous solar robots, solar synths and motors, instruments which are not playable in a controlled way, the performes are forced to improvise with the instabilities of the system. http://www.ralfschreiber.com/kunstundmusik.html







# ovisual Performano

BUILDING: BERGEN KUNSTHALL/ LANDMARK ROOM: LANDMARK DATE: 19-11-2009 23:00-23:50

#### Noise invaders







Using found objects and found sounds, in opposition to "single use" and "disposable" culture and the obsolescence business, Diego de Leon proposes a noisy travel based on sound recycling and handcraft tech. A realtime jam where the musician do what his own machines are suggesting. "If they sell you trash you better take it from the garbage for free"

http://diegoeldeleon.blogspot.com







#### DC12V ::Teatrino Elettrico::

Emanuele Martina (IT) / Massimiliano Nazzi (IT)





DC12V is the table format predication of the elektrolivecircus practice. The sounds are produced exclusively by using analogical instruments; broadcasts of movements, percussions, rubbings, and electromagnetic fields of various commonly used machines. On the one hand, the physical active object is the real protagonist; but on the other hand the sound amplification and the enlargement and multiplication of shades and video make it become an obsessive exaltation of the minuteness, where the movement turns out to be the fundamental action and the expressive necessity.

http://www.myspace.com/teatrinoelettrico









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BUILDING: BERGEN KUNSTHALL/ LANDMARK ROOM: LANDMARK DATE: 20-11-2009 21:00-22:00

#### Paper Cut Tales

Alexandre Quessy (CA)





In Paper Cut Tales, Alexandre Quessy uses paper advertising found within the last 24 hours in a collage animation. He uses narrative structures taken from popular tales but playing against interpretative habits. This kind of appropriation art as a collage reminds of the technique of some Dadaist and situationist artists. Advertising and mass media show a fake reality and masks the degradation of human life, promoting consumerism, hence protecting capitalism.

http://alexandre.guessy.net

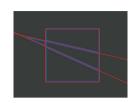












Theo Burt (UK)



Colour Projections (2009, 20 – 35 mins) is a computerbased audio and video work creating precise relationships between sound and geometry. Through a progression of a geometric systems, rules are established and shapes are created, intersected, combined and destroyed. Each resulting shape is both drawn and sonified – a shape's outline is directly transformed to an audio waveform.

www.theoburt.com









BUILDING: BERGEN KUNSTHALL/ LANDMARK ROOM: LANDMARK DATE: 20-11-2009 23:00

#### Mouth(s)' lecture(s)

Patrick Fontana (FR), Pierre-Yves Fave (FR), Aelters (FR)





The final form of Mouth(s)' lecture(s) is a video performance inspired by Rumanian poet Ghérasim Luca 's

performance inspired by name and spatial setup of two poetry.
It is based on the development and spatial setup of two visual objects: the DIOPTRIC STUDIO development with Pure Data, Gem and Reactivision and the INKS TABLE, that will produce visual forms. This performance first translates visually a choice of poems, then escapes from the writing to focus on images.

http://fofana.free.fr/luca







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BUILDING: BERGEN KUNSTHALL/ LANDMARK ROOM: LANDMARK DATE: 20-11-2009 23:55-00:25

Mattin



Mattin (ES)



Mattin is a Basque artist working mostly with Noise and Improvisation. Mattin also has written about improvisation, free software and intellectual property. In 2001 Mattin formed Sakada with Eddie Prévost and Rosy Parlane. He has over 50 releases in different labels around the world. He runs the experimental record labels w.m.o/r and Free Software Series, and the netlabel Desetxea. Mattin publishes his music under the no-licence of Anti-copyright. Other projects include; Deflag Haemorrhage/Haien Kontra, NMM, Billy Bao, La Grieta and Josetxo Grieta.









BUILDING: BERGEN PIKSELHUT ROOM: PIKSELHUT Date: 21-11-2009 02:00-03:00

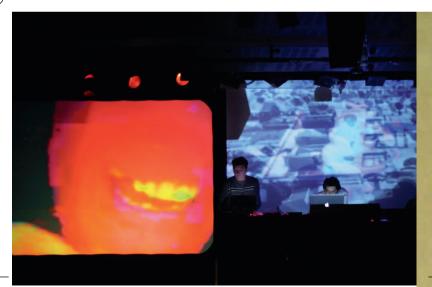
#### d.R.e.G.S. - Late Night Lobby Nuizzzance Yves Degoyon (ES)





'Late Night Lobby' performance is a performance for sleepwalkers, which will be performed at 2:00 am in the PikselHut.lt will be a gathering of friends around a table, filled with food and drinks, and will be performed for headphones only .lt is an hommage to 'Le Placard' festival created 10 years ago in a small room by E.Minkinnen, S. Astié and Andy Bolus and a few others aficionados. It has no particular limit in time, it will stop when we're tired.Bring your own headphones and beverages.

ydegoyon.free.fr









DATE : 21-11-2009 21:00-21:30



Oscar Martin (ES)



((noish~)) is a sound art project from Oscar Martin. It's an experimental sound work placed somewhere between Musique concrète and postdigital error aesthetics. The daily routine and surroundings are the base material that's mutated and deconstructed through the possibilities of digital code and sometimes glitches and errors, generating new units of sensation, which is used to build autonomous sound universes.

http://noconventions.mobi/noish/









BUILDING: BERGEN KUNSTMUSEUM TÅRNSALEN ROOM: TÅRNSALEN DATE: 21-11-2009 21:00

#### Respirator

Bjørnar Habbestad (NO) / Jeff Carey (US)

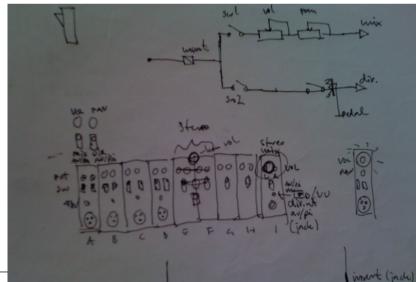




A duo concert with USA/USB – aka Bjørnar Habbestad and leff Carev

The RESPIRATOR is an electroacoustic performance environment based on custom hardware and software. The project includes the development of a custom built audio mixer, extensive use of HID sensors and controllers, novel synthesis and processing techniques as well as the development of a large scale SC environment for handling multi modal mapping of synthesis, contro data and signal processing.

www.respira2or.wordpress.com









Audiovisual Porforma

BUILDING: BERGEN KUNSTMUSEUM TÄRNSALEN ROOM: TÄRNSALEN DATE: 21-11-2009 22-00 He boxed regularly and was strong and very brave and always a perfect gentleman IOhannes M Zmölnig (AT), Georg Richard Holzmann (AT), Michael Reinhard Pinter (NL)



A livecoding showdown – improvisation as physical interation with structure generators, two boxers are having an infight between themselves and the computer. Uppercuts and punches are the means to write software that can only defend itself with music. Artistic creativity and decisionmaking is done simultaneously in embodied and disembodied ways. At the end of the day we'll see what will remain...

http://umlaeute.mur.at/Members/zmoelnig/projects/champions







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BUILDING: BERGEN KUNSTMUSEUM TÄRNSALEN ROOM: TÄRNSALEN DATE: 21-11-2009 22:30

#### Psychoid







Psychoid is a live audiovisual performance utilising minimal electronics, sound/noise, and strobe lights. Loud bangs, cracks, snaps and static noises are controlled by the varying rates of three strobe lights. The noise and flashing lights increase in intensity and speed until noticeable rhythms and patterns emerge, reminiscent of hallucinatory techno and rave experiences.

www.ryanjordan.org







Audiovisual Performan

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BUILDING: BERGEN KUNSTMUSEUM TÄRNSALEN ROOM: TÄRNSALEN DATE: 21-11-2009 25:00-25:30

#### **MSST**

Glerm Soares (BR), Luca Carrubba (BR), Ricardo Brazileiro (BR), Carlos Henrique Paulino (BR), Oscar Martin (ES), Cristiano Severo Figueiró (BR), Simone Bittencourt Azevedo (BR), Jean Marcell Habib (BR), Felipe Machado (BR), Anderson Goulart (BR), Ricardo Ruiz (BR), Fabiana Sherine Santos (BR), Vanessa Jesus (BR), Tatiana Wells (BR)

MSST (Movimento dos Sem Satélite), an audiovisual performance based on local and remote particpants interacting through hardware structures and virtual interfaces.

"Computer Science is no more about computers than astronomy is about telescopes.

E. W. Dijkstra"

Hardware from scratch, live coding, biofeedback, reclaiming the streets, history of free software culture in a performance...







BUILDING: BERGEN KUNSTMUSEUM Tärnsalen Room : Tärnsalen Date : 21-11-2009 23:30

# Performance for circuit bent toys and meat controllers Andy Bolus (FR)











#### The DIY drone synthesizer

Peter Edwards (US)





A 30 minute participatory set using custom designed synthesizers called Drone Labs played by Peter Edwards and other participants in the festival.

The Drone Lab is a 4 voice analog drone synth, rhythm generator and FX processor. It is capable of generating rich, textured soundscapes, hypnotic drones and complex rhythmic sequences. It features a series of filter and distortions circuits as well as an audio input jack. This allows it to be used as an effects processor for external audio signals.

It is possible to combine several Drone Labs together to create a rich, unified voice. Peter has invited other Piksel participants to control a voice of a greater drone and perform a group piece.

www.casperelectronics.com







#### Souffles I







Souffles I is based on an interest in the very newest and oldest form of languages: breath, words, writings, typographic letters and code programming. A naive machine to produce text, sign and signal is made, based on the metaphor of the palimpsest. Originally, a palimpsest was a parchment which had been scratched out or erased with a pumice stone. In this manner, it could be reused several times for new writings, "rewritable". No piece of sound or movie is preliminary recorded on the computer. The whole piece is playing in realtime and follows one simple partition divided in three parts.









BUILDING: NØSTEBODEN ROOM: KHRONSTUEN DATE: 22-11-2009 23:00

#### [i/o]

Karen Curley (NZ), Servando Barreiro (ES)





[i/o] presents a connected organic environment, where sound is generated by filmic transformations and visual projections are in turn influenced by audio events. [i/o] offers an innovative approach to the manipulation of realtime media through the adoption of gestural and tactile interfaces, which each performer utilizes as both a method of control and also as a means of creation. [i/o] is focused on a seamless exploration of crossovers between warm analogue textures and sharp digital crispness, with regard to both the sensory output it conveys and the mechanisms of its construction.

http://resolutionisland.blogspot.com/







BUILDING: NØSTEBODEN ROOM: KHRONSTUEN DATE: 22-11-2009 23:30

# THENOISER VS ZERO POINT ENERGY

Julien Ottavi (FR), Ryan Jordan(UK)





NoiseTEK battle by harsh noise & punk giants JULIEN OTTAVI & RYAN JORDAN. Hercules fight of decibels. Seismic punch in your face Loud & dirty!

www.noiser.org www.ryanjordan.org









# nstallation

EXHIBITION LOCATION AT BERGEN KUNSTMUSEUM THURSDAY 19.11 -SUNDAY 22.11, 11.00-17.00

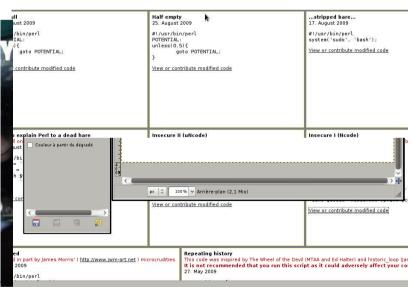
#### Microcodes



#### Pall Thayer (IS)



Microcodes are very small code-based artworks. Each one is a fully contained work of art. In emphasizing the conceptual, artistic potential of software code, these works make no attempt at being useful in the sense that tools may be useful. Their sole purpose is to evoke thoughtful contemplation and, in doing so, perhaps to enlighten the viewer. As works of art these are the creative work of Pall Thayer. The work may be seen at http://pallit.lhi.is/microcodes









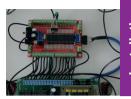


#### Battle

GALLERI 3,1PIKSEL09
EXHIBITION
20.11.2010
10.01.2010





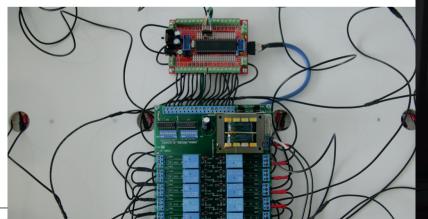


Two machines take turns trying to guess each others next guess.

Each box is equipped with a matrix of 16 A/C light bulbs that are used as a display. Inside each box there is a micro controller that's able to control each light bulb discretely and communicate with the other box over serial connection. The two microcontrollers are guessing the future state of the other machine. The game consists of the machines taking turns creating and displaying sequences of patterns.

When one of the boxes constructs a sequence that is identical to the input sequence, that box has lost the game. At that point it will flash it's columns from left to right and then construct a completely random sequence to start the game over. The box that won never knows that it won, it continues with the game as if it never ended.

http://hadto.net/category/projects/battle









allations

GALLERI 3,14 PIKSEL09 EXHIBITION 20.11.2009 -10.01.2010

#### **TL-Display**

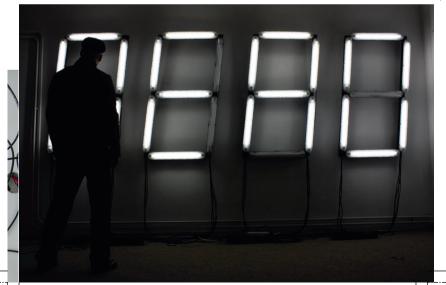


Paul Klotz (NL)



TL-Display is a low res. display made of HF-tubes. The 1.0 version of the installation is randomly switching the lights of the seven segment digits on and off generating a meditative sound caused by the characteristics of the tubes. The installation is referring to encrypted data streams and the patterns involved. Can one retrieve a message?







#### capacitive body

Andreas Muxel (AUT). Martin Hesselmeier (GER)





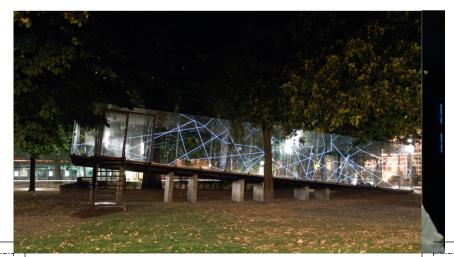
The installation "capacitive body" is a modular light system that reacts to the sound of its environment.

The sensors are used to measure vibrations of architectural solids in a range of low frequencies. These ascillations are

The sensors are used to measure vibrations of architectural solids in a range of low frequencies. These oscillations are triggered by surrounding ambient noise, for example traffic noise. The sensor data controls the light wires, which are tensed to a spatial net structure. According to the values of the measurement light flashes are generated. A dynamic light space is thereby created, which creates a visual feedback of the aural activity around the installation.

http://www.martinhesselmeier.com/000/index.php?aid=78









tallation

R)

GALLERI 3,14 PIKSEL09 EXHIBITION 20.11.2009 -10.01.2010

# Reality Checking Device Susanna Katharina Hertrich (GER)







Information machine for anxious times What should we fear – terrorist attacks or bird flu? Are we more likely to die a slow death of cancer or a quick death on the motorway? The Reality Checking Device is a poetic information machine that stands in the tradition of the ancient Greek oracle. It confronts people with their own self and their personal anxieties. The Reality Checking Device is a tangible information graphic that reveals the relationship between public outrage and actual danger in common risk scenarios. The latest fear stories and popular danger situations are directly opposed to statistical data. The Reality Checking Device is a made for a society in which anxieties have become a lifestyle choice.

http://www.susannahertrich.com/html/realitychecking.html













#### void extension

Installations

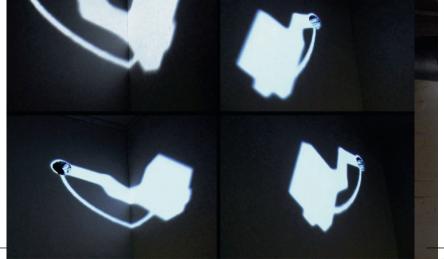




Marie-Julie Bourgeois (FR)

VOID EXTENSION offers an extension of our own vision through CCTV video cameras that let us see anyone, anywhere, anytime. Hidden in corners of urban landscape, they patiently wait for a presence. This installation is about the proliferation of those cameras watching (over) us. Supervision is a symbol of contemporary psychosis. The project's goal is to make the visitor feel observed by a CCTV video camera which is actually not physically present. As if the function of the object is more important than the object itself. The camera's shadow's the only evidence of its presence. This work confronts the problem of ambient paranoia, of the fear that takes over the individual vis à vis the society. http://mariejuliebourgeois.blogspot.com/2009/05/extension -du-vide-expose-au-pavillon-de.html







GALLERI 3,14 PIKSEL09 EXHIBITION 20.11.2009 -10.01.2010 Michael Day (UK)

The shipping forecast is a radio broadcast by the BBC providing a vital set of data about sea conditions in the waters around the UK. To the non-maritime listener, the language used in it is poetic and obscure, often in short, strange sounding but highly structured statements. The broadcasts carry a strong feeling of tradition. Using the text of the most up-to-date shipping forecast, the piece transcribes the forecast into Morse code, and then using a blinking light, transmits the forecast into the land-locked gallery space.

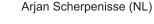






#### oneliner

Installations







Platform for massive, character-based communication

using VGA monitors.

oneliner is a self-reflexive installation consisting of a long line of interconnected VGA monitors, 24 in total. The texts appearing on the monitors gives an insight into the software that is driving the installation. Texts appear, fragments of code, sometimes with personal comments of

the maker.

Viewing the installation, the spectator develops an intuitive understanding for the subjective way in which technology is created: doubts, improvisation, sudden insights and moments of doubt are displayed through the choreography and poetical contents of the texts. This way, technology becomes a human activity.

http://www.scherpenisse.net/ oneliner/







LYDGALLERIET PIKSEL09 EXHIBITION 19.11 - 22.11 (ØSTRE SKOSTREDET 3)

#### Health & Safety Violation #14 -Randomly Activated Tripwire Proposal. Ben Woodeson (UK)





What level of perceived risk are individual viewers and institutions comfortable (or uncomfortable) with? The works are challenging with some level of risk (but not dangerous), as in "Health & Safety Violation #8 – Randomly Activated Tripwires". In this work, the steel trip wires randomly rise and fall, and their movement unsettle the viewers, effectively moving down a corridor filled with blatant trip hazards.

http://www.woodeson.co.uk





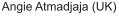




#### intrinsic

LYDGALLERIET PIKSEL09
EXHIBITION
19.11 - 22.11
(ØSTRE
SKOSTREDET 3)







Intrinsic is an audio and light installation that explores minimal sound and audio. Dimensions of the space govern the configuration of the installation. The frequencies of the sine waves correlate to the dimensions of the space and create room modes. A series of light tubes are hung from the ceiling. As viewers enter the pitch-dark room, their eyes begin to slowly adjust to the shifting white light intensities that seem to be hovering in the space. Their ears perceive changing loudness of different electronic sound materials resulting from the way they navigate through the space.

http://www.angieatmadjaja.com/Piksel09.shtml











The serv seq, is a servo based sequencer. it has 3 arms with line detectors that can play sound from a frequency circle. The arms can be sequenced with the three buttons on the controller, in combination with the joystick. If the joystick is moved up, the volume will go up for the arm that is being controlled. Moving the joystick left and right will change the position of the arm.

On the tip of the arm there is a line detector, that plays back the frequencys, but the arms can also hit objects placed next to the circle to make drum sounds.

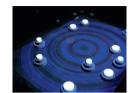
http://gieskes.nl/instruments/?file=serv-seq







#### Musica Vista 1.0





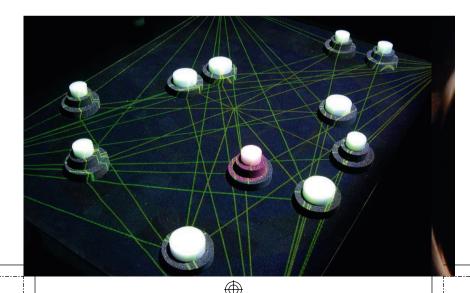


The installation Musica Vista 1.0 works with augmented physical parameters. The pieces on the projection area are physical parameters. The pieces on the projection area are seen, and the information of situation and type is translated into music and animations. Is a simplification of Augmented Reality. Normally the public play with objects and add some personal objects too. It's the moment when the art became and grows... and all involved in a retro computer graphics ambient.

http://www.youtube.com/watch?v=rwoKXuMjPPs







#### augen-auf-schlag

Wolfgang Spahn (GER), Thomas Gerwin (GER)





augen-auf-schlag (strike-the-eyes) This interactive sound-and-light-installation is considered as an instrument to generate and play sounds and liquid colors. If someone hits one of the sound pads in the installation, the liquids in the projectors will react. There is a pane of glass hanging covered by a round projection screen. On that screen the three monochrome colors are projected to create one full color projection. A sound environment defines the space imagination around the installation. The variety of sounds offered on a drum pad point to different musical genres. In this way it's possible to create a great spectrum of sound world associations, and to enable an original audiovisual creation of colored music.







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#### Taiknam hat

Ricardo Oliveira Nascimento (AUT), Ebru Kurbak (AUT), Fabiana Shizue (AUT)





Taiknam Hat is a kinetic head-wear that reacts and animates in accordance with the changes in its surrounding radio frequencies. The intention of the project is to materialize the invisible and to contribute to the awareness of the increasing electromagnetic radiation. Taiknam Hat is an attempt to materialize a new form of pollution; the electrosmog. Taiknam Hat utilizes the biological fact of horripilation in birds as a metaphor to express our bodies' irritation towards electromagnetic radiation as well as to create a visual and tactile signage of their existence for other people. The headwear employs a number of movable actual feathers. These feathers become activated and move according to the existence and amount of radio frequencies at a certain location while the person who wears the hat strolls through space.

http://www.taiknamhat.net







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hak

LYDGALLERIET PIKSEL09 EXHIBITION 19.11 - 22.11 (ØSTRE SKOSTREDET 3)

#### Generative Audio Prototypes

Dream Addictive (MEX), Carmen González (MEX), Leslie García (MEX)





Generative Audio Prototypes is a series of sound generative sculptures, the design is produced from the organization of electronic elements, in order to create a series of objects that simulate biological structures, showing at the same time their clear artificial nature.

The project is based on Arduino and Pure Data as controllers and processors to produce audio. The piece uses physical computing techniques, where a spectator is essential to produce an interactive exchange. The piece receives what it needs, the proximity of an object or person. An unexpected response of pure digital generative sounds is given in exchange.

G.A.P. shows two adapting processes. First, the form of its physical aesthetics, an artificial structure that simulates a form of nature. And then the adapting of analogous sound from a digital source.

http://dalab.ws/generative-audio-prototypes/









#### Tribo Pænix

#### Arnfinn Killingtveit (NO)





Arnfinn Killingtveit has made an instrument/sculpture/installation as a part of his MA thesis at NTH: «Algorythim - an experimental approach to hybrid algorithms in a musical perspective»

Tribo Pænix is constructed from the idea of connecting ancient and modern musical technology, both visually and phonetically. The program Algorythim (programmed in PureData), is a tool intended for to create generic, algorithmic live compositions. Algorythim is based on a framework of fundamental algorithms, but due to its acceptance of hybrid algorithms – the program allows for a high level of variation and complexity.

The program has two modes:

In mode A) T.P operates as an interactive instrument complex, where the user has the possibility to choose the sound sources, the routing of signals and what effects to be implemented, and in mode B) T.P. acts as a stand-alone installation, where the algorithms control all the options within the program. T.P is used with the program as an instrument and sound installation.

As an instrument T.P. works as a resonator, where simple synth techniques in P.D stimulate the didgeridoos to produce a drone-like, almost purring sound. The soundscapes are produced by a separate program (also created in P.D), that is controlled by the primary program, Algorythim.

As an installation T.P. Acts as an independent organism. With the Algorythim program in stand-alone mode, sound is run directly from the program through T.P., which both colors the sound, and gives it its own life.

Microphones are placed in the vicinity of the T.P, picking up surrounding sounds, and T.P. uses these audio sources in addition to the synthesized sounds produced by the instrument itself. The soundscapes presented by the sculpture might be perceived as highly random, although there is nothing accidental in the system's back end.







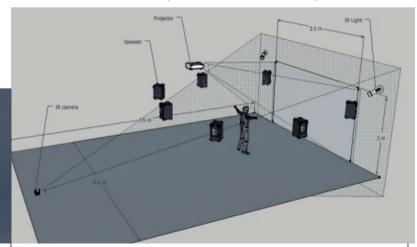
#### Flick Flock

Wendy Ann Mansilla(GER), Jordi Puig (ES)



Flick Flock defines the meaning of the body and its linkage to the continuous transformation of the urban place. It is reflecting the interconnections of bodies and space, and recreates the digital urban space we are living in to allow us to experience the role of the physical body. Interacting with Flick Flock:

As soon as the body starts to move in the space, changes in the urban place take place. There are different potential changes that may take place: (1) User is moving freely triggers the camera movement/panning and the lighting or changes of scene in the virtual environment. Within the flickering bubbles displayed in the sky, video captures of previous interactions from different people or the current user him/herself are displayed. These video captures try to play as much similar or opposed movement as possible from the pool of captured video. The panning of the sound is also influenced by the movement of the body.

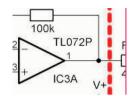






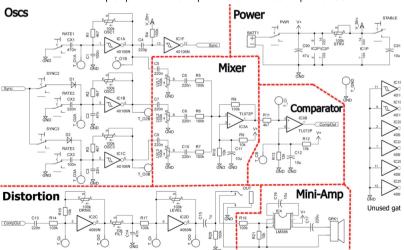
#### W.O.M. - Workshop Osc Machine

Tom Bugs (UK)





The Workshop Osc Machine (WOM) has been designed as a simple DIY kit to introduce some basic electronic techniques in workshop events. The WOM is a compact one-board-synth featuring 3 oscillators (with range and sync switches), 3 channel mixer, drive and tone section, power starvation (stable or instable switchable) 1/4" jack out or onboard mini-amp, 10 dials, 7 switchs, 13 body contacts and 9v battery operation. Everyone gets to build their own kit (to keep at the end) and it is simple enough to complete in only a few hours, even for people with zero prior electronics experience.



http://www.bugbrand.co.uk/index.php

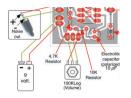


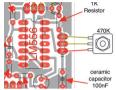
**BUILDING:** NØSTEGATEN 42 ROOM : DEL1 Date : 17-11-2009 12:00-18:00

gat

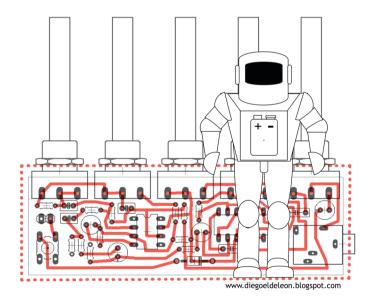
#### LP atari punk console.

Diego de León (ES), Alejandro Bizzotto (ES)





This workshop offers the participant an introduction to the atari gunk console circuit, a simple DIY noisemaker circuit. The LP Atari Punk Console is an improved version of this famous circuit, developed by Forrest M. Mims III.
The circuit has its name from its square wave output, as it is similar sounding to The Atari 2600's. The console is a standalone instrument and works perfectly as first DIY electronics project. No previous knowledge is needed.

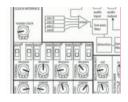






### The DIY drone synthesizer

Peter Edwards (US)





Peter Edwards is providing Drone Lab kits to for participants to create a simple drone synthesizer. The Drone Lab is an analog sound module specially designed for making dense, rich drones. An instrument that fits your hand and still able to deliver some heavy sound.

Peter Edwards will also perform during the festival with finished drone synths, where he is inviting the audience to partake in the the performance. (link to live event with Peter Edwards)

http://casperelectronics.com/finished-pieces/drone-lab/







#### Qeve - free your visulas

Luca Carrubba (IT)





Qeve is a free tool for video improvisation, and developer Luca Carruba will give a two part workshop introducing the software. The first part is theoretic showing how Qeve differs from previous VJ-tools by introducing its unique features, technological framework that combines Gnu/Linux and PureData, and lastly the importance of the DIY paradigm in artistic production. The second part is practise, where all participants have the possibility to install of Qeve on their personal notebooks and partake in a streaming session.







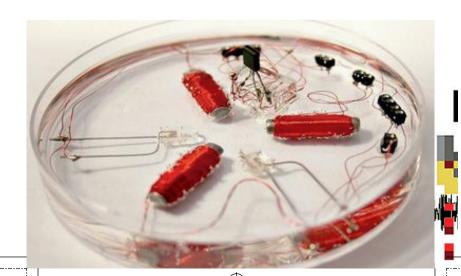
# hackteria | bioelectronix for artists Marc Robert Dusseiller (CH), Andy Gracie (ES)





The workshop is an experimental make-workshop with multilayered outcome for people interested in sound, DIY-biology, microscopy and simple technological interaction with living microorganisms. Participants will become involved in sourcing and isolating microorganisms such as tardigrades, nematodes, daphnia and rotifers, hack webcams to be used for live-video microscopy and then develop open hardware and software environments with which these organisms can be both viewed and become the subjects for simple interactions.

http://hackteria.org/









Navalha - handicrafted hardware/software audio performance interface

Glerm Soares (BR)



Navalha is a patch for slicing audio files in real time developed in PureData, with the goal of being a performance interface and a learning environment for artists working with free software tools. The workshop also presents techniques for creating a simple Arduino based hardware interface for the software.

http://navalha.devolts.org/









LYDGALLERIET (ØSTRE SKOSTREDET 3) DATE : 20/21-11-2009 12:00-18:00

#### CHAOSI AB

Julien Ottavi (FR), Jenny Pickett (FR), Dominique Leroy (FR), Julien Poidevin (FR), Ryan Jordan (UK)





Chaotic systems & indeterminacy. Chaoslab creates sensitive dependence on initial conditions, devices and inputs by having evolution through phase space (installation/workshop within a place) that appears to be quite random. Our Chaotic models seem to be deployed to ascertain various kinds of activities related to bifurcation points (uncontrolled steps of evolution within the workshop), period doubling sequences (or should we said multiple sequences), the onset of chaotic dynamics proposed by the participants, the strange attractors between sources, filters, amplifications, connections and other denizens of the chaos zoo of hacked behaviors.





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que า (UK)

Stopped Building Bergen Kunstmuseum/
Stenensen ROOM:
ROOM:
AUDITORIET
DATE: 21-11-2009
11:00-13:00

# ToonLoop Live Animation Workshop Alexandre Quessy (CA)





In this workshop, Alexandre Quessy will guide you through the steps of installing and using ToonLoop on GNU/Linux. ToonLoop is a realtime stop motion performance tool. Depending on the material they have, artists can make drawings, paper cut animation, clay animation or pixilation.

The participants are encouraged to bring their own computer along with a V4L2-compatible camera with its stand and some proper lighting. They can also use controller such as MIDI keyboard, pedals or custom DIY controllers. ToonLoop can be controlled using the FUDI protocol from Pure Data, or using the OSC prorocol. The live stop motion animation done with ToonLoop can be saved as Motion-JPEG movies and JPEG images.



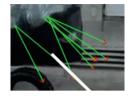
http://www.toonloop.com





BUILDING BERGEN KUNSTMUSEUM/ STENERSEN ROOM: AUDITORIET DATE: 22-11-2009 11:00-13:00







Nowadays Computer Vision is acquiring a growing relevance in the field of interactive arts. The purpose of this workshop is to introduce some computer vision techniques which are the base of the actual pd opency library, a set of objects (delivered as independent objects and not a library), utilities and examples to use those techniques inside the Pure Data programming language. At the same time we introduce some practical examples of the possible use cases on this topic, and a brief introduction to the internals of the pdp and Gem libraries and the openCV API in order to understand the way to refine and extend the actual pd opency approach.









shops Hardwar

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BUILDING: NØSTEGATEN 42 ROOM: DELI DATE: 22-11-2009 12:00-18:00

# Building simple analogue light-controlled theremins Andy Bolus (FR)





Sound artist Andy Bolus with previous experience in curcuit curcuit beding will host a workshop where the participants will learn how to build a very simple analogue light-controlled theramin.





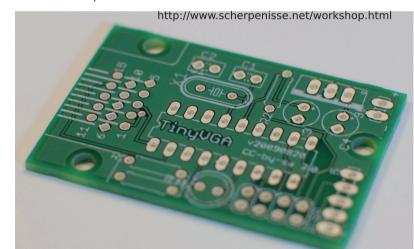
### VGA Signals: an introduction

Arian Scherpenisse (NL)





A microchip micro-controller makes it possible to generate signals, and with these signals you can display all kinds of pixel patterns on any VGA monitor or beamer. During the workshop participants will create their own "VGA test box" workshop participants will create their work test box that will make it possible for you to do the same. The micro-controller will be programmed using PIC assembly language, however, assembly coding skills are not required, as pre-programmed chips will be available., and participants can create their own image / logo for their test box. Participants do need some soldering skills. The more adventurous participants can use the prepared microcontroller to hook it up to an Arduino or I2C chip, so that the VGA signal can be modified using a more powerful computer.

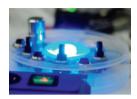






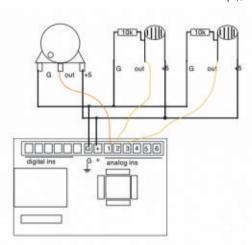
## minia, Open hardware sensor board Servando Barreiro (DE)





Minia is a USB, plug & play multiplatform device that allows the computer to communicate with the external /physical world via various sensors (sound, IR, light, movement etc). Minia comes with 6 analog inputs at 10 bit of resolution. The device utilizes the Hid protocol, a high speed protocol that runs directly over USB, eliminating the need for drivers on any platform (Linux, MacosX, Windows). Its open hardware architecture gives the participants to possibility to customize it for use with different kind of sensors, software and applications. You decide!

http://minitronics.net











About

The Pixelache/Piksel Software of the Year 2010 title is given to two different projects this time - pure:dyne by GOTO10 and APODIO by APO33. Both of these are 'live CD' projects - distribution versions of the Gnu/Linux operating system, which boots on any PC laptop or desktop, including the intel-based Mac and x86 netbooks. These distributions are dedicated to creative multimedia tools for audio/video processing and real-time performance, and aims to provide a full set of tools for media artists.

Pixelache/Piksel Software of the Year 2010

In addition to these two initiatives, we would like to draw attention to the practice of developing custom GNU/Linux distributions tailored for specific uses such as media production, audio/video streaming, hacktivism, art installations and more. Other such initiatives include dyne:bolic, Sahabuntu and PikseLiveCD,

More information: www.goto10.org www.apo33.org

pure:dyne: http://code.goto10.org/projects/puredyne/

APODIO: http://www.apodio.org/







The state of the s



Home

About

Get pure:dyne

Documentation

User Support

Get involved

Dev Lounge

# pure:dyne

Wiki Browse Source Search Start Page Index History Last Change

#### About pure:dyne

pure: tyrne is an operating system developed to provide media artists with a complete set of tools for realtime audio and video processing, pure/dyne is a live distribution, you don't need to install anything. Simply boot your computer using the live CD and you're ready to start using software such as Pure Data, Supercollider, Icecast, Csound, Fluxus, Processing, Arduino and much much more.

pure:dyne will work on any PC laptop, desktop, and single-board computers, including the intel-based Mac, Asus' Eee PC, and any x86 netbooks :)

Read More...

#### News

06/11/09 - pure:dyne sprint week IV - more work towards a beta of new "carrot&coriander"

10/08/09 - pure:dyne sprint week III - working on the next release of pure:dyne "carrot&coriander"

06/01/09 - leek and potato release !

Search 15/06/08 - miso release !

15/06/08 - pure:dyne sprint week II - working on the next release of pure:dyne "leek&potato"

28/04/08 - pure:dyne sprint week I - working on a new release of pure:dyne, scheduled for mid June 24/01/08 - pure:dyne dev meeting! - preparing pure:dyne-ng ...

21/08/07 - pure:dyne at the Department 2007

25/03/07 - pure:dyne at the 3 5th Linux Audio Conference in Berlin

#### Download pure:dyne

In June 2008 pure:dyne has been recreated from scratch and is now solely based on ⇒ Debian and powered by the 
"Debian Live project. The old pure:dyne will no longer be updated. From August 2009 we started using □ ubuntu 
as a base for further developments still using the excellent debian-live tools. First ubuntu based release is the 
upcoming carrot & corriander.

Download pure:dyne - Go there to have access to all the different flavours. Legacy pure:dyne - Go there to have access to all the different flavours.









Мар







Lydgalleriet
Østre Skostredet 3
Galleri 3,14
Vågsallmenningen 12
Nøstegaten 42 Piksel 09 Exhibition 19.11.2009 Piksel 09 Exhibition 20.11.2009 -Nøstegaten 42 Bergen Kunstmuseum
Rasmus Meyers Alle 3 andmark Rasmus Meyers Alle 5 Rasmus Meyers Alle 9 Nøsteboden PikselHut Georgernes Verft 12 Hotel Augustin
C. Sundts gate 22 **Bus Terminus** Train Station Strømgaten 4



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### **MONDAY**

12:00 W.O.M. - Workshop Osc MACHINE / Tom Bugs

## **TUESDAY**

12:00 LP atari punk console / Diego de León, Alejandro Bizzotto

### WEDNESDAY

12:00 The DIY drone synthesizer / Peter Edwards

# THURSDAY

11:00 Qeve - free your visuals / Luca Carrubba

12:00 Hacketeria | bioelectronix for artists / Marc Robert Dusseille, Andy Gracie

14:00 The Toonloop live Stop motion software / Alexandre Quessy

14:45 Virtual Entity / Eleonora Oreggia

15:30 REBUNTU / Danja Vasiliev

16:15 The art of seduction OR Practicle Jedi Mindtricks OR Escaping the Matrix / Richard Spindler

18:00 LYDGALLERIET EXHIBITION OPENING

#### 21:00 PIKSEL 09 FESTIVAL OPENING (LANDMARK)

21:30 Action Potential / Jenny A Torino, Benjamin A Margolis, Lee Azzarello

22:00 KUNST UND MUSIK MIT DEM TAGESLICHTPROJEKTOR / Ralf Schreiber, Tina Tonangel, Christian Faubel

23:00 Noise Invaders / Diego de Leon

23:55 DC12V ::Teatrino Elettrico:: / Emanuele

### FRIDAY

11:00 Navalha - handicrafted hardware/software audio performance interface / Glerm Soares

12:00 CHAOSLAB / Julien Ottavi, Jenny Pickett, Dominique Leroy, Julien Poidevin, Ryan Jordan

#### 12:00 Hacketeria | bioelectronix for artists / Marc Robert Dusseille, Andy Gracie

14:00 Microcodes presentation / Pall Thayer

14:30 Re-ware / Hans-Christoph Steiner, Marius Schebella, Chris 'the Widget' DiMauro

15:00 Milkymist, an open hardware VJ platform / Sébastien Bourdeauducq

15:30 Noise & Capitalism - Free Software Series / Mattin Mattin

16:15 Open Source Software Tools for Creativity / Letizia Jaccheri

# 18:00 GALLERI 3,14 EXHIBITION OPENING

21:00 Paper Cut Tales / Alexandre Quessy

22:00 Colour Projections / Theo Burt

23:00 Mouth(s)' Lecture(s) / Patrick Fontana, Pierre-Yves Fave, Emeric Aelters

23:55 Mattin / Mattin.

















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### **SATURDAY**

- 02:00 d.R.e.G.S. Late Night Lobby Nuizzzance / Yves Degoyon
- 11:00 ToonLoop Live Animation Workshop / Alexandre Quessy
- 12:00 CHAOSLAB / Julien Ottavi, Jenny Pickett, Dominique Leroy, Julien Poidevin, Ryan Jordan
- 12:00 Hacketeria | bioelectronix for artists / Marc Robert Dusseille, Andy Gracie
- 14:00 Pure Data Rhythm & Bass Machine / Carlos Tricas
- 14:30 GATE PEEPIN' / Linda Hilfling
- 15:00 From here to eternity with FOSS / Tommi Keränen
- 15:30 OHANDA Open Hardware and Design Alliance / Jürgen Neumann, Tuomo Tammenpää, Gisle Frøysland
- 16:15 Flock / Kelly Jaclynn
- 18:30 Piksel Plenum Open Artistic Production / Angela Plohman, Wendy Ann Mansilla, Jordi Puig, Julien Ottavi
- 20:00 niosh Vs automata / Oscar Martin Correa
- 21:00 Respirator / Bjømar Habbestad
- 22:00 He boxed regularly and was strong and very brave and always a perfect gentleman / IOhannes M Zmölnig, Georg Richard Holzmann, Michael Reinhard Pinter
- 22:30 Psychoid / Ryan James Jordan
- 23:00 MSST / Glerm Soares, Luca Carrubba, Ricardo Brazileiro, Carlos Henrique Paulino, Oscar Martin, Cristiano Severo Figueiró, Simone Bittencourt Azevedo, Jean Marcell Habib, Felipe Machado, Anderson Goulart, Ricardo Ruiz, Fabiana Sherine Santos, Vanessa Jesus, Tatiana Wells
- 23:30 Performance for circuit bent toys and meat controllers / Andy Bolus

### **SUNDAY**

- 11:00 Enhancing Pure Data Interactivity with Computer Vision ( Open CV ) / Yves Degoyon, Lluis Gomez i Bigorda
- 12:00 Building simple analogue light-controlled theremins / Andy Bolus
- 12:00 VGA Signals: an introduction / Arjan Scherpensisse
- 14:00 Oneliner/Process Art: Software processes as a driving force for new media art / Arjan Scherpensisse
- 14:45 Respirator presentation / Bigmar Habbestad, Jeff Carey, Roar Sletteland
- 15:15 Pv-Cessing / Brendan Howell
- 1.5:45 APODIO: A GNU/LINUX MULTIMEDIA DISTRIBUTION FOR EVERYONE! / Julien Ottavi
- 16:15 Multi-Touch 360 / Thorsten Blum
- 21:00 The DIY drone synthesizer / Peter Edwards
- 22:00 Souffles I / Pascale Gustin
- 23:00 [i/o] Karen Curley, Servando Barreiro
- 23:30 THENOISER VS ZERO POINT ENERGY / Julien Ottavi, Ryan Jordan

#### MONDAY

12:00 minia. Open hardware sensor board / Sevando Barreiro

### **TUESDAY**

12:00 minia. Open hardware sensor board / Sevando Barreiro





**Team** 

# Director Gisle Fr0ysland

Curators Gisle Fr0ysland Malin Barth, Galleri 3,14 Jørgen Larsson, Lydgalleriet

Technical staff Jonas Skarmark Martin Woll Godal

Producer Hillevi Munthe

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Bergen Municipality
Hordaland County Council
Office for Contemporary Art
Nordic Culture Fund Nordic Culture Point BKK Bergens Tidende

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Moderators Amanda Steggell Eleonora Oreggia









KUNSTHALL NO.5 LANDMARK



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**Nordic Culture Point** 

# BERGEN KUNSTMUSEUM









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# LYDGALLERJET

AUGUSTIN
HOTEL VINBAR BRASSERIE





