18-21 NOV BERGEN

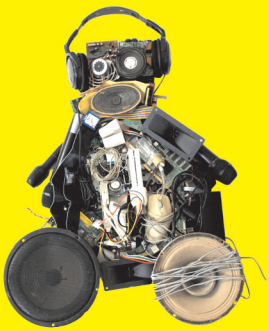
PIXEL 10

(Un) stable









PIKSELIO

ABOUT PIKSEL

Piksel is an annual event for artists and developers working with free and open source software, hardware and 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 free and open source software.

The Piksel Festival is organized for the eighth time between 18th-21th November 2010. The festival subtitle (Un)stabe, points to the temporarily placed and unsteady constructions – mobile spaces, code in constant development, a globally charged political climate.

The festival program is made up of presentations, hands-on workshops, audiovisual performances, exhibitions and specially curated events – all on the topic of free technology and art.

THURSDAY 18 NOV

21:00	Piksel10 Official Opening	Studio USF
11:00	[W] NoiZe bouyZ	PikselHut
14:00	[P] Reflecting about ArTe	KNIPSU
15:00	[P] How to build a Capitalistic Robot	Studio USF
16:00	[P] Scratch	Studio USF
21:00	[L] Something Stuck in My Throat	Studio USF
22:00	[L] f(x)	Studio USF
23:00	[L] the cartographer	Studio USF
23:30	[L] A/V	Studio USF

FRIDAY 19 NOV

18:00	Piksel10 Exhibition Opening	Gallery 3,14
11:00	[W] Functional live coding workshop	KNIPSU
11:00	[W] Cheap Sound Generator / Hack Your RADIO in 30 mins	PikselHut
11:00	[L] The Construction of Situations	Studio USF
18:30	[L] Cellulose	Gallery 3,14
21:00	[L] Cartografia Sonora Antarctica	Studio USF
22:00	[L] UKI	Studio USF
22:30	[L] trAnsCodE	Studio USF
23:00	[L] Andy Bolus / Miho	Studio USF
23:30	[L] slub	Studio USF

[W]=workshops [P]=presentations [L]=live arts

SATURDAY 20 NOV

11:00	[W] Psychedelic D.i.Y. Toilet Roll Goggles	KNIPSU
11:00	[W] Spectral Analysis & Processing in Pure Data	Studio USF
11:00	[L] exquisite_code	PikselHut
14:00	[P] Golden Shield Music	Studio USF
14:30	[P] Naked on Pluto	Studio USF
15:00	[P] The White People	Studio USF
16:00	[P] Scenic	Studio USF
17:00	[L] FRUIT+EMOTION=NOISE	Backstage USF
21:00	[L] Phantasmata	Studio USF
22:00	[L] faça-você-mesmo+hágalo usted mismo+diy	Studio USF

SUNDAY 21 NOV

11:00	[W] Mouse and keyboard hack	KNIPSU
14:00	[P] Cartografia Sonora Antartica	Studio USF
15:00	[P] RDEX presentation	Studio USF
16:00	[P] CHEAP, FAT + OPEN	Studio USF
17:00	[L] Angular Momentum - finnisage concert	Entreê
21:00	[L] HYLICS	Studio USF
22:00	[L] DEGENERATIVE ILLETRISM	Studio USF
23:00	[L] RADIO NOISE Interferences Collective	Studio USF
23:30	[L] RDEX	Studio USF
23:45	[L] Dystophonia	Studio USF

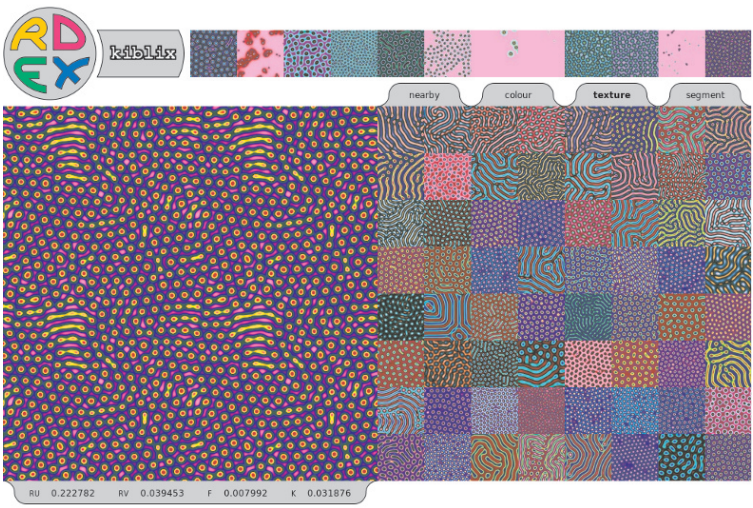
See program for details on individual workshops, presentations, live arts and exhibitions


presentations

RDEX

Claude Heiland-Allen

RDEX (Reaction-Diffusion Explorer) is an installation and performance piece that explores an autonomous hyperspace mathematical model, searching for interesting emergent behaviour (life-alike, alife).

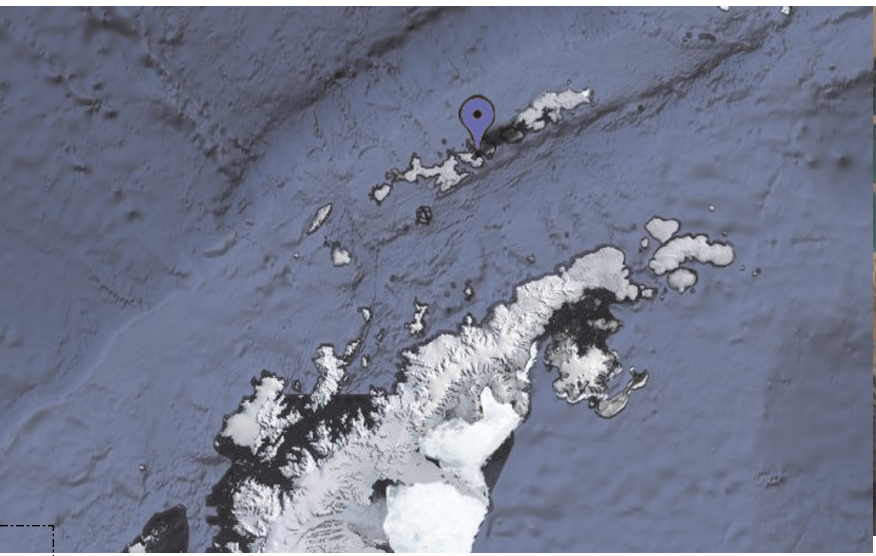


Presentations

Cartografia Sonora Antarctica

ALejandra Perez

Presentation of Cartografia Sonora Antarctica, a performance using sound recordings and footage from an expedition to Antarctica in December 2009.



REFLECTING ABOUT ARTE

Letizia Jaccheri & Agnieszka Pokrywka

The vision of project ArTe is disseminating information technology issues to teenagers, their teachers, and decision makers in society -by engaging people in meaningful cooperative projects with the goal of producing novel forms of new media art using open source software. How can such a project as ArTe be evaluated, and can it make IT more visible?

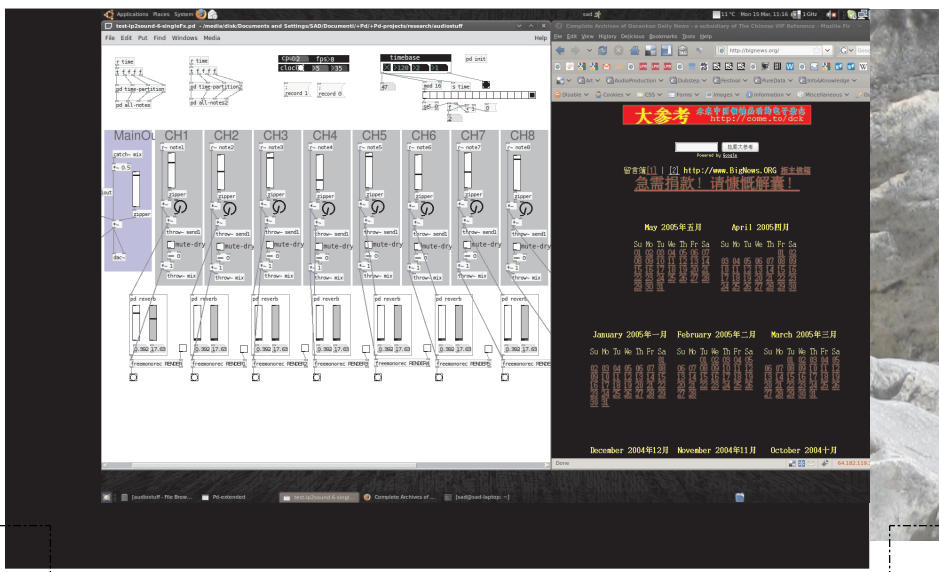


Presentations

GOLDEN SHIELD MUSIC: SONIFICATION OF IT CENSORSHIP TECHNOLOGIES

Marco Donnarumma

Presentation of Golden Shield Music, a generative musical composition utilizing web technologies such as IP, blocking, DNS filtering and redirection, URL filtering, Packet filtering, Connection reset. It promotes a free, creative use of technology originally intended to subtly constrain the freedom of Man.



How to build a capitalistic robot

Richard Spindler

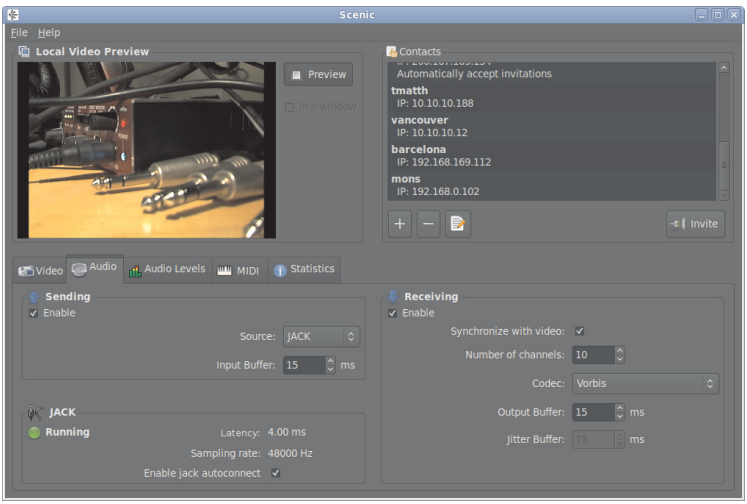
A capitalistic robot is a machinery that acts in a capitalistic way and does so mostly autonomous. That is, a machine that earns money, or somehow interacts with money in a more or less meaningful way. This presentation looks at the necessary skill set for building such a robot.



SCENIC: TELEPRESENCE SOFTWARE FOR LIVE PERFORMANCES AND INSTALLATIONS

Alexandre Quessy, Tristan Matthews

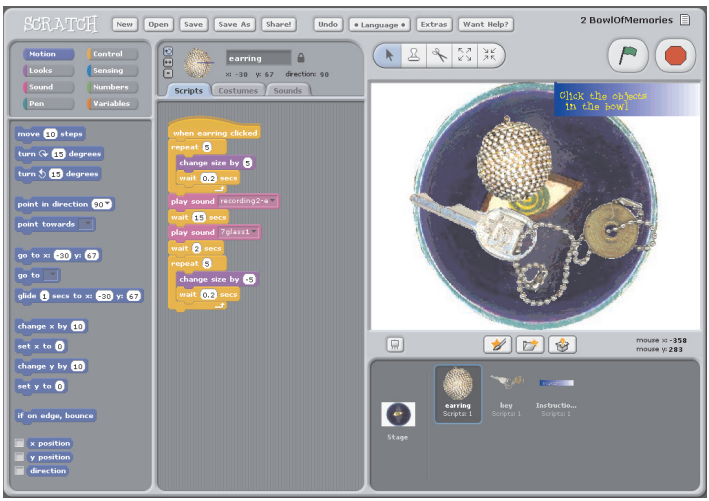
This presentation gives an introduction to and demonstration of Scenic, a free software suite for streaming audio, video and MIDI between live events. It was created at the Society for Arts and Technology (SAT) to give artists a powerful tool for telepresence in live arts contexts and new media installations.



SCRATCH
Audun Eriksen

Presentations

Audun Eriksen will do a presentation of two workhops in Scratch, a graphical programming language for teens, held for 7th graders in Trondheim october 2010.



THE WHITE PEOPLE

Federico Bonelli

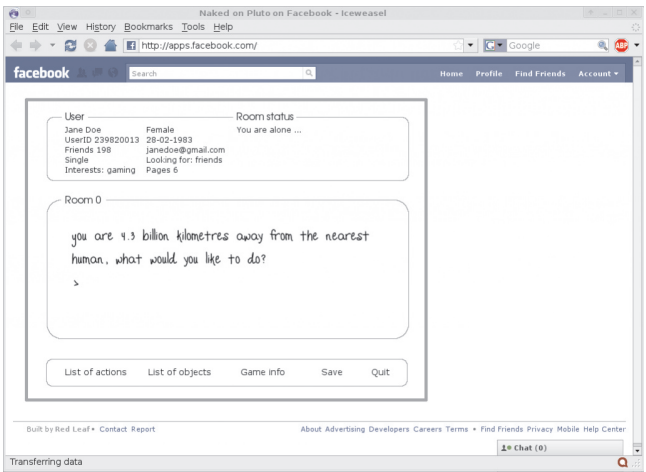
Using the independent short film “The White People” as a starting point, Bonelli asks into how a digital film can be made today using open tools. What needs to be improved to allow free-makers worldwide to think about what "cinema” is, and whether such a term makes sense.



Naked on Pluto

Aymeric Mansoux, Dave Griffiths,
Marloes de Valk

Naked on Pluto is a Multiplayer Text Adventure Game on Facebook, developed during a shared residency at NIMk, BALTAN Laboraties and Piksel, between June and November 2010. The game explores the limits and nature of social networks from within, slowly pushing the boundaries of what is tolerated by the companies that own them, carefully documenting this process as the game commences.

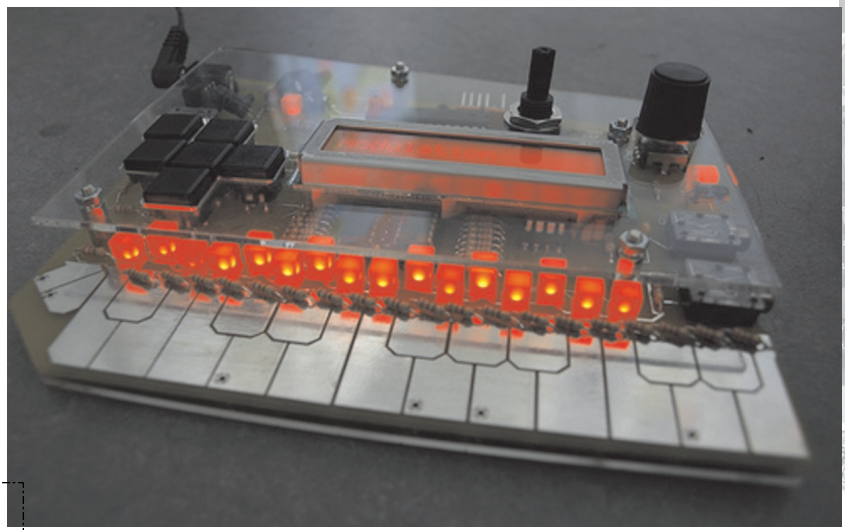


CHEAP, FAT and OPEN

Jacob Sikker Remin

CHEAP, FAT and OPEN is an open source platform for musical exploration, composition and performance.

The platform is a performance instrument, giving a full 11/2 octave keyboard control in compact packaging, through a classic stylophone interface, welcoming a wide range of experiments. Welcome!



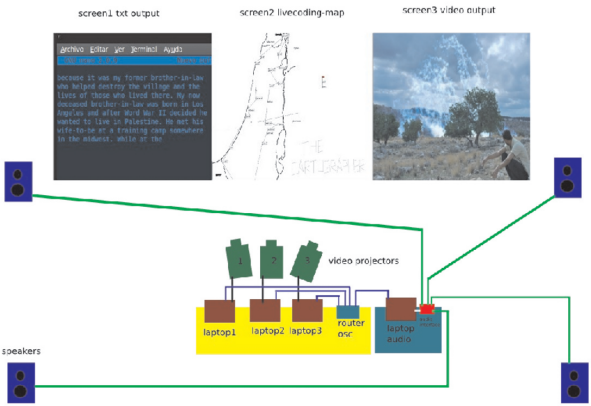
audiovisual performance

Cartografia Sonora Antartica

ALejandra Perez

Live Art

Cartografia Sonora Antarctica is a performance using sound recordings and footage from an expedition to Antarctica in December 2009.



UKI

Shu Lea Cheang

UKI is a viral performance and open work session with Martin Howse and other sound/noise artists.

Live Art



HYLICS

Ryan Jordan, Geraldine McEwan

Live Art

Hylics use base materials such as the body, wood, and metal, feeding them with electricity, home-made circuitry, and pure data, to control brutal sound objects colliding through the ether.



Cellulose

Audun Eriksen, Arnfinn Killingtveit

Cellulose is a concert exploring the psychoacustic tangents of new and old technology through the use of acoustic and digital didgeridoo.

Live Art

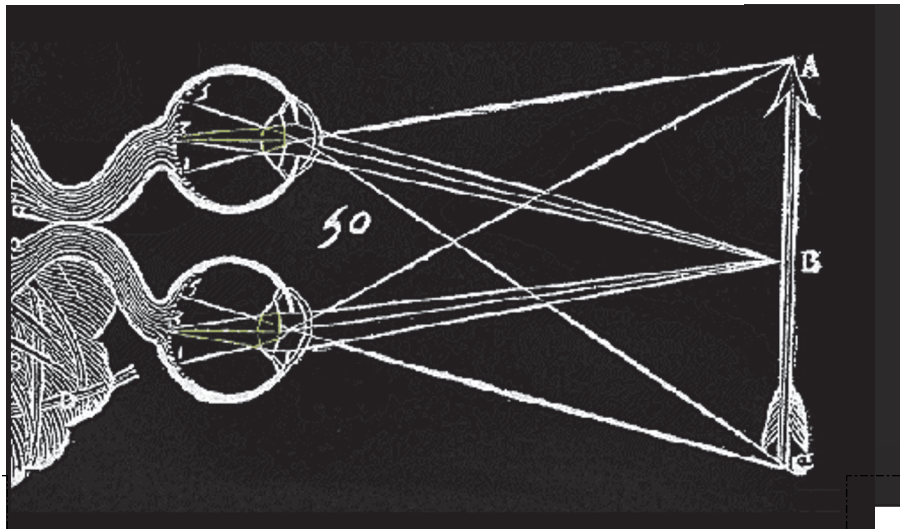


PHANTASMATA

Eleonora Oreggia

Live Art

Phantasmata is an empiric noise-at-a-distance concert, based on self-made hardware, electronic circuits and pulsating lights.



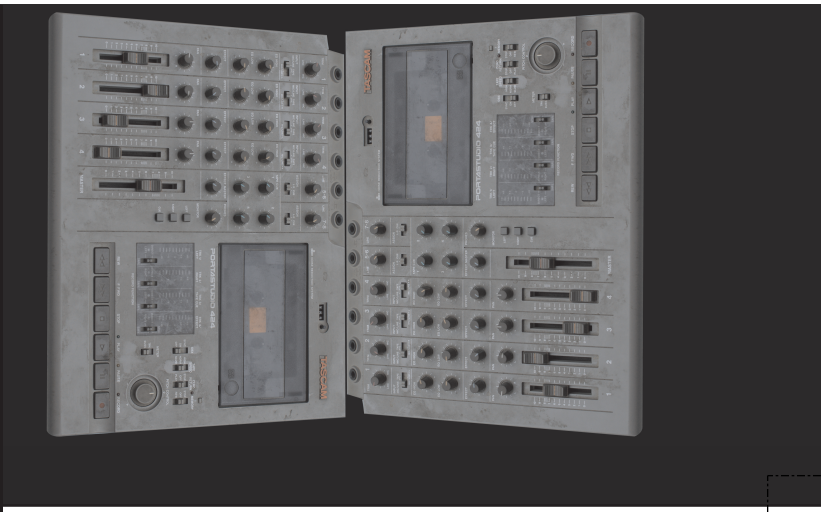
ANDY BOLUS / MIHO

Andy Bolus, Miho W

Audio performance using two identical 4track tape machines and home made electronics..

Live Art





A/V (2010)

Jorge Luis Crowe

A/V (2010) is an audiovisual performance with found, hacked and handmade hardware.

Live Art



SLUB

Alex McLean, Dave Griffiths

Slub are process-based sonic improvisations; live generative music using hand crafted and live coded apps, scripts and l-systems in networked synchrony.

Live Art

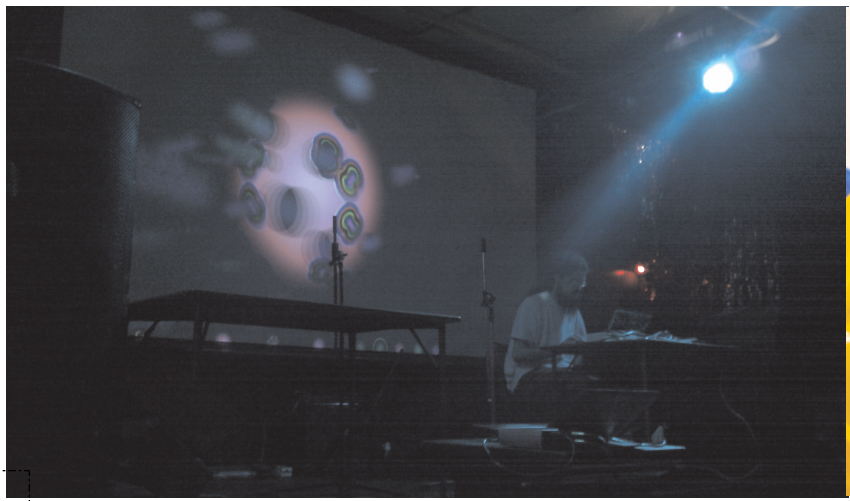


RDEX

Claude Heiland-Allen

RDEX (reaction-diffusion explorer) is a piece that explores an autonomous hyperspace mathematical model, searching for interesting emergent behaviour (life-alike, alife).

Live Art

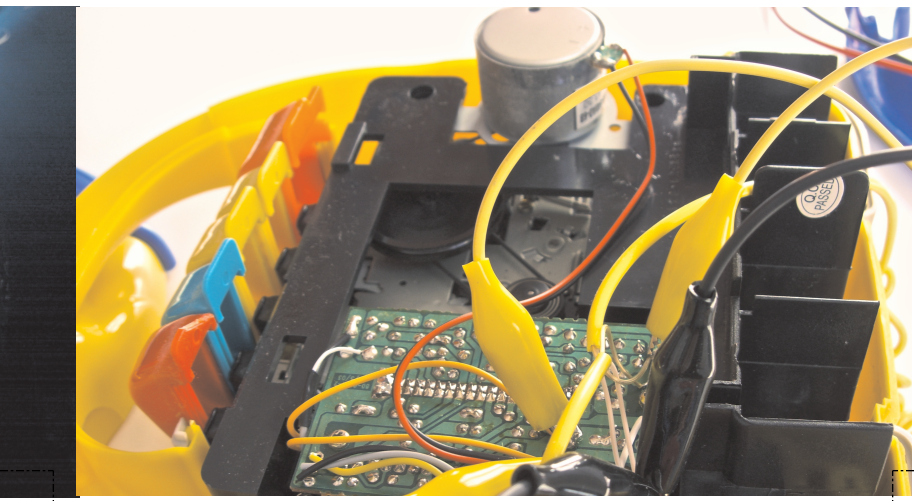


Faça-Você-Mesmo+Hágalo Usted Mismo+DIY

Cristiano Rosa

Faça-Você-Mesmo + Hágalo Usted Mismo + DIY (2010) is an audiovisual performance that uses unique electronic instruments built by a combination of assorted materials found in electronic debris.

Live Art



Something stuck in my throat

Alexandre Torres Porres

Noisy improvisation using piezo microphones attached to the performer's throat.

Live Art

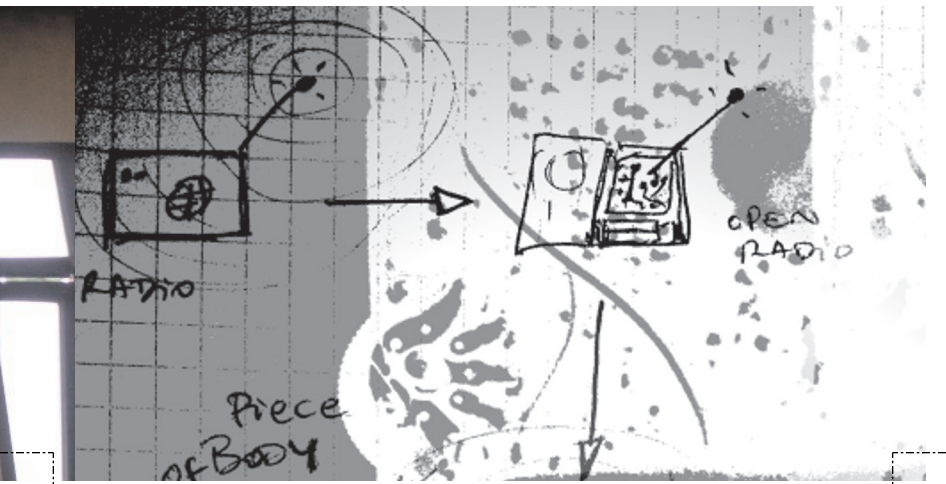


COLLECTIVE OF FOOTBALL RADIO NOISE INTERFERENCES

Julien Ottavi

Noise performance using hacked radio devices.

Live Art

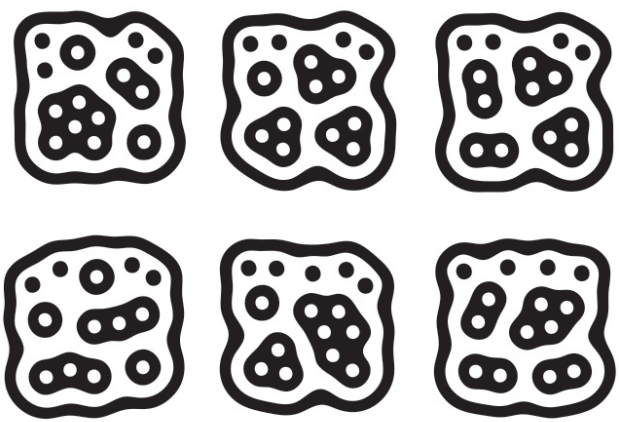


THE CARTOGRAPHER

Luca Carrubba, Oscar Martin Correa

Live Art

The Cartographer is an experimental live-coding performance based on map visualizations.



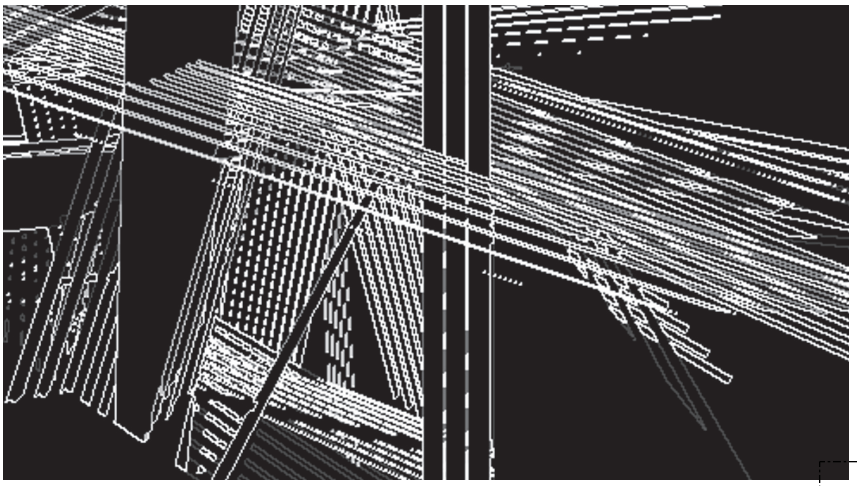


TRANSCODE

Oscar Martin Correa

TrAnsCodE is an audio performance using materials originated by playing and experimenting with the (bash) linux console.

Live Art



DEGENERATIVE ILLETRISM

Joachim Montessuis

An audiovisual visual psycho-poetry de/generative work.

Live Art



DYSTOPHONIA

Alexandre Quessy, Tristan Matthews

Dystophonia is an experience with noise and light, using live sampling of sound and images.

Live Art



THE CONSTRUCTION OF SITUATIONS

Martin Howse, Shu Lea Cheang, Anthony Iles

A 6 hour destruction of software as architecture (of abstractions), environment, and language (a conversation) which describes and constructs the systematic world.

Live Art

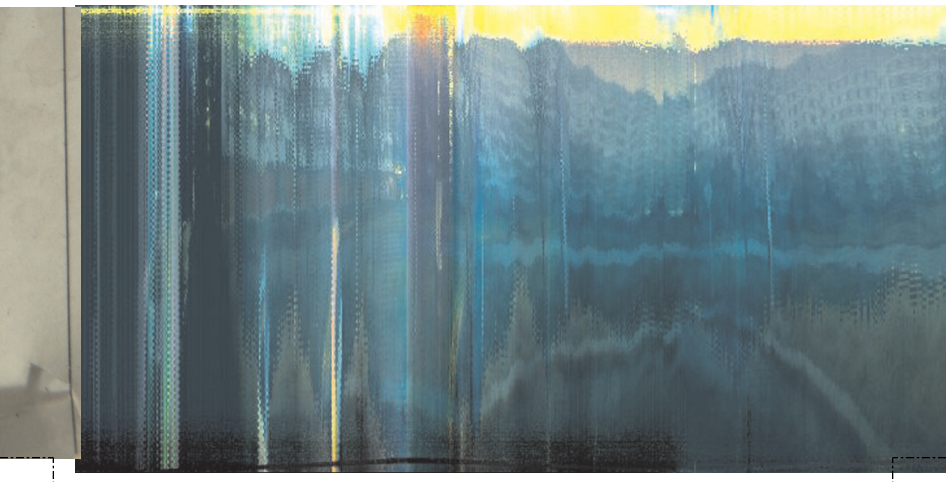


ANGULAR MOMENTUM - FINNISAGE CONCERT

Signe Lidén, Michal Kindernay

Finnisage concert, a performance using resonated metal objects embodied by strips of interacting images.

Live Art



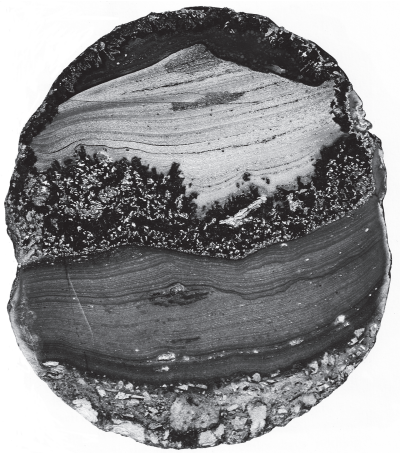
Live Art

exquisite_code:

Brendan Howell, Sabrina Small, Jonathan Kemp

exquisite_code: a group of international writers work for eight hours generating text-prompts, text and edit software in unrelenting micro-sessions to create a cadaverous exquisite_code life-document.

Live Art

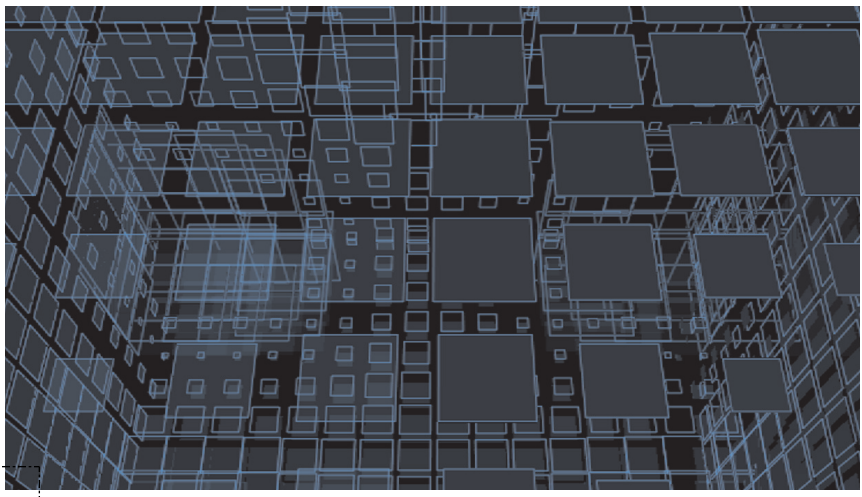


F(X)

Alo Allik

Live Art

f(x) is an audiovisual exploration of 3-dimensional continuous spatial functions derived from the concept of continuous valued cellular automata.



PIKSELBASS / BASSPIKSEL / PIKSELOMISK / BASSTROLOGISK PIKSELTUTT

Saturday November 20th Piksel and Basstronomisk Institutt join forces for a club night down at the Verftet, Studio USF.

The evening starts with a concert and sound installation by Brazilian artist Panetone. Panetone circuit bends, and performs on boxes and devices soldered and modified by the artist himself, resulting in a challenging and tempting table setup.

Next out is Automat.Piss.Tool from Bergen, known for his energy-filled concerts, presenting his own unique sound with the use of "vintage" gear boxes, where the table layout itself is worth seeing. Automat.Piss.Tool aka Mr Porridge, has promised a special performance dedicated to.

Last concert is provided by the Mesak from Finland, and Swedish musician Limonius. Just labeled «an experimental and danceable experience spiced up with evil», we are invited to a dark and funky environment. Limonius aka Pavan is the initiator of the musical genre Skweee, and part of the Flogsta Dance Hall label. Mesak is perhaps best known from the electro band Mr Velcro Fastener, and owner of the Harmonia Skwee label.

Basstronomic DJ's,Kjempetjukk DJ, Dj Woo and Dj Eldfot spins their dubstep records, before, during and after the concerts.

Dance floor madness!



PIKSEL FESTIVAL

BASSTRO-

(G)NOMISK INSTITUTT

AUTOMAT.PISS.TOOL (NOR)
ANETONE (BRA) LIMONIUS (SVE)
ESAK (FIN)

Live Art

DUBSTEP
SKWEEE
PORRIDGE
NICENESS

20.NOV

FØRSTE KONSERT KL 22



+ DJ WOO
DJ ELDFOT
KJEMPETJUKK DJ

OCA
Office for Contemporary Art Norway

MED STØTTE FRA BERGEN KOMMUNE KUNST & KULTUR

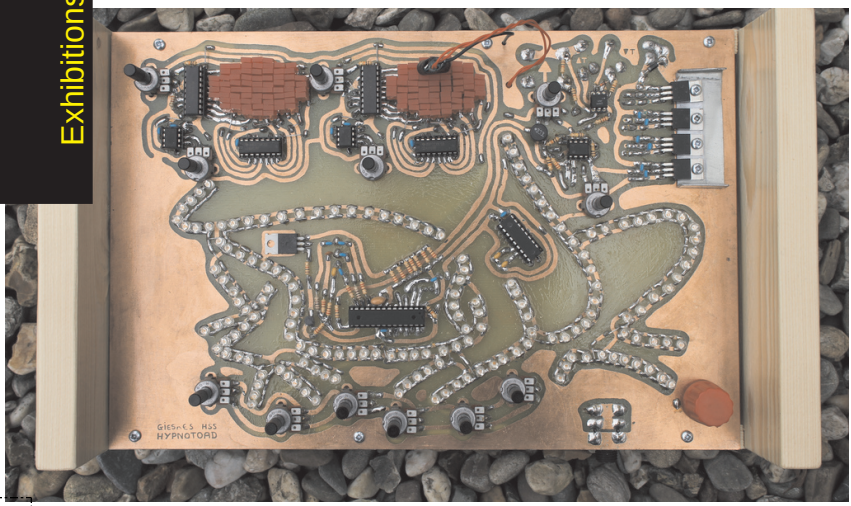


HYPNOTOAD

Gijs Gieskes

Hypnotoad is an installation mounted on the wall. It broadcast audio and video. The artist bases his work on the hypnotic frog known from the Futurama series, adding his own particular perspective.

Exhibitions



SØLVEPLENE

Øyvind Mellbye

Sølveplene is a quadrophonic listening apparatus that consist of 4 cassette players that play tapeloops which is controlled from a custom made mixer.

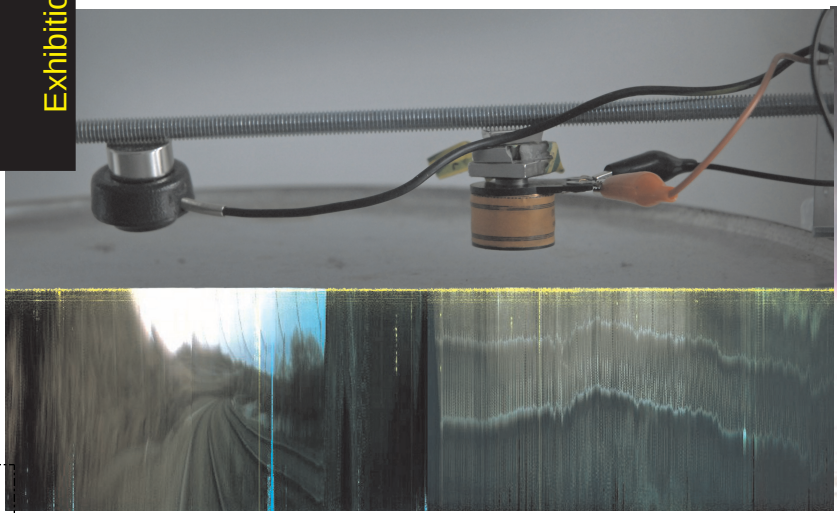




ANGULAR MOMENTUM

Signe Lidén, Michal Kindernay

This installation is built up by resonated metal objects embodied by strips of interacting images. The objects are both microphones and speakers and their feedback agitates continuously new layers of sound. The singing, hauling, droning scrap metal modulates numerous of moving pictures that are projected on the objects.



UNROND

Korinna Lindinger

Porcelain robots roll through space. The mechanical swinging movements of the motor inside the robots and the irregular porcelain spheres produce patterns of movements and sound. The designed random movements make the objects seem as if they had a life of their own.



PUSH AND SHOVE

Ben Dembroski, Ben Woodeson

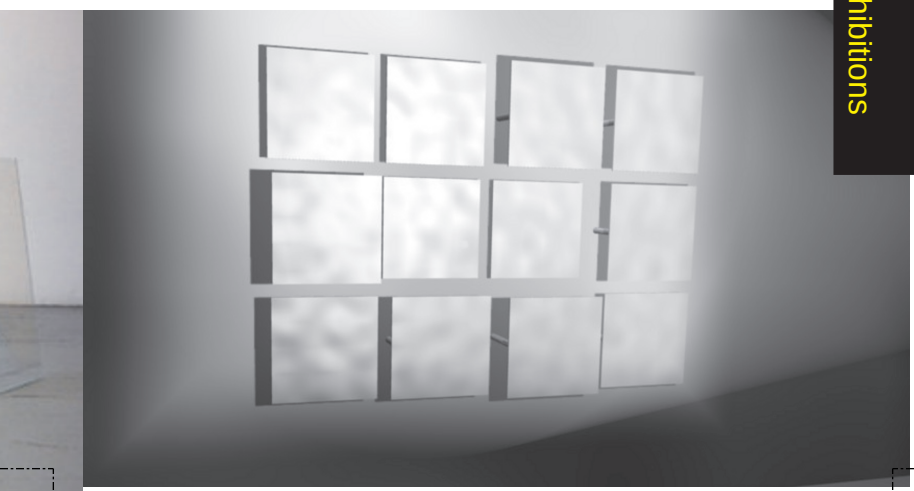
Ben Dembroski and Ben Woodeson no longer live in the same country; and therefore propose two geographically separate, but digitally connected, installations. The installations will be vulnerable, precarious, aggressive and reactive. Each installation will initially be developed by both Bens; physically by one, virtually by the other. The exhibited configuration for each segment of the work will be realised and installed by one Ben at each location.



SPACTIVE

Emanuel Andel, Christian Gützer

Spactive is short for Active Space. This installation seeks to create spatial feedback loops in relation to the viewer of the exhibition space.



2x - Potencia de dos

Jorge Luis Crowe

2x - Potencia de dos is an audiovisual reactive installation, a sort of basic DJ/VJ machine built with scrap (scanner, PC speakers, LCD panel from an old laptop). 2x explores, in a simple way, the relations between numbers, image and sound.

Exhibitions



FROM ERROR TO TIME – OR: FROM TIME TO TIME AN ERROR

Richard Schwarz

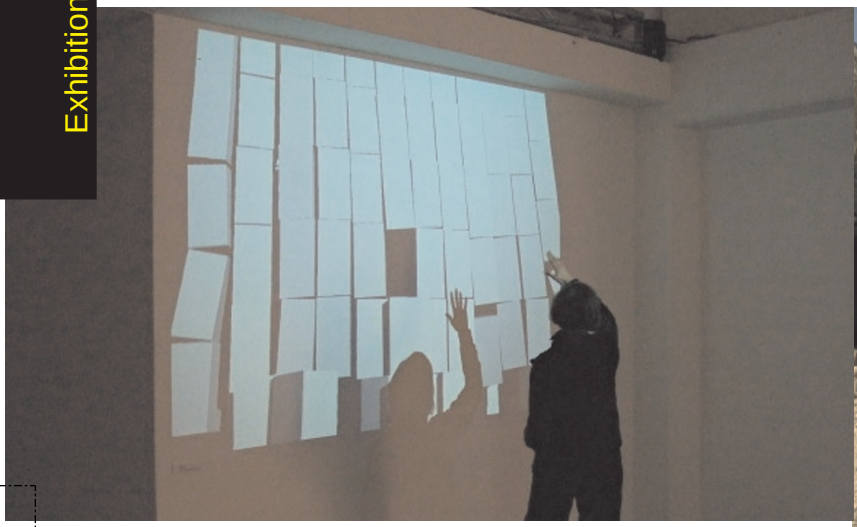
The image of time seems to depend on particular times, and our current concept of time. Time goes by, but every moment leaves information. Is there a way to get time into a picture that gives us a hint, how we travel through time?



DESTATIK
Malte Steiner

This installation facilitates the possibility to interact with a virtual wall of blocks. The installation is meant to be projected outside, like on a real wall or a shop window from inside. Bypassers got detected by a camera and their motions are translated into the virtual world, triggering the collapse of the wall.

Exhibitions



Palestine.Frag

Luca Carrubba

Palestine.Frag is an exhibition of augmented photography. The object of the photos is the city of Nihilin, Palestine, its people and its daily practice. Through a self-made device, the user generates a real-time audio landscape that accompanies him during the exhibition.



AUDIO PALIMPSEST

Anis Haron

Audio Palimpsest (2010) is an interactive sound-based installation that explores applications of indeterminacy and randomness in an interactive platform. The piece is based on a hacked cassette recorder, where the device functionalities are reconfigured to work in a different context

Exhibitions



FRUIT+EMOTION=NOISE

Martinka Bobrikova, Oscar de Carmen, Victor Mazon

FRUIT + EMOTION = NOISE is an audiovisual composition based on the law of conservation of energy, the first law of thermodynamics, which states that energy can neither be created nor destroyed, only can be transformed. Through the use of the basic 3rd generation hardware, the energy contained in fruits and vegetables (discarded by supermarkets) is processed into sound through an electrochemical reaction.

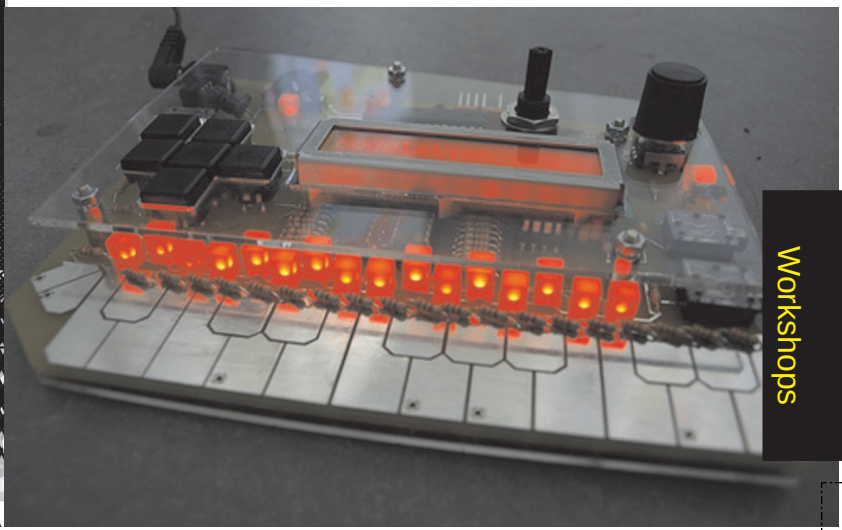



workshops

CHEAP, FAT AND OPEN

Jacob Sikker Remin

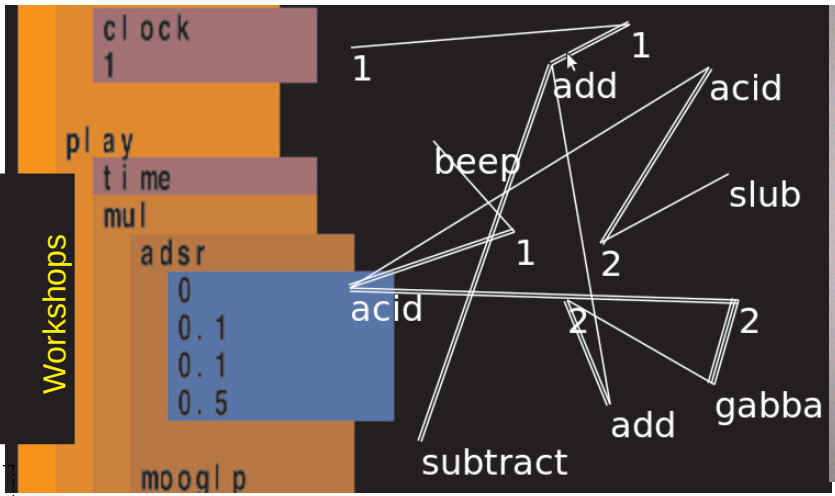
This workshop gives an introduction to D.I.Y hardware hacking and stroboscopic light.



Functional Live Coding Workshop

Alex McLean, Dave Griffiths

Live coding workshop using SchemeBricks and Tidal.

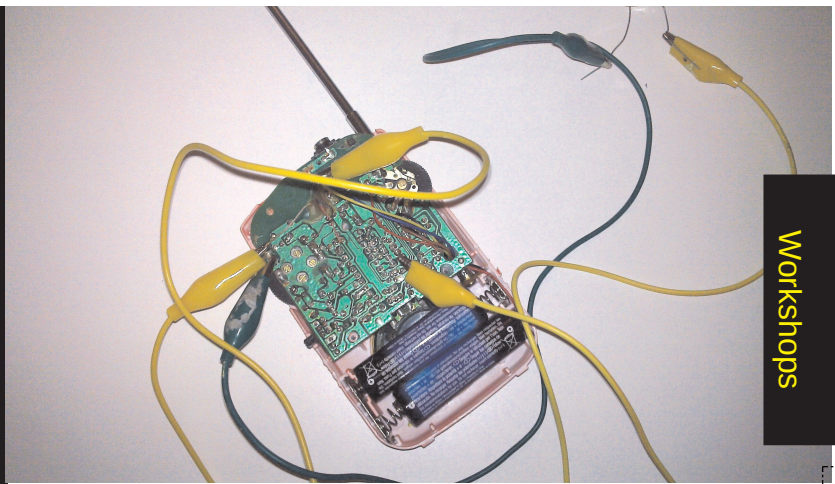


Workshops

CHEAP SOUND GENERATOR //// HACK YOUR RADIO IN 30 MINUTES

Julien Ottavi

A workshop on radio hacking.



Workshops

NOIZE BOUYZ

Jenny Pickett, Julien Ottavi

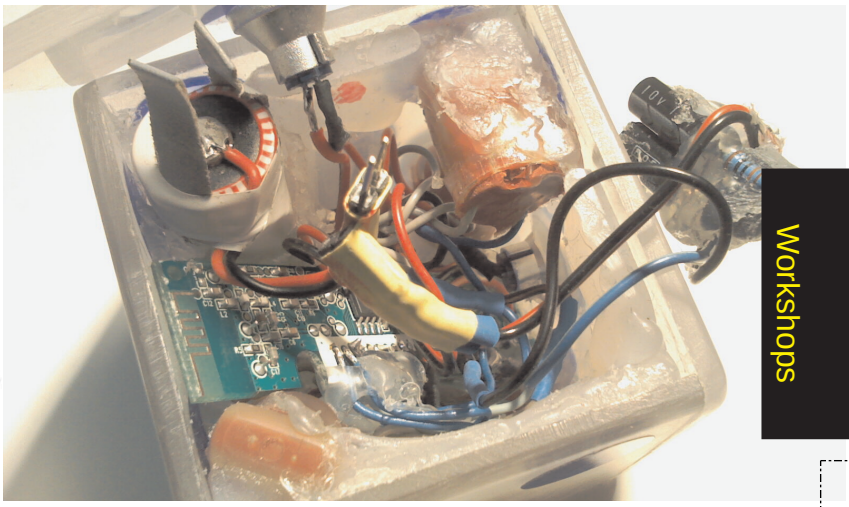
Electromagnetic antenna workshop and Guerilla Installation in Bergen. The participants will produce NoiZe BouyZ, amplifying sound objects to be chained around various Piksel festival locations.



Mouse and keyboard hack: the way for a simple and universal interface

Wolfgang Spahn

Mouse and keyboard hacking workshop - the way for a simple and universal interface

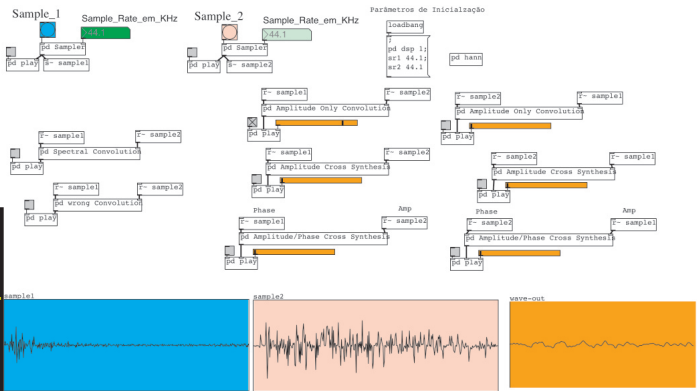


Workshops

Spectral Analysis and Processing in Pure Data

Alexandre Torres Porres

An introduction to using Pure Data for spectral analysis and processing of audio.



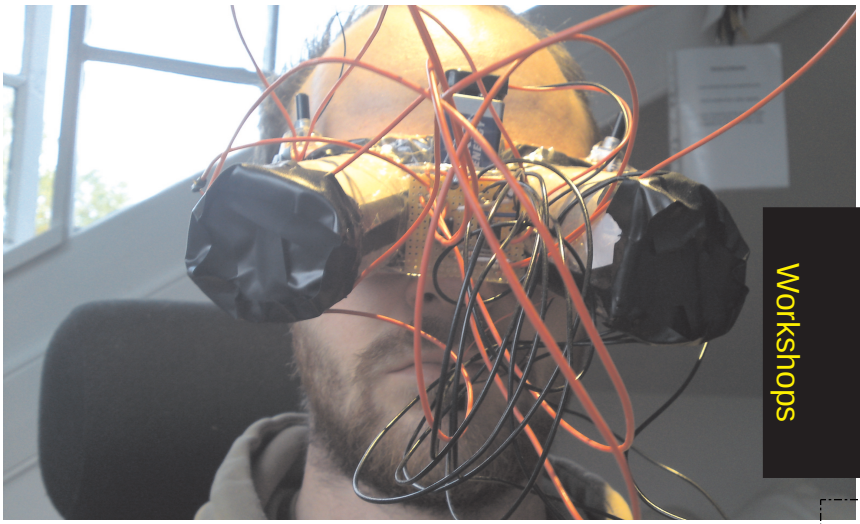


Workshops

PSYCHEDELIC D.I.Y. TOILET ROLL GOGGLES

Ryan Jordan

This workshop gives an introduction to D.I.Y hardware hacking and stroboscopic light.



ARDUINO SYNTHESIZERS

Gijs Gieskes

A workshop on how to build your own arduino synthesizers

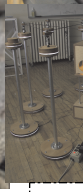












Workshops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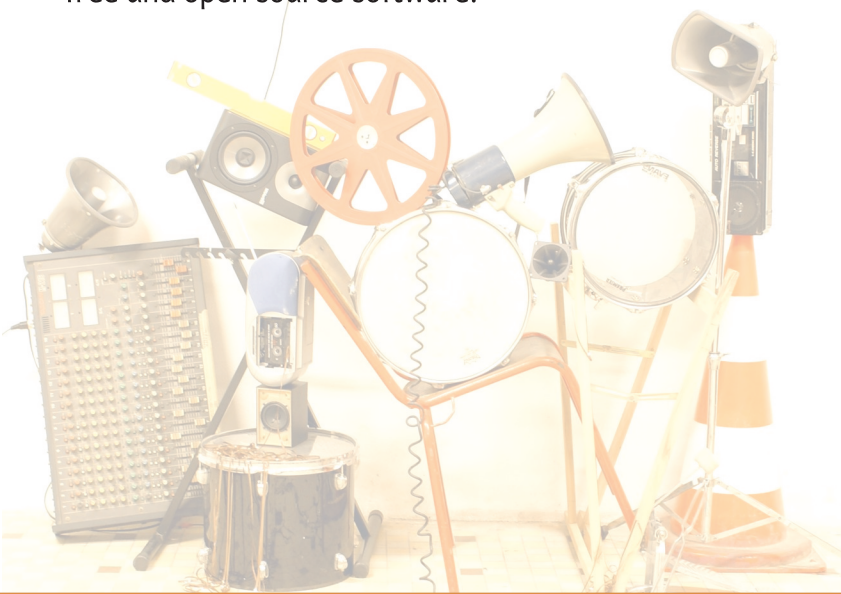
PIKSEL.NO

Piksel is an annual event for artists and developers working with free and open source software, hardware and 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 free and open source software.



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