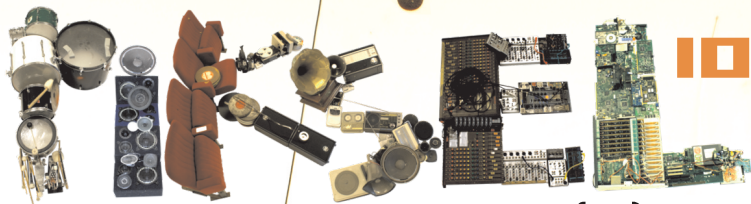


18-21 NOV BERGEN



(Un) stable







ScHED

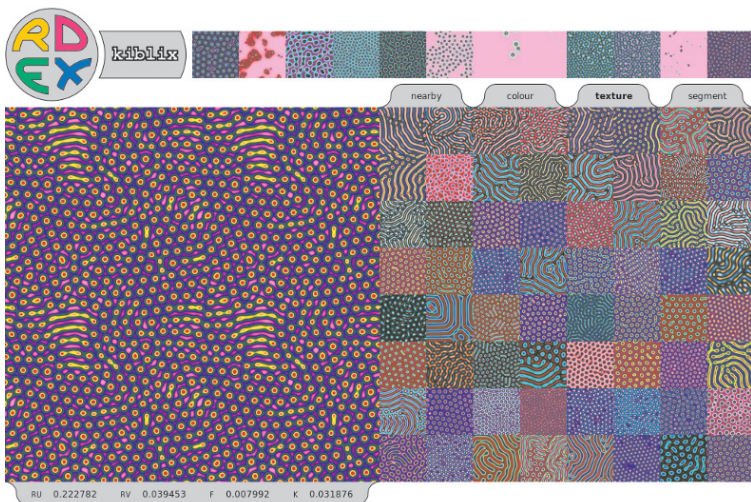
EDULE



RDEX

Claude Heiland-Allen

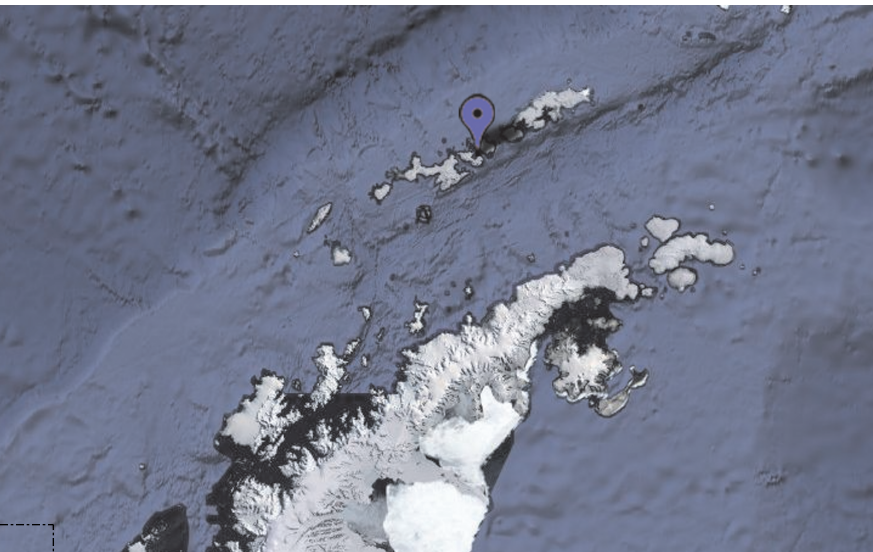
RDEX (Reaction-Diffusion Explorer) is an installation and performance piece that explores an autonomous hyperspace mathematical model, searching for interesting emergent behaviour (life-alike, alife).



CARTOGRAFIA SONORA ANTARTICA

Alejandra Perez

Presentation of Cartografia Sonora Antartica, 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?



Marco Donnarumma

HOW TO BUILD A CAPITALISTIC ROBOT

Richard Spindler

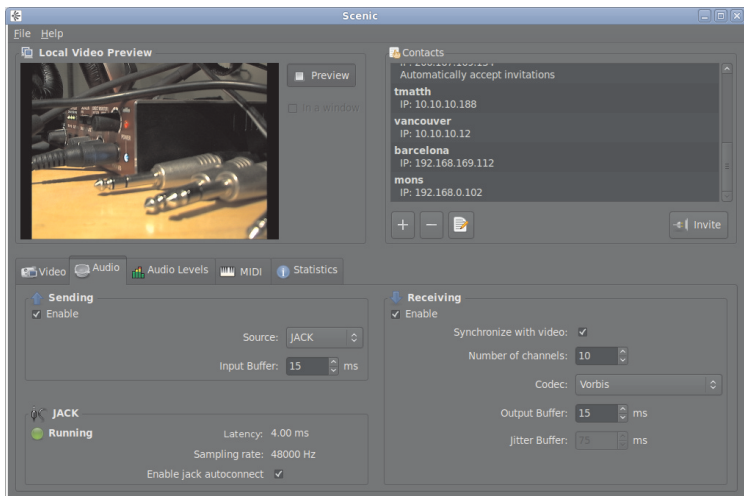
A capitalistic robot is a machinery that acts in a capitalistic way and does so mostly autonomous. That is, a machine that earns money, or somehow interacts with money in a more or less meaningful way. This presentation looks at the necessary skill set for building such a robot.



SCENIC: TELEPRESENCE SOFTWARE FOR LIVE PERFORMANCES AND INSTALLATIONS

Alexandre Quessy, Tristan Matthews

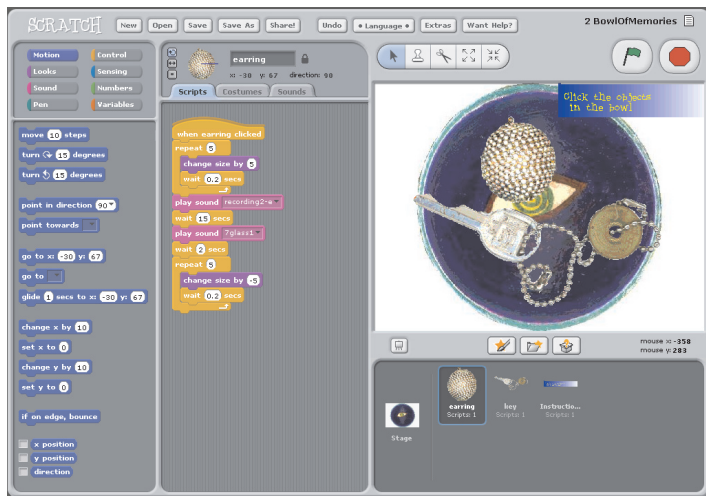
This presentation gives an introduction to and demonstration of Scenic, a free software suite for streaming audio, video and MIDI between live events. It was created at the Society for Arts and Technology (SAT) to give artists a powerful tool for telepresence in live arts contexts and new media installations.



SCRATCH

Audun Eriksen

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



THE WHITE PEOPLE

Federico Bonelli

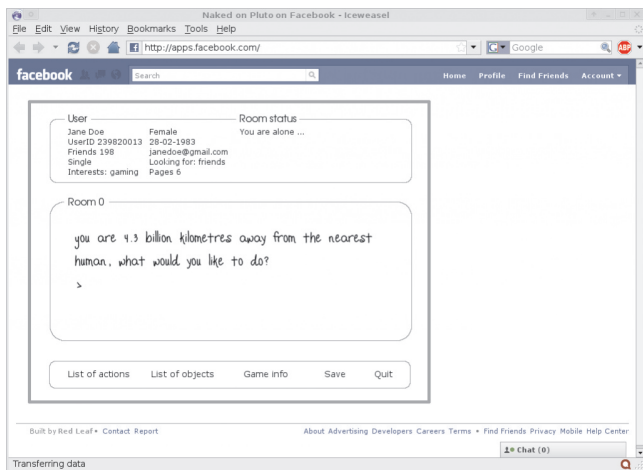
Using the independent short film “The White People” as a starting point, Bonelli asks into how a digital film can be made today using open tools. What needs to be improved to allow free-makers worldwide to think about what "cinema" is, and whether such a term makes sense.



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 Laboratories and Píksel, 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.

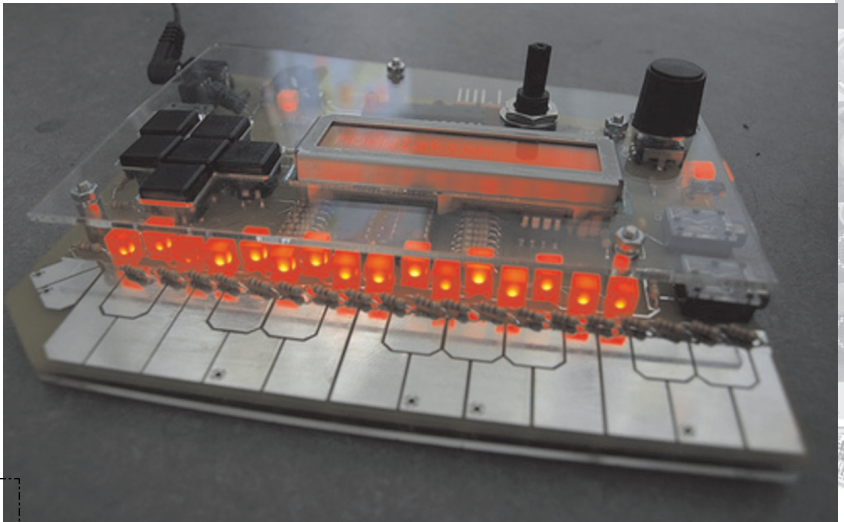


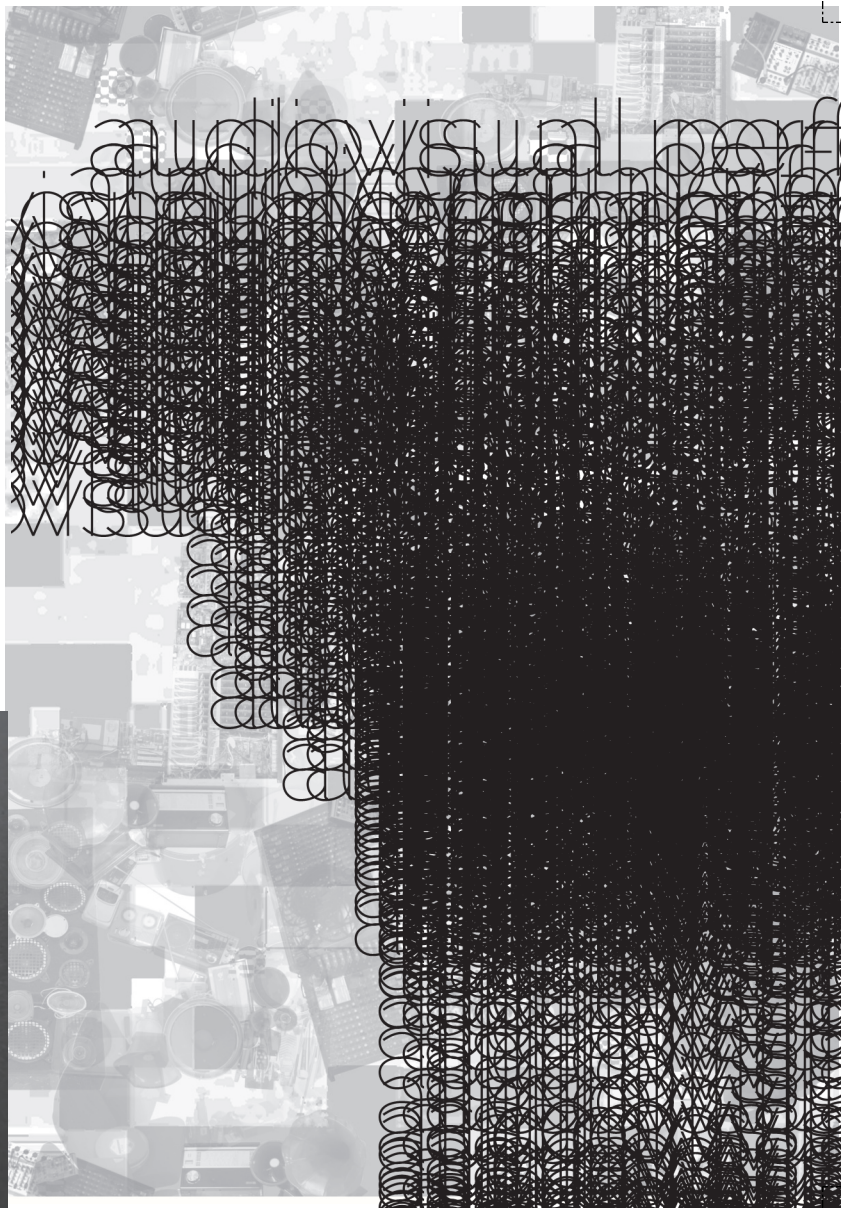
CHEAP, FAT AND OPEN

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!

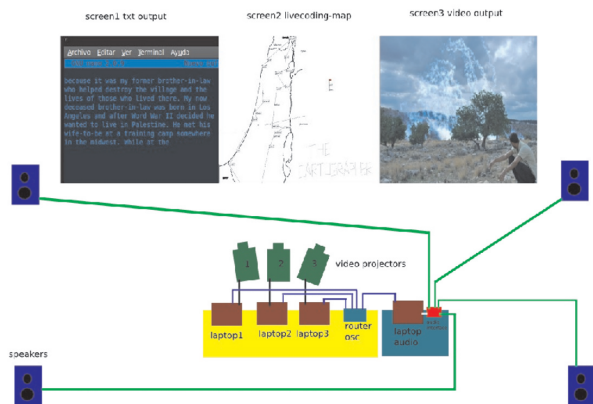




CARTOGRAFIA SONORA ANTARTICA

Alejandra Perez

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.



HYLICS

Ryan Jordan, Geraldine McEwan

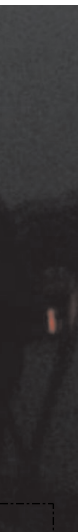
Hylics use base materials such as the body, wood, and metal, feeding them with electricity, home-made circuitry, and pure data, to control brutal sound objects colliding through the ether.



CELLULOSE

Audun Eriksen, Arnfinn Killingtveit

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



PHANTASMATA

Eleonora Oreggia

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..



A/V (2010)

Jorge Luis Crowe

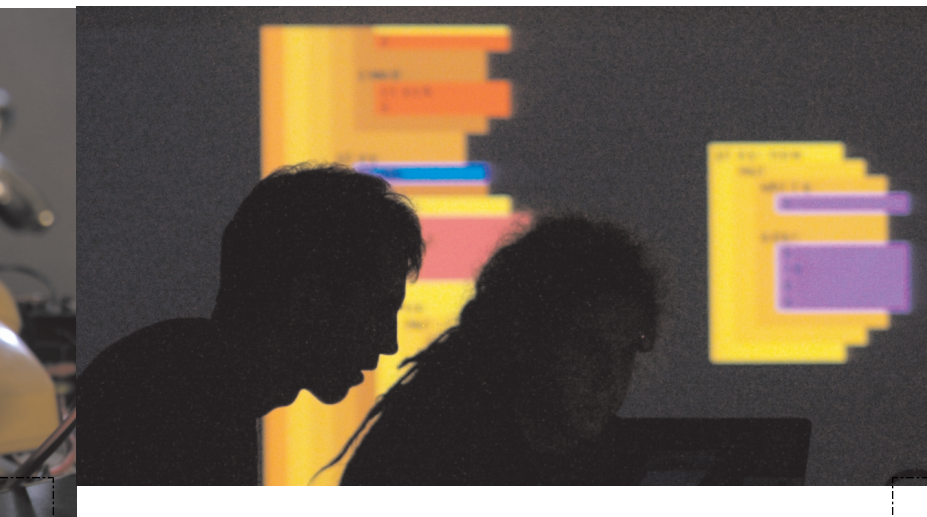
A/V (2010) is an audiovisual performance with found, hacked and handmade hardware.



SLUB

Alex McLean, Dave Griffiths

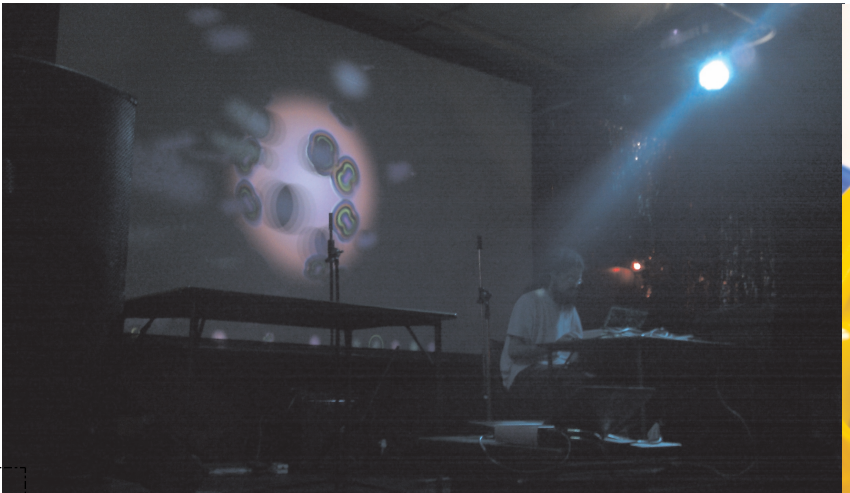
Slub are process-based sonic improvisations; live generative music using hand crafted and live coded apps, scripts and I-systems in networked synchrony.



RDEX

Claude Heiland-Allen

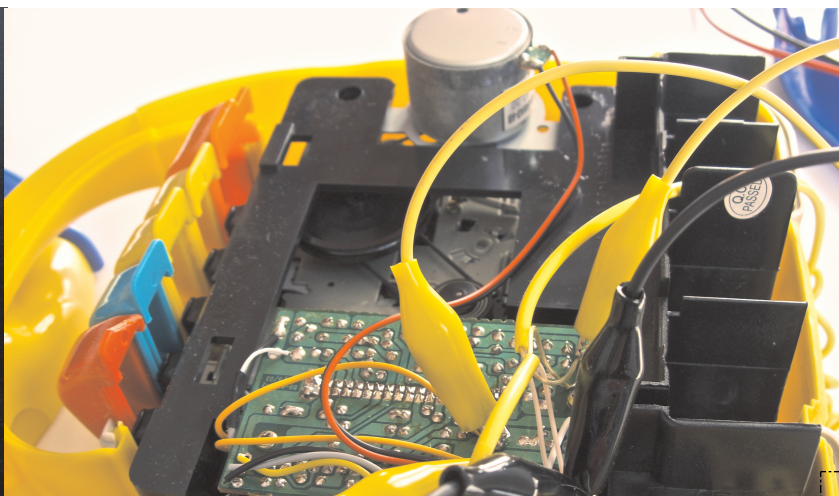
RDEX (reaction-diffusion explorer) is a piece that explores an autonomous hyperspace mathematical model, searching for interesting emergent behaviour (life-alike, alive).



FAÇA-VOCÊ-MESMO+HÁGALO USTED MISMO+DIY

Cristiano Rosa

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



SOMETHING STUCK IN MY THROAT

Alexandre Torres Porres

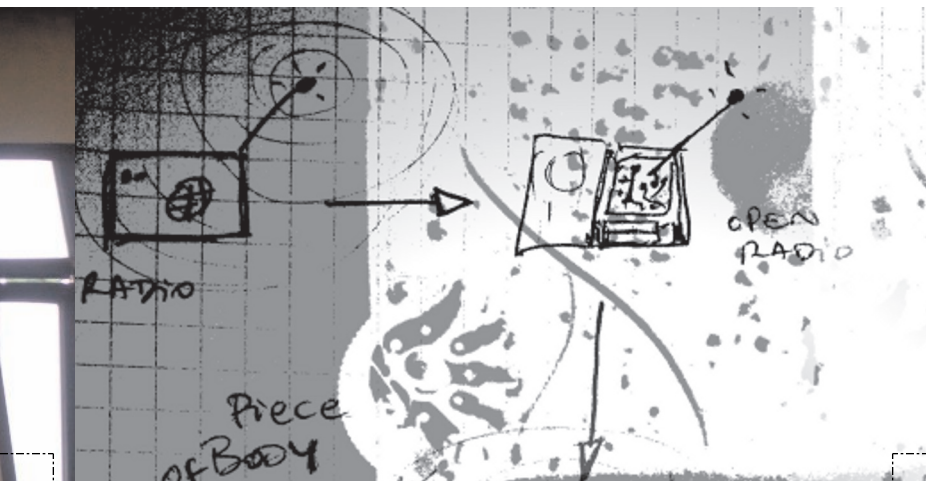
Noisy improvisation using piezo microphones attached to the performer's throat.



COLLECTIVE OF FOOTBALL RADIO NOISE INTERFERENCES

Julien Ottavi

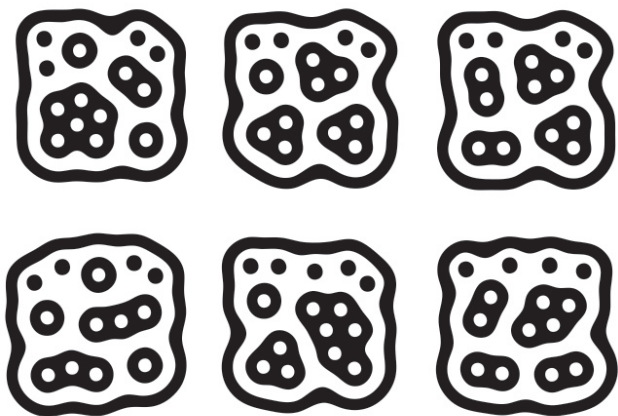
Noise performance using hacked radio devices.



THE CARTOGRAPHER

Luca Carrubba, Oscar Martin Correa

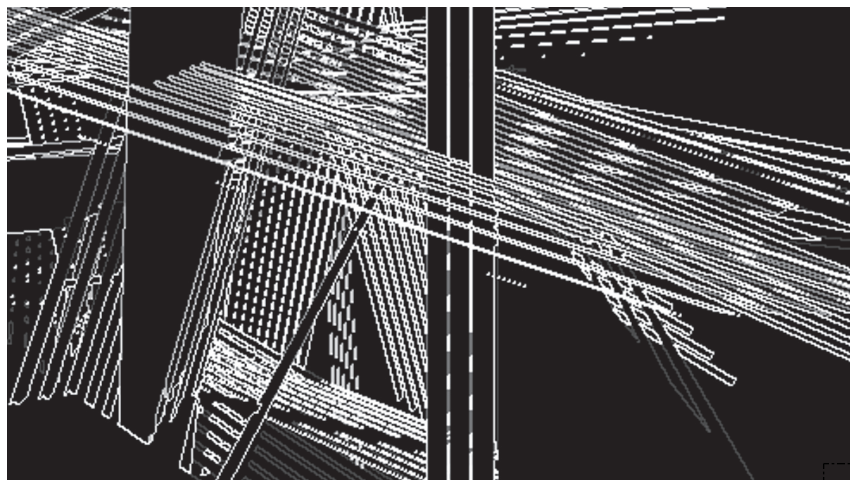
The Cartographer is an experimental live-coding performance based on map visualizations.



TRANSCODE

Oscar Martin Correa

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



DEGENERATIVE ILLETRISM

Joachim Montessuis

An audiovisual visual psycho-poetry
de/generative work.



DYSTOPHONIA

Alexandre Quessy, Tristan Matthews

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



THE CONSTRUCTION OF SITUATIONS

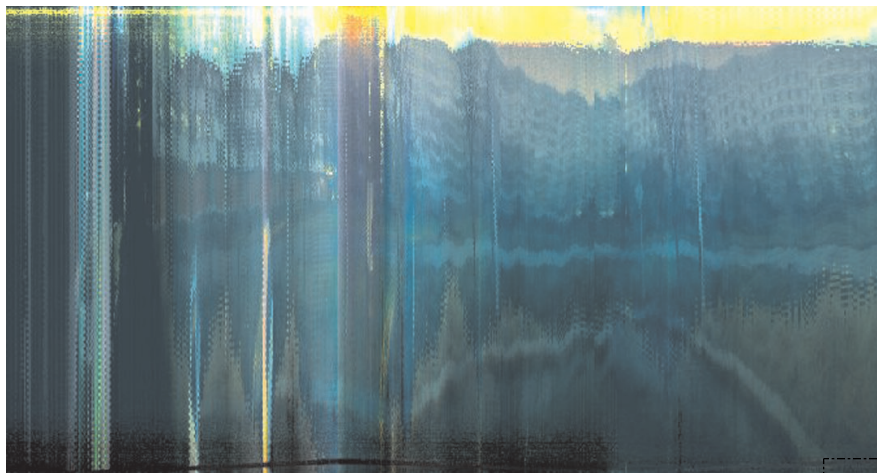
Martin Howse, Shu Lea Cheang, Anthony Iles

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

ANGULAR MOMENTUM - FINNISAGE CONCERT

Signe Lidén, Michal Kindernay

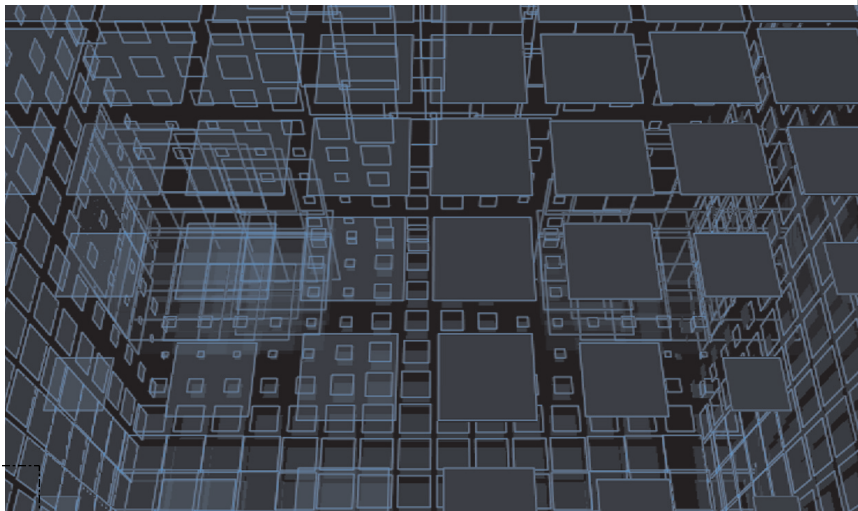
Finnisage concert, a performance using resonated metal objects embodied by strips of interacting images.



f(x)

Alo Allik

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

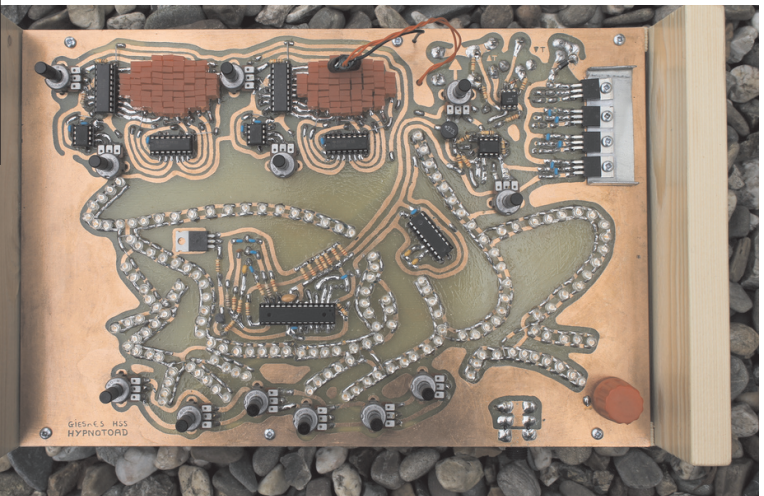




HYPNOTOAD

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.



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.

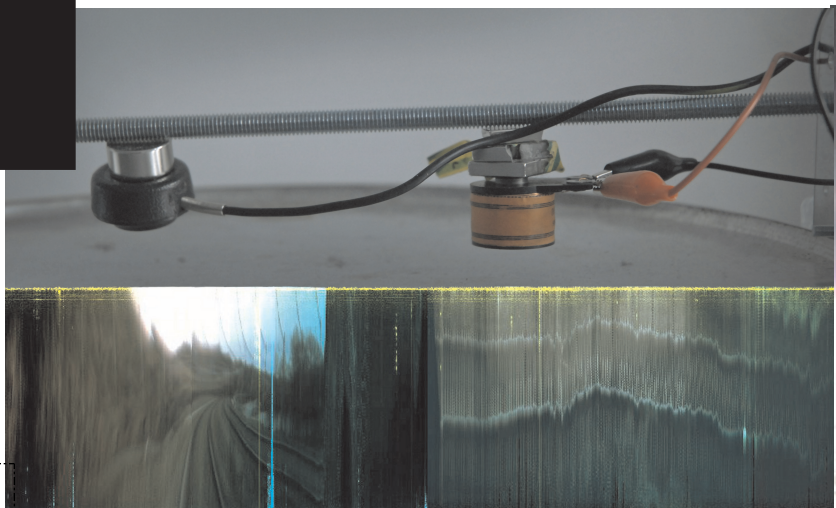




ANGULAR MOMENTUM

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.



UNRUND

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

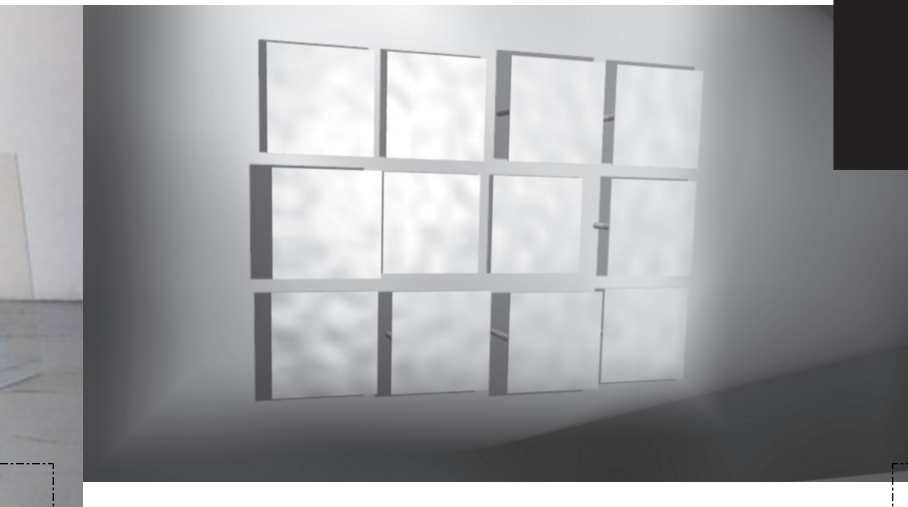
Ben Dembroski and Ben Woodeson no longer live in the same country; and therefore propose two geographically separate, but digitally connected, installations. The installations will be vulnerable, precarious, aggressive and reactive. Each installation will initially be developed by both Bens; physically 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 Anel, Christian Gützer

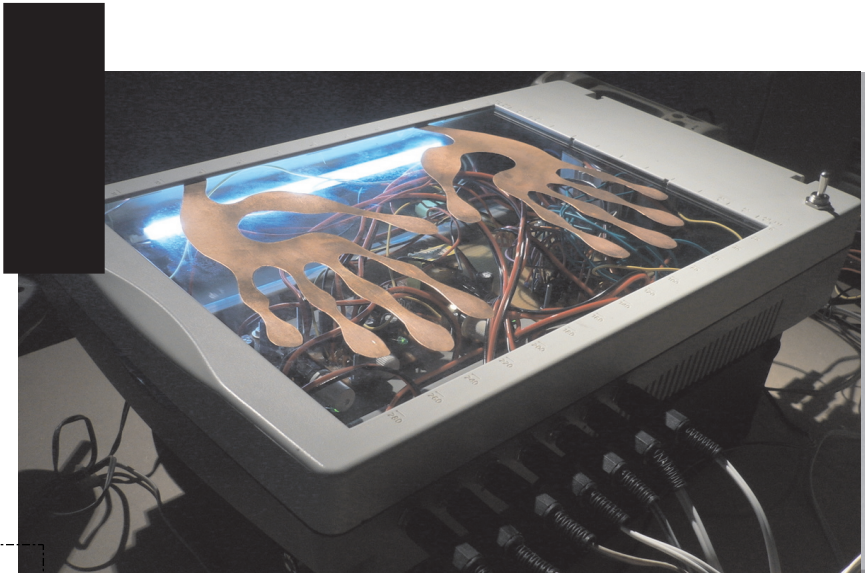
Spactive is short for Active Space. This installation seeks to create spatial feedback loops in relation to the viewer of the exhibition space.



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.



FROM ERROR TO TIME - OR: FROM TIME TO TIME an ERROR

Richard Schwarz

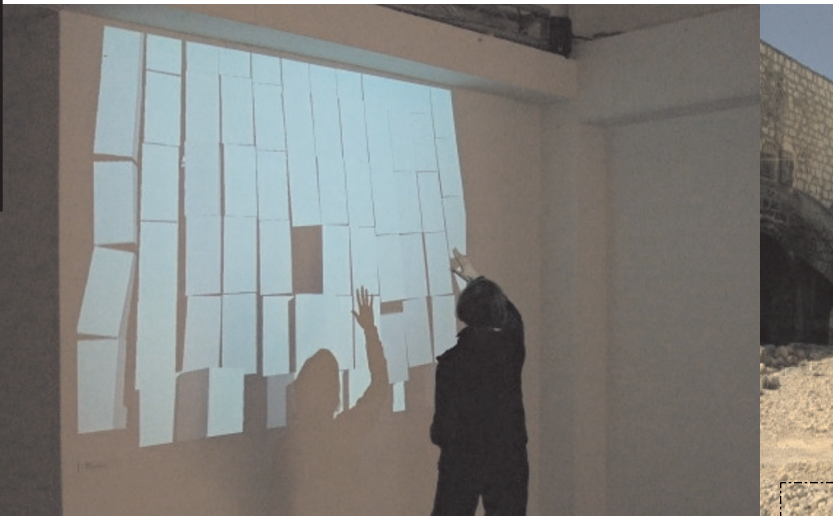
The image of time seems to depend on particular times, and our current concept of time. Time goes by, but every moment leaves information. Is there a way to get time into a picture that gives us a hint, how we travel through time?



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.



PALESTINE.FRAG

Luca Carrubba

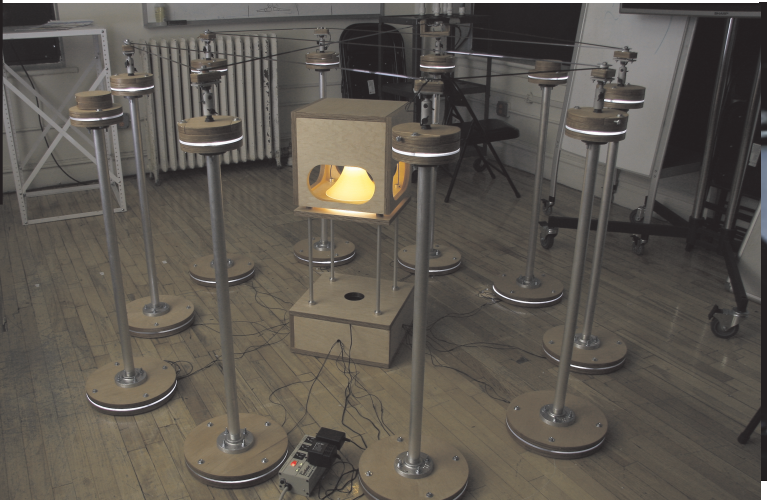
Palestine.Frag is an exhibition of augmented photography. The object of the photos is the city of Nihilin, Palestine, its people and its daily practice. Through a self-made device, the user generates a real-time audio landscape that accompanies him during the exhibition.



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



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

workshop

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

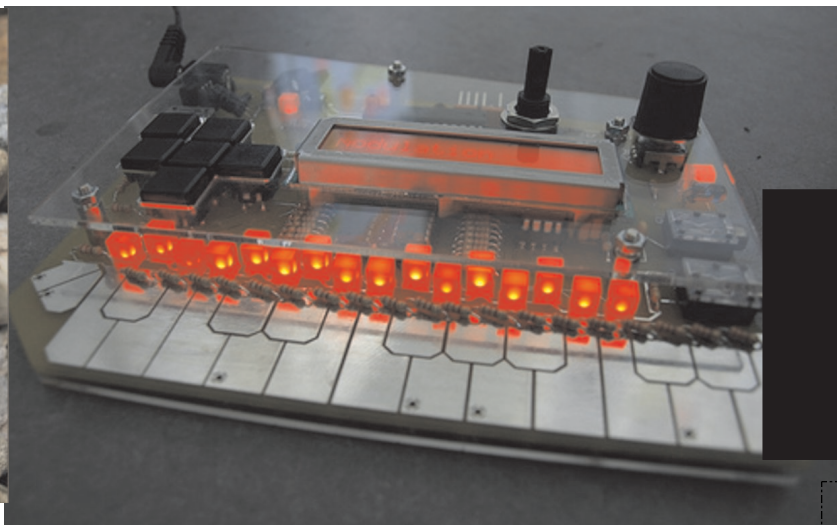
Gijs Gieskes



CHEAP, FAT AND OPEN

Jacob Sikker Remin

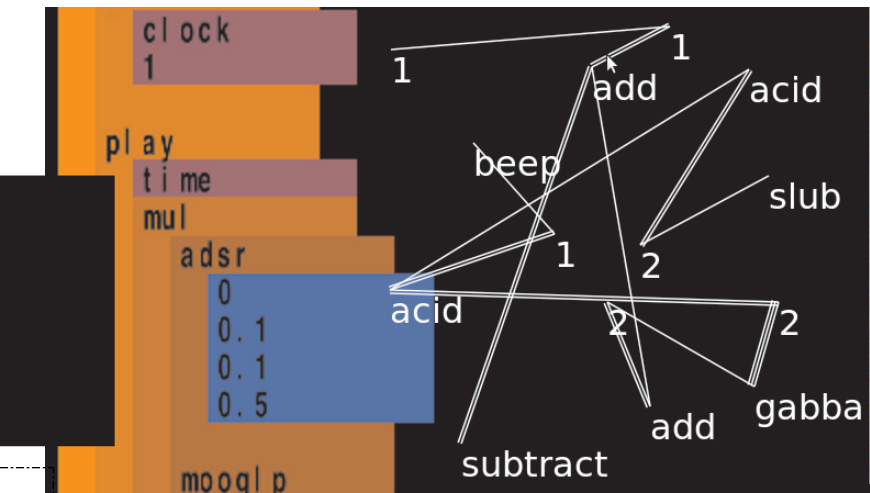
This workshop gives an introduction to D.I.Y hardware hacking and stroboscopic light.



FUNCTIONAL LIVE CODING WORKSHOP

Alex McLean, Dave Griffiths

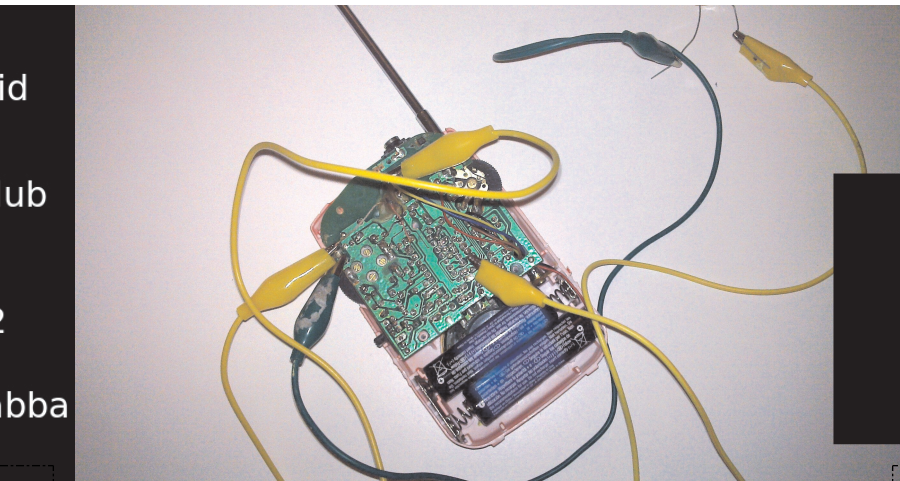
Live coding workshop using SchemeBricks
and Tidal.



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

Julien Ottavi

A workshop on radio hacking.



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 Píksel festival locations.



MOUSE AND KEYBOARD HACK: THE WAY FOR A SIMPLE AND UNIVERSAL INTERFACE

Wolfgang Spahn

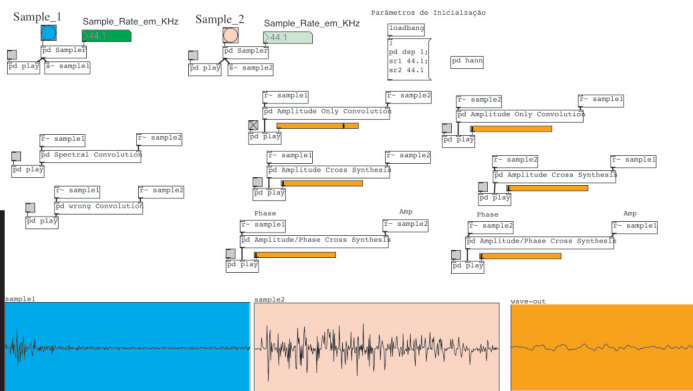
Mouse and keyboard hacking workshop - the
way for a simple and universal interface



SPECTRAL ANALYSIS AND PROCESSING IN PURE DATA

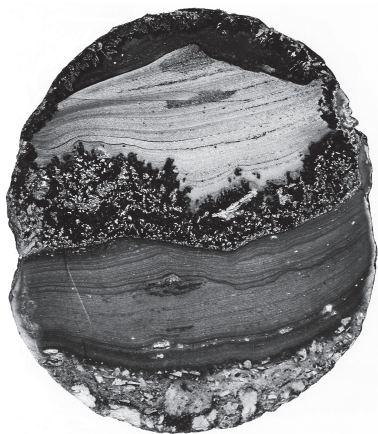
Alexandre Torres Porres

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



EXQUISITE_CODE

Brendan Howell, Sabrina Small, Jonathan Kemp



PIKSEL IO TEAM

Director

Gisle FrOysland

Coordinator

Elisabeth Nesheim

Producer

Adriana Alves

Technical Staff

Jonas Skarmark
Martin Woll Godal

Press Contacts

Elisabeth Nesheim
Anders Gogstad

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Curators

Gisle FrOysland
Malin Barth (Galleri 3,14)
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Video/Streaming Crew

Yves Degoyon
Terje Urnes
Marta Paz Naveiro

Festival Design

Jenny Pickett
Julien Poidevin

Moderators

Amanda Steggell
Eleonora Oreggia

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Arts Council Norway



pnet
production network for electronic arts

STIFTELSEN **3**¹⁴





1 PikkseHut
Georgernes Verft 12
5011 Bergen, Norway
+47 906 65 018

2 Studio USF
Georgernes Verft 3
5011 Bergen, Norge
+47 55 31 55 70

3 KNIPSU
Rasmus Meyers Alle 5
5015 Bergen, Norge
+47 55 55 93 19

4 Entreê
Nøstegaten 42
5011 Bergen, Norge

5 Galleri 3,14
Vågsallmenningen 12
5014 Bergen, Norge
+47 55 55 96 55





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.