Pikselog

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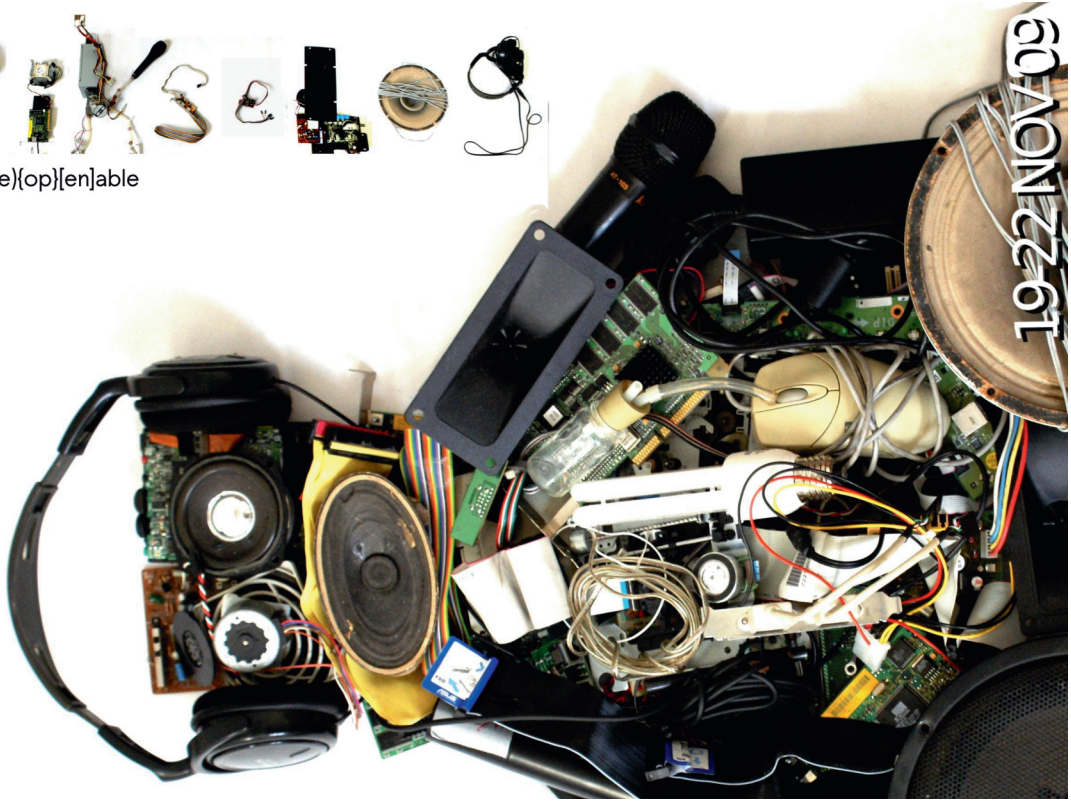

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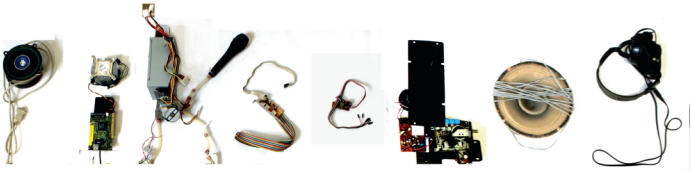

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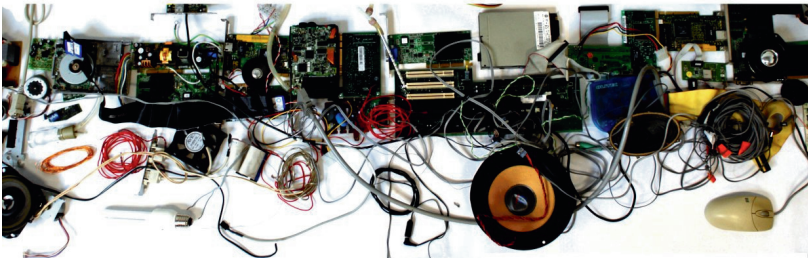
Piksel is an international event for artists and developers working with free/libre and open source technologies & art. Part workshop, part festival, it is organised in Bergen, Norway, and involves participants from more than a dozen countries exchanging ideas, coding, presenting art and software projects,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

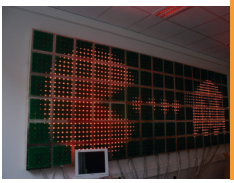


Presentations

Building: Bergen Kunstmuseum/ Stenersen
Room: Auditoriet
Date: 20-11-2009
16:15 – 17:00

Open Source Software Tools for creativity

Letizia Jaccheri (NO)



Presentations

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

ri (NO)

Presentations

Building: Bergen Kunstmuseum/ Stenersen
Room: Auditoriet
Date: 19-11-2009
16:15 – 17:00

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

Richard Spindler (AU)

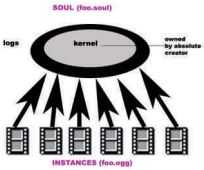
Inspired by previous Piksel festivals, Dipl.Ing. of Computer Science, Richard Spindler, will talk about his practical experiments from the last year in respect to programming the brain - your own and other people's. He will offer advice and tricks how to tune out of the world that surrounds us and how 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.

Presentations

Building: Bergen Kunstmuseum/ Stenersen
Room: Auditoriet
Date: 19-11-2009
14:45 – 15:30

Virtual Entity

Eleonora Oreggia (IT)



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 independed existence within the system.

Presentations

gia (IT)

Presentations

Building: Bergen Kunstmuseum/ Stenersen
Room: Auditoriet
Date: 19-11-2009
15:30 - 16:15

REBUNTU

Danja 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/

Presentations

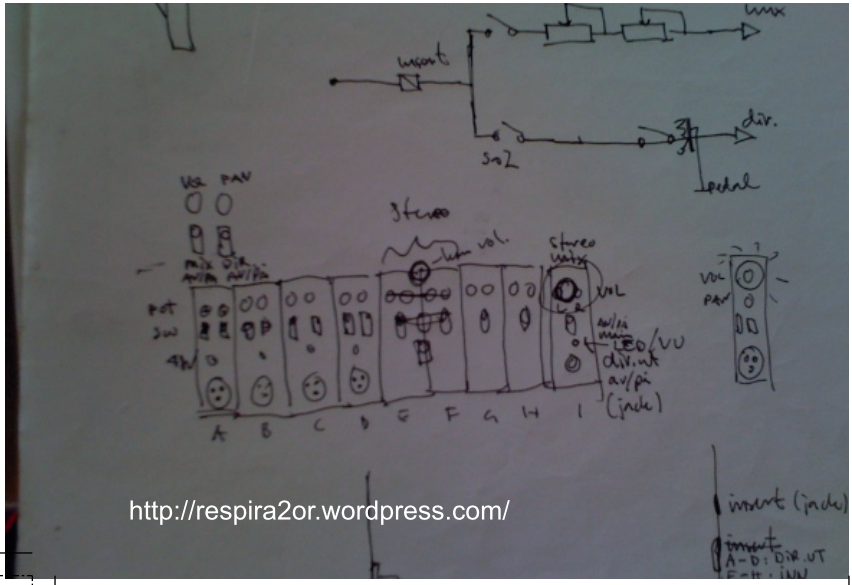
Building: Bergen Kunstmuseum/ Stenersen
Room: Auditoriet
Date: 22-11-2009
14:45 – 15:15

Respirator presentation

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

Presentations

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 on instrument development and the need for modality of control data.



http://respira2or.wordpress.com/

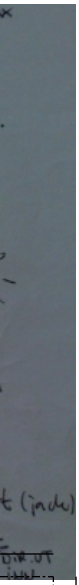
Presentations

Building: Bergen Kunstmuseum/ Stenersen
Room: Auditoriet
Date: 22-11-2009
14:00 - 14:45

Process Art: Software processes as driving force for new media art

Arjan Scherpenisse (NL)

The growing popularity of new media art calls for a critical reflection upon the driving force behind all incarnations of this new art form: software. As an expressive medium, software can and must be used to communicate. Regarding the collaborative nature of software, the rise of opensource cultures in the arts raises novel questions about authorship: new licensing paradigms should be implemented on a wider scale to guarantee a works continued existence. Finally, the generative nature of software is regarded as an indicator for how the control of the creative process can be delegated, in an act of ultimate interpassivity.



Presentations

Building: Bergen Kunstmuseum/ Stenersen
Room: Auditoriet
Date: 22-11-2009
14:00 – 14:45

_oneliner: presentation

Arjan Scherpenisse (NL)

Presentations

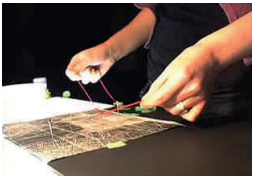
In this presentation Scherpenisse gives an introduction to the _oneliner project - a self-reflexive installation consisting of a long line of interconnected VGA monitors. In addition to share important insights from his research process and present the end result, he will discuss what role open source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

Presentations

Building: Bergen Kunstmuseum/ Stenersen
Room: Auditoriet
Date: 19-11-2009
14:00 - 14:45

The ToonLoop Live Stop Motion Software

Alexandre Quessy (CA)



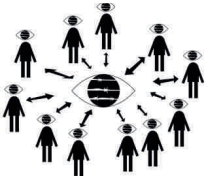
ToonLoop is a set of software tools for live stop-motion animation. It is intended to help teaching new medias to children and to give a professional tool for movie creators. The performer can use a MIDI pedal to add frames to a constantly looping animation. ToonLoop is an idea and work of Alexandre 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 live performances.

Presentations

Building: Bergen Kunstmuseum/ Stenersen
Room: Auditoriet
Date: 21-11-2009
14:30 - 15:00

GATE PEEPIN'

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

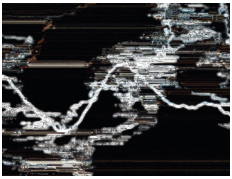
Presentations

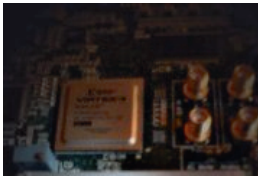
Presentations

Building: Bergen Kunstmuseum/ Stenersen
Room: Auditoriet
Date: 20-11-2009
14:45 – 15:15

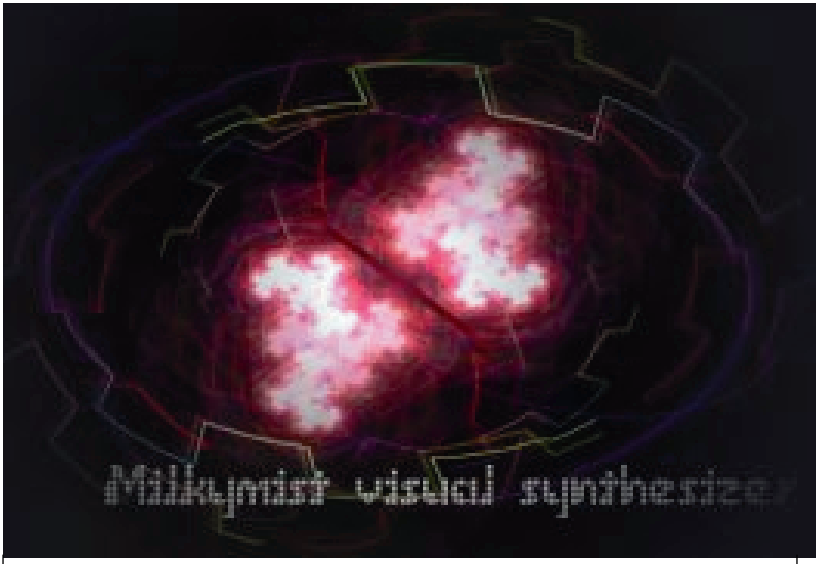
Milkymist, an open hardware VJ platform

Sébastien Bourdeauducq ()





The Milkymist™ project develops a stand-alone device in a small form factor that is capable of rendering MilkDrop-esque 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 !



Presentations

Building: Bergen Kunstmuseum/ Stenersen
Room: Auditoriet
Date: 20-11-2009
14:00 – 14:45

Re-ware

Hans-Christoph Steiner, Marius Schebella, Chris 'the Widget' DiMauro

Presentations

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.

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Presentations

Building: Bergen Kunstmuseum/ Stenersen
Room: Auditoriet
Date: 20-11-2009
16:15 – 17:00

Flock

Kelly Jaclynn Andres (CA)

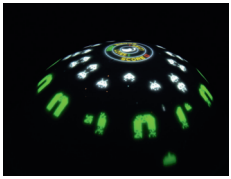
Flock is an experimental system modeled on the synchronization of human movement and flight patterns demonstrated in some species of birds, such as Canadian Geese or European Starlings. The work was created to be used by a group of participants on bicycles equipped with wearable cycling vests that display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

Presentations

Building: Bergen Kunstmuseum/ Stenersen
Room: Auditoriet
Date: 22-11-2009
16:15 – 17:00

Multi-Touch 360

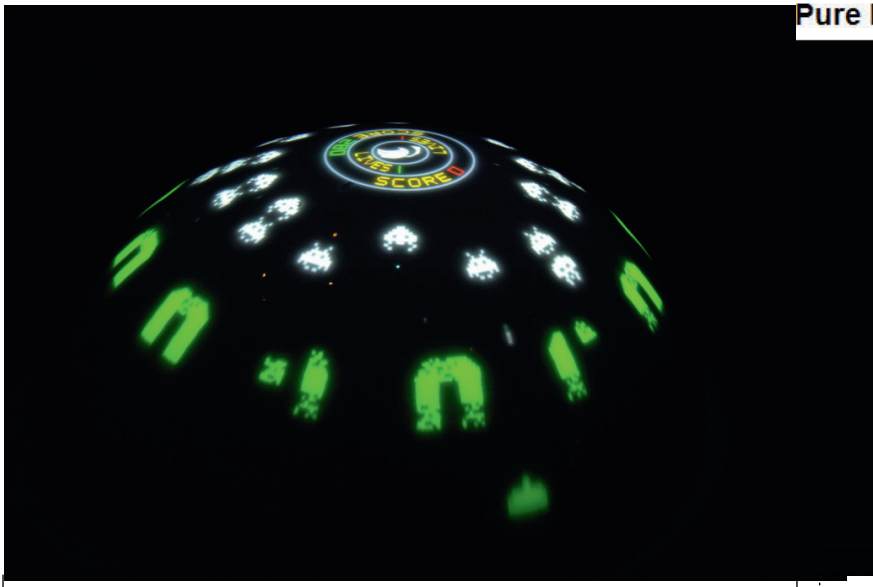
Thorsten Blum (DE)



Presentations

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



Pure

Presentations

Building: Bergen Kunstmuseum/ Stenersen
Room: Auditoriet
Date: 21-11-2009
14:00 – 14:30

Pure Data Rhythm & Bass Machine

Carlos Tricas (ES)

The Pure Data Patch is an actualization of old rhytm machines, where the interface is inspired in 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

http://www.kellyandres.com/flock.html

Presentations

Building: Bergen Kunstmuseum/ Stenersen
Room: Auditoriet
Date: 20-11-2009
15:30 - 16:15

Noise & Capitalism/Free Software Series

Mattin (ES)

Presentations

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.

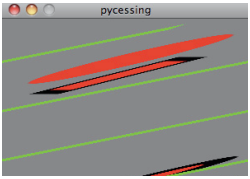
http://www.arteleku.net/audiolab/noise_capitalism.pdf

Presentations

Building: Bergen Kunstmuseum/ Stenersen
Room: Auditoriet
Date: 22-11-2009
15:15 - 15:45

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, from beginners to Python masters

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

File Edit Help

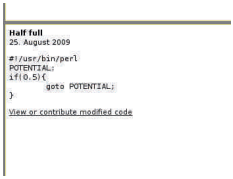
```
def setup():
    size(300,400)

def draw():
    circle(getMouseX(), getMouseY(), 30)
    if(isMousePressed()):
        pass

def onMousePressed():
    setFillColor(200, 0, 100)

def onMouseReleased():
    setFillColor(0, 200, 100)
```

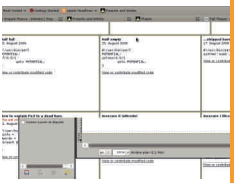
Presentations

Building: Bergen Kunstmuseum/ Stenersen
Room: Auditoriet
Date: 21-11-2009
15:00 – 15:30

Microcodes presentation

Pall Thayer (IS)





Presentations

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.

http://pallit.lhi.is/microcodes

Presentations

Building: Bergen Kunstmuseum/ Stenersen
Room: Auditoriet
Date: 22-11-2009
15:45 – 16:15

APODIO: A GNU/LINUX MULTIMEDIA DISTRIBUTION

Julien Ottavi (FR)

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.

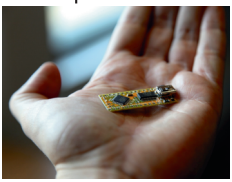
APODIO is a GNU/Linux platform containing audio, text-friendly, 3D, Streaming, graphic, Live Coding and video tools. It can be used as a liveDVD or be installed on a partition of your hard disk. APODIO is a GNU/GPL project, a part of the GNU/Linux Ubuntu family.

Presentations

Building: Bergen Kunstmuseum/ Stenersen
Room: Auditoriet
Date: 21-11-2009
15:30 – 16:00

OHANDA - Open Hardware and Design Alliance

Gisle Fr0ysland, Juergen Neumann, Tuomo Tammenpää



Audiovisual

OHANDA (Open Hardware and Design Alliance) is an initiative to foster sustainable sharing of open source hardware. It was started at the GOSH!-Grounding 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

OH&A

OHANDA.ORG

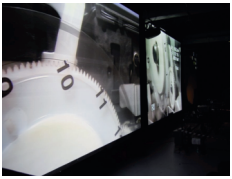
mo

Audiovisual Performance

Building: Bergen Kunsthall/ Landmark
Room: Landmark
Date: 20-11-2009
23:30 – 23:50

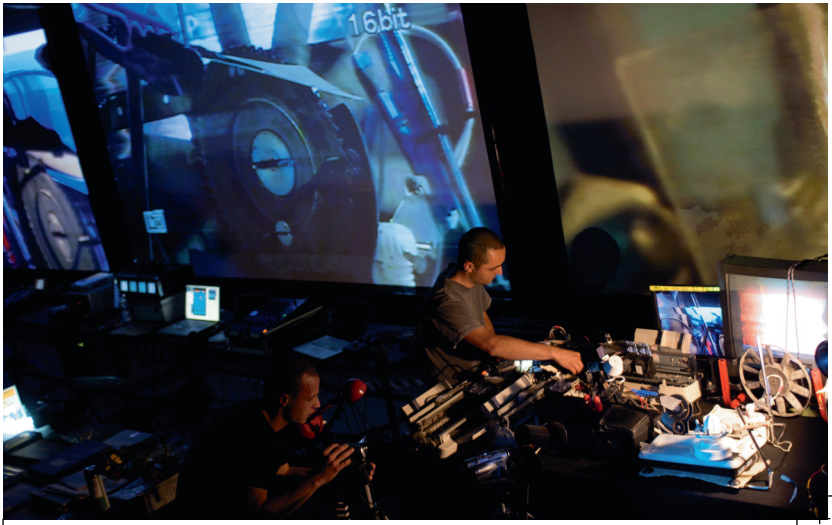
DC12V ::Teatrino Elettrico::

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



Audiovisual Performance

Building:
Nøsteboden
Room:
Khronstuen
Date: 22-11-2009
21:00 – 21:30

The DIY drone synthesizer

Peter Edwards (US)

Audiovisual

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

Audiovisual Performance

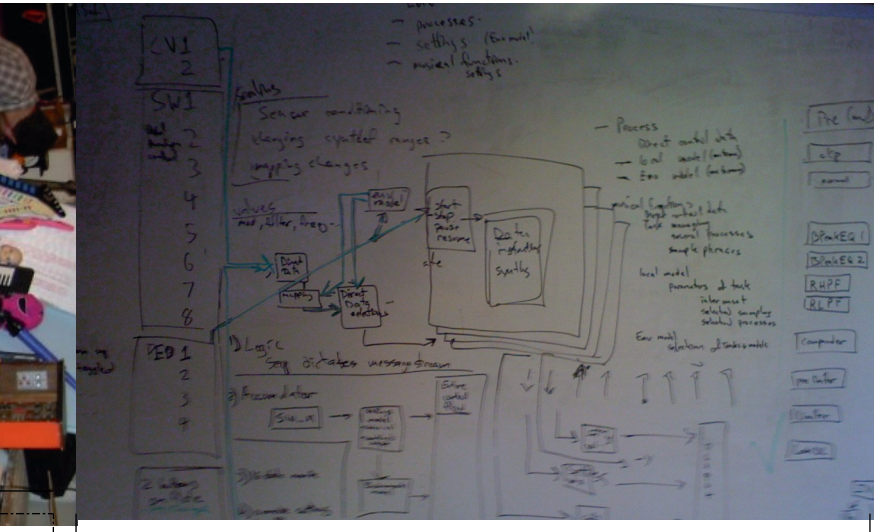
Building:
Nøsteboden
Room:
Khronstuen
Date: 22-11-2009
22:00 – 22:30

Respirator

Bjørnar Habbestad (NO) / Jeff Carey (US)

A duo concert with USA/USB – aka Bjørnar Habbestad and Jeff Carey
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

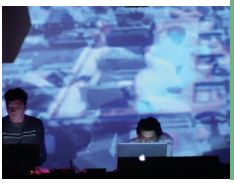


Audiovisual Performance

Building: Bergen
PikselHut
Room: PikselHut
Date: 21-11-2009
02:00 – 02:30

d.R.e.G.S. - Late Night Lobby Nuizzzance

Yves Degoyon (ES)



Audiovisual

'Late Night Lobby' performance is a performance for sleepwalkers, which will be performed at 2:00 am in the PikselHut.It will be a gathering of friends around a table, filled with food and drinks, and will be performed for headphones _only_.It 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'll be tired.Bring your own headphones and beverages

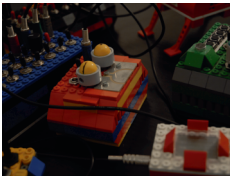
ydegoyon.free.fr

Audiovisual Performance

Building: Bergen Kunsthall/ Landmark
Room: Landmark
Date: 19-11-2009
23:00 – 23:30

Noise invaders

Diego de Leon (ES)



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”

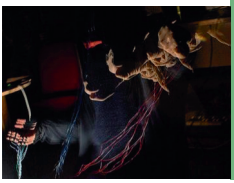
http://diegoeldeleon.blogspot.com

Audiovisual Performance

Building:
Nøsteboden
Room:
Khronstuen
Date: 22-11-2009
23:30 – 23:59

THENOISER VS ZERO POINT ENERGY

Julien Ottavi (FR), Ryan Jordan(UK)



Audiovisual

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

Audiovisual Performance

Building: Bergen Kunstmuseum/ Tårnsalen
Room: Tårnsalen
Date: 21-11-2009
22:30 - 23:00

Psychoid

Ryan Jordan(UK)

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.

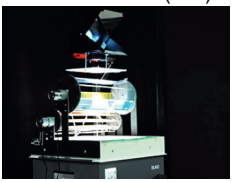
www.ryanjordan.org

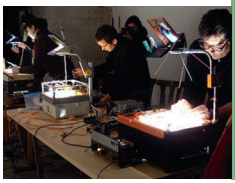
Audiovisual Performance

Building: Bergen Kunsthall/ Landmark
Room: Landmark
Date: 19-11-2009
22:00 – 22:30

KUNST UND MUSIK MIT DEM TAGESLICHTPROJEKTOR

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

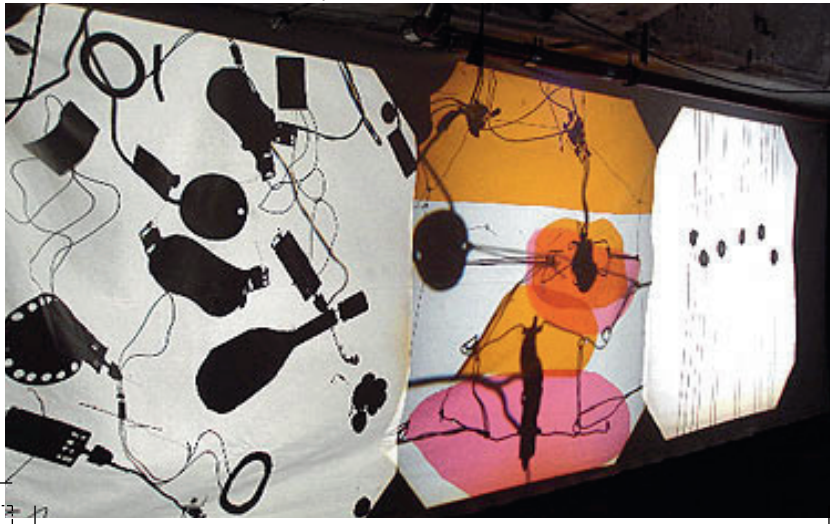




Audiovisual

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



Audiovisual Performance

Building: Bergen Kunstmuseum/ Tårnsalen
Room: Tårnsalen
Date: 21-11-2009
22:00 - 22:30

He boxed regularly and was strong and very brave and always a perfect gentleman

lOhannes 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

ik.html

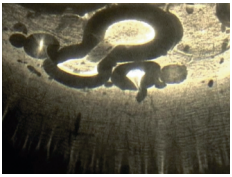
He boxed regularly and was strong and very brave and always a perfect gentleman

Audiovisual Performance

Building:
Nøsteboden
Room:
Khronstuen
Date: 22-11-2009
23:00 – 23:30

[i/o]

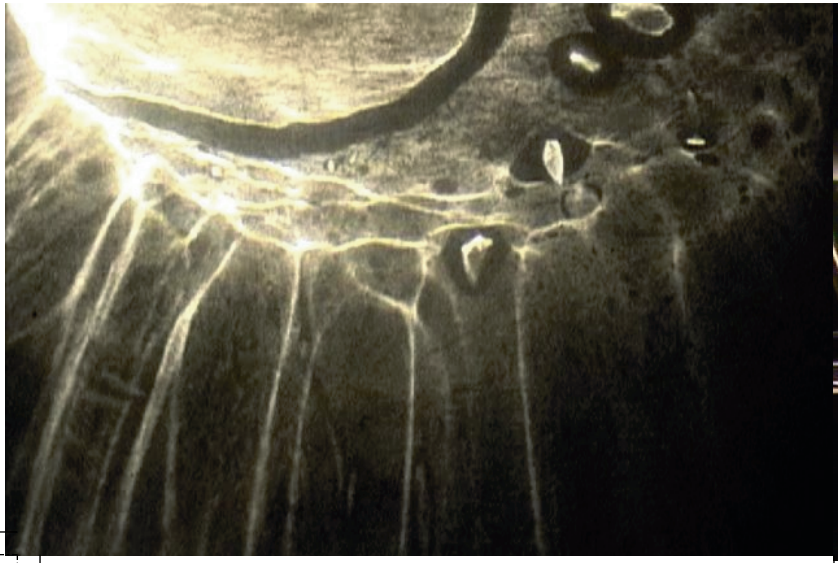
Karen Curley (NZ), Servando Barreiro (ES)



Audiovisual

[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/

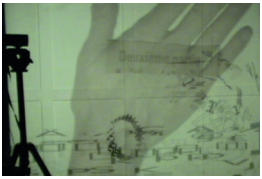


Audiovisual Performance

Building: Bergen Kunstmuseum/ Tårnsalen
Room: Tårnsalen
Date: 21-11-2009
21:00 - 21:30

Souffles I

Pascale Gustin (FR)



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.

http://www.pascsaq.org/weblog/articles/souffles-i/index.html

The serv seq

gijs gieskes

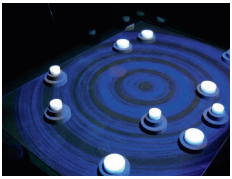
Installations

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

Carlos Tricas

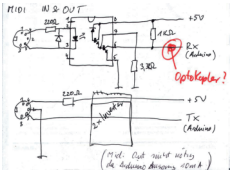


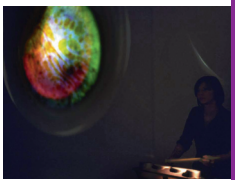
The installation Musica Vista 1.0 works with augmented physical parameters. The pieces on the projection area are seen, and the information of situation and type is translated into music and animations. Is a simplification of Augmented Reality. Normally the public play with objects and add some personal 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

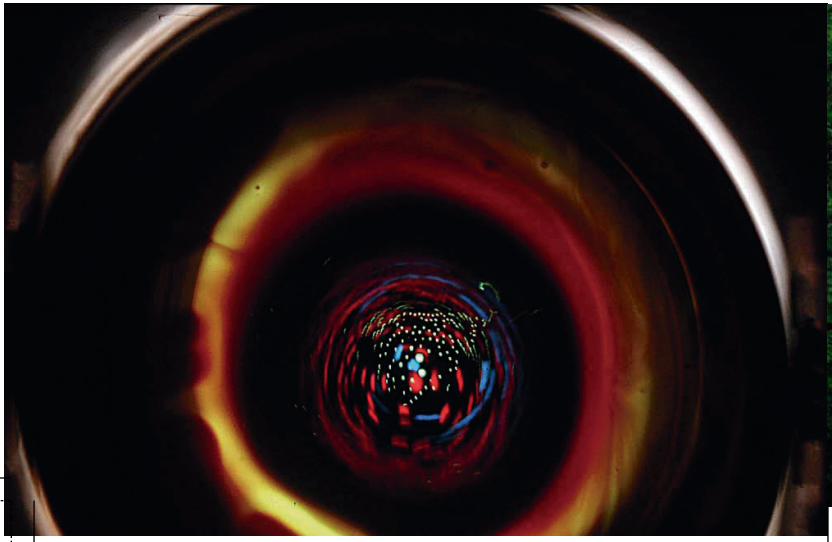
Wolfgang Spahn, Thomas Gerwin

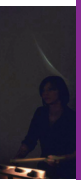




Installations

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.





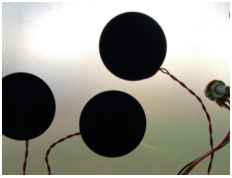
Taiknam hat

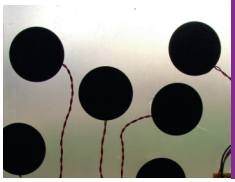
Ricardo Oliveira Nascimento, Ebru Kurbak, Fabiana Shizue

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

Generative Audio Prototypes

Dream Addictive, Carmen González, Leslie García





Installations

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/

Installations

Tribo Pænix

Arnfinn Killingtveit

T.P er et instrument/skulptur/installasjons-prosjekt. Det er konstruert ut ifra å knytte urgammel og moderne musikkteknologi. sammen på en særegen måte, både lydlig og visuelt.
Som installasjon opptrer T.P. som en egen organisme, farger lyden og gir skulpturen et eget liv. Mikrofoner lagt ut i nærheten av T.P. plukker opp omgivelseslyd og bruker dette som lydkilder i tillegg til de syntetiserte elementene. Lydene skulpturen gir fra seg i denne modus vil kunne oppleves som høyst uforutsigbare, selv om det ikke finnes noen tilfeldigheter i systemet som ligger bak.

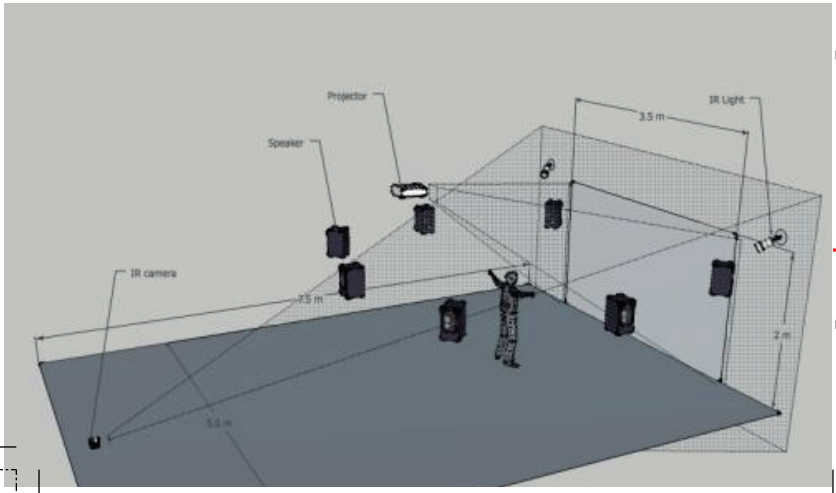
Installations

Flick Flock

Wendy Ann Mansilla, Jordi Puig

Workshops

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.



Oscs

Sync

Distort

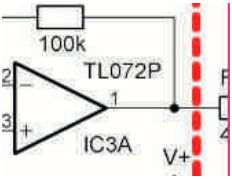
CompOut

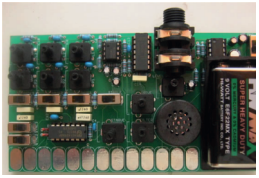
Workshops Hardware

Building:
PikselHut
Room: PikselHut
Date: 16-11-2009
12:00 – 18:00

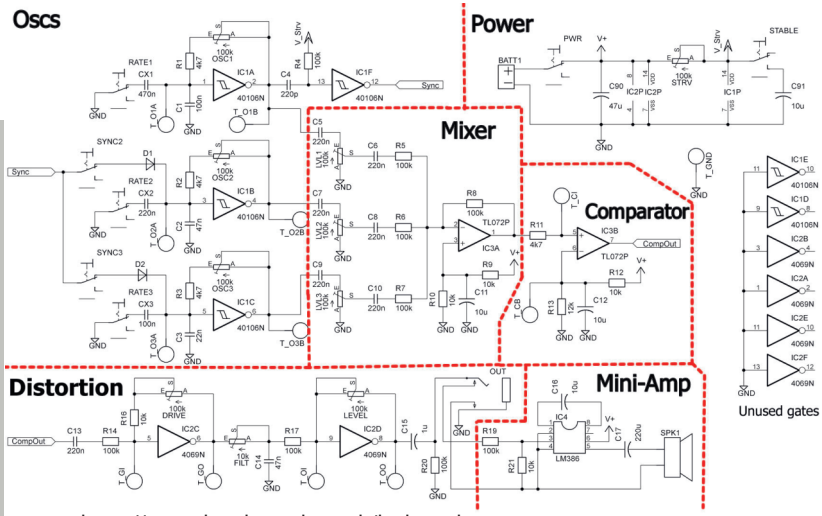
W.O.M. - Workshop Osc Machine

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.



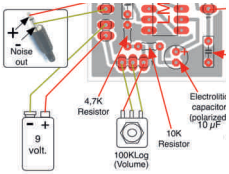
http://www.bugbrand.co.uk/index.php

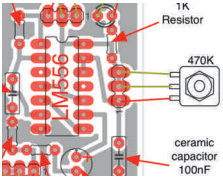
Workshops Hardware

Building:
NøsteGaten
Room: del1
Date: 17-11-2009
12:00 – 18:00

LP atari punk console.

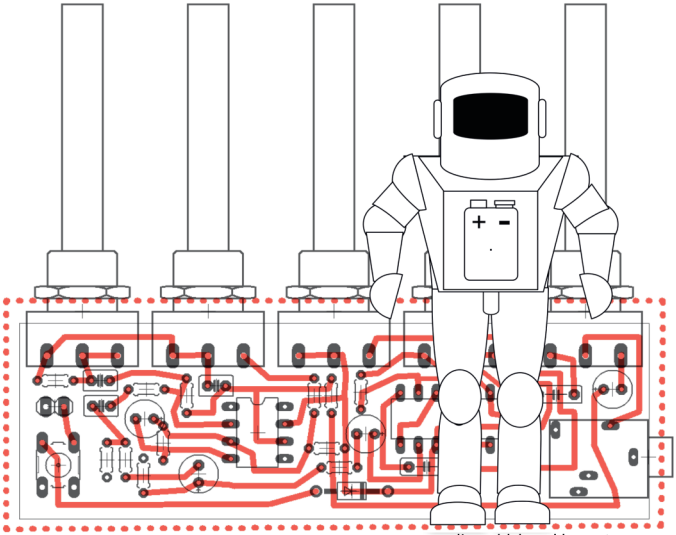
Diego de León (ES), Alejandro Bizzotto (ES)





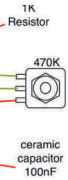
Workshops

This workshop offers the participant an introduction to the atari punk console curcuit, a simple DIY noisemaker curcuit. 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.



www.diegoeldeleon.blogspot.com

ES)

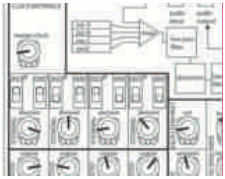


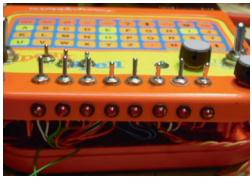
Workshops Hardware

Building:
NøsteGaten
Room: del1
Date: 18-11-2009
12:00 – 18:00

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 you 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)

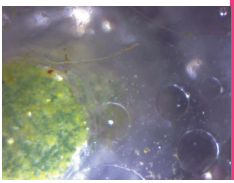
http://casperelectronics.com/finished-pieces/drone-lab/

Workshops Hardware

Building:
NøsteGaten
Room: del1
Date: 19-11-2009
12:00 – 18:00

hackteria | bioelectronix for artists

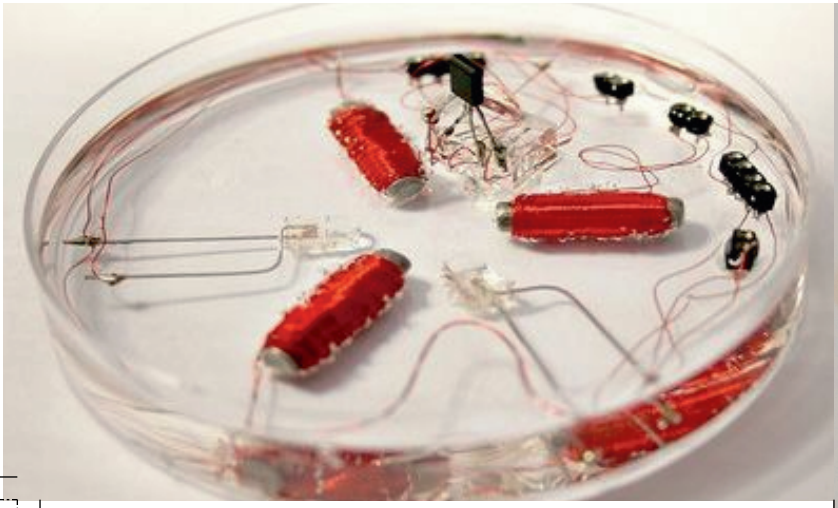
Marc Robert Dusseiller, Andy Gracie



Workshops

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/



Workshops Hardware

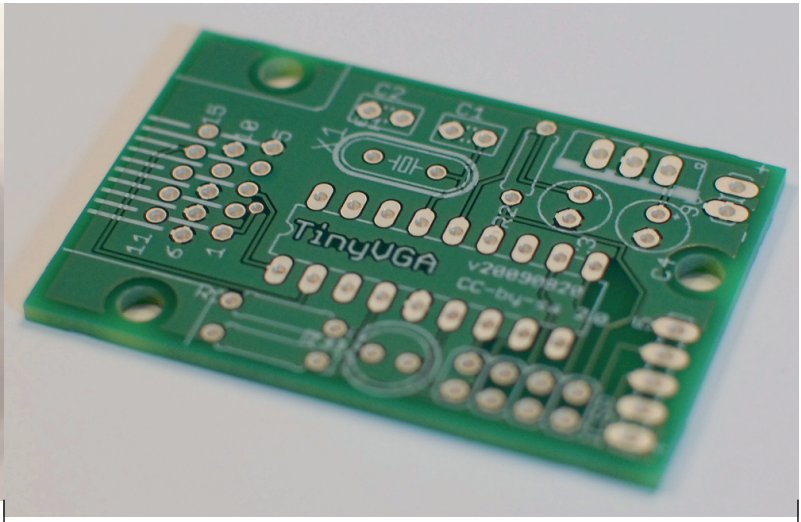
Building:
NøsteGaten
Room: del2
Date: 22-11-2009
12:00 – 18:00

VGA Signals: an introduction

Arjan 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" 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 micro-controller to hook it up to an Arduino or I2C chip, so that the VGA signal can be modified using a more powerful computer.

http://www.scherpenisse.net/workshop.html

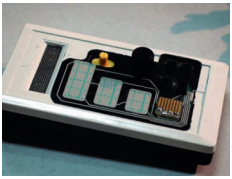


Workshops Hardware

Building:
NøsteGaten
Room: del1
Date: 22-11-2009
12:00 – 18:00

Building simple analogue light-controlled theremins

Andy Bolus (FR)



Workshops

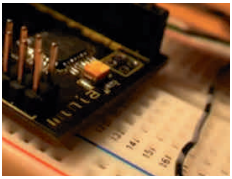
Sound artist Andy Bolus with previous experience in curcuit curcuit beding will host a workshop where the participants will learn how to build a very simple analogue light-controlled theramin.

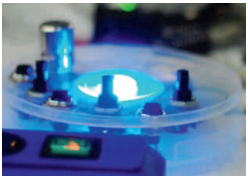
Workshops Hardware

Building:
PikselHut
Room: PikselHut
Date: 23-11-2009
12:00 – 18:00

minia, Open hardware sensor board

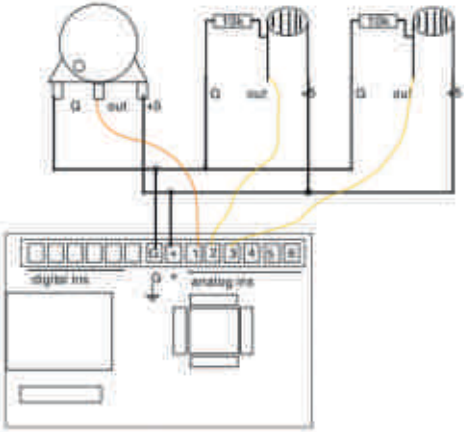
Servando Barreiro (DE)





Minia is a USB, plug n 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

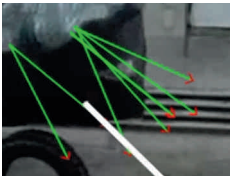


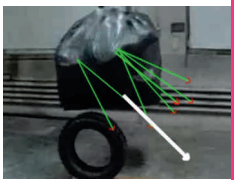
Workshops Software

Building: Bergen Kunstmuseum/ Stenersen
Room: Auditoriet
Date: 21-11-2009
11:00 – 13:00

Enhancing Pure Data Interactivity with Computer Vision (Open CV)

Yves Degoyon, Lluis Gomez i Bigorda





Workshops

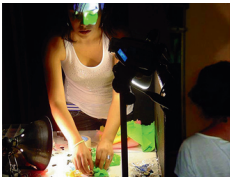
Nowadays Computer Vision is acquiring a growing relevance in the field of interactive arts. The purpose of this workshop is to introduce some computer vision techniques which are the base of the actual pd_opencv library, a set of objects (delivered as independent objects and not a library), utilities 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_opencv approach.

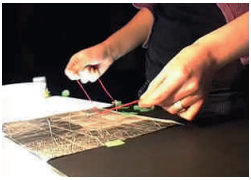
Workshops Software

Building: Bergen Kunstmuseum/ Stenersen
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

Workshops Software

Building: Bergen Kunstmuseum/ Stenersen
Room: Auditoriet
Date: 20-11-2009
11:00 – 13:00

Navalha - handicrafted hardware/software audio performance interface

Glerm Soares (BR)

Workshops

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.

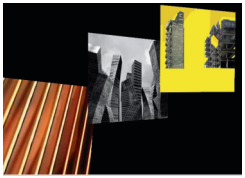
http://navalha.devolts.org/

Workshops Software

Building: Bergen Kunstmuseum/ Stenersen
Room: Auditoriet
Date: 19-11-2009
11:00 – 13:00

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.

Workshops
Software

Building: Bergen
NøsteGaten
Room: del2
Date: 20-11-2009
12:00 – 18:00

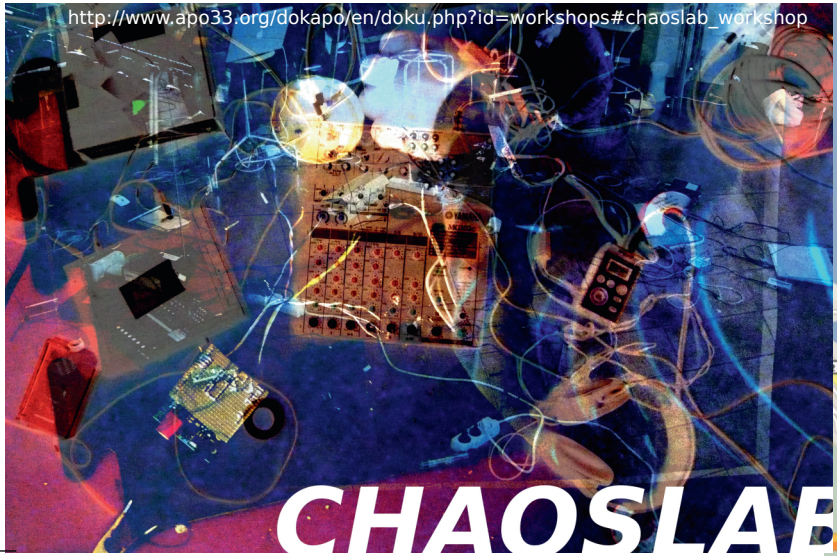
CHAOSLAB

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

Map

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.

http://www.apo33.org/dokapo/en/doku.php?id=workshops#chaoslab_workshop



que
n (UK)

Map

Galleri 3,14
Piksel09 Exhibition 20.11.2009 - 10.01.2010

Lydgalleriet
Piksel09 Exhibition 19.11 - 22.11 (Østre Skostredet 3)

Bergen Kunstmuseum
Presentations and workshops (software) in Stenersen

Nøstegaten 42
Workshops (hardware) 16.11 - 22.11, 12-18

PikselHut
PikselHut (Georgernes Verft 12) Headphone event

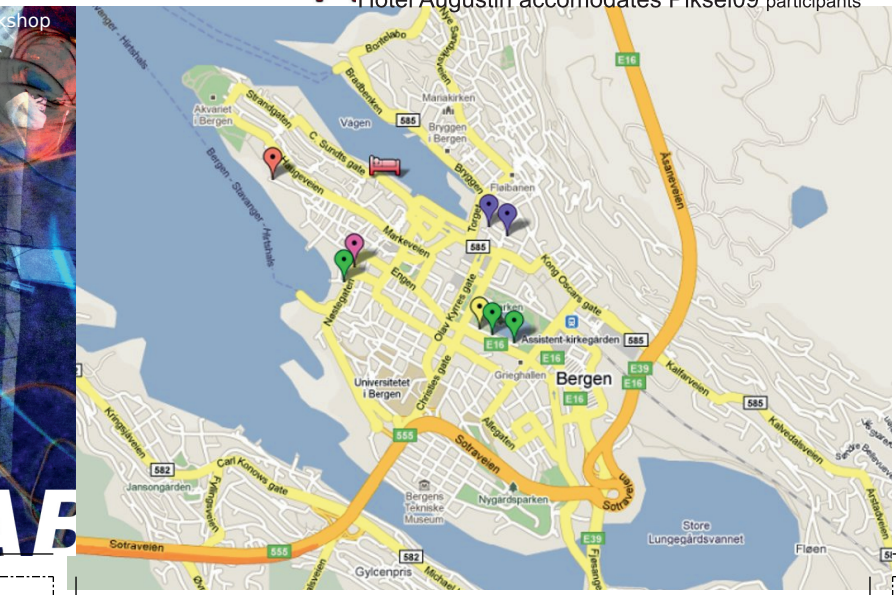
Landmark
Audiovisual live events Thursday 19.11 and Friday

Nøsteboden
Audiovisual live event Sunday 22.11, 21.00-01.00

Tårnsalen
Audiovisual live events Saturday 21.11, 21.00-02.00

Hotel Augustin
Hotel Augustin accomodates Piksel09 participants

kshop



Organizing Team

Director
Gisle Fr0ysland

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

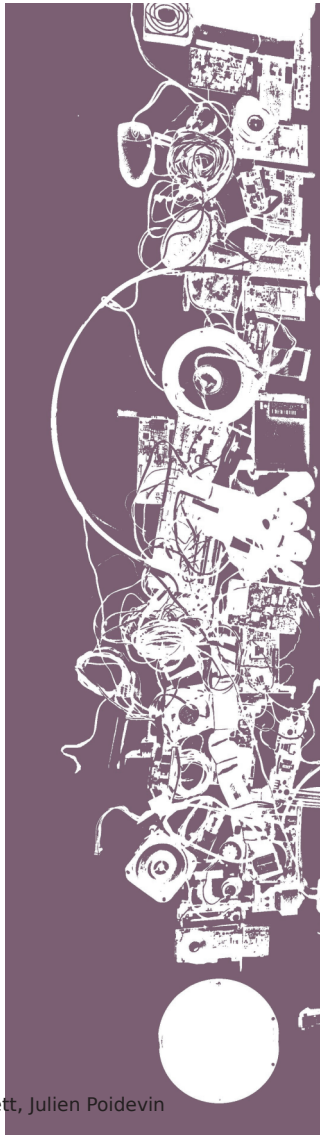
Technical staff
Jonas Skarmark

Producer
Hillevi Munthe

Coordinator
Elisabeth Nesheim
Piksel Team

Press contacts
Anders Gogstad
Elisabeth Nesheim

Sponsors
Norwegian Arts Council



Made with Free Softwares
graphic design : (APO33), Jenny Pickett, Julien Poidevin

Partners

NORSK KULTURRÅD
Arts Council Norway

pnek
production network for electronic arts

STIFTELSEN 3,14

OCA
Office for Contemporary Art Norway

norden
Nordisk Kulturfond

HORDALAND FYLKESKOMMUNE

BERGEN KUNSTMUSEUM

HACK BRGN

LYDGALLERIET

KUNSTHALL
NO.5 LANDMARK

APO 33

AUGUSTIN
HOTEL VINBAR BRASSERIE

BERGEN KOMMUNE

NøsteGaten (del1/del2)

Bergen Kunstmuseum (Stenersen)

Bergen Kunstmuseum (Tårnsalen)

Nøsteboden (Khronstuen)

Bergen Internasjonale Kultursenter

Bergen Kunsthall (Landmark)

MONDAY 16.11.09

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

TUESDAY 17.11.09

12:00 LP atari punk console.

WEDNESDAY 18.11.09

12:00 The DIY drone synthesizer

THURSDAY 19.11.09

11:00 Qeve - free your visuals
12:00 hackteria | bioelectronix for artists
14:00 The ToonLoop Live Stop Motion Software
14:45 Virtual Entity
15:30 REBUNTU
16:15 The Art of Seduction OR Practical Jedi Mindtricks OR Escaping the Matrix
18:00 Exhibition opening Lydgalleriet
21:00 Festival opening
21:30 Action Potential
22:00 KUNST UND MUSIK MIT DEM TAGESLICHTPROJEKTOR
23:00 Noise invaders
23:55 ::Teatrino Elettrico::

FRIDAY 20.11.09

11:00 Navalha - handicrafted hardware/software audio performance interface
12:00 CHAOSLAB
12:00 hackteria | bioelectronix for artists
14:00 Re-ware
14:45 Milkymist, an open hardware VJ platform
15:30 Noise & Capitalism/Free Software Series
16:15 Open Source Software Tools for creativity
18:00 Exhibition opening Galleri 3,14
21:00 Paper Cut Tales
22:00 Colour Projections
23:00 Mouth(s)' lecture(s)
23:55 Mattin

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PikselHut

Galleri 3,14

Lydgalleriet

SATURDAY 21.11.09

02:00	d.R.e.G.S. - Late Night Lobby Nuizzzance
11:00	ToonLoop Live Animation Workshop
12:00	CHAOSLAB
12:00	hackteria | bioelectronix for artists
14:00	Pure Data Rhythm & Bass Machine
14:30	GATE PEEPIN'
15:00	Microcodes presentation
15:30	OHANDA - Open Hardware and Design Alliance
16:00	Flock
20:00	noish_VS_automata
21:00	Souffles I
22:00	He boxed regularly and was strong and very brave and always a perfect gentleman
22:30	Psychoid
23:00	MSST
23:30	Performance for circuit bent toys and meat controllers

SUNDAY 22.11.09

11:00	Enhancing Pure Data Interactivity with Computer Vision (Open CV)
12:00	Building simple analogue light-controlled theremins
12:00	VGA Signals: an introduction
14:00	Oneliner/Process art
14:45	Respirator presentation
15:15	Py-Cessing
15:45	APODIO
16:15	Multi-Touch 360
21:00	The DIY drone synthesizer
22:00	Respirator

piksel.no/