

Yamaguchi Center for Arts and Media [YCAM] 5th Anniversary Project

YCAM InterLab Camp vol.1 - openFrameworks -

Workshop period: September 25 (Thu.) - 28 (Sun.)

Venue: Yamaguchi Center for Arts and Media [YCAM] StudioB

New annual intensive course series to learn the latest technologies in media art, organized by the YCAM InterLab

The YCAM InterLab Camp is a new annual intensive course series organized by (YCAM's production team) the YCAM InterLab. This series of lectures, workshops, and summary reports for intermediate- and advanced-level participants, will be presented by invited engineers and researchers active in the front lines of media art today about the latest technologies, tools, environments, and applications. It has been established to encourage an emerging media art technology community around the InterLab, by providing YCAM's production and exhibition facilities for participants to utilize in learning, practicing and thinking in terms of the latest creative technologies.

The main focus of this intensive four-day course will be "openFrameworks", one of the leading development environments for media art works. The developers have been invited to give lectures and workshops. It will be the first such "openFrameworks" program ever held in Japan.

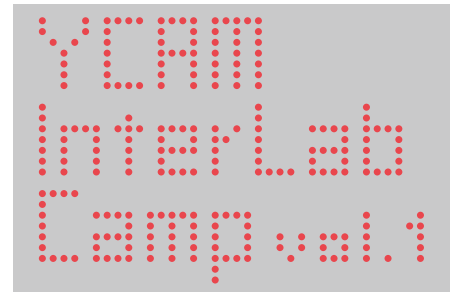
*** YCAM InterLab Camp - openFrameworks - Movie**

<http://jp.youtube.com/watch?v=dnPgVR63ozc>

Lecturers

openFrameworks Developer / Media Artist

- Zachary Lieberman
- Theodore Watson

**[Curriculum Overview]**

This four-day course of lectures and workshops provides you with an extremely valuable opportunity to learn about "openFrameworks," a recent development environment for media art works as well as how to use it in actual production works, directly from developers themselves.

Lecture and Workshop

25 (thu.)-28 (sun.), September
10:00-18:30

Presentation for work
28 (sun.), September
15:45-18:30

<INQUIRY>

Yamaguchi Center for Arts and Media [YCAM]

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YCAM InterLab Camp vol.1

<http://www.ycam.jp/en/interlab/>

Media arts' message in terms of technological literacy

A new starting point through technique gained of thought, experiment and practice



1 November-24, November, 2003
Rafael Lozano-Hemmer
Amodal Suspension



Before workshop at YCAM

[Objectives of YCAM InterLab Camp]

- To obtain knowledge and learn skills about the latest technologies
- To provide a place where specialists and high-level amateurs meet to encourage human resources development and community around talented people with technical knowledge, skills and thinking capability
- To collectively explore new research on production, measures of dissemination, new direction and possibilities regarding platforms

The technical aspects of media art are not merely the technical means enabling artists to achieve their objectives, but rather they are at the heart of the concepts of the works themselves.

Amodal Suspension, for example, YCAM's opening anniversary project, repurposed search light technologies developed for military applications as visual devices for personal communications sent between mobile phones. It was an excellent example of a philosophically critical application of technology, including its sociopolitical context, closely integrated with the artist's creative aesthetics. Technological aspects of media art works both directly and indirectly affect participants interactions/actions, feelings, and understandings of the work. Of course the use of the work's equipment, programming, and interface tend to be overshadowed by the broader artistic themes when the work's concept is promoted. These technological aspects, however, are intimately tied to the work's conception, its social context, and the creator's stance. Behind birth of any new technology there is an inherent philosophy concerning society and the world. Recent movements, including open source software, the "creative commons" licensing frameworks, and DIY in general are all good examples. At the YCAM InterLab Camp, our aim is not only to provide an opportunity to learn technological tools, but also to focus on the philosophical and social contexts which these technologies have; in thought, experiment, and practice. At the same time we expect through our events to develop both technological practices and promulgate exchange between participants; in establishing social networks, to instigate new research and development, and measures of dissemination.

YCAM InterLab

YCAM Interlab produces art and theater works within YCAM's commission works, as well as producing technological aspects of educational programs at YCAM, and acting as technical support for invited exhibitions and performances.

YCAM Interlab consists of a group of experts in adapting the latest in media technologies to creative endeavors in lighting, sound, visual, stage machinery, programming, device production, network technology, space design, graphic design, archiving, and production management. YCAM Interlab not only collaborate with visiting artists and outside engineers, but also collaborate with other cultural facilities and research institutions, and pursue their own independent research and development projects.



YCAM InterLab Camp vol.1 Main Theme

openFrameworks

<http://www.openframeworks.cc/>

A new development environment for media art works

The first intensive course in Japan featuring its developers

openFrameworks is an open source tool kit for creative coding written in C++. openFrameworks is known for being easy to use without knowledge of C++, and it allows the fast and easy processing of image and sound files. This will be the first intensive course in Japan on this popular new development environment for media art works, and it will be led by its co-developers Zachary Lieberman and Theodore Watson.

Media artists all around the world began developing works in openFrameworks only last year, but it is already considered an extremely exciting production environment. In the Austrian media art festival Ars Electronica, openFrameworks was awarded an Honorary Mention in the Interactive Art section, 2008. In Japan creators have just started to use it, but there haven't been any workshops held outside of educational institutions. The lectures and workshops at YCAM will provide an extremely valuable opportunity to learn directly from developers themselves in a small group setting. This course will also introduce OpenCV, an image processing library for C++, as well as providing instruction on how to install OpenCV as an add-on.

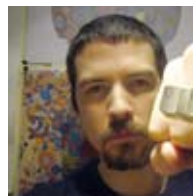
Developer / Lecturers

**Zachary Lieberman**<http://www.thesystemis.com/>

Zachary Lieberman's work uses technology in a playful and enigmatic way to explore the nature of communication and the delicate boundary between the visible and the invisible. He creates performances, installations, and on-line works that investigate gestural input, augmentation of the body, and kinetic response.

Working with collaborator Golan Levin, he created a series of installations - "Remark" and "Hidden Worlds" - which presented different interpretations of what the voice might look like if we could see our own speech. These were followed with "Messa Di Voce," a concert performance in which the speech, shouts and songs of two abstract vocalists were radically augmented in real-time by interactive visualization software.

He is currently working on a concert-performance, "Drawn," in which live painted forms appear to come to life, rising off the page and reacting to the world around them. Lieberman is also developing a suite of software for disabled students that transforms their movement into an audio-visual response as a means for performance and self-expression.

**Theodore Watson**<http://muonics.net>

Theodore Watson is an artist, designer and experimenter whose work is born out of the curiosity and excitement of designing experiences that come alive and invite people to play. Theodore's work ranges from creating new tools for artistic expression, experimental musical systems, to immersive, interactive environments with full-body interaction. His recent work includes the Graffiti Research Lab's Laser Tag, laser graffiti system and Funky Forest, an immersive interactive ecosystem for young children. Theodore works together with Zachary Lieberman on openFrameworks,

which is an open source library for writing creative code in C++.

Theodore Watson's work has been shown at MoMA, Tate Modern, Ars Electronica, The Sundance Film Festival, Res Fest, REMF, Cinekid, Montevideo, OFFF, SHIFT, ICHIM, The Creators Series, Deitch Projects, Eyebeam, Pixel Gallery, Museum N8 Amsterdam.

YCAM InterLab Camp vol.1 - openFrameworks -**September 25 (Thu.) - 28 (Sun.) Yamaguchi Center for Arts and Media [YCAM] Studio B**

[Lecturers] **Zachary Lieberman (Media Artist, openFrameworks Developer)**
 Theodore Watson (Media Artist, openFrameworks Developer)

[Guest lecturer] **Etsuko Ueda (Nara Sangyo University, associate professor)**

<http://www.ycam.jp/interlab>

[Curriculum Overview]

Lecture and Workshop

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Presentation by participants

Participants have an opportunity to present the tools and works that they are currently developing or producing and to deepen their knowledge, talking with lecturers, participants, and the YCAM staff showing their works and development environments.

[Who will find this course most useful and exciting]

Those who are interested in openFrameworks, the production and development of media art works using image processing programming

Those who have somewhat technical knowledge, experience and skills of media technologies (in terms of creating media art, designing interactions or computer graphics)

Those who have experience in programming or openFrameworks

[Capacity] 20 persons

[Registration Fee] 4days
 ¥20,000 (student discount) / ¥36,000 (general)

[Schedule]

25th (thu.), September

- Introduction of lecturers and openFrameworks

- Self-introduction of participants

- Environment construction: Install and start-up

- Theme set-up: Planning of a work in openFrameworks

26th (fri.), September

- Target set-up : Deciding on a work in openFrameworks

- Workshop

27th (sat.), September

- Lecture: Introduction of how to install OpenCV as an add-on

- Production

28th (sun.), September

- Arrangement: Display of finished works

- Announcement of results: Participants give presentations

* Visitors are free to come to see the presentations of results (15:45 - 18:30).

[How to apply]

Applicants for the course are requested to visit the YCAM website **<http://www.ycam.jp/en/interlab>** to confirm the contents, and fill in the following to enter via **labcamp@ycam.jp**.

i) Name in full

ii) Address; with telephone number, e-mail address.

iii) Experience in programming

*deadline: August 31 (Sun.)

* After receiving applications, we will contact you later to inform you of the contents of lectures and whether you can attend the course or not.

[INQUIRY]

Yamaguchi Center for Arts and Media [YCAM]

"YCAM InterLab Camp vol.1"

7-7 Nakazono-cho Yamaguchi-city 7530075 JAPAN

tel: +81-83-901-2222

<Access>**from Shin-Yamaguchi station to YCAM:**

· by Taxi; about 30 minutes (about ¥3,000)

· by JR Yamaguchi line;

18 minutes to Yuda Onsen station and 20 minutes walk

20 minutes to Yamaguchi station and 20 minutes walk or 5 minutes by taxi

· by JR Yamaguchi line (Yamaguchi liner);

10 minutes to Yuda Onsen station and 20 minutes walk

13 minutes to Yamaguchi station and 20 minutes walk or 5 minutes by taxi

