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art.tech

A three-day festival celebrating the intersection of
art and technology

Program of Events
September 4 - 9, 2009

25th anniversary
1984-2009

art.tech is a festival of art, performance, sound, workshops, demos, and lectures featuring cutting-edge artistic experiments created with and related to technology. This vibrant showcase of local, national, and international artists working at and across boundaries celebrates technological experimentation, open source methodologies, collaboration, accessibility, and interactivity. Bringing together established and emerging talent in the fields of new media, digital culture, mixed reality, tangible interfaces, robotics, gaming, sonic sculpture, experimental music, activated objects, physical computing, and electronics, art.tech creates a platform in San Francisco for a dynamic locus of exchange within a thriving global community of innovators.

Exhibiting artists include:

Javier Sánchez, Aaron Oldenburg, Bryan Von Reuter, Rob Ray, Alex Potts, Luther Thie, Jonathan Grover, Peter Foucault, Shawn Wallace, Rachel Beth Egenhoefer, Retronyms, Olle Essvik, and Justin Hoover.

3:30 pm Rob Ray

Bucky's Animal Spirit subverts the typical ATM transaction to surprise the user. Instead of the usual screens, there appears a video featuring Bucky the Beaver lamenting his financial troubles in today's economy and a side-scrolling video game where the user helps Bucky blast his way through enemy satellite TV antennas to the public library where entertainment is free.

4:00 pm Nick Lally 30 min workshop

Silhouettes is an open-source video game that allows two players to interact in virtual space and work together to achieve goals in the game. The game uses video processing technology which allows players to use their bodies to control an on-screen avatar as they attempt to achieve a high score.

4:30pm David Wilson/Flight Orchestra - 30-60 min lecture and demo

A series of short interactive demonstrations highlighting the possibilities and capabilities of using progressive music creation hardware, software, and philosophy, while highlighting the capabilities of the software application Ableton Live. Join David in a round table discussion pertaining to creative software and hardware, the Internet as a creative tool namely in the usage of emerging network Virtualization technology, the open source culture as a creative entity and its importance as a market based instrument.

6pm Esther Johnson screening

Tune In is a portrait of the fascinating world of amateur radio operators, better known as HAMS--'the space-age hobby where the world is your friend.' Dealing with the politics of space and social communication, Tune In blends documentary and abstract audio to reflect on the use of DIY radio equipment in an ever-changing modern world.

Nate Bolt is fascinated by the personal, social, and cultural role of technology, and how research and design can transform those roles. After pioneering and directing the User Experience department at Clear Ink in 1999, which included the construction of Natural Environment and Remote Observation laboratories, Nate co-founded Bolt | Peters. He now serves as el presidente, where he has overseen hundreds of user research studies for Sony, Oracle, HP, Greenpeace, Electronic Arts, and others. Beginning in 2003, he led the creation of the first moderated remote user research software, Ethnio, which is being used around the world to recruit hundreds of thousands of live participants for research. Nate regularly gives presentations on native environment research methods in both commercial and academic settings, and is currently co-authoring Remote Research, a book on remote testing. Working with faculty at the University of California, San Diego, he created a degree titled "Digital Technology and Society," which focused on the social impact of technology. He also completed a year of communications studies at the Sorbonne in Paris, where he was jailed briefly for playing drums in public without a license.

Rachel Beth Egenhoefer considers her Commodore 64 Computer and Fischer Price Loom to be defining objects of her childhood. She is an artist, designer, writer, and educator. Her work explores the intersections between textiles, technology, and the body on historical, constructional and conceptual levels, and often incorporates tactile elements such as candy, knitting, and machines to represent intangible computer codes and conceptual spaces. Egenhoefer is currently an Assistant Professor in Design in the Department of Art + Architecture at the University of San Francisco. Before coming to USF, she had taught in Art and Design programs at the University of California San Diego.

Peter Foucault is a multi-media artist who creates self-perpetuating systems responding to elements of chance. This investigation has led to the incorporation of robotics, biological medium and climatic factors such as the wind and rain into his body of work. His artwork has been included in numerous east and west coast exhibitions and was recently shown at the Freer and Sackler Gallery at the Smithsonian Institute, Galeria Galou in New York, and the Portland Art Center. In 2005 a collaborative project with German artist Hans Winkler was acquired by the Getty Institute and placed in their artist book collection. Peter received an MFA from the San Francisco Art Institute, a BA in art history and a BFA in printmaking from the University of Washington. He lives and works in San Francisco.

Jonathan Grover was born in Cleveland, Ohio. He received his Bachelor of Fine Arts degree from The Meyers School of Art at the University of Akron, in Ohio, 2004. He was awarded a Master of Fine Arts degree from the San Francisco Art Institute, in San Francisco, California, 2009. He has worked nationally as a digital artist, graphic designer, illustrator, sound production artist, and teacher. Jonathan has exhibited nationally from the the heart of the Midwest to the California coast. He has been published in Creative Quarterly, noted by The San Francisco Chronicle and Bay Area art forums. Jonathan currently lives and works in San Francisco, California teaching, and creating unique sculptures and installations developed for public interaction.

Justin Hoover is a Bay Area born artist, gallerist, and non-profit manager. His most recent conception, the Garage Biennale, is currently in full swing, and has been receiving great reviews from the SF Chronicle and the SF Weekly. Graduating from the San Francisco Art Institute in 2004, his art has a spontaneous energy, as well as a refined form, which makes the work alive and calm, fresh and deep, playful and serious all at the same time. His work reflects a meditative serenity, while containing a fearless, yet thoughtful elegance.

Daniel Iglesia writes for humans, computers, and broad interactions of the two. He is especially interested in live manipulations of sound, with notions of automation and algorithmic composition, the magnification of inherent chaos in sounds, real-time performance with traditional instruments. Since working in New York, he has expanded his interests to the interaction of sound and video, creating both live performance systems and generative pieces which subsume the role of the creator. His work has been presented throughout New York City in such diverse venues as Lincoln Center, Eyebeam Gallery, The Stone, Ontological-Hysteric Theatre, Merce Cunningham Studio, Roulette, the Public Theater, the Delancey, the Knitting Factory, and international festivals in the U.S., France, and Spain. He is currently a teaching fellow at the Columbia University Computer Music Center.

Esther Johnson is an artist, filmmaker and photographer who creates work that takes a poetic approach to documentary and narrative, through film, video, audio, photography, and writing. She unearths extraordinary, resonant stories that would otherwise remain hidden or ignored, often focusing on the underdog in contemporary culture. Her films and photography explore architectural vernaculars and the inhabited environment, intimately conveying the often-uneasy relationship between her protagonists and their respective surroundings. Recurring themes include personal histories, heritage, tradition, architectural vernacular and precarious futures. She has written for several arts publications, is an independent film/video curator, and is Senior Lecturer in Film and Media at Sheffield Hallam University, UK.

Nick Lally creates multimedia work that explores citizens' experiences living in a society ruled by the logic of the informational network. He is interested in the ways informational technologies have affected peoples' everyday lives. His work encourages viewers to think about the ways that those changes are manifested and to explore new possibilities for subjective experiences afforded by those technologies. His work takes the form of digital media, prints, video projections, sound, sculpture, photographs, drawings and paintings. He is currently pursuing an MFA in Digital Arts and New Media from the University of California Santa Cruz. He is a founding member of the Artclash Collective.

Aaron Oldenburg is a game designer and new media artist whose primary interest is in game rules as an expressive medium. His interactive work, *The Mischief of Created Things* exhibited in 2008 at SIGGRAPH in Los Angeles, as well as in Cairo, Egypt, at the International Festival of Media Art for Youth. Recently he developed six commercial casual web games for MTV Networks' site AddictingGames.com. He received his MFA from the Imaging and Digital Arts program at the University of Maryland, Baltimore County, and in Fall 2008 began a full-time tenure track faculty position within the University of Baltimore's Simulation and Digital Entertainment program. Between August 2001 and October 2003 he worked as an HIV Health Extension Agent for the Peace Corps in Mali, West Africa.

Alex Potts is an installation artist, sound designer and instrument builder. He creates interactive art that fuses organic forms with technology, traversing sonic, sculptural and digital mediums. His recent work involves sound sculptures that contain software instruments modeled on living systems.

Rob Ray is an artist and engineer examining the role of electronic and industrial technologies on the public and on public space. This examination results in a variety of outcomes ranging from interactive artworks, to experimental films, photographs, and audio works. Rob received his BFA from Northeastern Illinois University and is currently attending Rensselaer Polytechnic Institute's Electronic Arts MFA program in Troy, NY.

Retronyms is a small software firm based in San Francisco who have created a diverse array of software for the PC, Mac, and UNIX. Some of their most commercially successful software has been developed for the iPhone, including the applications Recorder and FourTrack.

Matt Roberts is a new media artist specializing in real-time video performance and new media applications. His work has been featured internationally and nationally, including shows in Brazil, Canada, Argentina, Italy, Mexico and in the following cities of the United States, New York, Miami, and Chicago. He has shown in several new media festivals including ISEA, FILE, 404, CONFLUX, and he recently received the Transitio award from the Transitio_MX Festival in Mexico City. He is the founder of MPG: Mobile Performance Group (<http://www.mobileperformancegroup.com>), an Associate Professor of Art and Program Director of Digital Arts at Stetson University (<http://digart.stetson.edu>).

Javier Sanchez is currently Visiting Scholar at CCRMA, Stanford University. He received his MS in Mechanical Engineering and his PhD from Tecnun, University of Navarra, Spain. His research and academic career is focused on Computer Graphics applied to several fields such as product design, architecture, manufacturing, reverse engineering or music. His current activity is related to the creation of audiovisual material in real time, with the intention of exploring the relationship between music and spatial movements. Some computer graphic techniques based on the manipulation of parametric curves and surfaces (NURBS) have been used to create visual dynamic effects.

Laetitia Sonami is a composer, performer, and sound installation artist. Her work combines text, music and found sounds from the world, in compositions which have been described as “performance novels”. Her signature instrument, the Lady’s Glove, tracks the slightest motion of her fingers, hand and arms: through its use, Sonami can create performances where those tiny movements shape the music and environment. Sonami’s sound installations combine audio and kinetic elements embedded in ubiquitous objects such as light bulbs, rubber gloves, bags, and more recently toilet plungers (“Sounds of War”). Born in France, Sonami moved to the United States in 1975 and lives in Oakland, California. She is guest lecturer at the San Francisco Art Institute, Milton Avery MFA program at Bard College and Mills College, Oakland.

Meredith Tromble is an artist and writer who specializes in the relation between art, science, and technology as well as in California art history. She is a member of the artist collective stretcher.org, and her own recent work includes a series of performance/interventions at SFAI. Her practice as an art writer began when she was a regular artist/commentator for KQED. In addition to producing hundreds of commentaries in fifteen years of broadcasting and public speaking, she has authored a number of articles and served as art editor or editor-in-chief for four print magazines, including *Artweek* and *Art Contemporaries*. She edited *The Art and Films of Lynn Hershman Leeson: Secret Agents, Private I* (2005), a book on new-media artist and chair of SFAI’s Film department Lynn Hershman Leeson. She received a BA from New College of California and an MFA in studio art from Mills College. In 2005, she was given the 2005 Faculty Award from SFAI’s graduate program. Tromble is currently at work on a project about collective creativity.

Bryan Von Reuter is a self taught media artist whose work centers around information theory, various contemporary cosmologies, and quantum physics. He has exhibited at the Lobot, Terminal 22 and Satellite galleries in Oakland, and Frey Norris Gallery in San Francisco. His band, Cloud Archive, has performed extensively in the west coast with such bands as Themselves, Odd Nosedam, Tartufi, Aristeia, Charles Atlas, and the Drift. His major influences are physicists David Deutsch, and Niels Bohr, and filmmaker David Lynch. He lives and works in San Francisco.

Luther Thie is an artist and critical designer working in new media and other forms. He received the Emerging Artist award at ISEA/ze01 2006 for his project *Acclair*, a brain-scanning service. An essay on his work *LA Interchange*, a real-time memorial, will be featured in *Leonardo Journal of Arts, Sciences and Technology* in the Creative Data special issue. *Tilted Pole* encompassed installing a PGE power pole rotated 90 degrees within a gallery. His work has been reviewed in *ArtWeek*, *Sculpture*, *ArtNews*, *San Francisco Chronicle*, *BLDG BLOG*, *SF Guardian*, *SF Weekly* and *We-Make-Money-Not-Art*. Last year, he was artist in residence at Headlands Center for the Arts and Montalvo Arts Center.

All Weekend

Every Step, Locative Media with Matt Roberts

Every Step allows a participant to create a short experimental animation while they walk. Each participant is given an armband with a mounted camera and pedometer. The pedometer is mounted inside the armband and is connected to the camera. The camera is mounted on the armband and points towards the sky. The pedometer acts as a trigger for the camera and an image of whatever is above the participant is taken every time a step is made.

-> Walks will be scheduled throughout the day, there will be a sign-up sheet available at The Lab

Twitter: Follow Justin Hoover

Utilizing the native text-structure of Twitter to develop of a new series of poems. The piece will involve "publishing" one 140-character poem every six hours for the entire duration of the five-day exhibition. The intention of the piece is to reflect on the shifting structures of interpersonal communication as a consequence of technological innovation. As the pace of life continues to hasten, and the means of human interaction becomes increasingly mediated by the technologies of online social networking tools, conventional language is directly affected.

Saturday, September 5, 2009

1pm: Shawn Wallace and Arley-Rose Torsone

All day (happy hour 1-2pm Post-brunch mimosas with Fluxly)

Workshop and ongoing tournaments and controller-building on Saturday and Sunday. Fluxly is a video game featuring wizard duels in which you much make your own hardware controller to compete. Most everything in the game is controllable; it is up to you to make and program your controller to dominate.

Fluxly is run like a workshop; people can play the game with some pre-built controllers (a hamster ball, a cigar box, a MIDI keyboard) while others work at a long table soldering and programming new controllers with the help of a technician. Fluxly was developed at the AS220 Fab Lab as a angaging introduction to microcontrollers and personal fabrication tools. It's also a fun game!

2:00 pm Nate Bolt - lecture

The history of the word itself and how much weight was placed on art by the man who brought "technology" into Western culture, is something worth having a talk about.

3:00pm Meredith Tromble - 30 min presentation on Anti-Pandora

A relational presentation of Anti-Pandora, a hand-made back pack generator that captures energy from the walk (or run) of the person wearing it and transforms it into electricity.

4:00 pm Rachel Beth Egenhoefer - lecture/demo - 30-60 min

In Virtual Knitting users are able to knit in both physical and virtual space at the same time, constructing both tangible and intangible cloth. Knitting becomes a new way to consider human/machine interaction.

Retronyms - All day (5pm – Happy hour 2-for-1 Hangar One Vodka drinks and Seek 'n Spell)

Seek 'n Spell is an interactive iPhone game that combines Scrabble-like word building with an outdoor hunt for virtual letters, and players compete in real space to collect the letters and spell words. Since art is inherently social, this installation attempts to display the potential for creating new interactive experiences out of ordinary activities like spelling.

Sunday, September 6, 2009

1:00 pm Javier Sanchez 60-90 min lecture and demo

Lecture exploring the relationship between “musical movement” and “spatial movement” in audiovisual materials. Presentation of unorthogonality. Behind the scenes demonstration of techniques and tools used including MAX/MSP and Maths. Unorthogonality is an audiovisual piece using basic geometric elements to experiment with the relationship between “musical movement” and “spatial movement” while avoiding orthogonality.

2:30 pm Luther Thie - one hour lecture

LA Interchange is a site-specific public art project that proposes a real-time memorial at the intersection of downtown Los Angeles freeways. Set in a renewed urban park at the intersection of the Harbor (110) and Santa Monica (10) freeways in the heart of downtown Los Angeles, the LA Interchange memorial takes the form of an illuminated water fountain that uses real-time accident data from the California Highway Patrol Incident Report website to affect the intensity of the fountain's stream and colored light, thereby creating an immersive atmosphere revealing unseen data in a useful, yet disturbing manner. Included in the discussion is a detailed description of a working prototype of the memorial, and research that develops the significance of the work as a real-time memorial and sublime monument, revealing the intensity and awe we experience when confronted with the true interconnectedness of people and technology.

Schedule of Events

Friday, September 4, 2009

8pm: Performances by Meredith Tromble, Laetitia Sonami, Cloud Archive, and 15 Degrees Below Zero

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Saturday, September 5, 2009

1pm: Workshop with Shawn Wallace and Arley-Rose Torsone

2pm: Lecture by Nate Bolt

3pm: Lecture by Meredith Tromble

4pm: Lecture and demo with Rachel Beth Egenhoefer

5pm: Seek 'n Spell with Retronyms at The Lab and Dolores Park

8pm: Performances by Safety Scissors, Wobbly, Sutekh, and Eats Tapes

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Sunday, September 6, 2009

1pm: Lecture and demo with Javier Sanchez

2:30pm: Lecture with Luther Thie

3:30pm: Lecture and demo with Rob Ray

4:00pm: Workshop with Nick Lally

4:30pm: Lecture, demo, and discussion with David Wilson/Flight Orchestra

6pm: Screening of Esther Johnson 's Tune In

7pm: Performances by David Wilson/Flight Orchestra, 7-bit Hydra (Chad McKinney and Curtis McKinney), Daniel Iglesia, and Peter Foucault in collaboration with Jonathan Grover and Jake Coolidge