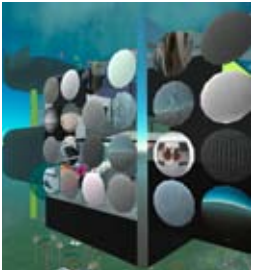
art.xxXtenxion 2008

Internationaler Medienkunstsommer @ arts2media,
Medienwerkstatt des BBK Niederbayern/Oberpfalz e.V.

http://xxxtenxion.blogspot.com/

art.xxXtenxion 2008
[Mixed Reality + Bastard Spaces]

Die atemberaubende Entwicklung der neuen Medien bietet neue Perspektiven für die Arbeit des Künstlers. Der Computer wurde bisher weitgehend als Archiv- und Präsentationsmedium und zum Zwecke der linearen Kommunikation eingesetzt. Die bahnbrechenden Veränderungen der letzten Jahre, die heute der Einfachheit halber unter dem Etikett Web 2.0 zusammengefasst werden, eröffnen neue Horizonte. Die Präsentation und Publikation eigener Werke (YouTube, MySpace), Radio- und Audiokunst (Podcasts), der rasant wachsende Online-Handel mit Kunst und das vernetzte und globale Zusammenarbeiten sind mittlerweile selbstverständlich. Künstler beziehen Stellung in virtuellen Welten, die noch rudimentär und spielerisch daherkommen, aber bereits andeuten, welch ungeheures Potential in der rechtzeitigen glokalen Positionierung steckt. art.xxXtenxion 2008 bietet aus diesem weiten Feld neuer digitaler Möglichkeiten verschiedene Workshops, Filmprogramme, Vorträge, Gespräche und einen abschließenden Mixed Reality Event. Der Fokus des internationalen Medienkunstsommers liegt auf Austausch, Beteiligung und dem Blick hinter die Kulissen mit internationalen Gastkünstlern (Artists-in-Residence) und Gästen. So bietet sich in Regensburg die Möglichkeit, hautnah dem state-of-the-art zu begegnen.



Breathtaking developments in new media offer new gateways to the work of artists. Used as archive, for presenting works, for linear communications it now unspools new horizons coined as web 2.0. The artist takes position in networks and virtual environments which are still emerging from very basic make believe worlds into more immersive environments of the future. Active participation lights the way to a

real glocal approach or to speak with Stephan Doesingers Bastard Space Manifesto: „Ambition and artificial light are the strongest building materials!“ and : „Public space is a media construction.“ art.xxXtenxion 2008 offers workshops, videos, lecture, talks and a mixxXed reality scenario. art.xxXtenxion 2008 focusses on exchange, participation and insights behind the stage. art.xxXtenxion 2008 international artists-in-residency and guests project

Artists-in-Residence:

Deniz Johns, Cambridge ENG / Tänzerin, Choreographin, studiert zur Zeit Film

Brigit Lichtenegger, Rotterdam HOL / Programmiererin, Machinimatorin, arbeitet und kuratiert im Bereich Neue Medien

Biagio Francia, Agropoli ITA / Musiker, Komponist, Mitglied Avatar Orchestra Metaverse

Detlef Thomas, Regensburg GER / Architekt des Avatar Orchestra Metaverse und der art.think.box von Pomodoro Bolzano

Pomodoro Bolzano, Regensburg GER / Medienkunstgruppe, Gründungsmitglieder Avatar Orchestra Metaverse, Artists-in-Residence und Medienbeauftragte von arts2media 2008/09

Gäste:

Stephan Doesinger, München GER / Architekt, Autor, Initiator des 1.Internationalen Architekturwettbewerbs in Second Life

Avatar Orchestra Metaverse (AOM), virtuelles Welt-Orchester; über 20 ständige Mitglieder aus Europa, Nordamerika und Japan. AOM spielen eigene Kompositionen als auch speziell für das Orchester komponierte Stücke von bekannten Komponisten wie Jeremy Owen Turner, Pauline Oliveiros oder Tina Pearson.

Dirschl und Starzinger, Regensburg GER / Pop-Duo

Komuso Tokugawa, Tokyo JAP / Bringing the Boogie to the Bitstream ;-!

John Smith – British Avantgarde Cinema

Donnerstag, Juli 17, 20:00, Kino Wintergarten im Andreasstadel

presented by Deniz Johns
with the friendly support of LUX London

Deniz Johns führt ein in die Arbeit von John Smith, der seit Mitte der 70er Jahre mit Video, Film und Installationen internationale Berühmtheit erlangte. So ist diese kleine Auswahl mit drei Filmen eine Zeitreise durch verschiedene Perioden seines Schaffens.

John Smith is one of the greatest avant-garde filmmakers of England. He has made around 40 film, video and installation works since 1975. His films have been shown internationally in cinemas, art galleries and on TV. John Smith's cinema is hard to describe, it moves accross the categories and boundaries of fictional narrative, conceptual art and documentary as well as various forms of other avant-garde cinema. **The Girl Chewing Gum** (1976 UK), probably Smith's best known film, is one of the finest examples of British avant-garde films. It explores the link between image and sound, and while enjoying the power of language he questions their relation. And as in his many other films humor arises from this kind of exploration. **Om** (1986 UK) In this four minute film Smith plays with the spectators aural and visual expectations in a very powerful and humorous way. **Museum Piece** (2004 GER) is the second episode in the Hotel Diaries series, a collection of video recordings made in various hotel rooms in different countries some of which are Israel, Palastine, Ireland and Germany. This video piece while being a personal film also is a reflection on social and political issues. **Museum Piece** is the winner of Best International Short Film prize at Cork Film Festival, 2005

"Interview mit Pomodoro Bolzano"

Donnerstag, Juli 17, 21:30, Kino Wintergarten im Andreasstadel

von Verena Boy und Albert Plank
D 2008, 16 min, DV, Uraufführung in Anwesenheit der Künstler!

Alles was sie schon immer über Pomodoro Bolzano wissen wollten und sich nicht zu fragen trauten beantwortet ihnen dieses Video nicht, doch es vermittelt einen Einblick in die Bandbreite der künstlerischen Praxis. „ Das Video will nichts anderes sein, als ein „Interview mit Pomodoro Bolzano“. Im Anschluss an die Premiere zwei Videodokumentationen der ersten Performances **In Time** und **7UP** von 1995. Eine andere Spielart sind angewandte Videos, das sind Projektionen für Kino, Installationen und Ausstellungen. **Giallo** aus dem Triptychon „L‘Uomo Che Guarda“ nach Tinto Brass und der Rausgroover **Valentino 4 Andy**.

Worldpremiere of the new video by Albert Plank „Interview with Pomodoro Bolzano“ followed by rarely screened footage of 2 performance videos and 2 examples of applied video from the Edition Pomodoro Bolzano.

Machinima Love

Donnerstag, Juli 24 | Kino Wintergarten im Andreasstadel

presented by Brigit Lichtenegger aka Evo Szuyuan

Der Begriff Machinima, zusammengesetzt aus Machine, Cinema und Animation, steht für Filme, die mit Computerspielen produziert werden. Machinima-Filme sehen aus wie etwas holprige 3D-Animationen, sind aber nicht im klassischen Bild-für-Bild-Modus animiert, sondern werden live gespielt und gedreht – wie in einem digitalen Puppentheater. Brigit Lichtenegger aka Evo Szuyuan gelangte mit ihren eigen Machinima Produktionen zu internationalem Ansehen und zeigte ihre Arbeiten bereits auf mehreren europäischen Festivals. Ihre eigene Spezialität sind Dokumentationen von In-World Kunstproduktionen wie etwa Konzertperformances des Avatar Orchestra Metaverse, interaktive Arbeiten von Juria Yoshikawa aus Japan oder die Klangskulpturen des Australiers Adam Ramona (program 1). Was die weit verbreiteten Techniken angeht, hängt alles von der Kreativität der Machinimakünstler ab. Eine inspirierende Auswahl aus Werken der besten jungen Talente: Comedy und Mystery, Videoclips und Art House (program2). Einführung und Gespräch sind in Englisch. Die meisten Videos sind auch ohne Sprachverständnis zu geniessen.

Machinima is a collection of associated production techniques whereby computer-generated imagery (CGI) is rendered using real-time, interactive 3-D engines, such as those of games instead of professional 3D animation software. The real-time nature of machinima means that established techniques from traditional film-making can be reapplied in a virtual environment. As a result, production tends to be cheaper and more rapid than in keyframed CGI animation. It can also produce more professional appearing production than is possible with traditional at-home techniques, which makes it possible for anyone to make a high quality movie.

program 1
Machinima Art Videos
20:00

Besides the machinima technique being used for the creation of new movies of imagined stories, it is also widely used for the purpose of documentation, serving as a link between the real world and virtual worlds. As pioneering artists have started exploring the use of virtual worlds to create new works of art, a range of machinima have been created trying to capture these new experiences. In this program a selection of art documentaries will be shown that will highlight some of the most interesting works of art that otherwise could only be experienced inside these virtual worlds. Besides visual art works, the program will include a range of soundscapes and performances.
Art videos and documentations of works of Adam Ramona, Juria Yoshikawa, Avatar Orchestra Metaverse, Second Front, Liz Solo and others, many of them filmed and edited by Evo Szuyuan.

program 2
The Art of Machinima
21:45

With the technique widely available, it's all up to the filmmakers creativity. Tonights program will show an inspiring selection of short movies of some of the best young filmmakers, including comedy, videoclips, art house, and mystery. It will be clear why machinima is breaking out of the underground community of gamers, and has become more widely recognized by mainstream audiences, as well as the established film production companies.
Movies by Ed Wood, Gazira Babeli, Lainy Voom, Robbie Dingo, Koinup, S.I.C. Manga series, Mixin Pixel and others.

Bastard Spaces

Freitag, Juli 25, 20:00 | MZ-Medienraum, Margaretenstraße 4

www.spacebetweenpeople.com

Vortrag von Stephan Doesinger

„ ... Im Verlauf des von mir angestoßenen ersten jährlichen Architektur- und Designwettbewerbs in Second Life (...) entdeckte ich zum wiederholten Mal, dass die Essenz von Architektur (physikalischer wie virtueller Natur) der „Raum zwischen“ den Menschen ist und wie derselbe organisiert wird. Was die Grenzziehung zwischen virtuell und real angeht, wurde die Luft dünn ... Worauf es ankam, waren all die involvierten Leute. „ ... Stephan Doesingers Bastard Space Manifesto bereitet den Weg für den erweiterten Blick auf den öffentlichen Raum als die Summe aller Bastard Spaces, als reine Media Konstruktion: „The world is a computergame and your heart beats like popcorn. – Inside and Outside are replaced by the terms „Pull“ and „Push“! – Bastard Spaces arise where physical space merges with media space.“

“In the course of the First Annual Architecture and Design Competition in Second Life, I got to know a lot of exciting artists and architects and their thoughts and works. Once again, I discovered that the essence of architecture (physical or virtual) is the “space between” people and how it is organised. (...) Second Life is a catalyst for a debate about something that affects us all—how virtual worlds change our awareness of space. Why do we often get the feeling that reality is insidiously turning into a computer game? How does the virtual world change physical architecture.”

lecture in german

MixxXxed Reality – Extended Night

Samstag, Juli 26, 20:00 | IT-Inkubator, Bruderwöhrdstr. 15b

Guests: Biagio Francia, Avatar Orchestra Metaverse, Dirschl & Starzinger, Komuso Tokugawa

Ein konzertanter Abend, gleichzeitig präsentiert im realen und virtuellen Raum. Real im Veranstaltungsort mit Projektionen und Liveauftritten. Virtuell und ebenfalls live in der art.think.box, dem artist-run-space der Medienkunstgruppe Pomodoro Bolzano auf der Plattform Second Life.
Unsere Gastkünstler mit ihren einmaligen Mixed Reality Performances und die Inspiration der anwesenden Artists-in-Residence gebündelt zu geballter Live- und Streaming Power. Im ersten Teil des Abends die Welturaufführung von „Real Life's Waste" von Biagio Francia. Mitglieder des Avatar Orchestra Metaverse spielen mit dem Komponisten live vor Ort und zusammen mit anderen Orchestermitgliedern aus Europa und Nordamerika. Nach der Pause entführen dann die Regensburger Dirschl und Starzinger Hörer nah und fern in ihre poppigen Klangräume und ihre Avatare machen sich bereit, die Welt zu verzaubern. Dazu stößt die Bluesrakete Komuso Tokugawa, der via Second Life live aus Tokio (es ist dort 4 Uhr morgens) bei uns einheizen wird – this avatar brings the boogie to the bitstream and beyond!

MixxXxed Reality – Extended Night

Samstag, Juli 26, 20:00 | IT-Inkubator, Bruderwöhrdstr. 15b

It's all happening. The location will be the place for live concerts and projections; its virtually connected to art.think.box, since 2006 the Second Life artist-run-space of the media art group Pomodoro Bolzano.

The mixed reality performances of our guests join forces with the inspiration of the artists-in-residence to create an ambitious public moment of Real Time in a bubble of electronic connectedness and networking. The Avatar Orchestra Metaverse will play several pieces including the worldpremiere of „Real Life's Waste" by Biagio Francia, who will be performing with other orchestra members live at the location. Simultaneously they play at the art.think.box in Second Life with other members of the orchestra who play from places in Europe and North America. After the break Dirschl und Starzinger will take the crowd into warmhearted poppyland premiering their avatars getting ready to enchant the world. Another highlight will be the avatar Komuso Tokugawa, who brings the Boogie to the bitstream. Live from Tokio (its 4 in the morning there now!) Komuso will rock your dreams, performing and talking to us via Second Life. Maybe some music friends of his come along also... yeAH!

WORKSHOPS **Medienwerkstatt arts2media, Andreasstr. 28**

Anmeldung zu allen 3 Workshops erbeten unter Tel. 0160-8445253, Chris Wittkowsky. Workshops max. 10-12 Teilnehmer. Nach Möglichkeit bitte eigene Geräte mitbringen wie Notebook und je nach Workshop Videocamera, Kopfhörer, Mikrofone, Aufnahmegerät etc.

Video Production Workshop

Juli 11, 13, 15 + 16, 14:30–17:00

mit Deniz Johns

Das vierteilige Angebot lädt die Teilnehmer ein zum Erstellen einer eigenen kleinen VideoProduktion von 1–3 Minuten Länge und maximal 5 Einstellungen. Art und Inhalt des Videos und die anschließende computerbasierte Bearbeitung (Video-und Tonschnitt) wird mit den Teilnehmern in kleinen Teams (1–2 Personen) erarbeitet.

Digital Audio Workshop

Juli 18, 14:30–17:00

mit Andreas Müller

Andreas Müller wird die Möglichkeiten erläutern, Audio im Computer zu bearbeiten – ganz egal, ob das Ziel ein Video, ein Podcast oder eine selbst erstellte CD sein soll. Erklärt werden verschiedene Aufnahmetechniken (analog/digital), der Transfer des Audiomaterials, sowie die Möglichkeiten, die moderne Software bei der Bearbeitung eröffnet. Zum Einsatz kommen ausschließlich Open-Source Programme.

Workshop for practical video production. From cinematic aspects like framing, composition, camera movement to in camera editing. Creating a little film, 1- 3 minutes, no more than 5 shots. Editing with iMovie, Final Cut pro or programmes brought along by participants. Finally the last session will be for screening and evaluation. *workshop in English*

Andreas Müller shows the possibilities how to work on audio with the computer. Different recording techniques (analog + digital), transfer of the material to the computer and investigation of the possibilities which various softwares (only open source) give at hand. *workshop in Deutsch und English*

Machinima Workshop

Juli 23 + 24, 14:30–17:00

mit Brigit Lichtenegger

In den USA sind Machinima Workshops von Künstlern, Wissenschaftlern und Wirtschaft gleichermaßen begehrt, weil die sich eröffnenden Möglichkeiten bei der Herstellung von Filmen im Computer viel Geld für Darsteller, Locations und Simulationen einspart. Noch dazu ist der Zugang zu Special Effects immanent und die Grenze des Machbaren hängt nur vom eigenen Erfindungsreichtum ab. Brigit Lichtenegger aka Evo Szuyuan führt in ihrem Workshop in Geschichte und Techniken von Machinima ein. Die Teilnehmer experimentieren mit den besprochenen Werkzeugen und erhalten Einblick in professionelle Produktionsabläufe.

What is machinima? Whats it compared with animation and real cinema? We are talking about game engines, machinima techniques in Hollywood, machinima tools and legal issues. We will put hands on cameras, tools (crazy talk—movie storm ... SL tools), fraps/snapz pro.

workshop in English und Deutsch

ARTISTS xoxoXox

Brigit Lichtenegger aka Evo Szuyuan

is artist-in-residency at arts2media. Brigit Lichtenegger is a new media artist, programmer, researcher, curator and machinimator. With a main interest for Virtual Reality and Immersive and Networked Environments she contributed to numerous international collaborative Art and Research projects that have been awarded and presented at festivals, galleries and musea all over the world, including Ars Electronica, DEAF and the Swiss National Museum. In 2006 she started exploring the potential of the Second Life platform as the avatar Evo Szuyuan. There she got involved in creating movies with and for music groups, performance and installation artists. These movies have been screened at, among other places, the Rome Filmfest and at the European Machinima Festival, where Brigit received nominations in several award categories. She has recently started to work as Director of Photography on the feature length movie „Fly me/Volavola“, which will be shot entirely in Second Life. Besides making videos Brigit works on occasion as a ‚live‘ cameraman at so called Mixed Reality events, where performances in virtual worlds are projected on a screen in a ‚Real Life‘ location.

- http://www.creativemachinery.org
- http://www.evolutie.org

Stephan Doesinger

born in Salzburg, Austria in 1968. Works and lives in Munich as artist, architect and is the author of the book „Spaces between People“, based on the 1st architecture and design competition in Second Life, which he initiated 2007 in partnership with the Ars Electronica festival—Goodbye Privacy, Linz and Prestel Verlag Munich

- http://www.spacebetweenpeople.com

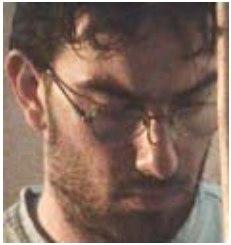
Deniz Johns

is artist-in-residency at arts2-media. Deniz Johns has worked as a dancer/performer and choreographer since 1996. She went to Japan in 2001 in search of Ankoko Buyo, later known as Butoh dance formed by Tatsumi Hijikata, and Kazuo Ono. In Tokyo, she began to work with the choreographer Tetsuro Fukuhara and his company Tokyo Space Dance. Between 2001 and 2005 she has carried on working with Tokyo Space Dance, in Tokyo, Istanbul and finally in the UK. In 2006 she turned to filmmaking and began her degree in Film Studies in Cambridge, at Anglia Ruskin University. Since then she has been studying experimental/art filmmaking in theory and practise. She recently collaborated with Seven Sisters Group in dance research project called ‚Behind the Scenes' in The Place and The Queen Elisabeth Hall London as a filmmaker. Her interests are representations of time and space in film, along with architecture and architectural design in relation with body and performance.

Detlef Thomas aka Dethomas Dibou

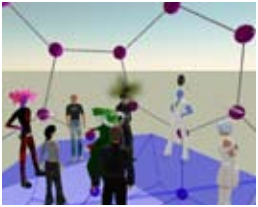
has been working as architect and artist since 1993 with a focus on energy efficient buildings, designing houses and urban spaces. He also practices as an interior designer, including designing furniture. Since 2006 he also works in the virtual world of Second Life represented by his avatar Dethomas Dibou. Recent works are art.think.box I + II for Pomodoro Bolzano, the Headquarter of Il Giornale for the italian newspaper Il Giornale and several stage buildings for compositions of the canadian composer Jeremy Owen Turner aka Wirxli Flimflam.

Biagio Francia aka Blaise de la France



is artist-in-residency at arts2media. Biagio Francia was born on december 21,1976. He started to learn drums with M° Corrado Marciano in 1990. In 1998 he began studying Congas and the Djembe with the M°Giovanni Imparato. He focused on afro-cuban folklore and rhythms. In 2001 he graduated in Business Economy with a thesis titled „Percussion Instruments. Technology and Market of the musical Cymbal (UFIP)“. Biagios music research is focused on mixing acoustic and synthesized sound with tribal rythmic patterns. Until today he has developed music collaborations as a drummer, percussionist and composer. In 2007, Biagio Francia aka Blaise de la France began his collaboration in the Second Life (TM) world with a virtual experimental band called AOM (Avatar Orchestra Metaverse), developping and testing interesting sound expressions in a world-wide virtual community.

Avatar Orchestra Metaverse (AOM)



Avatar Orchestra Metaverse is a global collaboration of musicians, media-artists and sound artists, who meet in the virtual space of Second Life to explore the boundaries of space and music. Although being globally distributed (Canada, USA, Italy, Germany, Sweden, Norway and Japan), they meet to play and work together in real-time. They do not try to imitate a conventional orchestra, but use the new medium as an instrument, where the generation of a sound can also trigger movements and graphics. The result is a new audio-visual experience, where the audience is witnessing a live-event, played by musicians thousands of miles apart.

Dirschl und Starzinger

The pop duo Dirschl und Starzinger is a musical project of Ulrike Dirschl and Philipp Starzinger. They are partners in various bands and musical combinations since the 90ies. Currently writing and recording pop songs in their studio. Some say it is music for men with big beards, others say it is simply elegant, cool pop music.

- http://www.dirschlundstarzinger.de

Komuso Tokugawa

is a multiversed live musician, who creates blues and ambient performances in Second Life. Resident since 2005, he focused on exploring the new medium to develop his virtual live performances and to take part in several collaborative music and research projects. Komuso delivers the best possible sound quality given the current bandwidth and codec constraints of streaming audio to a virtual world. Enjoying groove based boogie the most, he consequently develops a „unique Artificial Intelligence based rythm backing section - fed by his own custom-programmed groove musical seeds. He called them Beato-san und Basso-San, his little robot partners in time. And he has two little robot avatars flying around him in SL to represent them.“

- http://music.sonicviz.com/

Pomodoro Bolzano

are artists-in-residency at arts2media for 2008/2009. Pomodoro Bolzano in 2007 presented the CROSS Jugendmedienfestival together with Raoul Kaufer and Ludwig Bäuml as a media workshop project. The same year they curated and performed the first art.xxXtenxion happenings and introduced the Mixed Reality Format using virtual worlds to Regensburg audiences (art.birthday, january / this is not a webcam, this is cyberspace, may / dresscode.avatar, august). Experiments within the 3-D platform Second Life paved the way for opening the art.think.box, an artists-run-space for exhibitions, concerts, performances, lectures, parties and simulations. art.think.box is open to artists-in-residency projects. Pomodoro Bolzano are Max D. Well, Christian Wittkowsky and Andreas Müller.

- http://www.pbspace.de
- http://artthinkbox.blogspot.com/

Max D. Well aka Maxxo Klaar

is progressing pomodorism since 1982 ; Performance Art, Multiple Avatars, Scouting and Networking. Expanded media projects and curation. Research. 'Pataphysics. Founding member of the open media art group Pomodoro Bolzano with Christian Wittkowsky in1995. With his Second Life avatars Vit Latynina and Maxxo Klaar in Second Life he is inspiration and founding member of what became the Avatar Orchestra Metaverse.

Christian Wittkowsky aka Paco Mariani

Media and Performance Art, Design and Painting since 1992. He is presented in public and private collections in Brasil, Germany, Switzerland and the Czech Republic. Participates at international congresses, performance and media festivals. Founding member of the open media art group Pomodoro Bolzano with Max D. Well in 1995 and of Avatar Orchestra Metaverse in 2007.

Andreas Müller aka Bingo Onomatopoeia

started exploring the sonic universe with a tape recorder as early as during elementary-school, when he tried out things from a book on tape-experiments from the school's library. During his teenage years in the eighties, while playing in noisy bands, he started publishing experimental tracks through the international tape-trader scene. His latest works were contributions for Das kleine Fieldrecording Festival in Regensburg and Berlin, Ljudrum in Eskilstuuna/Sweden and several Placards, mainly under the name Transponderfish. With his avatar Bingo Onomatopoeia he researches the creative potential of the virtual reality in Second Life: by networking, collaborating with other artists, building instruments for the Avatar Orchestra Metaverse and by performing with these.

- http://www.myspace.com/transponderfish

Art.xxXtenxion 2008 ist ein Projekt von arts2media, Medienwerkstatt des BBK Niederbayern/Oberpfalz e. V.

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Wintergarten KINO IM ANDREASSTADEL
AKNETWORX
Trickfilmerei

TimeTable

HotSpots

DO **17.07.** 20:00, Kino Wintergarten, Andreastr. 28
John Smith – British Avantgarde Cinema
The Girl Chewing Gum, Om, Museum Piece
Carte Blanche Deniz Johns

DO **17.07.** 21:30, Kino Wintergarten, Andreastr. 28
Interview mit Pomodoro Bolzano
Video von Verena Boy u. Albert Plank plus selected Videos Edition Pomodoro Bolzano

DO **24.07.** Kino Wintergarten, Andreastr. 28
Machinima Love
Carte Blanche Evo Szuyuan
20:00, Machinima Art Videos
21:45, The Art of Machinima

FR **25.07.** 20:00, MZ Medienraum, Margaretenstr. 4
Bastard Spaces
Vortrag Stephan Doesinger

SA **26.07.** 20:00, IT-Inkubator, Bruderwöhrdstr.15b
MixxXxed Reality – extended night
Artists-in-Residence with special Guests:
Biagio Francia, Avatar Orchestra Metaverse,
Dirschl und Starzinger, Komuso Tokugawa

Workshops

FR **11.07.**, SO **13.07,** DI **15.07 +** MI **16.07**
14:30–17:00, Medienwerkstatt, Andreastr. 28
Video Production Workshop mit Deniz Johns

FR **18.07.** 14:30–17:00, Medienwerkstatt, Andreastr. 28
Digitale Audiobearbeitung Workshop
mit Andreas Müller

MI **23.07. +** DO **24.07.**
14:30–17:00, Medienwerkstatt. Andreastr. 28
Machinima Workshop mit Brigit Lichtenegger