

FROM 18TH TO 20TH NOVEMBER 2016



winterLAB

An encounter on community and the use of technology

laboral

Centro de Arte y Creación Industrial

LABoral is an open platform for research and the production, diffusion and interpretation of the cultural forms that emerge from the creative use of new technologies.

The aim of the Art Centre's programmes is to involve different publics through its exhibitions, and educational and outreach programmes. The result has been an extensive network that encompasses the artistic community, cultural industries and educational institutions.

The purpose of winterLAB is to exchange experiences of community work that promote the creative use of technology and to focus on new methods of creation and production.

After last year's encounter on digital fabrication and Culture-Maker, this year we propose to draw attention to new methods of audiovisual creation and production in the same way, also founded on DIY philosophy, and within the framework of the European Network for Contemporary Audiovisual Creation (ENCAC) which is headed by LABoral.

The programme of conferences and round tables aims to make a critical analysis of recent work and to consider what the next steps will be for the diffusion of these new ways and practices of making and sharing.

The practical workshops seek to increase the knowledge of a wide audience about the languages and proposals of artistic creation and, at the same time, to offer to professionals the open code tools and techniques applicable to their own creative projects.

Dates: Friday 18th, Saturday 19th, and Sunday 20th November, 2016, in coincidence with the opening of the exhibition *Monsters of the Machine*, as part of the European Digital Art and Science Network (EDASN)

Times: Friday, from 6 to 7.30 p.m., Saturday and Sunday, from 9.30 a.m. to 7.30 p.m.

Venue: LABoral Centro de Arte y Creación Industrial, Gijón

Registration: these activities are free. Please, pre-register at www.laboralcentrodearte.org

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Centro de Arte y Creación Industrial

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PROGRAMME

FRIDAY, 18TH NOVEMBER, 2016

From 6 to 7.30 pm

Presentations and round table, from 6 to 7.30 p.m.

Art and Science from Gender perspective, in coincidence with opening of *Monsters of the Machine*

Participants: Mary Flanagan, artist and educator, New York (US); Gretta Louw, artist and researcher, Munich (ZA); Regina de Miguel, artist, Berlin (ES) and Marc Garret, co-founder and artistic director of Furtherfield and curator of *Monsters of the Machine*, London (UK)

Moderated por: Ruth Catlow, artista, co-fundadora y directora artística de Furtherfield, London (UK)

Inductor. Cognitive processes, perception and sound languages. Víctor Mazón Gardoqui, artist, Berlin (GE)

Creation of body-technology interfaces. María Castellanos, artist and Alberto Valverde, artist, Gijón (SP)

From noon to 1.30 pm PRESENTATION AND ROUND TABLE

Active pedagogical approaches to the creative use of technology.

Participants Susanna Tesconi, designer of learning and research environments, Universitat Autònoma de Barcelona, Senior Fablearn Fabfellow, Universidad de Stanford (SP); José Regalado, Teccnolab La Rueda (SP) and Ana Catarina Cabral, Manager, Fab Lab Spinderihallerne and FabLearn Fellow 2016, Stanford University, Vejle (DK)

Moderated by: Javier Fombona, Teacher, Teacher and Education Training School, Universidad de Oviedo (SP)

In collaboration with Fundación Orange

From 2 to 3pm LUNCH

From 3pm to 6/6.30pm. WORKSHOPS

Application of Digital Fabrication in Design and Architecture. Covadonga L. Cueva, director of FabLab Madrid CEU San Pablo, Epifanio Lorenzo, instructor from the Fab Academy Programme, Universidad CEU San Pablo and Pablo Delgado Ramírez, arquitecto, Madrid (SP)

Fluid media and real space: Make your own audiovisual instruments for unvirtual reality. Peter Kirn, músicoian and technologist MusicMakers Hacklab, CTM Festival, Berlin (GER).

Workshop with Miku Hatsune (and Maika, Bruno & Clara). Mari Matsutoya & Martin Sulzer, artists, Berlin (GER)

From 6.30 to 7.30 pm. PRESENTATIONS

Presentation *Still Be Here*, Mari Matsutoya y Martin Sulzer, Berlin (GER)

Still Be Here is a performance / installation with Hatsune Miku. Initiated by Mari Matsutoya in collaboration with Laurel Halo, Darren Johnston, LaTurbo Avedon and Martin Sulzer and commissioned by CTM Festival and trasmediale 2016

Mari Matsutoya will present the project (a character originally created and produced by © Crypton Future Media, INC.), showing the extent to which she has been appropriated and morphed, deconstructing the perfect pop star and demonstrating that Miku is simply an empty vessel onto which we project our various fantasies.

SUNDAY, 20TH NOVEMBER, 2016

From 9.30/10 am to 1/2 pm. WORKSHOPS

Astrodata. Workshop on the visualisation of astronomical data. Alba G. Corral, artist, Barcelona (Spain) and Jesús Rodríguez from the Data

Management and Operations Division of the European Southern Observatory (ESO), Garching (GER)

Inductor. Cognitive processes, perception and sound languages. Víctor Mazón Gardoqui, artist, Berlin (GER)

Application of Digital Fabrication in Design and Architecture. Covadonga L. Cueva, director of FabLab Madrid CEU; Epifanio Lorenzo, instructor from the Fab Academy Programme, Universidad CEU San Pablo, Madrid (SP) and Pablo Delgado Ramírez, arquitecto, Madrid (SP)

Workshop with Miku Hatsune (and Maika, Bruno & Clara). Mari Matsutoya & Martin Sulzer, artists, Berlin (GER)

From 2 to 3 pm. LUNCH

From 3 pm to 6.30 pm. WORKSHOPS

Creation of body-technology interfaces. María Castellanos, artist and Alberto Valverde, artist, Gijón (SP)

Fluid media and real space: Make your own audiovisual instruments for unvirtual reality. Peter Kirn, músicoian and technologist MusicMakers Hacklab, CTM Festival, Berlin (GER)

SATURDAY, 19TH NOVEMBER, 2016

From 9.30/10 am to 2 pm WORKSHOPS

Astrodata. Workshop on the visualisation of astronomical data. Alba G. Corral, artist, Barcelona (Spain) and Jesús Rodríguez, Data Management and Operations Division of the European Southern Observatory (ESO), Garching (GE)

INFORMATION ABOUT THE WORKSHOPS

SATURDAY, 19TH AND SUNDAY, 20TH NOVEMBER

ASTRODATA. WORKSHOP ON THE VISUALIZATION OF ASTRONOMICAL DATA

The astronomical community generates huge amounts of data that are available to any researcher or enthusiast.

The ESO and LABoral are members of the European Digital Art and Science Network. Astrodata is the working group that was set up after the workshop given by Alba G. Corral last April. On this occasion, Jesús Rodríguez from the ESO- Garching Data Management and Operations Division is joining the workshop to explain the characteristics and importance of the scientific data.

During this workshop, participants will be working on the different kinds of astronomical data, how they are collected, their implications and their diffusion, as well as being encouraged to think about creativity as a common space for scientific and artistic work and the influence of the dissemination of astronomical observation on the popular scientific imagination, specifically in the case of the ESO.

Intended for:	anyone interested in creative programming in a visual context. No prior knowledge is required.
Times:	Saturday and Sunday, from 10 am to 2pm
Place:	Classroom 1, LABoral
Participants:	12
Registration:	this activity is free. Please pre-register.
Taught by:	Alba G. Corral, artist and creative technologist, Barcelona (SP) in collaboration with Jesús Rodríguez from the ESO Data Management and Operations Division, Garching (GER) http://blog.albagcorral.com/ http://www.eso.org/public/spain/

CREATION OF BODY-TECHNOLOGY INTERFACES

Digital fabrication tools and sensors make it possible to create simple and inexpensive technological clothing able to measure and warn of different variables that the human body cannot perceive.

The aim of this workshop is to show what can be done with open code tools and the possibilities offered by the incorporation of sensors into clothing, for the creation of technological garments from an artistic perspective.

Over two sessions, the participants will make their own technological clothes, incorporating into an everyday garment sensors that measure the amount of light and humidity. The data gathered can be visualised on a small LCD screen that is also incorporated.

Intended for:	creators, designers and anyone interested in wearable technology with open code tools. No previous knowledge is necessary.
Times:	Saturday, from 9.30 am to 2 pm and Sunday, from 3 pm to 6.30 pm
Place:	fabLAB Asturias and Classroom 2, LABoral
Participants:	12
Registration:	this activity is free. Please pre-register.
Taught by:	María Castellanos, artist and investigator, Doctorate in Fine Arts from the University of Vigo, & Alberto Valverde, artist and technologist, specialist in the design of systems and interactive environments. http://prettysmarttextiles.com

INDUCTOR. COGNITIVE PROCESSES, PERCEPTION AND SOUND LANGUAGES

This workshop deals with the recording and amplification of sound and electromagnetic activity through modulation of the fundamental frequencies that, owing to their nature, the human ear is unable to

pick up.

Participants will be working with techniques and tools designed for listening to and receiving signals and frequencies outside our hearing range. They will construct and modify different kinds of antenna, amplifiers, microphones and recording systems, as well as VLF/ELF receivers, ultrasounds, high frequency receiving systems, electromagnetic detectors, and converters of light to sound and hydrophony.

The aim is to provide a theoretical-practical approach in which participants will learn the basic concepts of working with DIY electronics and free software and hardware.

Intended for:	creators, engineers, hackers, students of fine arts and industrial design, and the general public. The participants can take away the materials that they use. There will also be reading material available. No previous knowledge is required.
Times:	Saturday and Sunday, from 10 am to 2 pm.
Place:	the sound LABoratory, LABoral
Participants:	12
Registration:	this activity is free. Please pre-register.
Taught by:	Víctor Mazón Gardoqui, artist and educator, Berlin (SP) His work centres on questioning and experimenting with the limits of perception, altered states and vulnerability using light and sound by means of electronic devices which he has produced himself. http://victormazon.com/signum

THE APPLICATION OF DIGITAL FABRICATION IN DESIGN AND ARCHITECTURE.

The participants in this workshop will design and make a temporary installation using techniques of digital fabrication.

During the workshop, they will work on the design in 3D modelling, the cutting of the pieces in a milling or laser cutting machine, and the assembly and final display of the collaborative installation.

Intended for:	creative people, designers, artists, artisans... Anyone interested in the application of digital fabrication to architecture and design. Although some prior knowledge of a digital design tool would be helpful, it is not essential as you will be working on a model of intuitive design.
Times:	Saturday, from 3 pm to 6.30 pm and Sunday, from 9.30 am to 2 pm.
Place:	Classroom 2 and fabLAB Asturias, LABoral
Participants:	12
Registration:	this activity is free. Please pre-register and send a brief letter expressing your interest
Taught by:	Covadonga L. Cueva, director of FabLab Madrid CEU, Epifanio Lorenzo, instructor of the Fab Academy Programme, Universidad CEU San Pablo and Pablo Delgado Ramírez, architect, Madrid (SP)

FLUID MEDIA AND REAL SPACE: MAKE YOUR OWN AUDIOVISUAL INSTRUMENTS FOR UNVIRTUAL REALITY

As VR turns ever more inward, in goggles and headsets and imagined virtual space, we have a chance to create instruments that are sociable, radical, and real. They can draw on our experience in light, space, sound, performance, and dance and theater to produce new possibilities in shared space.

In this two-day intensive, learn the basics of creating your own simple tools using free and open source platforms - even if you're trying them for the first time. In Processing (code) and Pure Data (dataflow) we'll make our own performance instruments for visuals and music, then try them out by combining them with inputs from the physical world of sound and image.

Aimed to:	musicians, artists, DJs, designers, programmers and public interested in designing their own instruments.
Time:	Saturday and Sunday, from 3 to 6.30 p.m.
Participants:	12
Registration:	free of charge, here
Taught by:	Peter Kirn, musician and technologist MusicMakers Hacklab, CTM Festival, Berlin (GER), during one intensive week, artists, technologists and researchers in the fields of sound, image and related arts work collaboratively to imagine and realise new ideas and travel to different festivals and events. http://cdm.link http://www.ctm-festival.de

WORKSHOP WITH MIKU HATSUNE (AND MAIKA, BRUNO & CLARA)

Since her 2007 launch in Japan, Hatsune Miku (whose name means "first sound of the future") developed from a vocal synthesizer product, has become the ultimate pop star.

During the course of two days, participants will engage in producing original dance movements, vocals and lyrics for forever-sixteen virtual pop star, using open source MikuMikuDance and Vocaloid. The two elements of singing and movement will be synced at the end and can be presented using a hologram.

The finished piece will be uploaded to Youtube or Niconicodouga (Youtube Japanese version), adding to the vast collection of fan-generated catalogue of existing songs.

Intended to:	10 young people from Mar de Niebla Association and Siloé Foundation
Times:	Saturday, from 15 to 6.30 pm and Sunday, from 10 am to 1 pm
Place:	Plató and mediation room, LABoral
Taught by:	Mari Matsutoya, artist, in collaboration with Martin Sulzer, artist and developer. They will lead an introductory workshop about technology and the software used for the creation of Miku http://marimatsutoya.com http://www.martinsulzer.com/