From 9.30/10 am to 2 pm WORKSHOPS

SATURDAY, 19TH NOVEMBER, 2016

PROGRAMME

From 6 to 7.30 pm PRESENTATIONS 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 FabLab Fellow, Universidade de Stanford (SP); José Regalado, Tecnocàl·la La Rueda (SP) and Ana Catarina Cabral, Manager, Fab Lab Spinderi hallerie 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 Orce

Inductor: Cognitive processes, perception and sound languages. Víctor Mazín Gardoqui, artist, Berlin (GER)
Creation of body-technology interfaces. María Castellanos, artist and Alberto Valverde, artist, Gijón (SP)

From 1.30 pm to 6 pm WORKSHOPS

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

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 audiospatial creation and production in the same way, also founded on DIY philosophy, and within the framework of the European Network for Contemporary Audiospatial Creation (ENCA) 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.

Fluid media and real space: Make your own audiovisual instruments for unvirtual reality. Peter Kirn, musician and technologist MusicMakers Hacklab, CTM Festival, Berlin (GER).
Workshop with Miku Hatsune (and Maika, Bruno & Claral). Mari Matsutosya & Martin Sulzer, artists, Berlin (GER)

From 6.30 to 7.30 pm PRESENTATIONS

Presentation: Still Be Here, Mari Matsutosya y Martin Sulzer, Berlin (GER)
Still Be Here is a performance / installation with Hatsune Miku. Initiated by Mari Matsutosya in collaboration with Laurel Halo, Darren Johnston, LaTurbo Avedon and Martin Sulzer and commissioned by CTM Festival and trasmediale 2016.
Mari Matsutosya 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.

From 2 to 3 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, musician and technologist MusicMakers Hacklab, CTM Festival, Berlin (GER)

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From 9:30 to 10 am to 2 pm WORKSHOPS

Astrodata. Workshop on the visualisation of astronomical data. Alba G. Corral, artist, Barcelona (Spain) and Jesús Rodriguez, Data Management and Operations Division of the European Southern Observatory (ESO), Garching (GER)
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. Astrotada 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 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 observations 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 2 pm

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.envir.org/public/space

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 pm

Place: fabLAB Asturias and Classroom 2, LABoral

Participants: 12

Registration: this activity is free. Please pre-register.

Taught by: María Castelanos, artist and investigator. Doctorate in Fine Arts from the University of Vigo. Adjunct lecturer, artist and technologist, specialist in the design of systems and interactive environments.

http://prettyvorticesmed.com

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, engineers. Anyone interested in the application of digital fabrication to architecture and design. Although some prior knowledge of 3D design tools would be helpful, it is not essential as you will be working on a model of the installation.

Times: Saturday, from 3 pm to 6 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: Concepción L. Cuenca, director of FabLab Madrid CCU. *Estonia Larraneta, instructor of the Fab Academy Programme, Universidad CEU San Pablo and FabLab Ogilvie Ranch, architect Madrid (SP)

http://prettyvorticesmed.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 antennas, amplifiers, microphones and recording systems, as well as VLF/ELF receivers, ultrasounds, high frequency receiving systems, electromagnetic detectors, and convectors 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 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: Free, please register.

Taught by: Víctor Martín-Gorbea, artist and educator. Berlin (GER). 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/agrum

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

As VRmemo ever more present, 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 theatre 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.

Intended for: musicians, artists, DJs, designers, programmers and public interested in designing their own instruments.

Times: Saturday and Sunday, from 10 am to 1 pm

Participants: 12

Registration: free of charge. Here.

Taught by: Peter Kim, innovation and technology MusicMakers (Helsinki), CTD Festival (Berlin), during the intensive week, artists, technologists and researchers in the fields of sound, image and related arts work collaboratively to imagine and realise new tools and live in different festivals and events.

http://ctdlink
http://www.ctm-festival.de

WORKSHOP WITH MIKI 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 Vocoder. 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 NicoNicoDongu (Youtuber Japanese version) adding to the vast collection of fan-generated catalogue of existing songs.

Intended for: 10 young people from Mar de Niebla Association and Siloé Foundation

Times: Saturday, from 11 am to 30 pm and Sunday, from 11 am to 1 am

Place: Playd and mediation room, LABoral

Taught by: Mari Mihaylova, artist, in collaboration with Marko Sužer, artist and developer. They will lead an introductory workshop about technology and the software used for the creation of Miku.

* http://www.mikimatsuyama.com
http://www.maradavide.com

WORKSHOPS

Saturdays, 19th and Sundays, 21st November

THE WORKSHOPS

SATURDAY 19TH AND SUNDAY 20TH NOVEMBER

THE WORKSHOPS