



PLAY!

Sound Performances, Club Events

Opening Event

Hauptplatz



2.9.

16:00

Celebration March

Taro Yasuno

15', Music performance

This work, created at **IAMAS** without using any kind of computer or electro-acoustic instrument, is performed entirely by human individuals.

At first glance it may appear like some traditional sort of festival music, however, what distinguishes this piece is that the performance does not follow a score. Each player does repetitive logic calculations and acts for or his part according to the results.

Not unlike an oversized computer that executes calculations based on certain algorithms, the ensemble generates the *score* in situ. Consequently, the performance does not include any improvisation; the development of the music is clearly defined from the first note.

The course of the performance is corroborated in advance computer simulations.



Radio Broadcast

Kunstuniversität



2.9. - 7.9.

archiBIMing, BI-Channel, bich

IAMAS unofficial public Internet radio station

The *BI-Channel* Internet radio station has been launched as part of the activities of *archiBIMing*, a new club made by and for *children of the media age*. During the past six months of broadcasts the *Bi-Channel* staff collected a lot of experiences, improving their skills to produce programs of increasing quality.

This time *BI-Channel* presents *The Sadness of Asia*, realized in collaboration with the local FM station *Radio FRO*. It will be broadcast over FM radio and the Internet.

Radio Personalities:
Tanpoapon.gif, *Media Zombie*, *KATANA*, *Idaitoku*, *Weekend*, *Ue-ken*, *TI (Piono. Yasuno)*, *OS-TOBI*



4.9.

23:30

- 2:00

DSP Night I - compositions

For the first night of computer music events we put together a program of recent compositions.

Silkworm

Takeko Kawamura [tn8]

Music out of a small, illuminated box.

Tsu-do-hi, Party

Yoshihisa Suzuki

Players perform on vibraphones while playing a game comparable to *Othello*.

Anagraon Variations

Satoshi Fukushima

Sounds of different musical sources are transformed into various musical styles by manipulating the volume.

Sein & Zeit

Masayuki Akamatsu

Percussion instruments are *played* using real-time samples from television broadcasts.

Photo: Yoshihisa Suzuki



Computer Music Events

Stadtwerkstatt



6.9.

23:30

- 2:00

DSP Night II - improvisations

The second night features artists who use their computers as musical instruments.

mimiZ

Free session with percussion instruments and computer noises.

DSPBox

A special computer device for musical performance, designed by students of **IAMAS'** DSP course.

Anagma+Kloma

Video images and music exploring the potential of *moire* and *interference*.

Jon Cambeul

Speech synthesis using a tablet.

Resonic.sir.kit

Sounds and images from a turntable

Carl Stone and *Eric Lyon* will also participate as *friends of IAMAS*.



Club Events

Stadtwerkstatt



4.9., 6.9.

2:00

open end

Transform - After Hours DSP Night

These club events feature a variety of artists such as DJs, VJs, and creators of computer music. The colourful audio-visual style-mix is enhanced by a network installation that creates a connection between visitors and the venue.

DJ:

Daito Manabe, POM, Atsushi Nakahara, Kazuki Saita, Microscope Session

VJ:

710.beppo (anagma+vokoi), Kloma, Microscope Session, TCY (Satoshi Horii), Noriko Matsumoto, Harue Ose

Live:

Yousuke Hayashi, Katsuhiko Harada, Yuki Shibata, Yuta Nagashima, Nishimino Contents Services (Yuichi Matsumoto)

Installation:

HRR

7.9.

23:30

open end

Joint Performances of Kunstuniversität Linz and IAMAS

FOOD!

Kunstuniversität



daily

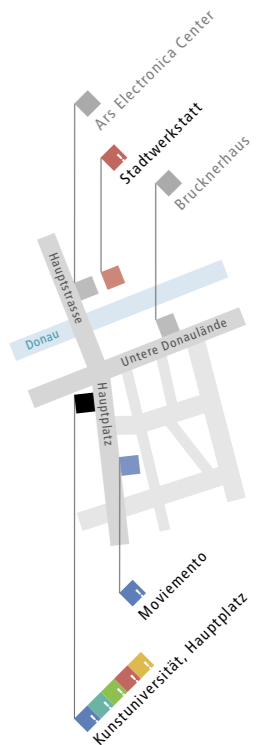
10:00

- 18:00

visible! link café

Hisako K. Yamakawa, Yuko Abe

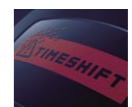
This Japanese *Kissaten* is set up at the exhibition site to spice up the event with *Neo-Japanese* flavour! Waitresses in Kimonos create a *link* between café guests and **IAMAS**, offering everything from culinary delights to performances and art.



IAMAS: Progressive Media Art Education from Japan

Ars Electronica Campus Exhibition
September 2 - 7, Kunstuniversität Linz, Austria

In cooperation with Ars Electronica and
Kunstuniversität Linz



ARS ELECTRONICA

Ars Electronica 2004 -
TIMESHIFT - The World in
Twenty - Five Years

www.aec.at/timeshift



STUDIO!

Tour, Talk Session, Lecture, Workshops

Tour Talk Session Lecture

Kunstuniversität



2.9. 16:30 **IAMAS Exhibition Guided Tour**
6.9. 13:45 *Tadashi Yokoyama*, President of **IAMAS**
Hiroshi Yoshioka, Head of **IAMAS' Center for Media Culture**, Professor of Media Aesthetic

45', in English

Walking the exhibition piece by piece, we will not only explain each work in detail, but also touch upon a wide range of cultural issues.

We are very curious to hear your comments and questions, and will try our best to communicate the role of technology and media art in today's Japanese society.



3.9. 16:00 **IAMAS People in Europa**
Hiroshi Yoshioka, Professor of Media Aesthetic,
Tamiko Thiel, former Artist-in-Residence
Michihito Mizutani, Graduate

Talk Session
60', in English

Students, graduates, Artists-in-Residence, and teachers of **IAMAS** have always been very active all over the world.

For this talk session we have invited former **IAMAS** people who are now mainly based in Europe, to speak about their **IAMAS** memories, current activities, and projects. Their illustrated accounts from different perspectives will give the audience an idea of **IAMAS'** energetic spirit.



4.9. 16:00 **Japan in Media Art and Sub-culture**
Hiroshi Yoshioka, Professor of Media Aesthetic

Lecture
60', in English

This lecture will discuss *Japan's* image in media, contemporary art and sub-culture. We will try to identify the cultural and social issues behind such images by giving special attention to the exhibits of this show.



5.9. 15:00 **DSP Workshop**
Masayuki Akamatsu, Professor of the *DSP course*
Jean-Marc Pelletier, Lecturer of the *DSP course*

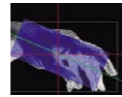
180', in English

In this workshop we will cover the basics of real-time image analysis using *Jitter*-based tools. We will present some shape analysis techniques that can be used in a variety of artistic situations.

This workshop is addressed to anyone with an interest in using live video as a control tool, and seeks to provide both technical and aesthetic outlooks on computer vision.

Basic knowledge of *Max/MSP/Jitter* is preferable.

Please bring your own laptop - *Mac/Windows XP*- and if possible a USB or Firewire camera.



6.9. 16:00 **Play with Japanese Language**
Hiroshi Yoshioka, Professor of Media Aesthetic
Mika Fukumori, Graduate
Koichiro Shibao, Graduate

90', in English

Many of the exhibited works bare a strong relationship with the Japanese language.

The goal of this workshop is to give participants a feel for the sounds and patterns of the Japanese language in relation to these works. This will not be a conventional *language lesson*, but rather an opportunity to experience playing with an unknown language.

Knowledge of Japanese is not required, as the workshop is directed at people who do not speak any Japanese but are interested in the language.

Participants will be introduced to basic sounds and forms of selected Japanese characters, and will have the chance to write Japanese by themselves.

As a gift, everybody will receive name cards with the Japanese renditions of their names.

Workshops

Kunstuniversität



InfoScape Project
Installation, 2004

The *InfoScape* research team at **IAMAS** has been developing a number of installations over the past years in which everyday surfaces/objects such as *walls* or *tables* become information displays for immediate interaction.

In this exhibition, *InfoScape* media will invite visitors not only to access information on the exhibits and the contexts of their making; *InfoWalkers* will roam the exhibiton grounds and scout for visitors to record their impressions, criticism and proposals.



Archive of Manner Arts Project

Digital archive, presentation system, media device, 2003

The *Rakuchu-Rakugai-zu - Seiganji Screen* depicts various scenes and cultural traditions in and around the former capital Kyoto in the 16th century.

This device shows the screen in detail while focusing on the differences in its composition.

Enlargement of certain areas of the screen make it possible to study the contents of even the most minute details while contextual information is provided simultaneously. It is also possible to compare the composition of the screen with the landscape of present day *Kyoto*.



Interactive Chaos
Atsuhito Sekiguchi, Isato Kataoka
Installation, 2002

A sensor system that takes the viewer's finger pulse is installed in the statue of a Buddha molded as an analogy of a person. The pulse data is used to generate 3D *Chaotic Attractors*.

Facing the corresponding social image, drawn from the living body data, viewers can form an image of the chaos existing in themselves.



Time Machine!
Masayuki Akamatsu
Installation 2002 - 2004

Visitors can view themselves appear in live recorded video images.

Using a jog-dial controller, they can pan through time and encounter themselves in the past, as well as other people who might have been there together with them.

Time Machine! is not simply a time observation device, it incorporates also a sophisticated video processing program that enables the perception of one's *self* and stimulates body awareness.

Exhibits

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