

# ARS ELECTRONICA

**Animation Festival 2017**  
**Expanded Animation Symposium**

THU 7<sup>th</sup> - MON 11<sup>th</sup> Sept. 2017  
Movimiento and Central Linz

# ARS ELECTRONICA

## Animation Festival 2017

**The Ars Electronica Animation Festival has been a mainstay of the September program since 2005. Offerings include an extensive lineup of screenings and diverse events having to do with animation. The Expanded Animation symposium explores current artistic and theoretical positions. Rounding out the program are various exhibits and installations in the CyberArts exhibition at the OK Center for Contemporary Art and the VRLab at the Ars Electronica Center.**

### **SCREENING PROGRAM / Movie 1 at Moviemento & Deep Space 8K at the Ars Electronica Center**

Electronic Theatre, including all 15 films singled out for honors in the Prix Ars Electronica's Computer Animation/Film/VFX category, as well as eight additional themed programs offering a selection of the nearly 1,200 entries submitted for prize consideration, will be screened in Moviemento. Conceptually, technologically, formally and substantively, these works are representative of the huge spectrum of creative work being done nowadays in the field of computer animation. Particularly impressive are those works that demonstrate alternative presentation possibilities, those that somewhat loosen the bonds of a cinematic narrative's screen-based nature.

Additional highlights are the IN PERSONA screenings by Job, Joris & Marieke and by Max Hattler, and an extensive guest program: Japan Media Arts Festival Award-winning Program 2017, Campus Genius Award, ISCA—The International Students Creative Award, Young Animations, Animation Revisited: Digital Media Hagenberg Campus, Filmakademie's Animationsinstitut and SIGGRAPH 2017 Computer Animation Festival Traveling Show. Two Screenings in Deep Space 8K round out this extensive program.

### **SYMPOSIUM / Expanded Animation & Prix Forum I at Central Linz:**

This 5<sup>th</sup> edition of the Expanded Animation symposium series focuses on hybrid technologies in animation and their impact on production. The program will spotlight the trend toward the unconventional use of technologies in animation filmmaking. Drones, robots, 3D printers, game engines, laser technologies, et al. offer new ways to depict images and motion and greatly expand the filmmaker's expressive vocabulary. Several panels will discuss these developments from the various perspectives of animation filmmakers, media artists, game designers and scientists. One of the Prix Forums will host a discussion of current trends by winners in the Prix Ars Electronica's Computer Animation/Film/VFX category.

### **EXHIBITION / OK Center for Contemporary Art & VRLab at the Ars Electronica Center:**

A few of the prizewinning works in the Computer Animation/Film/VFX category will be on display in the CyberArts exhibition at the OK.

During the festival, the VRLab will showcase selected artistic VR installations from among the entries to the 2017 Prix Ars Electronica competition.

## SCREENING PROGRAM

### ANIMATION FESTIVAL SCREENING SCHEDULE

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**SCREENING PROGRAM** ➔ Deep Space 8K at Ars Electronica Center

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## SYMPOSIUM

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## EXHIBITION

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**EXHIBITION** ➔ VRLab at Ars Electronica Center

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# SCREENING SCHEDULE

➔ **Movimiento Movie 1** | OK-Platz 1, 4020 Linz

	<b>THU 7<sup>th</sup> Sept.</b>	<b>FRI 8<sup>th</sup> Sept.</b>	<b>SAT 9<sup>th</sup> Sept.</b>	<b>SUN 10<sup>th</sup> Sept.</b>	<b>MON 11<sup>th</sup> Sept.</b>
	<b>1 – 11 pm</b>	<b>1 – 11 pm</b>	<b>1 – Midnight</b>	<b>1 – 11 pm</b>	<b>1 – 11 pm</b>
<b>1 – 2 pm</b>	Young Animations	Filmakademie's Animationsinstitut	Campus Genius Award	Expanded	Narration
<b>2 – 3 pm</b>	Narration	Hybrid Technologies	Young Animations	Music & Visuals	Campus Genius Award
<b>3 – 4 pm</b>	Filmakademie's Animationsinstitut	Statement	Hybrid Technologies	Experimental	ISCA (International Students Creative Award)
<b>4 – 5 pm</b>	IN PERSONA: Max Hattler	Experimental	IN PERSONA: Job, Joris & Marieke	Narration	Japan Media Arts Festival Award-winning Program 2017
<b>5 – 6 pm</b>	IN PERSONA: Job, Joris & Marieke	ISCA (International Students Creative Award)	IN PERSONA: Max Hattler	<b>5 – 6:30 pm</b> SIGGRAPH 2017 Computer Animation Festival Traveling Show/ with Introduction	Young Animations
<b>6 – 7 pm</b>	Hybrid Technologies	Japan Media Arts Festival Award-winning Program 2017	Filmakademie's Animationsinstitut/ with Introduction		Expanded
<b>7 – 8 pm</b>	Experimental	Expanded		Statement	Music & Visuals
<b>8 – 9 pm</b>	Music & Visuals	<b>8 – 9:30 pm</b> IN PERSONA: Max Hattler/ with Introduction and Q&A	<b>8 – 10 pm</b> Animation Revisited: Digital Media, Hagenberg Campus/ with Moderation	Japan Media Arts Festival Award-winning Program 2017	Statement
<b>9 – 10 pm</b>	Mental States	<b>9:30 – 11 pm</b> IN PERSONA: Job, Joris & Marieke/ with Introduction and Q&A	<b>10 – Midnight</b> Electronic Theatre	Late Nite	Mental States
<b>10 – 11 pm</b>	Late Nite			Mental States	Late Nite

## ➔ **DEEP SPACE 8K**

Ars Electronica Center,  
Ars-Electronica-Straße 1, 4040 Linz

**THU 7<sup>th</sup> Sept.**

**6 – 6:30 pm**  
Expanded Abstractions

**SAT 9<sup>th</sup> Sept.**

**7 – 8 pm**  
Experimental

**SUN 10<sup>th</sup> Sept.**

**1:30 – 2 pm**  
Expanded Abstractions

**MON 11<sup>th</sup> Sept.**

**1 – 2 pm**  
Experimental

## ➔ **Movimiento Sommerkino**

(Cinema on the roof top),  
OK-Platz 1, 4020 Linz

**SAT 9<sup>th</sup> Sept.**

**8 – 10 pm**  
Electronic Theatre

# Expanded

*Expanded Animation* is a showcase of the new turf increasingly being occupied by digital filmmakers. The program includes computer games, installations, interactive/reactive dance performance, new forms of mappings and audiovisual laser installations.

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## Everything

**10:41** | David O'Reilly (IE)

Prix Ars Electronica 2017 / Golden Nica

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## The Subtle Knife

**08:28** | Daniel Crooks (NZ/AU), music by Byron Scullin (sound) and Erkki Veltheim (viola)

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## ANIMA

**01:54** | onformative (DE), Nick Verstand (NL)

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## Levitation

**03:26** | Sila Sveta (RU), Russia K TV channel

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## Earthworks - The making of documentary

**10:21** | Semiconductor (UK), Earthworks is commissioned by SónarPLANTA, Produced by Advanced Music

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## Light Barrier 3rd Edition

**05:54** | Mimi Son (KR), Elliot Woods (UK) (Kimchi and Chips)

Prix Ars Electronica 2017 / Award of Distinction

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## AVA\_V2 / Particle Physics Scientific Installation

**03:47** | Ouchhhh (TR), Sound by Audiofil

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## Gallery Invasion

**02:38** | Skullmapping (BE)

## Hybrid Technologies

Uncharted territory is on the itinerary here too. This program spotlights the trend towards the unconventional use of technologies in animation film-making. Drones, robots, 3D printers, game engines, laser technologies, et al. offer new ways to depict images and motion.

### Kagami [Real-Time Face Generator]

03:52 | Nobumichi Asai (JP)

### toki-

03:13 | Akinori Goto (JP)

### Audio Geometry Exploration

04:59 | Simon F. A. Russell (UK)

### geophone

05:34 | Georgios Cherouvim (GR)

### Light of Birth [3D Laser Mist Hologram]

02:57 | Nobumichi Asai (JP)

### Ugly

11:54 | Nikita Diakur (RU/ DE)

Prix Ars Electronica 2017 / Honorary Mention

### Winter Wonderland

02:10 | Daniel Riley (US)

### LUCID

06:13 | Tarek Mawad, Friedrich van Schoor (DE), music by Achim Treu a.k.a. ufohawaii

### Screens of the Future

04:20 | Universal Everything (UK)

### Analogue Loaders

02:02 | Raphael Vangelis (UK/AT)

## Narration

Storytelling probably has the longest tradition in the history of animation. Funny and bizarre, poetic, thought-provoking and dark are some of the many moods of the stories told on this lineup—a colorful frog party, a drunken badger running amok and the blind Vaysha, who sees the past and future but not the present.

### Wednesday With Goddard

04:32 | Nicolas Menard (UK)

### Scavengers

07:57 | Joseph Bennett (US), Charles Huettnner (US)

Prix Ars Electronica 2017 / Honorary Mention

### Nighthawk (Nočna ptica)

08:50 | Špela Čadež (SI/HR)

Prix Ars Electronica 2017 / Honorary Mention

### Blind Vaysha

08:14 | Theodore Ushev (CA)

### Life with Herman H. Rott

11:07 | Chintis Lundgren (EE)

### Somewhere Down The Line

10:29 | Julien Regnard (FR)

### Garden Party

07:21 | Théophile Dufresne, Florian Babikian, Gabriel Grapperon, Lucas Navarro, Vincent Bayoux, Victor Caire (FR)



## Statement

This program features statements on a wide variety of topics: President Trump's proposed Mexican border wall, cultural barriers, racial discrimination, a confrontation with addiction to computer games, and a critique of advertising are only a few of the messages these works get across.

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### Best of Luck with the Wall

**06:41** | Josh Begley, Field of Vision (US)  
**Prix Ars Electronica 2017 / Honorary Mention**

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### Tough

**04:49** | Jennifer Zheng (UK), music by K. Preston Merkley (CA)

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### Schirkoa

**13:40** | Ishan Shukla (IN)

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### I Was A Winner / Jag var en vinnare

**14:40** | Jonas Odell (SE)

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### Branded Dreams

**02:12** | Studio Smack (NL)  
**Prix Ars Electronica 2017 / Honorary Mention**

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### NATURAL ATTRACTION

**05:04** | Filmakademie Baden-Württemberg (DE)

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### M.A.M.O.N.

**05:55** | Aparato / Wecanfixit (UY)

## Music & Visuals

The music video genre too has undergone considerable expansion in recent years. Visual music and sound art, performances and installations, and complex technological experiments highlight this program.

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### Codex

**04:48** | Glenn Marshall (UK)

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### The Mylar Topology

**04:52** | Paul Prudence (UK)

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### Greatness

**04:30** | Raven Kwok (CN), Karma Fields (US)

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### XXX – Flight Attendant

**03:51** | Mattis Dovier (FR)

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### Frank Riggio – TTTT (Official Music Video)

**03:56** | Mert Kizilay (TR)

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### Cumhur Jay – On & On – “Dyschronometria”

**05:29** | Akihiko Taniguchi (JP)

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### Collide (Making-of)

**02:55** | onformative (DE)

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### I Can't Die – Fresh Snow

**04:59** | Benjamin Portas (AU)

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### Young Juvenile Youth “Animation”

**04:48** | Kosai Sekine / Taiyokikaku TOKYO (JP)

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### Takeshi Nakatsuka – JAPANESE BOY

**04:13** | Hironori Sugie (JP)

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### Rawtekk – Here's to them

**04:34** | denial of service (GR)

## Late Nite

Just the thing for after dark! Some are disrespectful and satirical—a case of regicide, a Hieronymus Bosch reinterpretation, the horror of a bald spot. Nevertheless, it's not all meant to be dead serious; there's some funny stuff on this late-night lineup too.

**PARADISE – A contemporary interpretation of The Garden of Earthly Delights**

**03:00** | Studio Smack (NL)

**Double King**

**09:43** | Felix Colgrave (AU)

**Prix Ars Electronica 2017 / Honorary Mention**

**HYPER-REALITY**

**06:15** | Keiichi Matsuda (UK/JP)

**Arturo**

**07:08** | Alessandro Bavari (IT)

**Mind Frame**

**01:00** | Jake Fried (US)

**Chrysalis**

**06:46** | Ina Conradi, Mark Chavez (SI)

**FANTASY**

**09:42** | Paulin Rogues (FR)

**The Absence of Eddy Table**

**12:17** | Rune Spaans (NO)

**Prix Ars Electronica 2017 / Honorary Mention**

## Mental State

A train ride becomes a journey into a confusing world of recollections. A woman has lost her head and embarks on a trip to the seaside. Mental entanglements, fears, dead-end situations subtly characterize this program.

**Beer by C. Bukowski**

**02:15** | Nerdo Creative Studio (IT)

**Locus**

**10:09** | Anita Kwiatkowska-Naqvi (PL)

**The Head Vanishes**

**09:28** | Franck Dion (FR)

**Disco Beast**

**16:20** | Jonathan Monaghan (US), Music by Furniteur

**ATARAXYA**

**06:26** | Maxime Helier (FR), Guilherme Pereira (FR), Marion Chopin (FR), Sophie Loubière (FR), Carla Gandolfi (FR)

**The Institute of Isolation**

**10:13** | Lucy McRae (UK)

**Prix Ars Electronica 2017 / Honorary Mention**



## Experimental

This program impressively demonstrates new and innovative approaches in current digital filmmaking at the interface of art and science—e.g. nature and bio-tech studies, morphogenesis, experiments with architecture, fashion and perception.

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### Jardins d'Ète #D1-2

09:28 | Quayola (UK)

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### Hybrid Forms: New Growth

04:41 | Andy Lomas (UK)

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### Ghost City (Trailer)

01:32 | Hugo Arcier (FR), music by Bernard Szajner

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### Orogenesis

07:35 | Boris Labbé (FR)

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### KTTV (August 2015)

05:00 (excerpt) | Casey Reas w/ Philip Rugo (US)

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### Order From Chaos

04:18 | Maxime Causeret (FR), music: Max Cooper

Prix Ars Electronica 2017 / Honorary Mention

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### Fashion Visuals

05:30 | Tobias Gremmler (DE)

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### Until we coleidescape

04:06 | Reinhold Bidner (AT)

# Electronic Theatre

*Electronic Theatre* is the Ars Electronica Animation Festival's annual best-of program. It is made up of the fifteen best animated films selected by the jury from among this year's 1,157 entries. At the same time, *Electronic Theatre* is a showcase of state-of-the-art production both in an artistic-substantive sense as well as with respect to technological innovation.

## Everything

**10:41** | David O'Reilly (IE)

Prix Ars Electronica 2017 / Golden Nica

## Best of Luck with the Wall

**06:41** | Josh Begley (US)

Prix Ars Electronica 2017 / Honorary Mention

## Ugly

**11:54** | Nikita Diakur (RU/ DE)

Prix Ars Electronica 2017 / Honorary Mention

## Nighthawk (Noćna ptica)

**08:50** | Špela Čadež (SI/HR)

Prix Ars Electronica 2017 / Honorary Mention

## Out of Exile

**02:19** | Nonny de la Peña (Emblematic Group) (US)

Prix Ars Electronica 2017 / Award of Distinction

## Light Barrier 3rd Edition

**05:54** | Mimi Son (KR), Elliot Woods (UK) (Kimchi and Chips)

Prix Ars Electronica 2017 / Award of Distinction

## Double King

**09:43** | Felix Colgrave (AU)

Prix Ars Electronica 2017 / Honorary Mention

## Tumblr: Kytten Janae

**03:00** | Kytten Janae (US)

Prix Ars Electronica 2017 / Honorary Mention

## The Absence of Eddy Table

**12:17** | Rune Spaans (NO)

Prix Ars Electronica 2017 / Honorary Mention

## Scavengers

**07:57** | Joseph Bennett (US), Charles Huettner (US)

Prix Ars Electronica 2017 / Honorary Mention

## Blade Runner - Autoencoded

**04:59** | Terence Broad (UK)

Prix Ars Electronica 2017 / Honorary Mention

## Branded Dreams

**02:12** | Studio Smack (NL)

Prix Ars Electronica / Honorary Mention

## Zero Days VR

**01:14** | Scatter (US)

Prix Ars Electronica / Honorary Mention

## Order From Chaos

**04:18** | Maxime Causeret (FR), music: Max Cooper

Prix Ars Electronica / Honorary Mention

## The Institute of Isolation

**10:13** | Lucy McRae (UK)

Prix Ars Electronica / Honorary Mention

## IN PERSONA: Max Hattler

Max Hattler is an animation filmmaker, media artist and professor at City University Hong Kong. His works often contain allusions to early modernism in animation filmmaking and the cinematic avant-garde as well as in the visual arts—Oskar Fischinger's dance of colors and forms, James Whitney's early mandala computer animation, Augustin Lesage's highly charged, spiritualist drawings, and the radically minimalist painting of Barnett Newman. In doing so, he impressively connects the past and present in ways that are both accessible and intellectual, and has been honored with numerous international prizes. The program features kaleidoscopic loop arrangements, short films and music videos.

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### **AANAATT (UK/DE/JP 2008)**

**04:45** | Max Hattler

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### **All Rot (UK/DE/HK 2015)**

**03:13** | Max Hattler

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### **A Very Large Increase in the Size, Amount, or Importance of Something Over a Very Short Period of Time (RU/UK/DE 2013)**

**02:15** | Max Hattler

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### **Collision (UK/DE 2005)**

**02:21** | Max Hattler

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### **Divisional Articulations (HK/DE/UK 2017)**

**04:33** | Max Hattler

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### **Drift (UK/DE 2007)**

**03:34** | Max Hattler

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### **Shift (UK/DE 2012)**

**03:00** | Max Hattler

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### **Spin (FR/UK/DE 2010)**

**03:55** | Max Hattler

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### **Sync (DK/NL/UK/DE 2010)**

**09:00** | Max Hattler

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### **Well (HK/DE/NL 2017)**

**04:00** | Max Hattler

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### **X (documentation video of water screen installation, UK/DE 2012)**

**06:00** | Max Hattler

## IN PERSONA: Job, Joris & Marieke

Short films and music clips from the Dutch animation studio Job, Joris & Marieke. Their work can be described as cute and funny but always centered around weird philosophical questions. Questions like: "What if you accidentally exchange heads with your best friend?" or "What if you could travel through your life by playing a vinyl record?" Their stories are always filled with inept and quirky characters who end up in weird situations leading to lots of (dark) humor. In 2015 their short film *A Single Life* was nominated for the Oscar for best short animation. Their work has been screened at numerous international festivals, receiving over 70 awards.

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### **MUTE (short film)**

**04:20** | Job, Joris & Marieke

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### **Born with a Bothered Mind (music video)**

**03:10** | Job, Joris & Marieke

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### **Happy? (short film)**

**03:10** | Job, Joris & Marieke

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### **A Single Life (short film)**

**02:15** | Job, Joris & Marieke

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### **Otto (short film)**

**09:20** | Job, Joris & Marieke

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### **Robotic (music video)**

**04:30** | Job, Joris & Marieke

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### **Bon Voyage! (short film)**

**03:06** | Job, Joris & Marieke

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### **Daily Drumbeat (music video)**

**03:25** | Job, Joris & Marieke

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### **Kop Op (short film)**

**21:00** | Job, Joris & Marieke

# Animation Revisited: Digital Media, Hagenberg Campus

What happened in the field of computer animation just over 15 years ago in a tiny town near Linz? This program features a selection of student works from the Digital Media Department at the University of Applied Sciences Upper Austria in Hagenberg, from the early years of computer animation in Austria to recently created CG films.

Curated by Jürgen Hagler & Roland Keil



## Anima (2003)

**04:50** | Andreas Gessl, Christian Hanl, Daniel Kuales, Florian Landerl, Stefan Unterhuber, Johannes Wohlgemuth

## Beyond (2004)

**03:52** | Daniel Kuales

## Neegeh (2004)

**04:51** | Andreas Gessl, David Zuderstorfer

## Lifes goes on (2005)

**03:30** | Florian Hausberger

## Bot, Paper, Scissors (2006)

**03:30** | Michael Mayr

## Float (2006)

**03:05** | Barbara Toth

## Onde Sonore (2007)

**03:00** | Martina Stiftinger

## Drop Out (2009)

**02:59** | Johannes Eichberger, Bernadette Fellner, Katja Flachberger, Benjamin Skalet, Sven Skoczylas, Raphael Vangelis, Jennifer Weixler

## Zerebrale Dichotomie (2009)

**02:17** | Andreas Atteneder, Hannu Honkonen, Florian Juri, Stephan Müller, Valentin Ortner, Sabine Pils, Christoph Struber

## The Incredible Tangerine (2009)

**01:21** | Andreas Atteneder, Johannes Eichberger, Christoph Einfalt, Bernadette Fellner, Katja Flachberger, Alexandra Fried, Dominik Gottherr, Florian Juri, Stephan Müller, Valentin Ortner, Sabine Pils, Remo Rauscher, Christoph Struber, Sven Skoczylas, Raphael Vangelis, Jennifer Weixler

## PP-P4\~# (2009)

**00:53** | Claus Helfenschneider

## Between Two Points (2011)

**02:15** | Katja Flachberger, Florian Juri, Raphael Vangelis. Music: The Glitch Mob feat. Swan - Between Two Points

## Mars (2011)

**03:29** | Robert Derflinger, Thomas Heller, Christian Holzer, Andreas Kübler, Johannes Lindtner, Manuel Wieser

## The Streets of the Invisibles (2011)

**10:00** | Remo Rauscher

## Ars Rata (2012)

**03:16** | Moritz Palmstorfer, Christian Schulze

## 5 Reasons (2012)

**02:15** | Fabian Wolf

## Proximity (2013)

**02:50** | Peter Affenzeller, Kristin Müller, Manuel Preuß

## Le Constructeur de Malheur (2016)

**09:01** | Peter Affenzeller, Philipp Gratzner, Kristin Müller, Manuel Preuß

## Nex (2016)

**04:45** | Philipp Buschauer, Michael Loithaler, Marlene Raml

# Young Animations

Witty, off-beat, subtle, tragic and serious animated work produced by young filmmakers will be screened during the Festival Ars Electronica. Every year, gifted young filmmakers submit their movies to u19 – CREATE YOUR WORLD (AT), bugnplay.ch (CH), mb21 (DE) and C3<19 (HU). The greatest hits will be featured in *Young Animations*.

Curated by Sirikit Amann

## Nightmare in any case

### insomnia (2017)

01:34 | Nora Hotz  
19 years / u19

### horror in the woods (2016)

03:52 | students of HAK Retz  
18 years / u19

### Un'inestinguibile sete (2016)

01:43 | Jo Satolli de Crescenzo  
6 years / mb21

### In winter no noses smells no blossom

03:48 | Julia Schwalm, Tamina Elbl, Anna Schön, Elma Kahrimanovic, Paul Vögler, Sebastian Nemeth (students of BRG Laa)  
16 years / u19

### not the only ones (2016)

02:00 | Xana Bürgel  
u19

### TITANIC Hundbrax LEGO Movies (2016)

04:54 | Sebastian Brumby, Timo Deutschmann, Moritz Lütke-Westhues, Luca Olszewski, Tim Olszewski, Ben Pleininger  
15 years / mb21

### emoticon (2015)

04:17 | Tatjana Gaida, Katharina Göschelbauer, Jessica Leirich, Kathrin Mittermaier (students of BORG Mistelbach)  
17 years / u19 / Honorary Mention

## Watch out and be aware

### Brainwashed (2016)

01:24 | Dániel Diószeghy  
17 years / c3

### Die Augen auf (2016)

04:45 | Constantin Helmrich  
16 years / u19

### Once upon a time was a war... (2016)

01:03 | Tivadar Magda  
11 years / c3

### Die Fahne hoch? (2017)

02:20 | Viktoria Furian  
19 years / u19 / Honorary Mention

## Instruction to create your world

### The Potato Souffle (2017)

02:59 | Tim Winkelmann  
17 years / bugnplay.ch

### Filmphilosophie (2015)

03:20 | Valentin Wojtaszkiewicz  
15 years / mb21

### Color-game, szinjatek (2016)

02:58 | Ilka Tamás  
18 years / c3

### The Journey Never Starts. The Journey Never Ends. (2016)

02:52 | Michelle Brand  
22 years / mb21

### Zukunft ist Zukunft (2017)

02:18 | Lena Atzinger, Fiona Klima, Antonia Langer, Laura Reither  
18 years / u19

### 12 Milliarden Jahre (2017)

02:58 | Kristian Ursulovic  
20 years / bugnplay.ch

### time to run (2017)

01:00 | Rana Gültekin, Buse Kahramanoglu  
12 years / u19

### Aus dem Leben einer Gabel (2015/16)

03:28 | students of Anne-Frank-Gemeinschaftsschule Karlsruhe  
7 years / mb21

### Kleben geblieben (2017)

02:29 | Li Frei  
20 years / bugnplay.ch

### Paper clip (2016)

01:10 | Nándor Pataki  
14 years / c3

### Bouly 2 (2017)

02:18 | Tom Vonlanthen  
14 years / bugnplay.ch

## Campus Genius Awards

The *Campus Genius Award* (Gakusei CG Contest) honors digital artworks created by students. The continuity of this contest, which has been held for 22 years, underpins its important role in Japanese media arts. Incorporating new media and technology forms of expression that change with the times, the contest forms a gateway not only for computer-graphic artworks, but for a wide range of diverse genres. Many past award-winners have also won high acclaim in *Ars Electronica*, the *Berlin International Film Festival (Berlinale)* and the *Japan Media Arts Festival* and are working at the front line of several creative fields, such as art, design and entertainment.



### Deep Blue Sky

**02:07** | Yuki Nagaoka, Ryouhei Noda, Ayase Muraya, Keiziryou Hayashi, Yukari Nakano, Kotoko Fuzihara, Himeko Oonishi, Ishi Mallee, Rikako Kamata  
Entertainment Division / Gold Prize

### DAIZYOUNBU.

**11:03** | Akie Ishii, Misato Amano, Humika Arakaki, Riho Ikeda, Hitomi Kameya, Haruka Nisimura, Yuki Mori  
Entertainment Division / Bronze Prize

### oldman youngman

**10:53** | Ryoya Kaga  
Entertainment Division / Gold Prize

### 4 Stories

**05:20** | Mio Yamanaka  
Art Division / Silver Prize

### Awe

**02:23** | Shunsaku Maturida  
Entertainment Division / Bronze Prize

### Feed

**06:53** | Eri Okazaki  
Entertainment Division / Platinum Prize

### Mayumi

**05:36** | Chinami Taniguchi  
Art Division / Gold Prize

### The Life of Miyo

**08:19** | Kazuki Sekiguchi  
Art Division / Gold Prize

## Japan Media Arts Festival Award-winning Program 2017

The *Japan Media Arts Festival* honors outstanding works from a diverse range of media in four division: art, entertainment, animation and manga. This program comprises eight highly distinctive works from award-winning works from the Japan Media Arts Festival 2017.



### Alter

**02:10** | "Alter" Production Team (ISHIGURO Hiroshi / IKEGAMI Takashi, Representatives) (JP)  
JMAF, Excellence Award

### MOOM

**13:52** | TSUTSUMI Daisuke / Robert KONDO (JP)  
JMAF, New Face Award

### I Have Dreamed Of You So Much

**03:00** | Emma VAKAEWLOVA (BG)  
JMAF, New Face Award

### Okazakitaiiku "MUSIC VIDEO"

**04:27** | okazakitaiiku / Sushi-kun (JP)  
JMAF, New Face Award

### A Love Story

**07:00** | Anushka Kishani NAANAYAKKARA (UK)  
JMAF, Excellence Award

### your name.

**01:32** | SHINKAI Makoto (JP)  
JMAF, Grand Prize

### SHIN GODZILLA

**01:30** | ANNO Hideaki, HIGUCHI Shinji (JP)  
JMAF, Grand Prize

### COLONY

**17:40** | YOSHIHARA Yukihiro (JP)  
JMAF, Excellence Award



# ISCA (International Students Creative Award)

ISCA (*International Students Creative Award*) is an international arts and information media competition for university, graduate school, and vocational school sponsored by the Knowledge Capital Association. It is an international competition open to students from Japan and around the globe.



## Dear my little...

**06:55** | Kento Yasui (Yokohama College of Art and Design)

**Domestic Video Content Category / Grand Prize**

## I have the future.

**15:17** | Rieko Ouchi (Hokkaido University of Education)

**Domestic Video Content Category / 1st Prize**

## WILD WILD ARCTIC

**08:30** | Daria Podobed (Kyoto Seika University)

**Domestic Video Content Category / 1st Prize**

## The Adventure of Flip

**05:39** | Haruna Asahi (Okinawa Prefectural University of Arts)

**Domestic Video Category (2nd Prize)**

## THEY

**03:54** | Chiu Kuo Wei (TW, Tainan National University of the Arts)

**International Video Content Category / Grand Prize**

## Beyond

**09:37** | Milan Kopasz (HU, Moholy-Nagy University of Art and Design Budapest)

**International Video Content Category / 1st Prize**

# Filmakademie's Animations- institut

*Animationsinstitut*, part of the Filmakademie Baden-Wuerttemberg, offers a project-oriented curriculum in the subject areas of animation and interactive media. The institute encourages its students to think outside the box, develop an individual style and, by doing so, create innovative ideas. This screening features a selection of some of the latest outstanding student projects that depict the wide creative range of productions realized at the *Animationsinstitut*—from 2D and 3D through interactive media to VFX.

## Creature Pinup (2017)

**01:04** | Director: Christian Leitner, Producer: Juliane Walther

## Flo (2017)

**01:46** | Director: Nora Marie Back, Director: Toufik Abdedaim

## Child (2016)

**09:12** | Director: Iring Freytag, Viktor Stickel, Linus Stetter, Producer: Paul Maresch, Iring Freytag, Viktor Stickel

## Behind the Beard (2017) Episode "Wind"

**00:30** | Producer: Ela Duca; Regie: Noel Winzen, Marc Angele, Technical Director: Tim Lehr

## Wall of Death (2017)

**01:25** | Director: Helge Forler, Co-Director: Felix Zehender, Producer: Helge Forler

## A Priori (2017)

**05:35** | Director: Maité Schmitt, Producer: Yuan Wang

## Song of a Toad (2016)

**07:33** | Director: Kariem Saleh, Producer: Alexandra Stautmeister

## Behind the Beard (2017) Episode "UFO"

**00:30** | Producer: Ela Duca, Regie: Noel Winzen, Marc Angele, Technical Director: Tim Lehr

## BreakingPoint (2016)

**02:18** | Director: Martin Lapp, Producer: Anica Maruhn, Tobias Gerginov, Francesco Faranna

## Bitterschokolade (2017)

**04:15** | Director: Beate Höller, Producer: Filmakademie Baden-Württemberg

## Jazz Orgie (2015)

**01:16** | Director: Irina Rubina, Producer: Ghaith Al-Adwan, Irina Rubina

## On Your Way (2017)

**06:58** | Director: Thomas Sali, Producer: Ghaith Al-Adwan, Eric Sonnenburg

## Behind the Beard (2017) Episode "Comb"

**00:30** | Producer: Ela Duca, Regie: Noel Winzen, Marc Angele, Technical Director: Tim Lehr



# SIGGRAPH 2017 Computer Animation Festival Traveling Show

The *SIGGRAPH Computer Animation Festival Traveling Show* features a selection of innovative, creative animated short films and visual effects reels produced by professionals and students from around the world. This year's Computer Animation Festival - a leading annual festival for the world's most groundbreaking, accomplished, and amazing digital film creators - premiered at SIGGRAPH 2017, 30 July-3 August in Los Angeles, California.



## ASTERIA

École Supérieure des Métiers Artistiques  
Alexandre Arpentinier, Mathieu Blanchys,  
Lola Grand, Tristan Lamarca, Thomas  
Lemaître, Jean-Charles Lusseau  
(FR)

## Garden Party

MOPA  
Théophile Dufresne, Florian Babikian,  
Gabriel Grapperon, Lucas Navarro,  
Vincent Bayoux, Victor Caire  
(FR)

## Résistance

MOPA  
Alex Chauvet, Anna Le Danois, Quentin  
Foulon, Fabien Glasse, Juliette Jean, Julie  
Narat  
(FR)

## Sirocco

MOPA  
Avril Hug, Lauren Madec, Kevin Tarpinian,  
Thomas Lopez, Romain Garcia  
(FR)

## Poilus

ISART Digital  
Guillaume Auberval, Léa Dozoul, Simon  
Gomez, Timothé Hek, Hugo Lagrange,  
Antoine Laroye, David Lashcari  
(FR)

## Happy Valentine's Day

Neymarc Visuals  
Neymarc Brothers  
(US)

## Our Wonderful Nature - The Common Chameleon

LUMATIC GmbH & Co. KG  
Tomer Eshed, Dennis Rettkowski,  
Michael Herm, Alexander Pohl  
(DE)

## MPC present: The Jungle Book

Moving Picture Company  
Jon Favreau  
(US)

## Song of a Toad

Filmakademie Baden-Württemberg  
Kariem Saleh  
(DE)

## Elemental

Filmakademie Baden-Württemberg  
Adrian Meyer  
(DE)

## Pirate Smooch

Filmakademie Baden-Württemberg  
Tobias Trebeljahr  
(DE)

## Analogue Loaders

Raphael Vangelis  
(UK)

## John Lewis Buster the Boxer

Moving Picture Company  
Dougual Wilson  
(UK)

## Seasonal Changes in Carbon Dioxide

Scientific Visualization Studio - NASA/GSFC  
Gregory Shirah, Horace Mitchell  
(US)

## Fortnite "A Hard Day's Night"

Epic Games  
Gavin Moran, Michael Clausen  
(US)

## Final Fantasy XV - Omen Trailer

Digic Pictures  
István Zorkóczy  
(HU)

## The Human Race

The Mill, Chevrolet, Epic Games  
Rama Allen, Westley Sarokin  
(UK)

## Canal Kitchen

Unit Image  
Maxime Luère, Leon Berelle,  
Dominique Boidin, Remi Kozyra  
(FR)

## ILM VFX - Rogue One: A Star Wars Story

Industrial Light & Magic  
Gareth Edwards  
(US, UK, CN, CA)

## Experimental at Deep Space 8K

This program impressively demonstrates new and innovative approaches in current digital filmmaking at the interface of art and science—e.g. nature and bio-tech studies, morphogenesis, experiments with architecture, and perception. Experimental is presented in the framework of Ars Electronica Animation Festival.

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### Jardins d'Ète #D1-2

09:28 | Quayola (UK)

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### Hybrid Forms: New Growth

04:41 | Andy Lomas (UK)

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### Ghost City

01:32 | Hugo Arcier (FR), music by Bernard Szajner

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### Orogenesis

07:35 | Boris Labbé (FR)

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### KTTV (August 2015)

05:00 (excerpt) | Casey Reas w/ Philip Rugo (US)

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### Order From Chaos

04:18 | Maxime Causeret (FR), music: Max Cooper

Prix Ars Electronica 2017 / Honorary Mention

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### Until we coleidescape

04:06 | Reinhold Bidner (AT)

## Expanded Abstractions at Deep Space 8K

Abstract-animation artist Max Hattler presents a cross-section of his work in special versions created for Ars Electronica Center's Deep Space 8K. Hattler's 2005 abstract War on Terror classic Collision shines in never seen before, super-high-resolution detail, while Heaven and Hell (2010) the looping diptych inspired by Augustin Lesage's spiritualist visions realizes its fully trippy potential on Deep Space's sixteen-meter-wide screen. III=III, a stereoscopic animation exploring binocular rivalry, which was first shown at the Animamix Biennale 2015/16 in Hong Kong, connects to Max Hattler's presentation at this year's Expanded Animation Symposium. Expanded Abstractions is rounded off with the UHD world premiere of Divisional Articulations, Hattler's 2017 audiovisual collaboration with composer Lux Prima, where fuzzy analog music and geometric digital animation collide in an electronic feedback loop of repetition and distortion, and spawn arrays of divisional articulations in time and space.

Full credits and further information on the displayed artworks: [www.maxhattler.com](http://www.maxhattler.com)

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### Collision (UK/DE 2005)

02:21 | Max Hattler

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### III=III (2016)

02:12 (Loop) | Max Hattler

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### Heaven and Hell (2010)

01:40 (Loop) | Max Hattler

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### Divisional Articulations (HK/DE/UK 2017)

04:33 | Max Hattler

# Expanded Animation 2017

## Hybrid Technologies in Animation

**September FRI 8<sup>th</sup> – SAT 9<sup>th</sup>, 2017**

A two day's symposium presented by the University of Applied Sciences Upper Austria Hagenberg Campus & Ars Electronica.

FRI 8 <sup>th</sup> Sept.	
<b>1 – 1:15 pm</b>	Welcome Gerfried Stocker (AT), Jürgen Hagler (AT), Alexander Wilhelm (AT)
<b>1:15 – 2:45 pm</b>	<b>PRIX FORUM I - COMPUTER ANIMATION / FILM / VFX</b>
	David O'Reilly (IE) Everything (Golden Nica)
	Jonathan Yomayzuza (US) / Emblematic Group (US) Out of Exile (Award of Distinction)
	Elliot Woods (UK) / Kimchi and Chips (KR) Light Barrier (Award of Distinction)
	Sabine Hirtes (DE) Moderator (Juror 2017)
<b>2:45 – 3:15 pm</b>	Break
<b>3:15 – 5:30 pm</b>	<b>ARTIST POSITION</b>
<b>3:15 – 4 pm</b>	Max Hattler (DE) BROKEN VISIONS IN STEREO
<b>4 – 4:45 pm</b>	Nikita Diakur (RU/DE) INTERACTIVE ANIMATION AND UGLY AESTHETICS
<b>4:45 – 5:30 pm</b>	Job, Joris & Marieke / Marieke Blaauw (NL) HOW NOT TO WIN AN OSCAR

➔ **Central Linz** | Landstraß 36, 4020 Linz

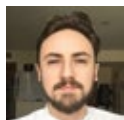
SAT 9 <sup>th</sup> Sept.	
<b>11 am – 12:30 pm</b>	<b>HYBRID TECHNOLOGIES THEORY</b>
<b>11 – 11:45 am</b>	Stephan Schwingeler (DE) DIGITAL GAMES AS HYBRID, ARTISTIC MATERIAL
<b>11:45 am – 12:30 pm</b>	Lev Manovich (US) ARTIFICIAL INTELLIGENCE AND IMAGE CULTURE
<b>12:30 – 1:30 pm</b>	Break
<b>1:30 – 3 pm</b>	<b>HYBRID TECHNOLOGIES PRACTICE</b>
<b>1:30 – 2:15 pm</b>	Hamill Industries / Pablo Barquín & Anna Diaz (ES) VISUALIZING SOUND - LISTENING TO IMAGES
<b>2:15 – 3 pm</b>	onformative / Cedric Kiefer (DE) DANCING WITH THE DATASETS
<b>3 – 3:30 pm</b>	Break
<b>3:30 – 5:45 pm</b>	<b>ART &amp; INDUSTRY</b>
<b>3:30 – 4:15 pm</b>	Raphael Vangelis (UK/AT) PLAYING HARD MAKES WORK EASY
<b>4:15 – 5 pm</b>	Martina Stiftinger (UK/AT) VISUAL THINKING
<b>5 – 5:45 pm</b>	Stefan Srb (AT) HEARING THE LION'S SONG

Organized by: Jeremiah Diephuis, Jürgen Hagler, Michael Lankes, Paola Otero, Patrick Proier, Christoph Schaufler, Alexander Wilhelm / University of Applied Sciences Upper Austria, Hagenberg Campus | Department Digital Media

[www.expandedanimation.com](http://www.expandedanimation.com)

# PRIX FORUM SPEAKERS

## David O'Reilly (IE)



David O'Reilly, born in 1985, is a filmmaker and artist working in the fields of animation and interactive experiences. Creator of the influential short films *Please Say Something* and *The External World*, his animation work has won numerous awards and been the subject of several international retrospectives. He has lectured at Pixar, Harvard, Yale, USC, and CalArts and at many other conferences and festivals around the world. He has written for *Adventure Time* and *South Park*, and created fictional video games in Spike Jonze's Academy Award winning film *Her*.

## Jonathan Yomayzu (US) / Emblematic Group (US)



Jonathan Yomayzu is a VR Technical Director, and while at Emblematic, he has helped deliver multiple VR projects for the Vive, two of which have been screened at Sundance and another that was presented to the United States Congress. With ten

years of experience in the video game industry, he has mastered programs like Unity, Unreal, Z-brush which have allowed him to continually push the boundaries of VR within Emblematic Group. Jonathan is also an expert and pioneer in photogrammetry - a revolutionary technique that is paving the way for the VR of the future, and he is the lead designer of this department at Emblematic.

## Elliot Woods (UK) / Kimchi and Chips (KR)



Elliot Woods is a digital media artist from Manchester. He tests possible futures between humans and visual design technologies (e.g. cameras, projectors, computation). Towards this goal, Elliot co-founded Kimchi and Chips, an experimental art studio based in Seoul with Mimi Son. He applies his academic studies in physics to produce sense-able phenomena from abstract systems.

## Sabine Hirtes (DE) (Juror 2017, Moderator)

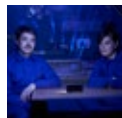


Prof. Sabine Hirtes teaches since 2010 at the University of Offenburg Postproduction and Vfx. After graduating in "Visual Communication" at the

FH Aachen miscellaneous creative and educational activities in the field of digital print media as well as moving images with a focus on computer animation and Vfx in different companies, studios and schools in Germany and abroad such as the Filmakademie Baden-Wuerttemberg, Cairo Film Institute and the ZKM, Centre for Art and Media, Karlsruhe.

# EXPANDED ANIMATION SPEAKERS

## Pablo Barquín & Anna Díaz (ES)



Hamill Industries is a Barcelona-based creative studio composed of Pablo Barquín and Anna Díaz. They are directors, makers, mix-media artists and inventors. They have a passion for combining and hybridizing new media and techniques to create unique audiovisual universes and experiences. They do not only work using digital techniques, they also like to work in their workshop with their hands on real materials, developing proprietary tools and motion control systems. Their main motivation is blending tangible and virtual worlds

through research into new techniques and technologies. They create and work with all types of formats: music videos, commercials, installations and performances.

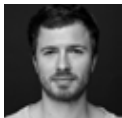
[www.hamillindustries.com](http://www.hamillindustries.com)

## PRESENTATION

### VISUALIZING SOUND - LISTENING TO IMAGES

We will be talking about our creative process and how experimentation and development are a key part of our work. We will explain how breaking away from the limitations of using only digital tools and changing from a desk to a whole workshop has allowed us to apply our vision not only for creating visuals but also designing installations and live performances among other experiments. We will show a series of projects focused on visualizing and representing music and sound. In this talk, we will explore all the technical research and concept development behind these examples to explain, not only how we achieve each result, but also how important it is for us to challenge ourselves by learning new tools. Once we have an idea we don't want to limit ourselves to a single technique, we strive to find a balance between the concept and the technologies available, combining them to achieve and visualize the world we imagine.

## Nikita Diakur (RU/DE)



Nikita Diakur is a Russian-born film maker based in Mainz, Germany. He studied Animation at the Royal College of Art in London, where he produced "Fly on the Window" that went on to screen at numerous international film festivals. Nikita is now making short films influenced by prominent internet stories and animated via the process of computer simulation. His latest project "Ugly" has been featured on Canal+, Cartoon Brew, Inverse and earned Special and Honorary Mentions at Animafest Zagreb and Ars Electronica. [nikitadiakur.com](http://nikitadiakur.com)

### PRESENTATION

## INTERACTIVE ANIMATION AND UGLY AESTHETICS

Traditional computer animation is non-linear. The animator tweaks and adjusts everything by going back and forth between different states of the animation. Thus, he is in control of the outcome. Contrary, when simulating, the animator gives up control by outsourcing several tasks to the computer. The computer executes these tasks based on calculations and outputs a linear simulation result. The animator interacts with the computer and is in control only to a certain degree. Animating like this

feels like real-life filmmaking: Similar to a real actor, the computer follows the action set by the animator and produces results that are unexpected, realistic, broken and personal. Accordingly, the focus shifts from outcome to process. The animator is left with the challenge to find the right balance between staying in control and leaving room for randomness.

## Max Hattler (DE/HK)



Max Hattler is an artist and academic who works with abstract animation, video installation and audiovisual performance. He holds a BA (Hons) from Goldsmiths, an MA in Animation from the Royal College of Art, and a Doctorate in Fine Art from the University of East London. His work has been shown at film and media art festivals worldwide, and at museums and galleries such as MOCA Taipei, Exploratorium San Francisco, Espacio Fundacion Telefonica Lima, and Beijing Minsheng Museum. Awards include Cannes Lions, Bradford Animation Festival and several Visual Music Awards. He has performed live around the world, including Expo Milan, Seoul Museum of Art and the European Media Art Festival. Max lives in Hong Kong where he is an Assistant Professor at School of Creative Media, City University of Hong Kong. [www.maxhattler.com](http://www.maxhattler.com)

### PRESENTATION

## BROKEN VISIONS IN STEREO

Animation aspiring to cinematic realism has embraced stereoscopy and the 3-dimensional depth it creates. Abstract animation however often favours 2D flatness, which obfuscates spatial relations and thereby underlines the effects of abstraction. Can stereoscopic vision be subverted, and employed in the service of an alternate reality, an expanded abstraction? Can traditional notions of 3D be disrupted to create impossible spaces?

## Job, Joris & Marieke (NL)



Job, Joris & Marieke is a Dutch studio for animation, illustration, character design and music. Their work can be described as cute, funny, poetic and sometimes disturbing. The studio was founded in 2007 in Utrecht by Job Roggeveen, Joris Oprins and Marieke Blaauw. They work on short films and on commercials, educational projects and music videos. They are best known for their short animation film A Single Life. A Single Life was nominated for the 87<sup>th</sup> Academy Awards® in 2015. Unfortunately Disney won their Oscar. Since then A Single Life has been screened at more than 200 festivals and it has been awarded with 40 prizes. In 2013 they released

their cute yet disturbing animated short MUTE. MUTE has won 14 international awards, amongst which the Grand Prix and Audience award on the Holland Animation Film Festival. In 2015 their poetic film (Otto) had its premiere at the TIFF festival in Canada, and went on to win 9 international awards. (Otto) was nominated for a Banff Rockie Award, at the Banff World Media Festival. Their latest film Heads Together premiered in 2016 at the Cinekid festival in Amsterdam, and won the Grand Prize at the New York International Children's Film Festival. In 2016 they also released their first childrens's book: Who is Causing Havoc.

[www.jobjorisenmarieke.nl](http://www.jobjorisenmarieke.nl)

### PRESENTATION

## HOW NOT TO WIN AN OSCAR

Job, Joris & Marieke is an animation studio from the Netherlands. In 2015 their short film A Single Life was nominated for the Oscar for best animated short. In their presentation they'll give a look behind the scenes of their short films and music videos. They will share anecdotes, show makings offs and extra bonus material. Next to that they will also focus on two projects that were created with a 3d printer. They'll talk about the challenges they faced with this new medium and the technical issues they overcame. By the end of this presen-



tation you will know exactly what an injured toe, an imaginary duckling and Waterloo by Abba have to do with the work of Job, Joris & Marieke!

#### Onformative / Cedric Kiefer (DE)



onformative is a Berlin-based studio for digital art and design. Founded in 2010 by Julia Laub and Cedric Kiefer, the studio constantly searches for new forms of creative expression. Observations of their surroundings inspire them to explore the possibilities that lie between analog and digital fields to examine the relationship of humans and technology. They develop innovative projects across media that range from digital art installations and generative design to dynamic visuals and data-driven narratives. Their broad client base includes work for Nike, IBM, Google, Dolby Labs and more. Through an interdisciplinary and collaborative practice, the visual language of onformative is variable.  
[www.onformative.com](http://www.onformative.com)

#### PRESENTATION

##### DANCING WITH THE DATASETS

The thresholds of art, design and technology make way for vast experimental possibilities. Blurring the lines between these mediums creates a challenging perspective to examine

the relationship between humans and technology. Using different technologies onformative constantly search for new ways of creative expression. From animations to installations, onformative will talk about the background and inspiration behind some of their latest projects. Following a versatile approach to the creative process, onformative will share their philosophy and credo through the collaborative and interdisciplinary practice of the studio and explain their way of working.

#### Lev Manovich (US)



Dr. Lev Manovich is a pioneer in application of data science for analysis of contemporary media culture. Manovich is the author and editor of ten books including Cultural Analytics (forthcoming), Instagram and Contemporary Image, Data Drift, Software Takes Command, Soft Cinema: Navigating the Database and The Language of New Media which was described as “the most suggestive and broad ranging media history since Marshall McLuhan.” He was included in the list of “25 People Shaping the Future of Design” in 2013 and the list of “50 Most Interesting People Building the Future” in 2014. Manovich is a Professor of Computer Science at The Graduate Center, CUNY, and a Director of the Cultural Analytics Lab.  
[manovich.net](http://manovich.net)

#### PRESENTATION

##### ARTIFICIAL INTELLIGENCE AND IMAGE CULTURE

In the original vision of AI (1950s-), the goal was to teach computer to perform a range of cognitive tasks - playing chess, solving mathematical problems, understanding written and spoken language, recognizing content of images, etc. Today, AI (in the form of machine learning) has become a key instrument of modern economies employed to make them more efficient and secure: making decisions on consumer loans, filtering job applications, detecting fraud, and so on. What has been less obvious is that AI now plays an equally important role in our cultural lives, increasingly automating the realm of the aesthetic. Consider for example image culture. Instagram Explore screen recommends images and videos which we are expected to like. Image apps automatically adjust captured photos according to the norms of “good photography.” Other apps “beatify” selfies. Still other apps automatically edit your raw video to create short films in the range of styles. In sports and concerts broadcasts, multiple robotic cameras automatically track moving subjects. Does this automation necessary leads to decrease in cultural diversity over time? Can we use AI methods and “big cultural data” to quantify and compare diversity and variability in

image cultures? In my talk I will discuss selected recent projects from my Cultural Analytics Lab including analysis of 270,000 artworks from Deviantart art sharing network, 7.5 million Instagram images shared in NYC, and 270 million images shared on Twitter around the world over three years.

#### Stephan Schwingeler (DE)



Prof. Stephan Schwingeler teaches game design at the Media Akademie – Hochschule Stuttgart.

He is one of the world's foremost authorities in the field of game studies. His first book entitled “Die Raummaschine” analyses space and perspective in computer games. His second book, “Kunstwerk Computerspiel,” investigates strategies in game art. He heads the GameLab at Karlsruhe University of Arts and Design and has been a consultant to the Next Level Festival and a member of its advisory council. As curator, Schwingeler has been responsible for “ZKM\_Gameplay” at ZKM | Center for Art and Media and numerous international exhibitions—for example, “Global Games,” an investigation of games as political media, and “New Gameplay,” a show at the Nam June Paik Art Center in South Korea about the computer game as an art form. Together with the Goethe Institute,

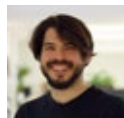
he curated the “Games and Politics” exhibition that traveled to 40 countries worldwide. He curated the GameZone at the International Festival of Animated Film in Stuttgart and is currently preparing an exhibition at Ludwigforum in Aachen.  
[www.stephanschwingeler.de](http://www.stephanschwingeler.de)

#### PRESENTATION

### DIGITAL GAMES AS HYBRID, ARTISTIC MATERIAL

The digital game has been an established art form for many years. Artists began to explore the specific qualities of digital games around 1995 and have included them as an established material in their artistic practice. The history of digital games as an art form is underrepresented in the heterogeneous field of Game Studies and in the traditional field of Art History to the same degree. Artists who use digital games as their material often act as spoilsports, as hackers, and tricksters. The artworks created follow a specific aesthetic that can be described as Countergaming. Artists develop alternative drafts of established video games as cultural products. They intend to make aware how video games are constructed. Their apparatus-based, medial and coded conditionality is clearly unmasked in this process.

#### Stefan Srb (AT)



Stefan “leafthief” Srb has been making games since 2011. After studying Digital Arts at the University of Applied Sciences Upper Austria he joined Viennese game development studio Mi’pu’mi Games, working on titles like “Hitman HD: Trilogy”, “Anno: Build and Empire” and most recently the independently published “The Lion’s Song”. Stefan also creates his own, character-driven, narrative games and has spoken about game development at the A MAZE Berlin, Quo Vadis and Develop Brighton.  
[www.leaf-thief.com](http://www.leaf-thief.com)

#### PRESENTATION

### HEARING THE LION’S SONG

“The Lion’s Song” is an episodic, narrative game set in early 20th century Austria in which players experience the creative processes and struggles of four creators. This talk will dive into the creation process of “The Lion’s Song” and give insight into its themes, aesthetics and creative choices. Stefan will highlight how the use of pixel art in a reduced colour palette was used to create a feeling for the time-period, how it furthered the themes and helped the team stay coherent.

#### Martina Stiftinger (UK/AT)



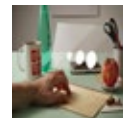
Martina Stiftinger is an illustrator and art director based in London, with a love for minimalist style and strong concepts. She graduated from FH-Hagenberg and Kunstuniversität Linz in Austria. Her work is primarily based in the field of advertising and commercials. She shaped her style by working for top design studios in NYC and London. Currently she works at the motion design studio ManvsMachine in London.  
[www.martinastiftinger.com](http://www.martinastiftinger.com)

#### PRESENTATION

### VISUAL THINKING

How can we create sticking communication? The answer is quite simple - Visual Storytelling. Creating smart images which represent an idea right away. Working in advertising means developing those kinds of visual stories for big brands. How can you find the right visual for the right project? The design process is basically always kind of a puzzle—figuring out smart visual expressions, developing a convincing idea to represent a product. Usually lots of different factors are involved. What are some strategies to solve that puzzle? What makes a visual powerful? In which way is personal work affected by that kind of thinking?

#### Raphael Vangelis (UK/AT)



Raphael either spends 3 hours cooking or orders takeout. He is an Animation Director with an arsenal of techniques to crack creatively challenging nuts. For the past five years he worked as a Freelance Director with international clients and is based in London. He has directed commercials for brands like Nike, Hertz and Huawei. His short films Analogue Loaders (2017) and Kangaroos Can’t Jump Backwards (2014) have been screened at a variety of international film festivals.  
[raphaelvangelis.com](http://raphaelvangelis.com)

#### PRESENTATION

### PLAYING HARD MAKES WORK EASY

How do we not keep repeating ourselves as commercial artists? Is having a successful style a trap? What’s the difference between a style and a technique? How does technique influence perception? Is it possible to create original work in advertising? Based on a wide range of personal and commercial animation films we will explore strategies on how to keep being an artist while also making a living in animation.

## CyberArts at OK Center for Contemporary Art

Experience digital arts! CyberArts presents the most outstanding entries from the Prix Ars Electronica, the international competition of computer art, this year for the 20th time at the OK Center of Contemporary Art. Computer Animation/Film/VFX works shown there, are:

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### Everything

Installation | David O'Reilly (IE)

Prix Ars Electronica / Golden Nica

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### Out of Exile

Installation | Nonny de la Peña (US)  
(Emblematic Group)

Prix Ars Electronica 2017 / Award of  
Distinction

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### Light Barrier 3rd Edition

Installation | Mimi Son (KR); Elliot  
Woods (UK) (Kimchi and Chips)

Prix Ars Electronica 2017 / Award of  
Distinction

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### Zero Days VR

Dokumentation | Scatter (US)

Prix Ars Electronica 2017 / Honorary  
Mention

## VRLab at Ars Electronica Center

The new VRLab at the Ars Electronica Center shows this year's Honorary Mention "Zero Days VR" by Scatter (US) as well as a selection of the most impressive new films and artistic projects featuring virtual worlds that were submitted to Prix Ars Electronica 2017.

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Ars Electronica Animation Festival is a collaboration between University of Applied Sciences Upper Austria, Hagenberg Campus, the Ars Electronica Festival, Moviemento and Central Linz.

**DIGITAL ARTS**  
CAMPUS HAGENBERG



**MOVIEMENTO**

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Support:



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**ARS ELECTRONICA**