

NEXTCOMIC Festival at the Ars Electronica Center Linz

Friday, March 4 to Friday, March 11, 2011

(Linz, March 2, 2011) The Ars Electronica Center is hosting a highlight-filled lineup of NEXTCOMIC Festival events March 4-11 including the premiere of a virtual 3D ocean starring Lucky Luke artist Achdé, speeches for comic aficionados, and drawing workshops with Austrian character designer Florian Satzinger. Kicking things off with a BANG at Deep Space LIVE on Thursday is a cult-favorite Japanese manga!

The NEXTCOMIC Program of Events at the Ars Electronica Center

Thursday, March 3, 2011

Deep Space LIVE: Evangelion: 2.2 You can (not) advance

“Evangelion: 2.2 You can (not) advance,” a genre-mix including sci-fi, action and mecha elements, is one of the most successful mangas of all time. The plot centers on a battle pitting humankind against mighty creatures called Angels. Gottfried Gusenbauer, NEXTCOMIC Festival director and a major manga fan, will be on hand.

Deep Space; Start: 8 PM; admission free of charge

Friday, March 4, 2011

Lecture: Who's afraid of The Black Man?

Maryam Laura Moazedi talks about ethnic stereotyping in character design as a “creative” outlet for fear of foreigners.

Sky Loft; Start: 8 PM

Lecture: Invention and game playing: character design for computer games

Austrian character designer Florian Satzinger, disciple of legendary cartoonist Ken Southworth (Woody Woodpecker, Tom & Jerry and The Flintstones), elaborates on methods and techniques of industrial character design and offers insights into working at the paperless drawing board.

Sky Loft; Start: 8:45 PM

Opening: Mangarium

The Ars Electronica Center cordially invites you to attend a special premiere on Friday, March 4 at 9:30 PM in Deep Space in conjunction with this year's NEXTCOMIC Festival: a virtual ocean featuring sea creatures custom-designed by Lucky Luke creator Achdé and Florian Satzinger of Starducks fame.

With queries, please contact

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Developed by Memetics GmbH, Ars Electronica's Berlin subsidiary, the Mangarium will be launched on March 4th with a website (<http://mangarium.aec.at>) initially serving as its virtual hatchery. Anyone can release sea creatures they've designed themselves into this watery world. Artists—young and old alike—are invited to come up with designs and upload them (along with the names and personality traits they've assigned to them). The artist is free to decide if his/her creature is rather shy and stand-offish or likes hanging out in a school with scaly pals; whether it's kinda laid-back or more of a go-getter type. An illustrated Fishlist provides a rundown on which denizens of the deep have already gotten in the swim. Especially imaginatively designed sea creatures have a big treat in store: they'll be released into the big-time waters of the 1,300-m³ Mangarium in the Ars Electronica Center's Deep Space, where visitors equipped with 3D glasses can watch them do their colorful laps.

Deep Space; Start: 9:30 PM

Saturday, March 5, 2011

Lecture: The reciprocal influence of comics and video games over the last 30 years

Over the course of this lavishly illustrated lecture, Michael Furtenbach will discuss interrelationships among comics, mangas and digital games—from the early days to right now.

Sky Loft; Start: 2 PM

Lecture: Successful online comics from Austria

Harald Havas presents online comics by Nina Ruzicka ("*Der Tod und das Mädchen*"; death and the girl), Mike and Stefan Strasser ("*Chickenwings*"), Christoph Abbrederis ("*Das tägliche Scheitern*"; the daily fail) as well as works by the Austrian coalition "*Comics gegen Rechts*" (Comics vs. Right-wingers).

Sky Loft; Start: 3 PM

Workshop in FabLab: Character design with Florian Satzinger

This workshop is your big chance to work together with comic artist Florian Satzinger to create your own comic character. Particular attention will be paid to character design. But keep in mind: this isn't just a matter of endowing the figure with an attractive appearance; it has to have a credible personality and achieve it without resorting to the usual clichés.

Start: 3 PM; Duration: about 2 hours; Price: €5 (not including museum admission); Preregistration required

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Sunday, March 6, 2011

Workshop in FabLab: Drawing comics for the whole family

Comics fans—the young and the young-at-heart—are invited to stop by the Ars Electronica Center's FabLab and give free rein to their imagination using manual drawing techniques and digital modeling to conjure up comic heroes and heroines.

Between 10 AM and 5 PM; Price: Free for holders of a valid museum admission ticket

Saturday, March 5 to Friday, March 11, 2011

MEMORIES OF NOW

MEMORIES OF NOW is an installation by Michaela Konrad (AT) and Daniel Dorobantu (RO) that utilizes Deep Space's 16x9-meter wall & floor projection surfaces to stage a ComicArt experience that will totally blow you away!

Deep Space. Daily except Monday until March 11th; Start: 1 PM each day; Duration: 30 minutes

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