

# ARS ELECTRONICA

## Animation Festival 2018

### Expanded Animation Symposium

THU 6<sup>th</sup> - MON 10<sup>th</sup> Sept. 2018  
Movimiento and Central Linz

# ARS ELECTRONICA

## Animation Festival 2018

**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 and Deep Space at the Ars Electronica Center.**

### **SCREENING PROGRAM / Movie 1 at Moviemonto, Deep Space 8K at the Ars Electronica Center & Central Linz**

195 works constitute the lineup of the 2018 Ars Electronica Animation Festival. The different programs provide a representative overview of what's happening now in the digital motion picture genre worldwide; at the same time, each individual lineup manifests specific strategies and unique points of view. Many of the works being shown have long since taken leave of the picture screen. Jumbo-format mappings on buildings and landscapes as well as in a museum context and installations are examples of expanded animation that transcend the confines of the picture screen. Of course, a large proportion of the works of this year's program are once again short films—both narrative and experimental—abstract works, produced by individuals or entire crews. The spectrum of techniques ranges from stop-motion to 100% computerization.

The program is being supplemented by a Young Animation lineup featuring films from the Prix Ars Electronica's u19 – CREATE YOUR WORLD, guest programs by the Japan Media Arts Festival, ISCA – The International Students Creative Award, Digital Media Hagenberg Campus, Filmakademie's Animationsinstitut, Animafest Zagreb, Best of Austrian Animation 2011-2017, and the presentations at Deep Space 8K at Ars Electronica Center: Systems Aesthetics by FIELD, Shimmering Perceptions by Rainer Kohlberger, Tubulence by MELT.

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

The 6<sup>th</sup> Expanded Animation symposium carries on a process launched in 2013—mapping the wide-ranging domain of animated imagery beyond the well-trodden paths. The symposium stays the course that was set at its inception, and presents theoretical positions and perspectives from the art world, the R&D field and the industrial sector. The mission: To function as a driving force advancing an interdisciplinary discourse. This year's symposium is an inquiry into future interfaces in animation. *Interfaces in Motion* will focus on animation technology at the manifold interfaces where humans, computers and interaction meet. The emergence in recent years of affordable technologies—e.g. in the areas of virtual production and mixed reality—create openings for new forms of interaction with moving pictures. Tools and digital devices such as head-mounted displays and mixed-reality glasses increasingly call into question conventional workflows and

forms of presentation. This symposium is an effort to come up with answers and present approaches from the art world, the R&D field and the industrial sector. 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 category.

#### **EXHIBITION / OK Center for Contemporary Art**

A few of the prizewinning works in the Computer Animation category will be on display in the Cyber-Arts exhibition at the OK.

#### **SPECIAL PRESENTATION / Central Linz**

Screenings, a panel and performances organized in collaboration with u19 – CREATE YOUR WORLD will take over Central Linz on Sunday Sept 9<sup>th</sup> to explore on the topic of the Future of Cinema.

**Curation and Texts by Christine Schöpf and Jürgen Hagler**  
**Trailer & Graphics by Martina Stiftinger**  
**Layout by Stefan Eibelwimmer, [www.sege.at](http://www.sege.at)**

## SCREENING PROGRAM

### ANIMATION FESTIVAL SCREENING SCHEDULE

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**PRIX ARS ELECTRONICA** ➔ Movie 1 at Moviermento

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**DEEP SPACE 8K** ➔ Ars Electronica Center

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**THE FUTURE OF CINEMA** ➔ Central Linz

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## SYMPOSIUM

### EXPANDED ANIMATION AND PRIX FORUM SCHEDULE

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**PRIX FORUM** ➔ Central Linz

18

**EXPANDED ANIMATION** ➔ Central Linz

18

## EXHIBITION

**CYBER ARTS** ➔ OK Center for Contemporary Art

23

**VRLAB** ➔ Ars Electronica Center

23

# SCREENING SCHEDULE

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

	THU 6 <sup>th</sup> Sept.	FRI 7 <sup>th</sup> Sept.	SAT 8 <sup>th</sup> Sept.	SUN 9 <sup>th</sup> Sept.	MON 10 <sup>th</sup> Sept.
	<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	Best of Austrian Animation 2011-2017	Music & Visuals	Expanded Animation	Mental States
<b>2 - 3 pm</b>	Narration	Micro Macro	Young Animations	Statement	Female Worlds
<b>3 - 4 pm</b>	Filmakademie's Animationsinstitut	Statement	ISCA (International Students Creative Award)	Music & Visuals	Young Animations
<b>4 - 5 pm</b>	IN PERSONA: Boris Labbé	Experimental	Micro Macro	Narration	Digital Media, Hagenberg Campus
<b>5 - 6 pm</b>	IN PERSONA: ZEITGUISED / foam Studio	ISCA (International Students Creative Award)	Female Worlds	AnimaFest Zagreb	Narration
<b>6 - 7 pm</b>	Expanded Animation	Japan Media Arts Festival / with Introduction	AnimaFest Zagreb	IN PERSONA: ZEITGUISED / foam Studio	IN PERSONA: Boris Labbé
<b>7 - 8 pm</b>	Experimental	Digital Media, Hagenberg Campus/ with Introduction	Filmakademie's Animationsinstitut/ with Introduction	Statement	Japan Media Arts Festival
<b>8 - 9 pm</b>	Female Worlds	<b>8 - 9:30 pm</b> IN PERSONA: Boris Labbé with Introduction and Q&A	Best of Austrian Animation 2011-2017/ with Introduction	Japan Media Arts Festival	Statement
<b>9 - 10 pm</b>	Mental States	<b>9:30 - 11 pm</b> IN PERSONA: ZEITGUISED / foam Studio with Introduction and Q&A	Expanded Animation	Experimental	Narration
<b>10 - 11 pm</b>	Music & Visuals		<b>10 - Midnight</b> Electronic Theatre	Mental States	Micro Macro

## ➔ DEEP SPACE 8K

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

### THU 6<sup>th</sup> Sept.

**7 - 7:30 pm**  
System Aesthetics  
by FIELD.IO

### FRI 7<sup>th</sup> Sept.

**6:30 - 7:00 pm**  
Shimmering perceptions  
by Rainer Kohlberger

### SAT 8<sup>th</sup> Sept.

**6:30 - 7:00pm**  
Turbulence by MELT

## ➔ Central Linz

Landstraße 36,  
4020 Linz

### SUN 9<sup>th</sup> Sept.

**1:00 - 2:00 pm**  
Stereonarrativity -  
The idea & merk|würdig screening

**3:00 - 4:00 pm**  
Stereonarrativity -  
The idea & merk|würdig screening

**5:00 - 6:00 pm**  
OMAI - Tagtool Community Showcase

## ➔ Movimento Sommerkino

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

### SAT 8<sup>th</sup> Sept.

**8 - 10 pm**  
Electronic Theatre

# Expanded Animation

This is an overview of new pathways that digital filmmakers are exploring and setting out on—mappings on a natural landscape and on the human body, “an ode to the rhythm of being,” robotic installations, kinetic works, media façades and VR projects.

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## tempest

**03:47** | Robert Seidel, Nikolai von Sallwitz (DE)

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## Rhythm of Being

**06:26** | Giada Ghiringhelli (CH)

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## The Weight of Light

**02:00** | Martin Hesselmeir, Andreas Muxel (DE,AT)

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## Sikka Ingentium

**02:27** | Daniel Canogar, engineering by Diego Mellado, sound composition by Alexander MacSween. Collection Museo Universidad de Navarra (ES)

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## true/false

**03:43** | onformative (DE)

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## Robotype 3

**04:11** | Yuichiro Katsumoto (JP), music by Chris Zabriskie (US)

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## dis:play(bias)

**02:55** | Ryo Kishi (JP)

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## The Lacuna Shifts

**02:38** | DEPART (AT)

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## Norman

**03:05** | James Paterson (Presstube Inc) (CA)

Prix Ars Electronica 2018 / Honorary Mention

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## Rediscovery of anima

**03:14** | Akinori Goto (JP)

Prix Ars Electronica 2018 / Honorary Mention

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## Seamless

**06:59** (excerpt) | Theo Triantafyllidis, sound by Diego Navarro (GR)

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## “Temple of Time” 360 Experience of Girard-Perregaux

**03:11** | Ouchhhh (TR), WOWL (CH), music by AudioFiil (TR), technical by Mysquare-François Moncarey (CH)

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## Elytre

**04:38** | Yannick Jacquet (FR)

## Experimental

Man's fall from grace rendered in impressive images that allude to works by Hieronymus Bosch and Francisco Goya; a sci-fi video illustrating a post-apocalyptic multiverse; emotions contravening the laws of nature; the symbiotic relationship nematodes (roundworms) form with Wolbachia bacteria—*Experimental* brings together highly divergent points of view.

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### La Chute

14:22 | Boris Labbé (FR)

Prix Ars Electronica 2018 / Award of Distinction

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### Descent

06:14 | Peter Burr (GB)

Prix Ars Electronica 2018 / Honorary Mention

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### How We Fall

06:55 | Sophie Clements (GB)

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### Flesh Nest

09:24 | Andrew Thomas Huang (US)

Prix Ars Electronica 2018 / Honorary Mention

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### VOLUMES

03:04 | Maxim Zhestkov (RU)

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### Nematodes

02:30 | Peter Burr (US)

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### Edifice

07:14 | Ash Thorp (ALT-Creative, Inc.) (US)

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### Fest

02:55 | Nikita Diakur (DE)

## Narration

Storytelling in the classical sense is a form of depiction. Digital narration goes beyond this definition. These condensed-associative accounts get across in images what can hardly be expressed in words. Many of the works in this program are personal stories and recollections.

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### The Full Story

07:27 | Daisy Jacobs (GB)

Prix Ars Electronica 2018 / Honorary Mention

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### Waves '98

14:53 | Ely Dagher (LB)

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### The Box

12:12 | Dušan Kastelic, Mateja Starič (SI)

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### Splendida Moarte Accident

15:11 | Sergiu Negulici and Adriana Ionica (RO)

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### Negative Space

05:30 | Max Porter and Ru Kuwahata (Ikki Films & Manuel Cam Studio) (FR)

# Music & Visuals

This isn't just a showcase of classic music videos; it's a compilation of various approaches to bringing together sound and visuals—for instance, an immersive 360° VR array or software programs that translate music into visuals. But the music video genre doesn't get short shrift either!

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## Inside the Sound

**03:23** | Matt Pyke (Universal Everything) (GB)

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## Visual Sounds of the Amazon

**04:26** | Andy Thomas, audio by Andy Thomas and Reynier Omena Junior (AU)

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## Antithesis

**05:56** | Kachi Chan (HK)

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## DEATH VAN

**06:07** | Michael Enzbrunner (CA)

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## Jean Pierre

**05:20** | Hardcore Anal Hydrogen (Martyn Clément, Sacha Vanony) (FR)

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## Bjork - The Gate

**0:48** | Andrew Thomas Huang (US)

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## LEGACY

**05:57** | David Pagaille (FR)

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## Tamas

**03:11** | Ruslan Khasanov, music by Dmitry Evgrafov (RU)

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## Resynthesis

**04:25** | Kevin McGloughlin, music by Max Cooper (IE)

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## AUTO NOM

**02:08** | Henrik Mauler (foam Studio) (DE)

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## Mark Lotterman - Happy

**06:35** | Alice Saey (FR)

## Statement

The demilitarized zone between North & South Korea as VR work, a computer game featuring Merkel and Schulz as the chief protagonists, Brexit in the UK, and a female soldier's battle against slavery—as this program amply illustrates, more and more digital activists are addressing political issues.

### 489 Years

**11:18** | Hayoun Kwon (KR)

**Prix Ars Electronica 2018 /Award of Distinction**

### Finity Calling

**15:00** | Jasper Kuipers (NL/BE)

### An Excavation of Us

**11:11** | Shirley Bruno (US/Haiti)

**Prix Ars Electronica 2018 / Honorary Mention**

### Adam Episodes

**09:01** | Neill Blomkamp (CA/ZA)

### BundesFighter 2 Turbo

**01:57** | Nino Werner, Athos Kele, BohemianBrowserBallett (AT)

### The Neverending Wall

**08:00** (excerpt) | Silvia Carpizo (ES)

## Micro Macro

A visual and conceptual connection between the macroscopic brain and the microscopic behavior of neurons envisioned with data, drawings and various other techniques; the complexity of the world of quanta, the observation of the world as it doesn't exist; a journey to distant horizons of our cosmos; or, simply, the story of an ant—these are some illustrative examples of Micro Macro.

### Self Reflected

**03:17** | Greg Dunn, Brian Edwards. Video by Will Drinker (US)

### Quantum Fluctuations

**04:26** | Markos Kay (GB)

**Prix Ars Electronica 2018 / Honorary Mention**

### TROPICS

**13:35** | Mathilde Lavenne (FR)

**Prix Ars Electronica 2018 /Golden Nica**

### The Shark in the Park

**03:02** | Polynoid (DE)

### WoodSwimmer

**01:39** | Brett Foxwell (US)

### Overrun

**07:42** | Jérémie Cottard, Antonin Deroy, Matthieu Druaud, Pierre Ropars, Diane Thirault, Adrien Zumbihl (FR)

### COSMORAMA

**23:20** | Hugo Deverchere (FR)



## Female Worlds

This program shows female worlds from a variety of perspectives. An 8-year-old Turkish girl looks back at her happy past; meanwhile, yawning abysses emerge. Amidst her everyday routine, a woman discovers something unexpected in her house. A young woman who's home alone wants to spoil herself a little bit, but that doesn't quite go according to plan. And plastic surgery is another one of this program's topics.

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### Wicked Girl

08:00 | Ayce Kartal (Les Valseurs) (TR)

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### Augenblicke

03:55 | Kiana Naghshineh, Janina Putzker (DE)

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### Caterpillarplasty

05:00 | David Barlow-Krelina, Jelena Popović (CA)

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### Impossible Figures and other stories II

15:00 | Marta Pajek (PL)  
Prix Ars Electronica 2018 / Honorary Mention

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### Handbook for Gardening

10:43 | Sarah Scebat-Hatooka (Les Films L' Arlequin, The Hive Studio) (IL)

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### Pussy

08:22 | Renata Gasiorowska (PL)  
Prix Ars Electronica 2018 / Honorary Mention

## Mental States

A group seated at a table in a pub is chatting and drinking beer, when one of them begins analyzing his emotions. A father recalls a missed chance to talk with his daughter; a brief meeting years later makes all words meaningless. A path leads through a sunken labyrinth of memories and dreams. These are examples of mental states.

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### Facing It

08:32 | Sam Gainsborough (GB)

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### LOVE

14:32 | Réka Bucsi (Passion Paris, Boddah) (FRA, HU)

Prix Ars Electronica 2018 / Honorary Mention

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### Letting Go

10:44 | Ülo Pikkov (EE)

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### It's a Date

07:12 | Zachary Zezima (US)

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### In Other Words

05:56 | Tal Kantor (IL)

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### Hidden Layer

02:54 | FIELD.io (GB)

## Electronic Theatre

This is the Ars Electronica Animation Festival's annual best-of program—a compilation of the 15 outstanding works chosen by the jury from among the 1,007 animated films submitted this year for Prix Ars Electronica prize consideration. At the same time, Electronic Theatre is a showcase of the latest trends in an artistic-substantive sense and with respect to technology and innovation.

### TROPICS

**13:35** | Mathilde Lavenne (FR)  
**Prix Ars Electronica 2018 /Golden Nica**

### La Chute

**14:22** | Boris Labbé (FR)  
**Prix Ars Electronica 2018 /Award of Distinction**

### The Full Story

**07:27** | Daisy Jacobs (GB)  
**Prix Ars Electronica 2018 / Honorary Mention**

### 489 Years

**11:18** | Hayoun Kwon (KR)  
**Prix Ars Electronica 2018 /Award of Distinction**

### Descent

**06:14** | Peter Burr (GB)  
**Prix Ars Electronica 2018 / Honorary Mention**

### Rediscovery of anima

**03:14** | Akinori Goto (JP)  
**Prix Ars Electronica 2018 / Honorary Mention**

### Impossible Figures and other stories II

**15:00** | Marta Pajek (PL)  
**Prix Ars Electronica 2018 / Honorary Mention**

### Pussy

**08:22** | Renata Gasiorowska (PL)  
**Prix Ars Electronica 2018 / Honorary Mention**

### LOVE

**14:32** | Réka Bucsi (Passion Paris, Boddah) (FRA, HU)  
**Prix Ars Electronica 2018 / Honorary Mention**

### An Excavation of Us

**11:11** | Shirley Bruno (US/Haiti)  
**Prix Ars Electronica 2018 / Honorary Mention**

### Flesh Nest

**09:24** | Andrew Thomas Huang (US)  
**Prix Ars Electronica 2018 / Honorary Mention**

### Norman

**03:05** | James Paterson (Presstube Inc) (CA)  
**Prix Ars Electronica 2018 / Honorary Mention**

### Quantum Fluctuations

**04:26** | Markos Kay (GB)  
**Prix Ars Electronica 2018 / Honorary Mention**

## IN PERSONA: Boris Labbé

Born in 1987 in Lannemezan, France, Boris Labbé is an artist and animation film director working between France and Spain. His art comes through several forms: short films, audiovisual concerts and video installations. He has collaborated with Sacrebleu Productions since 2013. His short film *Rhizome* won the Golden Nica Animation at Ars Electronica in 2016 and his last project *The Fall* was selected in special screenings at the 57<sup>th</sup> Semaine de la Critique, Cannes Festival. The retrospective screening will present the last four animated projects directed by Boris Labbé, all made during the last four years.

### La Chute

**14:22** | Boris Labbé (FR)  
**Prix Ars Electronica 2018 /Award of Distinction**

### Rhizome

**11:25** | Boris Labbé (FR)

### Any Road

**10:04** | Boris Labbé (FR), Daniele Ghisi (IT)

### Orogenesis

**7:52** | Boris Labbé (FR)

# IN PERSONA: ZEITGUISED / foam Studio

*ZEITGUISED* is an award-winning studio established in 2001 by Jamie Raap and Henrik Mauler that produces exquisite realities, at the intersection where art and design meet digital and physical space. Their work has been presented in numerous international New Media art fairs and festivals like Oberhausen, Ars Electronica, Onedotzero, Dotmov, Nemo, ITFS and Resfest. Selected work has been shown in galleries and art shows around the world, most notably Volta Art Fair New York and the Museum of Contemporary Art in Barcelona. *foam Studio* is the offspring of their commercial services.

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## **Kvadrat: Emancipath (2017)**

**00:54** | ZEITGUISED, sound Superimposed Void (DE)

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## **Neural Groove (2016)**

**00:36** | ZEITGUISED, sound Superimposed Void (DE)

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## **Void Season (2016)**

**00:30** | ZEITGUISED, sound design: Michael Fakesch (DE)

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## **Geist.xyz (2016)**

**02:30** | ZEITGUISED, sound Superimposed Void (DE)

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## **Flotsam&Jetsam: monobloc (2015)**

**06:45** | ZEITGUISED with Daniel Hundsdörfer (DE)

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## **Flotsam&Jetsam: Austrotherm (2015)**

**01:31** | ZEITGUISED, sound design: Michael Fakesch (DE)

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## **Flotsam&Jetsam: Lebbeus (2015)**

**01:38** | ZEITGUISED (DE)

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## **Ectopic (2014)**

**01:41** | ZEITGUISED, sound by Esther Perbandt and Band (DE)

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## **sim/stim (2014)**

**00:53** | ZEITGUISED, sound Superimposed Void (DE)

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## **Steve Bug ,Til it's gone' (2014)**

**03:30** | ZEITGUISED, sound by Steve Bug (Poker Flat), Imaging & Animation: by Katha Niedermeijer (DE)

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## **Unstill Life (2014)**

**02:05** | ZEITGUISED (DE)

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## **Birds (2014)**

**01:29** | ZEITGUISED, sound by Marian Pramberger with Matt Frodsham (DE)

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## **Comme des Organismes (2014)**

**02:10** | ZEITGUISED, sound design: Michael Fakesch (DE)

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## **Mouse On Mars ,Cream Theme' (2014)**

**02:45** | ZEITGUISED (DE)

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## **Hyper Trophies (2012)**

Tryplich Edit  
**01:00** | ZEITGUISED (DE)

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## **Strugglers (MTV Charts) (2012)**

**01:00** | ZEITGUISED (DE)

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## **Nudeness (2011)**

**01:53** | ZEITGUISED (DE)

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## **QCC (2010)**

**02:03** | ZEITGUISED (DE)

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## **Peripetics (2008)**

**03:20** | ZEITGUISED (DE)

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## **Amino Assets (2006)**

**01:00** | ZEITGUISED (DE)

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## **The Zoo (2004)**

**01:03** | ZEITGUISED (DE)

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## **Dancing About Architecture (2004)**

**03:08** | ZEITGUISED (DE)

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## **Room with a Zoo (2005)**

Wo ist der Film?  
**01:00** | ZEITGUISED (DE)

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## **Kvadrat Exploration (2018)**

**01:34** | foam Studio (DE)

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## **Covestro (Director's Cut) (2017)**

**00:56** | foam Studio (DE)

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## **Bias\_Warp Classics Montage (2017)**

Instagram square format montage of the two car porn essays  
**00:55** | foam Studio (DE)

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## **Auto Nom (2017)**

**02:08** | foam Studio (DE)

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## **ADC Paratectonics (2015)**

**01:47** | foam Studio (DE)

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## **Transpire (2016)**

**00:20** | foam Studio (DE)

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## **Peugeot The Rain (2010)**

**00:45** | foam Studio (DE)

## Young Animations

Gifted young filmmakers annually submit their witty, off-beat, subtle, tragic and dead-serious works for prize consideration to the Prix Ars Electronica's u19 – CREATE YOUR WORLD category (AT), bugnplay.ch (CH), mb21 (DE) and C3<19 (HU). The greatest hits are featured in Young Animations.

Curated by Sirikit Amann

### The Dark Side of Life

#### Figura imaginata

01:47 | Viktoria Hörndler (AT)

18 years / u19

#### Schicksalsfäden

04:30 | Forentin Fischer (CH)

20 years / BnP

#### BENU

02:51 | Steffen Oberle, Enzo Probst, Dominik Schön (DE)

22 years / MB21

### Monster, Zombies and From Outer Space

#### Good Night Mary

02:32 | Susanne Weissenböck (AT)

Prix Ars Electronica 2018 / Honorary Mention

#### Der Türmer

02:33 | Students Volksschule Ponfeldr (AT)

8. Klasse / u19

#### Reliq

04:07 | Jeremias Baur (CH)

16 years / BnP

#### L'étoile de Maya

02:19 | Santiago Silva-Carrillo, Mila van der Meer, Ryuji Kawakami (CH)

16 years / BnP

#### Invasion of Maple Street

03:40 | Jonas Dichelle (DE)

15 years / mb21

### Animals and Other Journeymen

#### Little Octopus

00:20 | Gréta Bódi (HU)

12 years / C3

#### Hungriges Pferd

00:23 | Laetitia Piskernik (AT)

7 years / u19

#### Frendship

00:26 | Dalma Dági (HU)

10 years / C3

#### Max in Gefahr

05:15 | SchülerInnen VS Kindermannngasse (AT)

7. Klasse / u19

### Data

#### We Are Watching You

04:18 | Florian Hofmann (DE)

19 years / mb21

#### The cell phone addict

00:51 | Dániel Péter Papp (HU)

15 years / C3

#### Poemas

03:32 | Students BORG Mistelbach (AT)

15 years / u19

### Crime Scene

#### Bunny Games

03:40 | Students BORG Mistelbach (AT)

15 years / u19

#### Der Roboter fängt die Diebe 3D

02:08 | Children from AWO-Kita Tausendfüßler (DE)

6 years / mb21

#### Die Schnitzelkrone

03:28 | Students AKG (AT)

13 years / u19

#### The Saloon

02:52 | Markus Hamelink (CH)

14 years / BnP

#### Anti-Drogen Stopmotion

01:09 | Julian Köppl, Alexander Rode (AT)

14 years / u19

### Create Your World

#### Dance of brushes

00:24 | Nóra Tündér Berki (HU)

12 years / C3

#### Liaison

01:35 | Emma Hajdu, Zsófia Maller (HU)

12 years / C3

#### Colours

01:42 | Evelin Turony, Sámuel Molnár (HU)

16 years / C3

#### Emotion

01:14 | Romana Hochmayer (AT)

19 years / u19

# Digital Media, Hagenberg Campus

A deer and a hunter are trapped in a surreal clockwork, a woman gets lost in a roundabout, and a gorilla eavesdrops on the conversation of two meerkats. This program features a selection of recent student works, ranging from narrative shorts to experimental animations, from the Digital Media Department at the University of Applied Sciences Upper Austria in Hagenberg.

Curated by Jürgen Hagler and Roland Keil



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## Aeternum

**03:00** | Hanna Dierneder, Lucas Dikany, David Hemetsberger, Veronika Krammer, Daniela Krückel, Elias Wagner (AT)

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## Analoge Animation

**05:30** | Studierende des 5. Semesters MTD (AT)

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## Ad absurdum

**02:02** | Robert Gemeinböck, Max Penzinger, Astrid Wöhrer (AT)

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## In a Box

**02:09** | Christoph Haas, Eva Hobl, Susanne Teufelauer (AT)

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## Lumo

**02:17** | Melanie Falkinger, Viktoria Gartlehner, Raphaela Klein (AT)

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## Pink Elephant

**01:25** | Kerstin Blätterbinder, Christoph Lendenfeld, Bianca Zankl (AT)

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## Da Opa hoid

**02:36** | Lisa Gierlinger, Samantha Povolny, Doris Rastinger (AT)

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## Insignis

**02:18** | Elmar Glaubauf, Victoria Wolfersberger (AT)

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## Iruh

**08:31** | Niko Frenkenberger, Alexander Gassner, Moritz Rührlinger (AT)

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## Tickets please

**05:00** | Sarah Aigner, Hans-Peter Minihuber, Karin Pirklbauer (AT)

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## In sensu

**07:56** | Alexander Köpplmayr, Wendelin Schwarz, Lisa Tremli (AT)

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## Gorilla Thrilla

**05:30** | Doris Blätterbinder, Jens Cherukad, Sabrina Kainz (AT)

# ISCA (International Students Creative Award)

The International Students Creative Award (ISCA) is an international arts and information media competition for university, graduate school, and vocational school students from Japan and other countries worldwide. It is staged under the aegis of the Knowledge Capital Association.



## SHARK

04:30 | Yuri Saito (JP)

## Capturing Happiness

13:00 | Yuki Sato, Kensho Suzuki (JP)

## cyclops

08:05 | Song Guo (JP)

## akariya

04:16 | Reimi Arakaki (JP)

## iRony

07:57 | Radheya Jegatheva (AU)

## Projection on Sofa

06:37 | Violette Delvoye (BE)

# Animationsinstitut of the Film Academy Baden-Württemberg

Students at the Animationsinstitut can develop their own personal style, which then serves as a basis for the implementation of innovative ideas. This screening showcases the tremendous diversity of student projects—including 2-D and 3-D animation and VFX.



## Fuse (2018)

06:56 | Shadi Adib (DE)

## Child (2016)

09:12 | Iring Freytag, Viktor Stickel, Linus Stetter (DE)

## On Your Way (2017)

06:41 | Thomas Sali (DE)

## Swim (2018)

03:01 | Maike Mahira Koller (DE)

## Wall of Death (2017)

02:23 | Helge Forler, Felix Zehender (DE)

## A Priori (2017)

05:40 | Maïté Schmitt (DE)

## Digital Actor- Albert Einstein (2017)

02:22 | Leszek Plichta (DE)

## Wrapped (2014)

04:06 | Roman Kälin, Falko Paeper, Florian Wittmann (DE)

## Bear (2014)

07:30 | Pascal Flörks (DE)

## BreakingPoint (2016)

02:20 | Martin Lapp (DE)

## Wonderful World (2018)

01:46 | Arne Hain (DE)

## Augenblicke (2017)

03:45 | Kiana Naghshineh (DE)

# Japan Media Arts Festival 2018

The Japan Media Arts Festival honors outstanding work in a wide variety of media in four categories: art, entertainment, animation and manga. This program consists of 11 excellent animated films singled out for recognition by the 2018 Japan Media Arts Festival.



## Datum Point (2015)

06:41 | Ryo Orikasa (JP)

JMAF, Excellence Award

## Language Producing Factory (2016)

09:12 | Furen Dai (CN)

JMAF, Excellence Award

## Panderer (Seventeen Seconds) (2016)

00:17 | Gary Setzer (US)

JMAF, New Face Award

## INDUSTRIAL JP (2016)

04:16 | INDUSTRIAL JP (JP)

JMAF, Excellence Award

## The Blind Fish (2017)

04:52 | Yasuaki Ishikawa, Hutatsu Mikaduki, Keishi Kondo (JP)

JMAF, New Face Award

## In This Corner of the World (trailer) (2016)

01:42 | Sunao Katabuchi (JP)

JMAF, Grand Prize

## Lu over the wall (trailer) (2017)

01:45 | Masaaki Yuasa

JMAF, Grand Prize

## Harmonia feat. Makoto (2017)

03:52 | Traftu Otani (JP)

JMAF, Excellence Award

## Negative Space (2017)

05:30 | Max Porter and Ru Kuwahata (Ikki Films & Manuel Cam Studio) (FR)

JMAF, Excellence Award

## The First Thunder (2017)

05:00 | Anastasia Melikhova (RU)

JMAF, New Face Award

## Yin (2017)

10:30 | Nicolas Fong (FR)

JMAF, New Face Award

# Animafest Zagreb

World Festival of Animated Film – Animafest Zagreb was established in 1972. Held every year in June in Croatia’s capital city Zagreb, Animafest brings the best of short and feature animation from all over the world, fostering rich tradition and presenting latest. This program presents a selection of awarded films from last three editions – films that perfectly capture the spirit of the festival oriented towards auteur film, made by the filmmakers for the filmmakers, encouraging innovation and creativity for the past five decades.



## Endgame

07:20 | Phil Mulloy (UK)

## Nighthawk

08:50 | Špela Čadež (SI,HR)

## Sunday Lunch

13:50 | Céline Devaux (FR)

## FEST

03:00 | Nikita Diakur (DE)

## Datum Point

06:41 | Ryo Orikasa (JP)

## La Chute

14:22 | Boris Labbé (FR)

# BEST AUSTRIAN ANIMATION 2011 – 2017

## 📍 Movie 1 at Moviemento

The Best Austrian Animation competition is part of the well-visited (ONE DAY ..., since 2017) 2 DAYS ANIMATION FESTIVAL in Vienna, which started in 2004. The festival is explicitly open for the rich variety animation can offer: narrative and experimental, figurative and abstract, analog and digital, and all kind of hybrid films realized by amateurs, students, independent artists and commercial studios are presented. The programme for ARS ELECTRONICA includes the main prizes since 2011 (ASIFA Austria Award) and most category prizes from the last edition in 2017.

Curated by Thomas Renoldner

### The Way to M (2011)

07:20 | Zsuzsanna Werner (AT)

### Tekno Cabaret (2012)

02:46 | Peter Hutter (AT)

### Family Portrait (2013)

03:21 | Birgit Scholin (AT)

### Domino (2014)

01:40 | Anna Vasof (AT)

### Uncanny Valley (2015)

13:00 | Paul Wenninger (AT)

### Ginny (2016)

05:00 | Susi Jirkuff (AT)

### Fragmented (2017)

05:02 | Anne Zwiener (AT)

### Analogue Loaders (2017)

02:15 | Raphael Vangelis (AT)  
OD, Best analogue/hybrid technique

### Creatures Pinup (2017)

01:14 | Christian Leitner (AT)  
OD, Best digital technique

### Noch Bist Du Da (2017)

04:13 | Ingrid Gaier (AT)  
OD, Best narrative animation

### Figuring Vitality (2017)

03:05 | Nikolaus Gansterer (AT)  
OD, Best experimental animation

### Bleib Ein Mensch (2017)

02:00 | Georg Feierfeil (AT)  
OD, Best music video

### Axel (2017)

04:28 | Alexander Gratzer (AT)  
OD, Special mention

## Deep Space 8K

### 📍 Ars Electronica Center

The Ars Electronica Center offers its visitors something that can not be found anywhere else in the world: 16 x 9 meters of wall and another 16 x 9 meters of floor projection. Here, image worlds are projected in 8K resolution and raised to a completely new, unprecedented level.

## System Aesthetics by FIELD.IO

### Suprachromacy

Slideshow | FIELD.IO (GB)

### System Aesthetics

3:30 | FIELD.IO (GB)

### Hidden Layer

2:54 | FIELD.IO (GB)

## Shimmering Perceptions

### Keep That Dream Burning

08:00 | Rainer Kohlberger (AT,DE)

### More than Everything

12:40 | Rainer Kohlberger (AT,DE)

## Turbulence by MELT

## Future of Cinema

### 📍 Central Linz

Screenings, a panel and performances will take over Central Linz to explore on the topic of the Future of Cinema. *merk|würdig* is a stereonarrative film that enables the audience as a group to experience the story in an immersive way. *OMAi* stands for a spontaneous and collaborative approach to digital creativity, the collective brings new forms of visual communication to the street, stage and living room.

## Sun 9th Sept.

10:00 - 12:00 am

### Panel session: The future of Cinema – as media and in Linz (German)

1:00 - 2:00 pm

### merk|würdig screening

28:29 | Krmpf Krmpf Studios (AT)

3:00 - 4:00 pm

### merk|würdig screening

28:29 | Krmpf Krmpf Studios (AT)

5:00 - 6:00 pm

### OMAi - Tagtool Community Showcase Different performances | OMAi (AT)





# Expanded Animation 2018

## Interfaces in Motion

September **FRI 7<sup>th</sup>** – **SAT 8<sup>th</sup>**, 2018

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

FRI 7 <sup>th</sup> Sept.	
<b>11 – 11:15 am</b>	Welcome Gerfried Stocker (AT), Jürgen Hagler (AT), Alexander Wilhelm (AT)
<b>11:15 am – 12:45 pm</b>	<b>PRIX FORUM - COMPUTER ANIMATION</b>
	Mathilde Lavenne (FR) TROPICS (Golden Nica)
	Boris Labbé (FR) La Chute / The Fall (Award Distinction)
	Alex Verhaest (BE) Moderation / Jury
<b>12:45 – 2 pm</b>	Break
<b>2 – 4:15 pm</b>	<b>ARTIST POSITION</b>
<b>2 – 2:45 pm</b>	FIELD – Vera-Maria Glahn (DE) Visualising the Invisible – Aesthetics of the Near Future
<b>2:45 – 3:30 pm</b>	DEPART – Leonhard Lass (AT) Virtual Surrealities and the Liminal
<b>3:30 – 4:15 pm</b>	Rainer Kohlberger (AT) Shimmering perceptrons
<b>4:15 – 4:45 pm</b>	Break
<b>4:45 – 6:15 pm</b>	<b>INTERACTION IN MOTION</b>
<b>4:45 – 5:30 pm</b>	Broke Rules – Felix Bohatsch (AT) Inspired by our families, built with our hearts. The emotional design of Old Man's Journey.
<b>5:30 – 6:15 pm</b>	Gerhard Funk (AT) Cooperative Aesthetics

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

SAT 8 <sup>th</sup> Sept.	
<b>11 am – 12:30 pm</b>	<b>STUDIES IN MOTION</b>
	<b>11 – 11:45 am</b> Birgitta Hosea (UK) On Paracinema and the Dematerialisation of Animation
	<b>11:45 am – 12:30 pm</b> Chunning Guo (CN) From Ocean to Outer Space: Re-evolution as the Interface in Generative Animation
<b>12:30 – 1:30 pm</b>	Break
<b>1:30 – 3 pm</b>	<b>INTERFACES IN MOTION</b>
	<b>1:30 – 2:15 pm</b> Volker Helzle (DE) Challenges and Opportunities of Virtual Filmmaking
	<b>2:15 – 3 pm</b> James Paterson (CA) Through the Membrane
	<b>3 – 3:45 pm</b> Sophie Mobbs (UK) Seriously fun: Opportunities and considerations for artists contributing to medical and serious gaming virtual reality experiences.
<b>3:45 – 4:15 pm</b>	Break
<b>4:15 – 6:30 pm</b>	<b>ART &amp; INDUSTRY</b>
	<b>4:15 – 5 pm</b> MELT – Kuba Matyka (PL) A portal to the digital
	<b>5 – 5:45 pm</b> ZEITGUISSED / foam Studio – Henrik Mauler (DE) Crummy interfaces
	<b>5:45 – 6:30 pm</b> Hannes Rall (DE) Three Worlds for Shakespeare: Balancing Storytelling and Discovery for a Fully Immersive Interface

Expanded Animation is produced jointly by the Upper Austria University of Applied Sciences' Hagenberg Campus, the Festival Ars Electronica and Central Linz, and organized by Jeremiah Diephuis, Jürgen Hagler, Michael Lankes, Alexander Wilhelm / Upper Austria University of Applied Sciences' Hagenberg Campus / Department Digital Media.

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

# PRIX FORUM SPEAKERS

## Mathilde Lavenne (FR) (Golden Nica 2018)



Mathilde Lavenne (FR), began her artistic approach to emerging technologies and digital tools by writing short films and creating interactive installations in 2011. She received the SCAM's Pierre Schaeffer Prize in 2014 and the Contemporary Talents Prize from the François Schneider Foundation in 2015. She graduated from Le Fresnoy -Studio national des arts contemporains. Her work has been shown in France at the Palais de Tokyo, in Italy at the Villa Medici, at MADATAC in Spain. In 2018, she is selected to continue her research at Casa de Velázquez, Academy of France in Madrid.

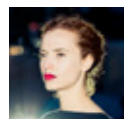
## Boris Labbé (FR) (Award of Distinction 2018)



Boris Labbé (FR). After obtaining a DNAP (National Diploma in Visual Arts) at the School of Art and Ceramics in Tarbes, he continued his studies at EMCA, where he produced numerous projects, including Kyrielle,

awarded with the Special Jury's prize for Graduation Films at the Anney International Animated Film Festival in 2012. Simultaneously, he developed his work as an artist and film director. In collaboration with Sacrebleu Productions, he directed the short films Rhizome (2015), Grand Prize at Japan Media Arts Festival and Golden Nica at Ars Electronica. La Chute (2018) was screened at the 57th Semaine de la Critique, Cannes Film Festival.

## Alex Verhaest (BE) (Juror 2018, Moderator)



Verhaest is a filmmaker investigating the possibilities of interactivity and responsivity within cinematic arts. The basis of each film is a highly narrative script, existing or newly written, around which she creates a cinematic installation consisting of objects, videos and interactive videos. In September of 2013, her debut solo Temps Mort/Idle Times opened at Grimm Gallery, Amsterdam. Her work has been selected by several arts and new media festivals and competitions; i.e. the FILE electronic language festival in Sao Paolo, the New Technology Art Award in Gent, TAZ Oostende and Arts Festival Watou, and her work is featured in the Akzo Nobel Collection. She won the New Face Award at the Japan Media arts Festival and the Golden Nica at the Prix Ars Electronica 2015.

# EXPANDED ANIMATION SPEAKERS

## FIELD - Vera-Maria Glahn (DE)



Vera-Maria Glahn is co-founder and Managing Director of digital art studio FIELD, which she leads with Creative Director Marcus Wendt. As a producer, creative and strategist, Vera has been at the core of bringing the studio's cutting edge ideas into reality for nearly a decade; in brand commissions, visual research and artworks. Commissions have included brands like Nike, Diesel, Deutsche Bank, ABB and Samsung, and institutions like the British Library, whilst their artworks and research has been shown at galleries and festivals worldwide.

### PRESENTATION

**VISUALISING THE INVISIBLE - AESTHETICS OF THE NEAR FUTURE**  
FIELD work as artists, designers and consultants across branding, moving image, and immersive experiences.  
As ever-more complex data systems, algorithms and smart machines are driving our lives, FIELD focus on creating new metaphors that help

people, brands and institutions talk about the most intangible things in our world. In her talk, Vera will share how FIELD's ten-year history in generative design nourished their focus on "Visualising the Invisible", and why they think the Aesthetics of the Future are yet to be developed.

## Hannes Rall (DE)



Hannes is a tenured Associate Professor at Nanyang Technological University (NTU), Singapore. He is also an independent animation director. He has shown his work in over 500 film festivals worldwide and won more than 60 international awards. His research and artistic work is focused on exploring adaptation of classic literature for animation and most recently on animated documentary and expanded animation. His book "Animation: From Concept to Production" was published by CRC Press in 2017.

### PRESENTATION

**THREE WORLDS FOR SHAKESPEARE: BALANCING STORYTELLING AND DISCOVERY FOR A FULLY IMMERSIVE INTERFACE**  
In close collaboration with the Shakespeare Institute in Stratford-upon-Avon, our research project creates an animated story mashup of three

major Shakespeare plays for VR: Macbeth, The Tempest, and A Midsummer Night's Dream are interwoven through a connective storyline that combines humor, drama, parody and serious Shakespeare adaptation. This concept is reflected through the creation of three entirely different virtual worlds. They can be experienced by the viewer through a linear narrative or explored independently. The presentation will not only allow deep insights into the visual development process, but also lay out the strategies to resolve the emerging narrative strategies. The research is supported by the MOE Tier 2 Grant "From Print to Digital: Re-Defining Narrativity for Interactive Digital Media." Cooperative Aesthetics is the result of a close cooperation between Ars Electronica and the study programme "Time-based and Interactive Media" at the Art University of Linz, where students and I have the opportunity to use the Deep Space of the Ars Electronica Center with its laser tracking system. In my talk I will present a systematic overview of interaction concepts using the users' positions and motion.

### Rainer Kohlberger (AT)



Rainer Kohlberger is an Austrian born free-lance visual artist / filmmaker living in Berlin. His work is primar-

ily based on algorithmic compositions with reductionistic aesthetics influenced by flatness, drones and interference. Within his works there always lies a layer of noise, that fascinates him as a sense of the infinite, which is both the ultimate abstraction and inveterately fuzzy. In his films, installations and live performances maximum forms of intensities come into play.

### PRESENTATION

#### SHIMMERING PERCEPTIONS

There have always been ghosts in our machines. Experimental artists are the ones accepting and inviting them to take part in their process. Today one can use sophisticated algorithms from a vast stack of software to build one's own laboratory to create new images and sounds. Kohlberger talks about his own choice of methods when generating his works in real time for live performances or transforming found footage through machine learning algorithms for his films.

### Broke Rules – Felix Bohatsch (AT)



Felix Bohatsch is CEO of Broken Rules. Indie at his heart, he co-founded Broken Rules right after finishing his studies at Vienna University of

Technology and Hogeschool voor de Kunsten, Utrecht. His area of expertise includes game and level design and gameplay programming which he has done on all games of the studio. Additional he has been responsible for ensuring project quality and handling all organizational activity of Broken Rules. The last game he co-created was Apple Design Award winner Old Man's Journey.

### PRESENTATION

#### INSPIRED BY OUR FAMILIES, BUILT WITH OUR HEARTS. THE EMOTIONAL DESIGN OF OLD MAN'S JOURNEY.

In our favorite reading place we cuddle up, grab a cup of tea (or glass of wine) and are ready to feel. It usually is reserved for books, but using mobile touch devices, video games can be enjoyed in our reading nook as well. Learn how we designed an experience for that setting by focusing on what our players feel. To achieve that we defined the wanted emotional response of our players using an Emotional Progression Curve. This curve was our single most useful design tool. It guided all our decisions and allowed us to communicate our vision to the whole team. Without it, we couldn't have turned Apple Award winning Old Man's Journey into the touching and personal experience it is.

### Gerhard Funk (AT)



Gerhard Funk, studied Mathematics and Art Education and received his Ph.D. in Theoretical Computer Science. As a highschool teacher he taught art education, mathematics and informatics. In parallel he worked as assistant and researcher at RISC Linz. In 1993 he transferred to the University of Art Linz, where he established an education programme for digital media. Since 2004 he is a full professor at the Institute of Media and the head of the bachelor's degree program "Time-based and Interactive Media".

### PRESENTATION

#### COOPERATIVE AESTHETICS

The main idea behind the concept of Cooperative Aesthetics is to build an immersive, interactive space in which the users can produce a collaborative audio-visual aesthetic experience. Using the whole floor as an interface, people can influence and animate the audio-visual outcome by their positions and movements. An essential aspect is the interaction between all users, their communication and collaboration. So the concept of Cooperative Aesthetics has a strong social component to bring people together. Cooperative Aesthetics is the result of a close cooperation between Ars Electronica and the study programme

“Time-based and Interactive Media” at the Art University of Linz, where students and I have the opportunity to use the Deep Space of the Ars Electronica Center with its laser tracking system. In my talk I will present a systematic overview of interaction concepts using the users’ positions and motion.

### Birgitta Hosea (UK)



Dr Birgitta Hosea is an artist and practice-based researcher who explores post-animation, performativity and hauntology through video installation, animated performance art and experimental drawing. She is Reader in Moving Image at the Animation Research Centre, University for the Creative Arts and Visiting Professor at the University of Chengdu. With a solo exhibition currently showing at the Hanmi Gallery in Seoul, other recent exhibitions include the Venice Biennale, the Karachi Biennale and Chengdu Museum of Contemporary Art.

#### PRESENTATION

### ON PARACINEMA AND THE DEMATERIALIZATION OF ANIMATION

This presentation draws upon the concept of paracinema - with reference to the work of film theorist

Jonathan Walley who uses the term in the sense of the dematerialisation of film into idea. It will first consider the expanded work of VALIE EXPORT and Anthony McCall as examples of paracinema where film becomes live event and, thus, questions the institution of cinema, its strategies of voyeurism and perception. Extending this idea to animation, the animated performance and installation work of contemporary artists Birgitta Hosea and Tingting Lu will be proposed as a form of paraanimation. Working at the interface of live experience and recorded media, these works dematerialize animation and investigate the inscription of movement over time as concept rather than purely technique.

### Chunning Guo (CN)



Chunning (Maggie) Guo teaches New Media Art and Animation at Renmin University of China. She was a creative director for Vancouver Film School, a visiting artist to Central Saint Martins, London, and a resident artist at Centre Intermondes in France in 2014. She earned her PhD in independent animation in 2015. Her animated artwork, Ketchup (cooperated with Baishen Yan) has been exhibited and collected internationally by galleries and festivals including the White Rabbit Art

Gallery in Australia and the L'abbaye de Fontevraud in France. She was the recipient of NETPAC Award in 2015 Busan International Short Film Festival of South Korea. Her cross-disciplinary research, The Archaeology of Memory: The Comparative Studies on Animated Documentary hopes to connect Animation, Psychology, History, Communication and Culture Cognition.

#### PRESENTATION

### FROM OCEAN TO OUTER SPACE: RE-EVOLUTION AS THE INTERFACE IN GENERATIVE ANIMATION

Since the 1980s, computers have been central to the development of new artistic works and even new digital lives. Pioneering generative animation artists have transformed the experiments of narrative structures into digital evolution. The first generation of these animated works ventured to explore mysterious creatures in the ocean. From tracing models of marine organisms (Aquarelles, Tom De Witt) to 3D construction of digital creatures (Growth Model, Yoichiro Kawaguchi), generative animation opened up new possibilities for discussing the topic of evolution. Generative animation provides an opportunity to weigh the debate of creationism and evolution, which also expands a large space for imagination of the diversity of the ecosystem in outer space.

### Volker Helzle (DE)



Volker Helzle is in charge of Research & Development at the Animationsinstitut of the Filmakademie

Baden-Württemberg. After graduating from Stuttgart Media University in 2000, he moved to California and worked at Eyematic Interfaces. In 2003 he joined the Filmakademie to supervise Research & Innovation. He is the senior lecturer for the Technical Director course and FMX program consultant. In 2013 Volker received an honorary professorship at the Filmakademie. Being a C-64 kid of the 80ties, Volker's life was strongly influenced by video games and early computer graphics.

#### PRESENTATION

### CHALLENGES AND OPPORTUNITIES OF VIRTUAL FILMMAKING

As more and more movies make use of computer generated imagery, or combine them with live action, the required post production has become increasingly complex. Key creative digital content is created long after the initial recordings, leaving actors and on-set crew clueless how the digital elements are combined at later stages of the production. Some productions also involve performance capture for digital actors or creatures adding to the complexity. With the develop-

ment of Virtual Production workflows, solutions have been introduced that enable the decision-makers to explore the virtually augmented reality. Though using such technologies and proposed workflows requires a fundamental re-consideration of the roles and production processes in (digital) film making. Virtual Production is one key focus of the Research Lab embedded in the Filmakademie Baden-Württemberg campus in Ludwigsburg, Germany. The presentation will cover past and recent advancements in this area including research carried out in the EU funded project Dreamspace that resulted in VPET (Virtual Production Editing Tools). VPET allows simple access to Augmented Reality features on iOS devices with support for established (film) production pipelines. Furthermore we will discuss how Filmakademie trains its students to work with these technologies and have them prepare their creative vision to the above mentioned challenges.

### James Paterson (CA)



James is a Montreal-based artist and creative technologist whose work hangs out at the intersection of drawing, animation and code. Over the past few years he's gotten the chance to explore creative tools

and experiment with building his own from scratch like Norman: an open source VR animation sketchbook which runs in the browser. Since 1999 Paterson has exhibited his work at galleries and museums including the Centre Pompidou in Paris, Museum of Contemporary Art in Taipei, and the Design Museum in London. He has also done commissions for the likes of Bjork, Google, Unity, Mick Jagger and many more.

### PRESENTATION

#### THROUGH THE MEMBRANE

This talk is about skipping back and forth through the membrane between physical and virtual worlds. We'll explore the relationship between traditional art mediums like drawing, animation and sculpture, and emerging ones like VR, AR and 3D printing/scanning. New technologies are spraying out of the firehose at breakneck speed. While it can feel bewildering at times I believe these new forms are ripe for creative exploration. How can we use them to express ourselves in ways previously unimaginable?

### Sophie Mobbs (UK)



Sophie Mobbs is an associate professor in the Department of Game Development at Inland Norway University of Applied Sciences. She specializes in teaching 3D animation and art for virtual reality narratives and games. Her research interests focus on animation with regards to body language and the medical applications of virtual reality and animation. Prior to working in Higher Education, she spent 10 years working as an animator in the games industry, working for companies that included Sony, Silicon Dreams and Rebellion and contributing to 8 published games across various platforms.

### PRESENTATION

#### SERIOUSLY FUN: OPPORTUNITIES AND CONSIDERATIONS FOR ARTISTS CONTRIBUTING TO MEDICAL AND SERIOUS GAMING VIRTUAL REALITY EXPERIENCES.

We stand on the brink of a new technological dawn, with Virtual Reality poised to enter the mainstream. High-end virtual reality headsets target the serious gamer, while affordable phone-based headsets target the average public consumer. But what of the opportunities to transform the lives of those groups who are otherwise overlooked and frequently marginalised; what of their voice, their needs, their desires? VR has become lighter, cheaper and above all, more user friendly, not just for end users, but for creators. This technology, once accessible to

a privileged few, can now be tasted by all, regardless of their technical expertise, or mobility issues. I shall discuss preliminary work of bringing virtual reality art packages to creative and artistic individuals who would otherwise be marginalised by severe mobility issues and heavy reliance on carers to access the creation of their own art. Can VR be used to bring the joy of creative art to everyone, liberated from the constraints of the physical world, through this new and evolving interface? Calling all artists, seriously fun!

### DEPART - Leonhard Lass (AT)

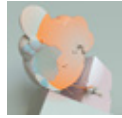


Leonhard Lass and Gregor Ladenhauf are DEPART. Their core endeavor is the conception of poetic, individual experiences. They construct audiovisual worlds as dynamic systems, which enable the unexpected by means of cross-modal emergence - transitory sandboxes of synchronicities bordering on the surreal. Deeply rooted in the digital, they explore the ritualistic character of algorithms and venture deliberately into the uncanny - creating unique moments that are coined by formally rigorous and profound aesthetics.

## PRESENTATION

**VIRTUAL SURREALITIES AND THE LIMINAL**

One of our dominant artistic themes is Liminality – the exploration of temporary in-between spaces found at transitions, where volatile meanings emerge from a semiotic twilight. Positioned at our cultures most prominent (dissolving) boundary – between the physical and the virtual – the Interface inherits a multitude of references ranging from the purely functional to mythological and transcendental. Immersive VR represents a medium that is at the same time display and interface. This renders interaction unavoidable while supercharging the virtual with a phenomenological quality similar to nature itself. These reality melting abilities and their metaphoric potential were the starting point for our artistic exploration, that lead to “The Lacuna Shifts” – a spatio-poetic VR experience which transports the visitor to a constantly changing narrative space. In this talk I want to discuss the narrative potential of transitory, hermetic systems based on samples of our work and process. I attempt to explore the algorithm as the core device for digital manifestations that bears resemblance both with magic and ritual, if we consider it from a potential perspective of language and myth.

**ZEITGUISSED / foam Studio - Henrik Mauler (DE)**

Henrik Mauler, with Jamie Raap, founded the ZEITGUISSED collective, which is an award winning studio conjuring exquisite realities, at the intersection where art and design and digital and physical space meet. ZEITGUISSED have been influencing synthetic image making since 2001, with an approach connecting formal and conceptual design, oscillating between cerebral and poetic. ZEITGUISSED is an independent experimental design brand, that has branched out its commercial visual service to foam Studio, which keeps pushing the envelope as a visual trend lab.

## PRESENTATION

**CRUMMY INTERFACES**

Henrik Mauler talks about key ingredients of the eternal and internal struggle to find sustainable balance between abstraction and figurative realism, physical and digital, independent art and commercial design, innovation in a world oversaturated by images and most of all, how crummy software interfaces dictate and hamper our ability to producing anything interesting in digital art.

**MELT - Kuba Matyka (PL)**

Futurist. Immersive experience director and co-founder of MELT - a tiny interdisciplinary studio creating unique experiences for brands in every scale and form. Their works are getting international attention thanks to the characteristic audio-visual approach of combining intensive, full of life visuals with a human touch. Pop-Culture binger. Constantly optimizing the world around him.

## PRESENTATION

**A PORTAL TO THE DIGITAL**

When building immersive experiences, we try to avoid the end-user interface completely. We design interactions with the digital world as intuitively and naturally as possible. The presentation will be about how our approach to interface changed over the years of creating interactive, multimedia installations and immersive experiences. Featuring the short case studies of our older works, like the “Membrane - a tactile screen” (2013) to more recent ones like “The Missed Spaceflight”. To finish off, we’ll talk about the future of interface from the perspective of the R&D work in interactive VR/AR we’re currently undertaking at [futu.io](http://futu.io).

# Expanded Animation

# CyberArts at OK Center for Contempo- rary 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 21st time at the OK Center of Contemporary Art. The Computer Animation works shown there are:

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## TROPICS

Projection | Mathilde Lavenne (FR)  
Prix Ars Electronica 2018 /Golden Nica

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## La Chute

Installation | Boris Labbé (FR)  
Prix Ars Electronica 2018 /Award of Distinction

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## 489 Years

Projection & VR | Hayoun Kwon (KR)  
Prix Ars Electronica 2018 /Award of Distinction

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## Descent

Installation | Peter Burr (GB)  
Prix Ars Electronica 2018 / Honorary Mention

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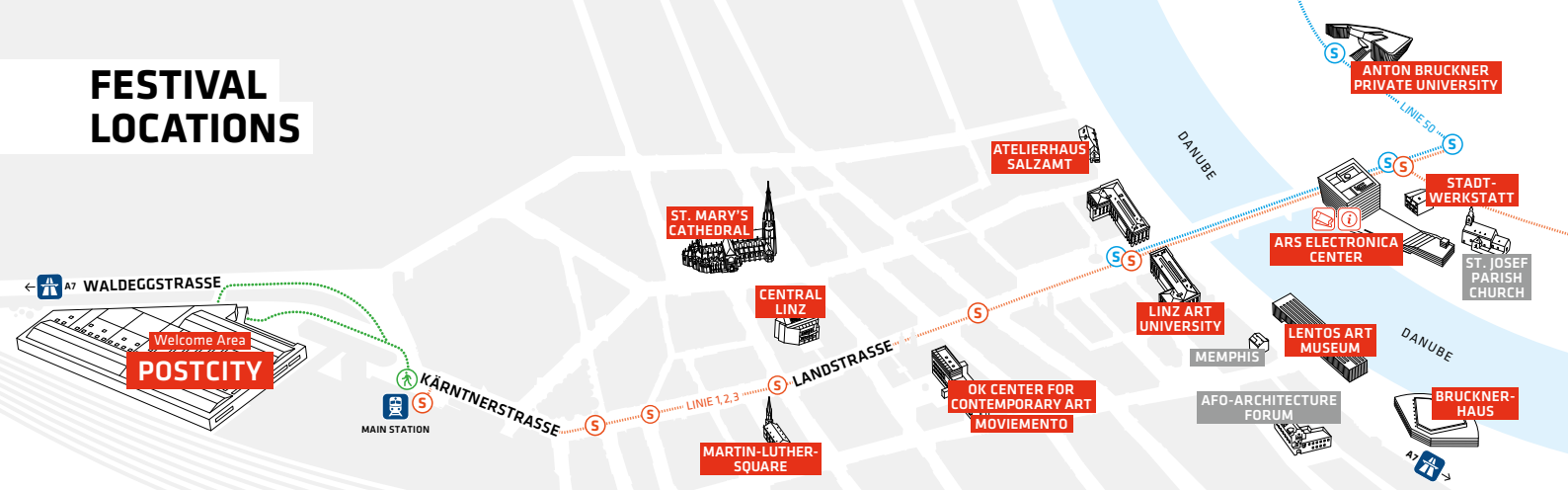
## Rediscovery of anima

Installation | Akinori Goto (JP)  
Prix Ars Electronica 2018 / Honorary Mention

# VRLab at Ars Electronica Center

The VRLab in the Ars Electronica Center's Main Gallery showcases the latest VR, AR and MR technologies. In addition to applications by filmmakers and animators as well as artistic approaches, the VRLab relates the history of virtual and augmented reality's development.

# FESTIVAL LOCATIONS



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

DIGITAL ARTS  
CAMPUS HAGENBERG



Support:



Prix Ars Electronica is organized by Ars Electronica Linz in cooperation with its partners Brucknerhaus Linz, OK at OÖ Kulturquartier, Central Linz, Moviemento and FH Oberösterreich / Campus Hagenberg. The Prix Ars Electronica is supported by the City of Linz and the Province of Upper Austria. Special thanks also go to Kulturkontakt Austria, Cubus, MAXON Computer GmbH, IPA - Internet Privatstiftung Austria and CONRAD Electronic GmbH & Co KG.

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