

Media Art Weekend at the Ars Electronica Center

(Linz, April 26, 2016) Linz has been a UNESCO City of Media Arts since December 1, 2014. The Ars Electronica Center will demonstrate what media art actually is at the upcoming Deep Space Weekend on Saturday, April 30th and Sunday, May 1st. The lineup of activities includes animated films that have been singled out for recognition by the Prix Ars Electronica, works by students at Linz Art University, and digital painting that can be transformed into projections by an app in Deep Space 8K. And 3-D depictions of the human body highlight the next Deep Space LIVE this coming Thursday, April 28th at 8 PM. Dr. Franz Fellner, head of the Department of Radiology at Kepler University Clinic in Linz, will demonstrate how technologies developed by the animated film industry can help convey a better understanding of human anatomy.

Here's an overview of all upcoming events.

Deep Space LIVE: Cinematic Rendering Thursday, April 28 / 8 PM

Pictures made inside the body enable us to better understand human anatomy. They're provided by imaging procedures such as computer tomography (CT) and magnetic resonance (MR). Visitors to "The Universe Within" will get acquainted with new methods of teaching anatomy and also learn how technologies developed in the animation industry have yielded spinoffs that are revolutionizing medical imaging.

Interface Cultures Pop-up Exhibition Saturday, April 30 & Sunday, May 1, 2016 / 10 AM-6 PM

This show features various prototypes created by students in Linz Art University's Interface Cultures master's program.

Screening Prix Ars Electronica / Animation and Interactive Art Saturday, April 30 & Sunday, May 1, 2016 / 10 AM-6 PM

Prizewinning works honored by the Prix Ars Electronica's Animation and Interactive Art categories will be on display continuously in the Seminar Room at the Ars Electronica Center.

Workshop: Space Painting Tagtool in Deep Space Saturday, April 30, 2016 / 11:30 AM-1:30 PM / Seminar Room & Deep Space (Preregistration required)

This workshop shows how space can serve as an artistic medium. With a beamer, some imagination, and a Tagtool app that turns animated sequences into projections, workshop participants can breathe life into digital paintings. As the grand finale, these applications will be screened in jumbo dimensions in Deep Space 8K.

Spotlight on Deep Space: City of Media Arts

Rückfragehinweise & weitere Hinweise

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Saturday, April 30 & Sunday, May 1, 2016 / 12 Noon & 3 PM both days

Deep Space 8K with its huge wall & floor projection surfaces and sophisticated laser tracking system offers challenging infrastructure for media artists. That's why it's an ideal platform for exhibiting contemporary media art as well as traditional artworks and the cultural treasures of Antiquity.

Interface Cultures: Presentation by Christa Sommerer

Saturday, April 30, 2016 / 2-3 PM / Deep Space & Lobby

Students enrolled in Linz Art University's Interface Cultures program gain intensive experience designing in a critical and creative way with interactive technologies. Director Christa Sommerer will present various artistic-scientific projects that were produced in conjunction with the program.

Digital Arts Retrospective Show: Presentation by Alexander Wilhelm

Saturday, April 30, 2016 / 4-5 PM / Deep Space

This is a screening of a selection of experimental, hybrid and animated short films created by undergrads in the Digital Arts program at the Upper Austria University of Applied Sciences' Hagenberg Campus.

Cooperative Aesthetics and Media Art: Presentation by Gerhard Funk

Sunday, May 1, 2016 / 2-3 PM / Deep Space

Gerhard Funk, director of Linz Art University's Time-based and Interactive Media program, will present works by himself and his students—up-and-coming young media artists who've spent an entire semester developing projects especially for this very special venue.

Workshop: A Different Take on Cubism

Sunday, May 1, 2016 / 3-5 PM / Seminar Room

From Styrofoam cubes to media art sculptures—in this workshop, media artist Christopher Noelle offers an introduction to the technique of projection mapping. Cubes are indeed the basic forms here, but the use of a beamer and mapping software makes it possible to transform them into multifariously shaped spatial installations.

Central Radiology Department:

<https://www.kepleruniklinikum.at/versorgung/institute/zentrales-radiologie-institut-zri/>

Interface Cultures / Linz Art University: <http://www.ufg.ac.at/Master-Programme.1594+M52087573ab0.0.html>

Digital Arts program: <https://www.fh-ooe.at/en/hagenberg-campus/studiengaenge/master/digital-arts/>

Time-based and Interactive Media program: <http://www.ufg.ac.at/Bachelorstudium.1678+M52087573ab0.0.html>

Christopher Noelle: <http://www.lightwriting.de/>

Prix Ars Electronica: <http://www.aec.at/prix/en/>

Ars Electronica Center: <http://www.aec.at/news/en/>