ARS ELECTRONICA
Animation Festival 2019

THU September 5 – MON September 9
POSTCITY Linz, Art Thinking House

MAXON
A NEMETSCHEK COMPANY

ARS ELECTRONICA
ANIMATION FESTIVAL 2019

The Animation Festival has been a mainstay of Ars Electronica since 2005. Offerings include an extensive lineup of screenings and diverse events related to animation. The Expanded Animation symposium explores current artistic and theoretical positions. Rounding out the program are various exhibits and installations in the CyberArts exhibition in OÖ Kulturquartier and Deep Space 8K at the Ars Electronica Center.

For the first time, the Animation Festival is situated in the POSTCITY Festival Area. The unique location of the "Art Thinking House" building provides a special atmosphere for the screening settings this year.

SCREENING PROGRAM

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EXHIBITION

CYBERARTS → OÖ Kulturquartier 19

Curation and Texts by Christine Schöpf, Juergen Hagler and Nana Thurner
Trailer & Graphics by Elmar Glaubauf and Victoria Wolfersberger
Layout by Stefan Eibelwimmer, www.sege.at

SCREENING PROGRAM

The seventeen programs of this year's Ars Electronica Animation Festival are once again an international showcase of excellence in current digital filmmaking. Visitors can experience these programs in several screening rooms at the POSTCITY, Art Thinking House. The Electronic Theatre is a special screening at Moviemento of the Prix Ars Electronica Computer Animation prize-winners. Another highlight is the screening program in Deep Space 8K.

ELECTRONIC THEATRE

SAT 7.9. 20:00 – 22:00
→ Moviemento Sommerkino (Cinema on the roof top)

SAT 7.9. 22:00 – 24:00
→ Moviemento Movie 1

Also available in the CyberArts exhibition in OÖ Kulturquartier.

THU 5.9. – MON 9.9. 10:00 – 19.30
SAT 7.9. 10:00 – 21:30

The exhibition is open until 15.9.
→ OÖ Kulturquartier

Manic VR, Kalina Bertin, Fred Casia, Sandra Rodriguez, Nicolas S. Roy (CA)

In 1987, which was also the year of the first Prix Ars Electronica, the Electronic Theatre was established as an open-air show. The program shows the prize-winning works selected by the jury and showcases current productions from an artistic, substantial, cultural, and cutting-edge technological perspective.

Manic VR
01:41 | Kalina Bertin, Sandra Rodriguez, Nicolas S. Roy, Fred Casia (CA)

KIDS
09:00 | Michael Frei (CH), Mario von Rickenbach (CH) / Playables

Strings
05:12 | Ruini Shi (CN)

Solar Walk
20:53| Réka Bucsi (HU)

Facing It
07:32| Sam Gainsborough (GB)

Acid Rain
26:00 | Tomek Popakul (PL)

City Rhythm
05:40 | Siyeon Kim (KR)

Egg
12:07 | Martina Scarpelli (FR / IT)

Huskies
06:49 | Lilli Carré (US), David Sprecher (US)

Swatted
21:14 | Ismaël Joffroy Chandoutis (FR)

A Double Life
02:43| Studio Job, Joris & Marieke (NL)

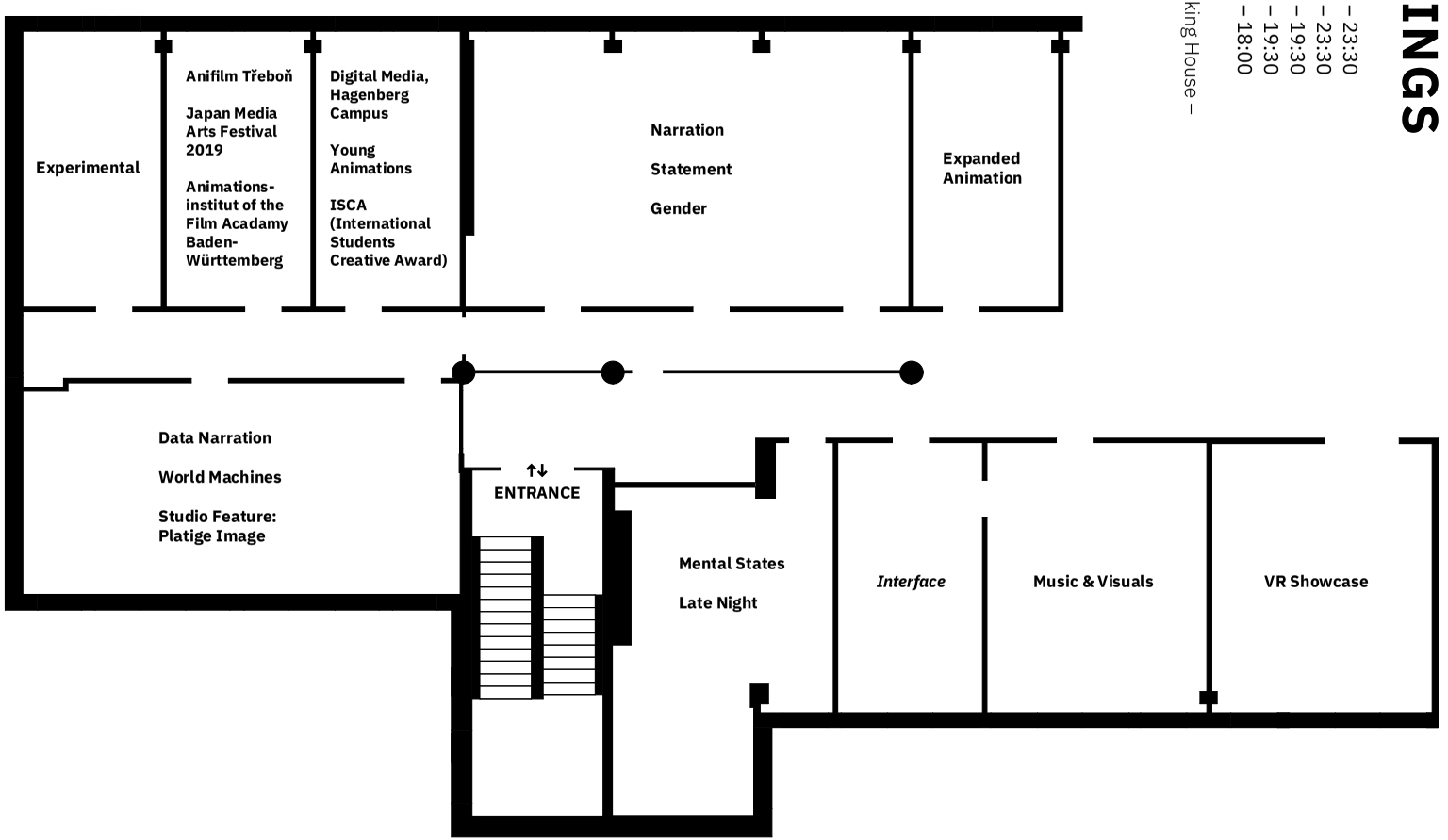
ARS ELECTRONICA ANIMATION FESTIVAL 2019
THU 5.9. – MON 9.9.
POSTCITY, ART THINKING HOUSE – ANIMATION FESTIVAL

ANIMATION FESTIVAL SCREENINGS

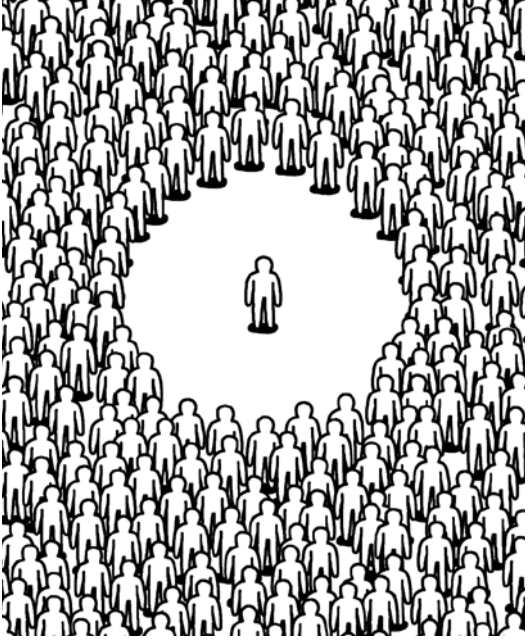
THU 5.9.	10:00 – 23:30
FRI 6.9.	10:00 – 23:30
SAT 7.9.	10:00 – 19:30
SUN 8.9.	10:00 – 19:30
MON 9.9.	10:00 – 18:00

→ POSTCITY, Art Thinking House – Animation Festival

FLOOR PLAN



Powder - New Tribe, AC-bu (JP)



KIDS | Michael Frei (CH), Mario von Rickenbach (CH) / Playables

MUSIC & VISUALS

A dance performance by a group of snails on the wing of an airplane, an indecisive woman sitting in front of her letter of resignation, a car ride through a dreamy desert landscape, aesthetically staged growth processes of organic forms, or dancing mochis. This program contains music videos and various experimental forms of picture-sound synthesis in different animation techniques.

Strange Jealousy
04:40 | Georgios Cherouvim (GR)

Platonic
04:45 | Páraic Mc Gloughlin, music by Max Cooper (IE)

Lea Porcelain – The Love
03:36 | Jakob Schmidt (DE)

Kaho Nakamura – Kittone!
04:04 | Sivan Kidron (IL)

Fly – imai ft. 79, Kaho Nakamura
03:14 | Baku Hashimoto (JP)

Homeshake – Nothing Could Be Better
02:52 | Steve Smith (US)

Erebeta
03:40 | Francois Vogel (FR)

I can see from the window
04:24 | Issei Yamagata (JP), music by Manami Kakudo (JP)

1 Meter/Hour
08:37 | Nicolas Deveaux (FR)

FJAAK – Snow
02:33 | Raman Djafari (DE)

Powder – New Tribe
04:45 | AC-bu (JP)

Mitski – A Pearl
02:31 | Saad Moosajee & Art Camp (US)

Matter and Motion
02:15 | Max Hattler (HK/DE)

Manifold
02:48 | Mickael Le Goff (FR) music by Robot Koch

DATA NARRATION

This program seeks to raise some sociological and ecological questions. Visualizations of air pollution, maritime data, artistic research into diabetes, and an analysis of group dynamics are among the topics. It also asks what happens when humans and AI mutate into a single consciousness.

Strings
05:12 | Ruini Shi (CN)

Hidden Layer
02:54 | FIELD (UK/DE)

CUSP
03:10 | AUJIK (JP)

KIDS
09:00 | Michael Frei (CH), Mario von Rickenbach (CH) / Playables

A Mayfly in the Vast Universe
07:53 | Zhang Xiaotao (CN)

Spectrum
03:24 | Jeroen Cluckers (BE)

30°
02:37 | Mathias Foot, Janna Nikoleit, Franziska Rast, Stephan Schakulat (DE)

World in a Cell – VR project
08:10 | USC Worldbuilding Media Lab and USC Bridge Institute

World in a Cell – Documentary
05:37 | USC Worldbuilding Media Lab and USC Bridge Institute

Quantum Superpositions
04:07 | Markos Kay (GB)

Emergence
01:25 | Universal Everything (GB)

One Small Step, Andrew Chesworth, Bobby Pontillas, Shaofu Zhang (US, CN)

NARRATION

Narration in the classical sense acquires a new dimension in the digital realm and shows laconically in images, what wouldn't be possible with words. A little girl dreaming of becoming an astronaut, randomly found film footage casting new light on a deceased father, what will happen when a group of people suddenly lose their self-control – just a few examples of this program.

Enough
02:22 | Anna Mantzaris (SE)

Les Éléphants Seront Contents
06:57 | Lucas Roussel, Charlotte Brun, Loïc Frimat, Vincent Labis, Adrien Lannoy, Alice Lepoutre (FR)

Mamoon
05:59 | Ben Steer (UK)

One Small Step
07:40 | Andrew Chesworth, Bobby Pontillas, Shaofu Zhang (US, CN)

Pulse
06:40 | Sarah Forest, Cécile Floucat, Pauline Javelot, Juliette Gales, Thibaut Wambre, Kevin De Garidel (FR)

Desire Line
06:59| Ruini Shi (CN)

My Dead Dad's Porno Tapes
13:38 | Charlie Tyrell (CA)

Interface
41:04 | Justin Tomchuk (CA)

Dökk, fuse* (IT)

EXPANDED ANIMATION

This compilation assembles works that explore new forms of animated visual worlds far from the usual norm and shows, among other things, an interactive shadow installation, animated MR rooms, an installation combining animated images with a dance performance, a multi-media façade for the Elbphilharmonie Hamburg and experimental VR projects.

Hello, Shadow !
01:36 | Joon Moon (KR)

The Great Indecision Council
04:34 | Romain Tardy (FR)

Nike
06:11 | Theo Triantafyllidis (GR)

Passage
06:02 | Theoriz (FR)

VRwandlung
03:59 | Mika Johnson (US)

Render Ghost 4.0
05:22 | NAXS Corp. (TW)

(Un)Balance
02:02 | Elyne Legarnisson (FR)

the Aerobanquets RMX
07:10 | Mattia Casalegno (ITA/US)

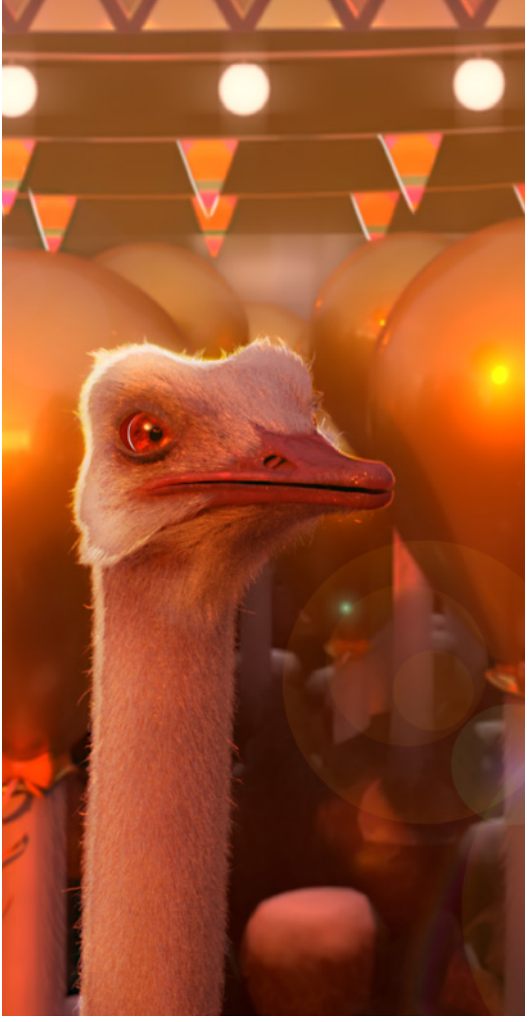
Dökk
02:10 | fuse* (IT)

KAPSARC: Vision Wall
01:47 | FIELD (UK/DE)

Meandering River
05:08 | onformative (DE)

Myrinx
02:11 | Till Nowak (DE) recording Martin Gerigk (DE), Coordination Susanne Wienemann (DE), Courtesy Claus Friede*Contemporary Art

Boy transcoded from phosphine, Rodrigo Faustini (BR)



The Ostrich Politic, Mohamad Houhou (FR)

EXPERIMENTAL

This program presents new innovative trajectories within current cinematography at the intersection of art and science and brings together works with contemporary positions, from computer-generated procedural structures to trailblazing examples of frame-by-frame animated sequences.

Flow
13:43 | Adriaan Lokman (NL)

Arena
01:30 | Páraic Mc Gloughlin (IE)

Grands Canons
10:45 | Alain Biet (FR)

+
02:32 | Max Hattler | (DE/HK)

DIRTSCRAPER
09:02 | Peter Burr (US)

Seven Experiments in Procedural Animation
05:00 | Karl Sims (US)

Influencers
02:37 | Foam Studio (DE), sound by Antfood (NL)

In Trance It
06:19 | Reinhold Bidner (AT)

Boy transcoded from phosphene
02:07| Rodrigo Faustini (BR)

tx-reverse
05:02 | Martin Reinhart, Virgil Widrich (AT)

Beauty = Function
04:49 | Jessica Walsh (US) & Stefan Sagmeister (AT), 3D Animators: Andreas Wannerstedt, Alexa Sirbu, Ben Fearnley, Bureu Klaus Alman, f°am Studio, Lukas Vojir, Oh Jia Hao, Ando & Fizah, Martin Salfity, sound by Antfood

STATEMENT

A group of soldiers set off on a peaceful exploration of the city through a war zone in the middle of Manhattan, a game of pretended emergencies, a society that buries its head in the sand. Filmmakers take a stand on various political issues such as censorship in Saudi Arabia or ask questions about staged images in the refugee crisis.

Swatted
21:14 | Ismaël Joffroy Chandoutis (FR)

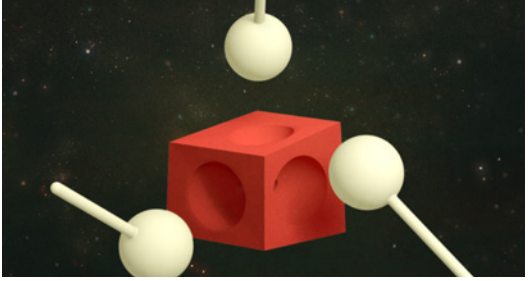
A Film Crew Censors Itself
03:25 | Bentley Brown (US)

Huskies
06:49 | Lilli Carré (US), David Sprecher (US)

Operation Jane Walk
16:14 | Robin Klengel, Leonhard Müllner (AT)

The Ostrich Politic
06:25 | Mohammad Houhou (FR)

The Migrating Image
28:41 | Stefan Kruse (DK)



Solar Walk, Réka Bucsi (HU)

WORLD MACHINES

Urbanization and globalization in the digital age is one example. Another one is a movie portraying various traditional patterns of the Ainu people, the native inhabitants of Northern Japan. *Seoul City Machine* is a city symphony of an urban space of tomorrow, written and narrated by an AI chatbot. Or maybe a city portrait of young people and their personal data.

Seoul City Machine
07:41 | Liam Young (GB/AU)

Solar Walk
20:53 | Réka Bucsi (HU)

10.000 Moving Cities – Same but Different
01:50 | Marc Lee (CH)

Kaparamip
02:13 | Boris Labbé (FR)

City Rhythm
05:40 | Siyeon Kim (KR)

GENDER

This program portrays fairly diverse gender positions: A man and a woman meet each other – an unpleasant yet at the same time provocative situation between attraction and rejection. An experimental animation about gender and sexuality with vagina and penis as its main elements. An analysis of anorexia and a black comedy about a couple with differing attitudes towards gender norms.

Bloeistraat 11
09:41 | Nienke Deutz (BE / NL)

III
12:00 | Marta Pajek (PL)

Reneepoptosis
09:55 | Renee Zhan (US)

Flora
04:17 | Chaerin Im (KR)

Egg
12:07 | Martina Scarpelli (FR / IT)

A Double Life
02:43 | Studio Job, Joris & Marieke (NL)

ACID RAIN, Tomek Popakul (PL)

MENTAL STATES

Mental confusion, fears and dead-end states form the undercurrent of this program. A young woman breaks free of her everyday life and embarks on an uncertain journey. A story about outsiders in a pub, a group therapy session with animals, and a boy trapped in societal constructions.

Acid Rain
26:00 | Tomek Popakul (PL)

Facing It
07:32 | Sam Gainsborough (GB)

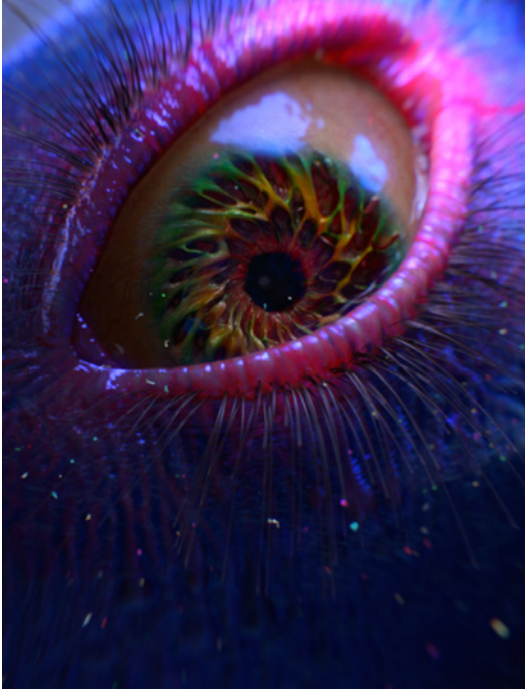
Per tutta la vita
05:20 | Roberto Catani (IT / FR)

OOFFEE
19:04 | Alexandros Vounatsos (GR)

Animal Behaviour
14:00 | David Fine, Alison Snowden (CA)

Egg, Martina Scarpelli (IT)

still lost I guess, here's a tunnel..., Darío Alva (SP), sound by Diego Navarro (SP)



MIAZMAT, Klaudiusz Wesołowski (PL)

LATENITE

The late night program: irreverent, satirical and little indecent. In *Late Nite*, the films walk the thin line between dead seriousness and biting satire; they are full of philosophical approaches on one side, and trashy humor on the other. Mourning and loss are processed in colorful and brutal cartoon aesthetic, memes and Internet humor thematized in the pixel format, and some of the films will remain a mystery even after thorough reflection.

MIAZMAT
04:08 | Klaudiusz Wesołowski (PL)

Under the Rib Cage
13:02 | Bruno Tondeur (FR)

still lost I guess, here's a tunnel...
09:32 | Darío Alva (SP), sound by Diego Navarro (SP)

.MP4
03:34 | François Grumelin-Sohn (FR)

COYOTE
09:55 | Lorenz Wunderle (CH)

Animals
06:33 | Tue Sanggaard (DK)

Je sors acheter des cigarettes
13:35 | Osman Cerfon (FR)

STUDIO FEATURE: PLATIGE IMAGE

Platige Image is an award-winning film production, VFX, animation and post-production company based in Warsaw, Poland. They work for the biggest brands in the world, the best video game publishers and some of the finest film directors. They started out as a studio composed of a dozen or so people producing mainly commercials and music videos. Gradually, they developed their team and expanded their portfolio with short films, cinematics, 3D live theatre sets, VFX for live action movies and special projects, such as museum installations.

The Cathedral
2003
06:40 | Tomasz Baginski (PL)

Fallen Art
2004
08:54 | Tomasz Baginski (PL)

The Kinematograph
2009
12:03 | Tomasz Baginski (PL)

Paths of Hate
2010
10:39 | Damian Nenow (PL)

MIAZMAT
2018
04:09 | Klaudiusz Wesolowski (PL)

YOUNG ANIMATIONS

Gifted young filmmakers annually submit their weird, subtle, witty, utopian, critical and dystopian works for 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 (KulturKontakt Austria)

THE COUNTDOWN STARTS...

Blue Moon
07:12 | Kilian Mayer, Jaqueline Eder, Stephanie Stigler, Selina Maurovich (AT)
18 years / u19

I was not built for this
02:44 | Felix Weidenholzer (AT)
17 years / u19

56 (Hungarian Lego Movie)
01:38 | Dániel Papp (HU)
16 years / C3

Shape of you
01:47 | Students BORG Bad Leonfelden (AT)
16 years / u19

BEHIND THE SCENES

Logic
02:38 | Erik Smit (HU)
17 years / C3

MASKS
02:27 | Anna Haderer
18 years / u19

The Last Sunrise
04:08 | Ágnes Király (HU)
18 years / C3

Promise – Entstehung eines Animationsfilms
04:12 | Deniz Köseoglu (CH)
20 years / BnP

Zum Glück faul gewesen
02:53 | Minou Kropp (DE)
10 years / mb21

Fluchtwege/Escape Routes
03:18 | Students Grundschule am Eliashof (DE)
3. Klasse / mb21

BEAUTIFUL NIGHTMARES AND OTHER SCARY THINGS

The Nightmare before my Birthday
04:41 | Celina Niederhuber (AT)
18 years / u19

Misunderstood
01:15 | Máté Koncz, András Koncz | **14 years / C3**

Aye, Aye!
04:58 | Aruna Gallas, Julia Maier, Majda Sehovic (DE)
22 years / mb21

La chambre claire
03:30 | Students BORG Mistelbach (AT) | **16 years / u19**

Alien Schreck
02:53 | Helene Rietig, Clara Schneider, Rudolf Seidl, Yasmin-Melody Winge, Alexander Yamaguchi (DE)
11 years / mb21

Die Goldene Rundfahrt mit PILU, dem Pilatusdrachen
02:27 | Yanik Schwab (CH)
19 years / BnP

LEGO: Feuer und Wasser
07:57 | Thomas Speckhofer (AT)
18 years / u19

Advertising the Earth Radio – Stephen P. McGreevy's VLF Cut-outs, Zbyšek Semelka (CZ)

ANIFILM PRESENTS: CZECH ANIMATION NOW

Anifilm FESTIVAL TŘEBOŇ

In this selection of short films, you can discover brand new Czech creations. It is a very diverse portfolio of contemporary Czech production offering shorts by students, films by experienced authors, and experimental works. Since one of the main goals of Anifilm is to cover all domestic creations, the Czech Horizon (Český obzor) competition category was established recently. All of the films presented here took part in that national contest.

Pavel Horáček, program director

Neighbours (story of Rudolf Bělohoubek)
09:10 | Martin Búřil (CZ)

Three Messages from the Mind of a Believer of Nothing
01:34 | Eliška Oz, Lee Oz (CZ)

Apart
09:52 | Diana Cam Van Nguyen (CZ)

Fleeting Autumn
08:00 | Vojtěch Domlátil (CZ)

Woman's Day
05:46 | Evgeny Terpugov (CZ)

Gambler
03:28 | Michaela Režová, Ivan Studený (CZ)

The XXXL Plumber Jack Dingbongs Her Tiny Skinpompom: Episode 8
01:52 | Vojtěch Kočí (CZ)

Advertising the Earth Radio – Stephen P. McGreevy's VLF Cut-outs
05:44 | Zbyšek Semelka (CZ)

Obscura, Elmar Glaubauf (AT)

DIGITAL MEDIA, HAGENBERG CAMPUS

A behind-the-times fisherman leaves the safe harbor and sets outs to the open sea, two mail carriers deliver a huge eccentric package, a figure with an old-fashioned monitor plays a special version of the game rock-paper-scissors, 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.

In Sensu
07:56 | Alexander Köpplmayr, Wendelin Schwarzer, Lisa Treml (AT)

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

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

Ein Paket, das keinen Namen trägt
05:13 Kyra von Baeckmann, Markus Hadinger, Christoph Lendenfeld, Doris Rastinger (AT/DE)

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

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

Café Dialog
06:40 | Michael Ablinger, Joanna Skorupinska (AT/DE)

Fish for Life
08:04 | Kerstin Blätterbinder, Lisa Gierlinger, Lucas Mathä, Victoria Wolfersberger (AT)

Obscure
04:23 | Elmar Glaubauf, Philipp Pölz (AT)

Blieschow, Christoph Sarow (DE)

ANIMATIONS-INSTITUT OF THE FILM ACADAMY BADEN-WÜRTTEMBERG

Animationsinstitut, part of Filmakademie Baden-Württemberg, is one of the world's leading film schools, offering the areas of study "Animation Artist," "Effects Artist," "Animation/Effects Producing," "Technical Directing," and "Interactive Media." This screening features some of the latest and greatest student projects realized at Animationsinstitut.

Song of a Toad
07:15 | Kariem Saleh (DE)

Blieschow
09:35 | Christoph Sarow (DE)

Digital Actor: Albert Einstein – Human Being
0:37 | Leszek Plichta (DE)

One Pair Coat
03:15 | Yi Luo (DE)

Family Bonds
06:34 | Maria Schmidt (DE)

The Steppes of Khazar
06:49 | Sofiia Melnyk (DE)

Digital Actor: Albert Einstein – World Formula
00:56 | Leszek Plichta (DE)

Tears in Heaven
01:00 | Bernd Faass (DE)

Fussel
05:00 | Alex Berweck (DE)

Digital Actor: Albert Einstein – VFX Breakdown
00:58 | Leszek Plichta (DE)

Gravedad
10:30 | Matisse Gonzalez (DE)

Tashikas Strange Adventure, Nao Sakamoto, Airi Sato (JP)

La Chute, Boris Labbé (FR)

INTERNATIONAL STUDENTS CREATIVE AWARD

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

Tashikas Strange Adventure
08:46 | Nao Sakamoto, Airi Sato (JP)

Anywhere
06:55 | Lyota Takahashi (JP)

Battle for A Sunny Day
06:13 | Syuhei Fujii (JP)

INTERFERENCE
04:05 | Kazuma Nakaichi (JP)

LOVE MONSTER
04:46 | Reiya Hashimoto (JP)

ONCE AGAIN
07:27 | WASABI MELON / Shigeaki Takashiro (JP)

17 Tours
02:30 | Jasmijn Cedee (BE)

Sound
04:06 | Hugo Caby (FR)

Floating Field
04:38 | Wu, Yi-Hsien (TW)

JAPAN MEDIA ARTS FESTIVAL 2019

The Japan Media Arts Festival honors outstanding works in a wide variety of media in four categories: art, entertainment, animation and manga. This program consists of various excellent films singled out for recognition by the 2019 Japan Media Arts Festival.

The Little Ship
05:31 | Anastasia Makhlina (RU)
Animation, New Face Award

Penguin Highway
(Trailer in English)
01:30 | Hiroyasu Ishida (JP)
Animation, Excellence Award

OKKO'S Inn
(Trailer in English)
01:30 | Kitaro Kosaka (JP)
Animation, Excellence Award

DORAGON PILOT - Hisone&Masotan -
(Trailer in Japanese with English subtitle)
1:25 | Shinji Higuchi (JP)
Animation, Excellence Award

discrete figures
(excerpt)
03:00 | Daito Manabe / Motoi Ishibashi/ MIKIKO / ELEVENPLAY (JP)
Art, Excellence Award

The Girl Without Hands
(Trailer in Japanese with English subtitle)
01:30 | Sébastien Laudenbach (FR)
Animation, Excellence Award

datum
(excerpt)
01:17 | Norimichi Hirakawa (JP)
Art, Excellence Award

Am I a wolf?
08:13 | Amir Houshang Moein (IR)
Animation, New Face Award

Invisible
13:14 | Akihiko Yamashita (JP)
Animation, New Face Award

La Chute
14:22 | Boris Labbé (FR)
Animation, Grand Prize

Inside Tumucumaque | Interactive Media Foundation

Serial Parallels, Max Hattler (HK/DE)

VR SHOWCASE

This program features a special selection of VR works that have been submitted to the Computer Animation category of this year's Prix Ars Electronica. Visitors can emerge themselves into several presented projects.

Age of Sail
Google Spotlight Stories (US)

GYMNASIA
A production from Felix & Paul Studios and National Film Board of Canada (CA)

Inside Tumucumaque
Interactive Media Foundation and Filmtank, co-created with Artificial Rome. In cooperation with Museum für Naturkunde Berlin (DE)

Mindpalace
Carl Krause, Dominik Stockhausen, Nikolai Maderthoner, Malte Stehr (DE)

DEEP SPACE 8K

→ Ars Electronica Center

The Ars Electronica Center offers its visitors something that cannot 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.

ANIMATION FESTIVAL @ DEEP SPACE 8K – PART 1

THU 5.9. 16:30 – 17:00
FRI 6.9. 12:00 – 12:30

Boy transcoded from phosphene
02:07 | Rodrigo Faustini (BR)

Promenade (excerpt)
10:00 | Quayola (GB)

WHERE DO WE GO
04:01 | Siegfried A. Fruhauf (AT)
Music: Jörg Mikula (AT)

Seven Experiments in Procedural Animation
05:00 | Karl Sims (US)

tx-reverse
05:02 | Martin Reinhart, Virgil Widrich (AT)

ANIMATION FESTIVAL @ DEEP SPACE 8K – PART 2

SUN 8.9. 16:30 – 17: 00
MON 9.9. 15:30 – 16:00

Serial Parallels
09:00 | Max Hattler (HK/DE)

Influencers
02:37 | Foam Studio (DE), sound by Antfood (NL)

In Trance It
06:19 | Reinhold Bidner (AT)

Beauty = Function
04:49 | Jessica Walsh (US) & Stefan Sagmeister (AT), 3D Animators: Andreas Wannerstedt, Alexa Sirbu, Ben Fearnley, Bureu Klaus Alman, f°am Studio, Lukas Vojir, Oh Jia Hao, Ando & Fizah, Martin Salfity, sound by Antfood

BEEPLE – MIKE WINKELMANN (US)

SAT 7.9. 18:30 – 19:00 (+ Artist Talk)
MON 9.9. 10:30 – 11:00

SYMPOSIUM

EXPANDED ANIMATION – OUT OF THE BOX

In collaboration with the Upper Austria University of Applied Sciences' Hagenberg Campus, the 7th Expanded Animation symposium carries on a process launched in 2013 — mapping the wide–ranging domain of animated worlds of imagery beyond the well-trodden paths. The symposium stays the course originally 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 takes the festival motto *Out of the Box – the Midlife Crisis of the Digital Revolution* and offers several panel discussions of current trends in the extended field of computer animation. *Out of the Box* in the sense of "thinking against all conventions" captures the basic essence of the Expanded Cinema movement, widely regarded as at the vanguard of media art.

FRI 6.9. – SAT 7.9.
→ POSTCITY, Art Thinking Stage

FRI 6.9.

12:00 – 12:15 **Welcome**
Gerfried Stocker (AT),
Juergen Hagler (AT),
Alexander Wilhelm (AT)

12:15 – 13:45 **Prix Forum I – Computer Animation**
Kalina Bertin (CA), Golden Nica
Ruini Shi (CN), Award of Distinction
Cindy Coutant (FR), Award of Distinction
Birgitta Hosea (SW/UK), Moderation/Jury

13:45 – 14:00 **Break**

14:00 – 14:30 **Book Presentation**
Editors + Contributors

14:30 – 16:00 **Out of the Box I**
14:30 – 15:15 Jakob Schuh (DE)
15:15 – 16:00 Klaudiusz Wesolowski (PL)

16:00 – 16:15 **Break**

16:15 – 17:45 **Out of the Box II**
16:15 – 17:00 Mark Chavez (US)
17:00 – 17:45 Pak (TR)

SAT 7.9.

12:00 – 14:15 **Expanded Games**
12:00 – 12:45 Michael Frei (CH)
12:45 – 13:30 Miguel Sicart (DK)
13:30 – 14:15 Andreas Suika (DE)

14:15 – 14:45 **Break**

14:45 – 17:00 **Art & Industry**
14:45 – 15:30 Julius Steinhauser (AT/DE)
15:30 – 16:15 Nidia Dias (PT)
16:15 – 17:00 Beeple – Mike Winkelmann (US)

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

www.expandedanimation.com

Florian Voggeneder

PRIX FORUM SPEAKERS

Kalina Bertin (CA)
(Prix Ars Electronica 2019 / Computer Animation / Golden Nica)

After completing her degree in filmmaking in Montreal, Kalina Bertin quickly realized that if she didn't set out to understand the mental illness in her family it would destroy her. This process gave birth to her award-winning documentary film Manic (2017), which explores the legacy of bipolar disorder in her family. Manic was nominated for two Canadian Screen Awards and won an Iris Award for best editing in 2018. Highlighting the power of her voice within the industry, Kalina is a recipient of the Don Haig Pay it Forward Award at Hot Docs. She has been an invited speaker at the MIT Open Doc Lab, the Busan Int. Film Festival and the London Open City Doc Fest. Her new virtual reality experience, ManicVR, premiered at the prestigious Sheffield Doc/Fest in 2018 and is now being shown in festivals around the world.

Ruini Shi (CN)
(Prix Ars Electronica 2019 / Computer Animation / Award of Distinction)

Ruini Shi (CN) is an artist and designer currently based in London. She explores virtual intimacy by combining film language and technological aesthetics, creating narratives that interrogate the compatibility between humanity and emerging technologies. She holds a BA in Interaction and Moving Images from London College of Communication and an MA in Animation from the Royal College of Art in 2018. Strings is the first in a series of stories exploring digitally mediated sites and events as a locus to develop relationship diversity. Her previous film, Desire Line, was her MA project and took a different perspective on human-AI relationships through a murder mystery. Recently, she has investigated queering blockchain as an emotional-interactional autonomous region.

Cindy Coutant (FR)
(Prix Ars Electronica 2019 / Computer Animation / Award of Distinction)

Cindy Coutant (FR) is an artist and researcher, currently resident at Le Fresnoy. Her work mainly questions the desire of the living to connect with beings and things, coevolution between species or techno-species, and the human need to manage and attach a meaning to the incoming information of the world. Her installations and augmented readings are close to science-fiction and unfold into writing processes that explore different issues such as love in the time of technological espionage, affective economics, grammar of anxiety, or alternative Genesis creation narrative.

Birgitta Hosea (SW/UK)
(Juror 2019, Moderator)

Birgitta Hosea is a London-based artist, who works in expanded animation creating artworks through installation, animated performance art and experimental drawing on paper. She did a PhD in animation as a form of performance at Central Saint Martins. Her work is exhibited in galleries internationally and she has written a number of publications on experimental animation, digital art and animated installation. She is currently Reader in Moving Image at the University for the Creative Arts where she is engaged on StoryFutures, an AHRC Creative Clusters research project into immersive technologies.

EXPANDED ANIMATION SPEAKERS

Beeple – Mike Winkelmann (US)

Beeple is Mike Winkelmann, a graphic designer from Charleston, SC, USA who does a variety of digital artwork including short films, Creative Commons VJ loops, everydays and VR / AR work. After he began releasing a set of widely used Creative Commons VJ loops he has worked on concert visuals for Justin Bieber, One Direction, Katy Perry, Nicki Minaj, Eminem, Zedd, deadmau5 and many more. One of the originators of the current “everyday” movement in 3D graphics, he has been creating a picture everyday from start to finish and posting it online for over ten years without missing a single day.

PRESENTATION

Beeple: Everydays

Beeple will be doing an everyday live for the audience while showcasing work from the last 12 years of everydays. Beforehand he will talking about lessons learned over this time. Attendees will learn how to start their own everydays, the reasoning behind doing a project like this, and what can be gained from working everyday.

Mark Chavez (US)

Mark Chavez is an animation industry veteran (DreamWorks Animation, Rhythm & Hues Studios). He worked on more than 15 award-winning feature films and innovative interactive titles. Most recently he received a prestigious 2018 Lumiere Award by Advanced Imaging Society (AIS) Hollywood and 2017 Lumiere Award by Stereopsia Belgium. Founding faculty of the ADM at the Nanyang Technological University Singapore 2005-2015, he successfully integrated research by winning National Research Foundation Grant for Singapore's Interactive Digital Media Research & Development Program.

PRESENTATION

Quantum Logos

Quantum theory challenges our fundamental assumptions about reality. Whether it is believing that gravity warps time and space, or that the world does not exist independently of our observations of it, quantum physics is a challenge now as it was for Einstein and scientists of his day. Since the surrealism, artists have been engaging with the theory of relativity and quantum mechanics for creating mind-expanding digital performances. Art is continuing in helping us in understanding counterintuitive concepts of space, relativity, and dissonances of the physical world. The Los Angeles and Singapore based media artists duo Mark Chavez and Ina Conradi teamed up with Germany based sci-art producer and developer Bianka Hofmann and Vienna based science communicator Bob Kastner, to form the art-sci collective Quantum Travelers. The collective aim is to use cultural metaphors to artistically describe ambitious and crucial scientific concepts with an emphasis on describing scientific insights in Quantum theory that have a real and substantial effect on society and culture. The artwork resulting from this collaboration will premier in the Deep Space during this year's Ars Electronica festival. The art-sci interactive experience Quantum Logos explores how the basics of quantum-theory expressed with cultural archetypes could shed new insights into natural phenomena, questioning what is the nature of existence through scientific observation. Besides the process behind the artwork, the talk will highlight preliminary experiments into the integration of art-sci with the teaching curriculum in Nanyang Technological University Singapore. The goal is to create a new awareness in the interconnection between the realm of art and science for an innovative media art education.

Nidia Dias (PT)

Nidia Dias is a Freelance Art Director and Designer from Portugal currently based in Porto. Her work is focused mainly on styleframes and look development for motion. With a background in graphic design, combined with motion expertise she creates visually compelling images that tell a story. Her colorful and experimental style is characteristic of a great sense of abstraction and visual attractiveness. With over 8 years of experience, she had the pleasure to work with some great studios around the world, such as FutureDeluxe, Tendril, Analog, Blur, Territory. Her clients include names such as Microsoft, HP, Adobe and Nike.

PRESENTATION

Storytelling through abstraction

In the era of extreme visual stimulation and short attention span, the line between real and digital it’s increasingly fading away. In this context, some advertising solutions come from telling a story through abstract forms to communicate a clear message. Based on some personal and commercial projects we will explore how can a story still be told when we simplify its form. How does the design process look like? And how simple design decisions can have an impact on the story. A visual without a story is just another experiment, but if you are trying to sell a product or an experience, stories help us to connect.

Michael Frei (CH)

Michael Frei, born in Switzerland (1987), is a filmmaker and artist who studied animation at the Lucerne University of Applied Sciences and Arts and the Estonian Academy of Arts in Tallinn. His animated films won numerous awards at international festivals. In 2014 he was invited

to participate in the Animation Artist in Residence Tokyo programme. His interactive projects “Plug & Play” (2015) and “KIDS” (2019) became internet phenomena. He co-founded Playables, a production company in Zurich.

PRESENTATION

They taste differently

As someone with a background in animated filmmaking who is getting into designing video games, I'm often asked about the difference between the two. There is a difference in form, in the process of creating it, in how it is presented and in how the audience is involved. The best answer I came across so far was: “They taste differently.” When talking to filmmakers about interactivity, they often make the following conclusion: film is linear while games are non-linear. We might imagine “interactive films” as having a branching structure and the interaction itself as the act of making decisions. It can be rather unsatisfying to just make a story decision - because every decision for something turns out to be a decision against its alternative. What I find much more satisfying, is the intangible, tactile sensation experienced when interacting. How the materiality of a virtual world reveals itself only through the interactions of a player. If animation gives you the illusion of life, interactivity gives you the illusion of choice. “Interactive Animation” combines the two.

PAK (TR)

Pak is an omniscient designer/developer/wizard, one of the leads in the earlier era global motion design community as the founder of Undream, one of the pilgrims of the experimental Web as the founder of the hack-lab Machinu, and a founder of the government-funded AI and Media Technologies company called Dogma. Pak has presented at major design events such as FITC, Mad in Spain, Plug and Play, Resonate, Motion+, Internet and Mobile World with works that represent a wide range of skills for clients such as Samsung, Gucci, Vodafone, Warner Bros, HBO, Avolution, Playboy, Blur Studios, Philips, Prologue Films, PostPanic and others. Pak’s work has been showcased and featured in leading design communities such as Vimeo, IDN, OFFF, Motionographer, GraphicDesign, Fubiz, Designcollector, Shots, Stash, Computerarts and Ars Electronica – in addition to numerous magazines, festivals, publications, installations and interviews. Pak is currently exploring uncharted space, experimenting with new forms of creation and communication, discovering, learning and teaching along the journey.

PRESENTATION

Undefined

Undefined

Jakob Schuh (DE)

Jakob Schuh cofounded German animation outfit Studio Soi in 2003 where he co-directed some of the studio's bigger successes including “The Gruffalo”, nominated for both a BAFTA and an Academy Award in 2010/11. Jakob left Studio Soi in 2014 and went on to co-direct Roald Dahl's “Revolting Rhymes” Part1 & Part 2. The project was recently awarded with an Annie, a BAFTA and garnered Jakob his second Academy Award nomination in last year. Jakob is a senior lecturer at the Filmakademie Baden-Württemberg where he also studied.

PRESENTATION

serious/fun: Making „Revolting Rhymes“ and staying an adult in Children’s Entertainment

By the example of the 2018 Academy-Award-nominated „Revolting Rhymes“ Jakob talks about the ways in which he’s found the confines of Children’s entertainment to be nurturing innovation. From nine months of scriptwriting without changing a single word of dialogue from the original text to the close collaboration with Siberian Illustrator Nadya Mira, Jakob will give an insight into the peculiar process of honoring a Children’s book classic by creating something entirely new.

Julius Steinhauser (AT/DE)

Julius Steinhauser (1988) is a 3D generalist, technical director and director at ZEITGUISED und foam Studio. He completed his bachelor studies in Information Design in 2012 at the FH Joanneum University of Applied Sciences in Graz, where he also regularly teaches the workshop “Story and Visualization” to graduate students in the Communication, Media, Sound and Interaction Design program. He has been a member of ZEITGUISED since 2011, starting as an intern and continuously developing his skills from 3D generalist to technical director. In 2017, he made his directorial debut at foam Studio with the film “AUTO NOM”.

PRESENTATION

Bubbling Foam

foam Studio is the commercial layer of the Berlin based studio Zeitguised. The conglomerate of unique and established directors and artists develops key visual design, concepts, animation and stories shaping contemporary brand image culture beyond conventional tropes. Julius Steinhauser will give a glimpse behind the scenes of foam Studio’s work. A bit of show and tell mixed with some making of.

Miguel Sicart (DK)

Miguel Sicart is an associate professor at the Center for Computer Games Research, IT University of Copenhagen, where he researches and teaches about digital play and game design. He is the author of The Ethics of Computer Games, Beyond Choices: The Design of Ethical

Gameplay, and Play Matters (The MIT Press, 2009, 2013, 2014). His current research is focused on understanding why people play with computers.

PRESENTATION

More than a feeling: an inquiry on game feel

What makes videogames unique art forms? This perennial question is usually answered appealing to the nature of videogames as multimedia works, or invoking their interactive nature. In this talk I propose an alternative approach. The unique aesthetics of videogames should be found in the way they feel. Following research on phenomenology and Interaction Design, and echoing the work of scholars like Brendan Keogh, in this talk I will argue that game feel is the unique aesthetic characteristic of videogames, what makes them a different art form, separate from other interactive digital media. In the talk I will provide a definition of game feel, showing examples ranging from videogames to interactive art to digital services and developing a vocabulary and a design approach for the aesthetics of game feel.

Andreas Suika (DE)

As Unreal Engine Evangelist at Epic Games, Andreas helps developers create successful games and applications with Unreal Engine 4. Having 19+ years of experience in different roles, he wore many hats. At Ubisoft Blue Byte he worked as Level-, and Game Designer and Creative Director on titles like „The Settlers“ and „Anno“. He co-founded the mobile game publisher Flaregames and later created the space exploration game „The Long Journey Home“ with a small team at Daedalic. He was working as a game scout, managed the Indie Arena Booth at gamescom in 2018 and lectures at various schools and universities. He loves tinkering on prototypes and streaming on Twitch.

PRESENTATION

How to apply Game Engines in Creative and Classic Industries

Tools used for game developement have always been at the forefront of technological innovations. Since the democratization of product resources for game creators ten years ago, game engines have evolved into real-time development platforms for a wide range of application possibilites beyond their original areas. They improve workflows and productivity for many creative and classic industries: Film and Animation, XR, Automotive, Architecture, EdTech, Art or Tourism. Real-time engines ar boosting the possiblilities for XR production (cinematic VR, mobile AR, 360 video), accelerating data visualization and integration in architecture and interactivate and immerse learning and training. The knowledge from game development, for example, creates advanced human-machine interfaces such as those used in virtual environments for autonomous driving tests. The expert will explain these and other current application areas and gives an outlook on the future of game technologies.

Klaudiusz Wesołowski (PL)

Director/Modelling Artist Born in 1983. From the beginning of High School until college graduation deeply involved in classical sculpture, drawing and painting. In 2011 he graduated from the Academy of Fine Arts in Warsaw. In 2007 started developing skills in 3D graphics. In 2013 started working as a modeler and 3D scanning specialist at Platige Image studio. Participated in the creation of “The Witcher 3: Wild Hunt” ,“The Division 2”, „Crossfire HD” and „Metro Exodus Artyom’s Nightmare” and many cinematic trailers for industry leading game developers and publishers. www.imdb.com/name/nm8458191

PRESENTATION

Artistic theory and technical execution: behind the scenes of the short film Miazmat by Platige Image

In this presentation, Klaudiusz Wesołowski will offer insight into the production of the animated short “Miazmat”. The starting point for creating this four-minute animation was the art of Stanislaw Ignacy Witkiewicz, especially his Pure Form theory. The idea was born when the director, being a fan of Witkacy, was admiring one of the artist’s masterpieces, “Kompozycja”. He decided to present the picture and the process of creating it in animated form. “Miazmat” tells a story about putting the particular elements – shapes, colors and fantastic creatures – into one, coherent whole. The animation, full of colors and various forms, resembles the vision, or the dream, of the artist. This project arose out of curiosity – the curiosity of what might happen when the image comes to life and the Pure Form aesthetics, born 100 hundred years ago, are revitalised. The talk will address both artistic theories that inspired the author to create the animation “Miazmat” in addition to technical aspects of the production.

EXHIBITION

CYBERARTS IN OÖ KULTURQUARTIER

Experience digital arts! CyberArts presents the most outstanding entries from the Prix Ars Electronica, the international competition of computer art, this year for the 22nd time in OÖ Kulturquartier. The Computer Animation works shown there are following:

CYBERARTS

THU 5.9. – MON 9.9. 10:00 – 19.30
SAT 7.9. 10:00 – 21:30

The exhibition is open until 15.9.
→ OÖ Kulturquartier

The SINE WAVE ORCHESTRA (JP): The SINE WAVE ORCHESTRA stay
Photo by Kazuomi Furuya, Courtesy of Yamaguchi Center for Arts and Media [YCAM]

Manic VR
Kalina Bertin, Sandra Rodriguez, Nicolas S. Roy, Fred Casia (CA)
Prix Ars Electronica 2019 / Golden Nica

Strings
Ruini Shi (CN)
Prix Ars Electronica 2019 / Award of Distinction

Undershoot: sensitive data, Cristiano
Cindy Coutant (FR)
Prix Ars Electronica 2019 / Award of Distinction

Emergence
Universal Everything (GB)
Prix Ars Electronica 2019 / Honorary Mention

KIDS
Michael Frei, Mario von Rickenbach (CH) Playables
Prix Ars Electronica 2019 / Honorary Mention

Solar Walk
Reka Bucsi (HU)
Prix Ars Electronica 2019 / Honorary Mention

Illustration: still from *EGG*, Martina Scarpelli

Ars Electronica Animation Festival is a collaboration between the University of Applied Sciences Upper Austria, Hagenberg Campus, the Ars Electronica Festival, OK im OÖ Kulturquartier and Moviemento.

DIGITAL ARTS CAMPUS HAGENBERG

FH OBERÖSTERREICH

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SUBOTRON HANDS ON DIGITAL GAME CULTURE VIENNA

PLAYFUL INTERACTIVE ENVIRONMENTS

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