

Piksel21 -Reboot me softly- workshops

## WORKSHOPS

<https://21.piksel.no/workshops/>

To sign up send an email to: piksel21(at)piksel(dot)no  
All workshops are free to attend.

This year Piksel adds to the regular Piksel festival workshops and the Piksel Kidz Lab edition, a new initiative in collaboration with [Bergen Dansesenter – resource centre for dance in Vestland](#) and PRODA. The new program “Performing arts Workshops, electronics and free/libre technologies applied to the performing arts.” consists in a workshops program for performers, choreographers, actors, artistic directors and theatre art technicians, and general public interested on the use of digital tools applied to interaction, sound, light, devices control, robotics, etc. with free technologies! As a result of the collaboration with the Critical Engineering Working -group we welcome 2 other workshops “Selfhosted” and Hotglue by Danja Vasiliev, Sarah Grant and Bengt Sjöln.

### FRIDAY 19th NOVEMBER

#### **Ephemer(e)ality Capture: Glitching Photogrammetry – Tom Milnes**

10am-1pm -

<https://21.piksel.no/2021/11/19/ephemereality-capture-glitching-photogrammetry/>

Ephemer(e)ality Capture is a practice-based workshop in which participants hack, disturb and glitched the parameters of photogrammetry. Participants use free or open-source 3D scanning apps and software (which they can access online) to scan reflective, invisible, specular, refractive, or ‘ephemeral’ objects and materials to create images that actively confuse the imaging algorithm.

#### **Audiovisual creation in Pure Data/GEM using [ARRAST\_VJ] – Bruno Rohde**

10am-1pm

[https://21.piksel.no/2021/11/19/audiovisual-creation-in-pure-data-gem-using-arrast\\_vj/](https://21.piksel.no/2021/11/19/audiovisual-creation-in-pure-data-gem-using-arrast_vj/)

This workshop introduces the basic and creative uses of **[ARRAST\_VJ]**, a free software for audiovisual creation that enables real time manipulation of videoclips (with sound), images and cameras, and also the creation of interactive compositions, which may be stored, reproduced and exported.

### SATURDAY 20th NOVEMBER

#### **A Butterfly in an Analog Computer – Wolfgang Spahn**

11am-1pm

<https://21.piksel.no/2021/11/20/a-butterfly-in-an-analog-computer/>

Generating chaotic signals, noise and sound with an analogue computer and Chua circuit, learning the basic functions of an analogue computer along the way.

#### **Mellite – an environment for creating experimental computer-based music and sound art – Hanns Holger Rutz**

11am-1pm

<https://21.piksel.no/2021/11/20/mellite-an-environment-for-creating-experimental-computer-based-music-and-sound-art/>

Mellite is an open source application that aims to be an environment both for the composition and creation as well as for the performance and exhibition of computer based music and sound art. In general, participants should have some basic experience with a programming language, knowing how sound synthesis works in SuperCollider is advantageous but not mandatory.

### **Simple WebXR with AR.js and Model-Viewer – tacacocodin**

11am-12:30pm

[https://21.piksel.no/2021/11/19/audiovisual-creation-in-pure-data-gem-using-arrast\\_vj/](https://21.piksel.no/2021/11/19/audiovisual-creation-in-pure-data-gem-using-arrast_vj/)

Covering the basic and recommended settings for having simple AR web applications. In this case, Modelviewer for using Android's ARCore and iOS's ARKit native frameworks and AR.js for simple marker tracking.

### **Jeu Videa – Natacha Roussel/Amelie Dumont**

12.30pm-2pm

<https://21.piksel.no/2021/11/20/jeu-videa/>

Exploring collectively, feminist and intersectional possibilities of vide-a game by learning Godot Engine software. Since the episode of "Gamergate" a few years ago, and partly thanks to the work of feminist academics such as: Anita Sarkeesian (feminist frequency), among others, we now have a better understanding of gender relations in video games. So far there is still very few attempts to develop a video game format that captures feminist and collaborative principles, by transforming the modalities of video games.

### **PERFORMING ARTS WORKSHOPS PROGRAM @ Bergen Dansesenter**

#### **You and I, You and Me by Mindaugas Gapsevicius (LT)**

18th of November – 12-14h

<https://21.piksel.no/2021/11/18/you-and-i-you-and-me/>

#### **Responsive Body | Responsive Technology Workshop by Kenneth Flak (NO) and Külli Roosna (EE)**

20th of November – 10-14h

<https://21.piksel.no/2021/11/20/responsive-body-responsive-tech/>

### **CRITICAL ENGINEERING WORKIND GROUP @ servus.at-BBB1**

#### **Hotglue by Danja Vasiliev, Sarah Grant**

<https://21.piksel.no/2021/12/03/workshop-hotglue/>

3-4- dec – 2 hours at day

Hotglue is a FOSS "What you see is what you get" editor for the web. Created in 2010, it currently uses files on the server it is installed to hold the users' data.

#### **SELFHOSTED by Bengt Sjöln and Danja Vasiliev**

10-11dec – 2 hours at day

<https://21.piksel.no/2021/11/18/selfhosted/>

Decentralise! This 4 hours walks participants through the process of setting up their very own server on the Internet, complete with webmail, cloud, VPN, gallery and website services, scalable to hundreds or thousands of users.

### **PIKSEL KIDZ LAB @Studio207**

#### **Piksel KidZ Lab: Powerful textile and soft electronics by Hillevi Munthe (NO)**

27 dec- 1 Nov

<https://21.piksel.no/2021/11/18/piksel-kidz-stromforende-tekstil-og-myk-elektronikk/>

An introductory course for all ages in electronic textiles and how to design your own simple circuits.

## VENUES

@ Studio 207 / Strandgaten 207

A Butterfly in an Analog Computer by Wolfgang Spahn

@ servus.at-BBB1 – to register send an email to piksel21(at)piksel(dot)no  
Audiovisual creation in Pure Data/GEM using [ARRAST\_VJ] by Bruno Rohde  
Ephemer(e)ality Capture: Glitching Photogrammetry by Tom Milnes

@ servus.at-BBB2 - to register send an email to piksel21(at)piksel(dot)no  
Mellite – an environment for creating experimental computer-based music  
and sound art by Hanns Holger Rutz  
Jeu Videa by Natacha Roussel and Amelie Dumont  
Simple WebXR with AR.js and Model-Viewer by Tacacocodin

@ Bergen Dansesenter / Georgernes Verft 12  
Performing Arts Workshops; You and I, You and Me by Mindaugas  
Gapsevicius, and, Responsive Body - Responsive Technology by Kenneth  
Flak and Külli Roosna.

@ Studio 207 / Strandgaten 207

Piksel KidZ Lab: Powerful textile and soft electronics by the Norwegian  
artist Hillevi Munthe (NO)

Piksel Festival 2021 will take place from 18th-21st of November at different venues across  
Bergen, with 2 main Exhibitions, 3 concert nights, workshops and artists presentations and  
the CEWG seminar.

Piksel festival is an international network and annual event for Electronic Art and  
Technological Freedom. For Accreditation and Press Passes, please visit us at Studio 207,  
or send an email to piksel21(AT)piksel.no

More info and full program at <http://21.piksel.no>

Piksel21 is supported by the Municipality of Bergen, Arts Council Norway, Vestland  
fylkeskommune, APO33. Piksel21 collaborates with Dansecenter, PRODA, Lydgalleriet,  
Critical Engineering Working Group, Kulturhuset, BIT Teatergarasjen, Servus.at, LiveLab,  
Culturhub, TopLab and Mur.at.

PIKSEL :: FREE AS IN ART!

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Piksel is an international event for artists and developers working  
with free and open technologies in artistic practice. Part workshop, part festival, it is  
organized in Bergen, Norway, and involves participants from more than a dozen countries  
exchanging ideas, coding, presenting art and software projects, doing workshops,  
performances and discussions on the aesthetics and politics of free technologies & art.  
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