



COMPUTER SPACE

International Computer Art Forum

28th edition
28 - 30/10/2016

Programme

www.computerspace.org

The Red House

seminars / exhibitions / screenings

The official awarding ceremony in the frame of Computer Space 2016 will be held at the closing of the festival (Sunday, October 30th). Central Military Club, Concert Hall

Computer Space 2016 is being organized with the support of Sofia Municipality and is part of the Calendar of Cultural Events of Sofia Municipality.

The educational seminars are organized with the support of America for Bulgaria Foundation.

IMPORTANT: For visitors- advance registration and confirmation is required (registration and invitation sending via computerspace.org)

FRIDAY (October, 28th)

The Red House, 15 „Lyuben Karavelov“ str.

Red hall

COMPUTER ART IN SOUTHEAST EUROPE (language: Bulgarian)

13:00 – 13:40	Behind the Silicon Curtain: Computer Art in the Eastern Bloc – Todor Bozhinov /Bulgaria/ Does a Silicon Curtain still keep the history of Eastern Bloc computer art away from researchers? Elaborating on computer art in each Eastern Bloc country and attempting to place the events in a political and social context, this presentation, as well as the related master's thesis, aim to be a dent in the curtain and to throw light on computer art in the Eastern Bloc.
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OLD AND NEW MEDIA (language: Bulgarian)

13:40 – 15:10	Old and new media - handwritten fonts and handwritten titles of book covers – Christina Borissova, Stoian Dechev, Kostadin Kokalanov, Todor Vardjiev, Georgi Pavlov /Bulgaria/ - The font in the creativity of Maestro Stefan Kunchev (Christina Borissova) “He слазаўме покрѹба в маземо” / “Don't put the roof in the basement” (Stoian Dechev) - Accents of the practice in 2016 (Kostadin Kokalanov) - The usage of font in posters as essential, that features it as a separate art (Georgi Pavlov)
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15:10 – 15:30	COFFEE BREAK
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VIRTUAL REALITY TECHNOLOGIES (language: Bulgarian)

15:30 – 16:10	The reality of the virtual. Cinematographic realities and opportunities utilizing the virtual reality technology. – Momchil Alexiev /Bulgaria/ Topic on the cinematographic realities and opportunities utilizing the virtual reality technology.
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GAMES DEVELOPMENT TECHNOLOGIES (language: Bulgarian)

16:10 – 16:50	Serious games in non-formal and informal education. Cases - mGames and QYCGuidance projects – Rosen Petkov /Bulgaria/ Serious games are important tool in formal and non-formal education. They could be used for self-awareness, testing or motivation purposes. The nowadays tendencies and current development technologies will be illustrated with examples from projects where the author participated.
16:50 – 17:30	Environment Design – painting process and techniques. – Todor Hristov /Bulgaria/ Introduction. The process of creating backgrounds for game and film industries. Composition, tones, lighting, color, usage of textures and photos. Showing a video of the technical process while explaining what's happening. Q&A.
17:30 – 19:00	Yggdrasil project – artistic processes of game design – Sergey Punchev, Martin Punchev, Sabin Boikinov /Bulgaria/ The process of creating concept art, 3D models and interfaces. Information about Yggdrasil project.

EXHIBITIONS

"Gulliver" hall

13:00 – 20:00	Computer graphics exhibition. 19:00 - Authors presentation – Ina Boyadzhieva and Rafaila Raikova
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"Nameless" hall

13:30 – 20:00	VR devices – Oculus Rift, Samsung Gear VR, Leap Motion sensors and software. iPad Pro and Apple Pencil and other devices. 19:00 – Guidance tour by Valentin Milev
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"Andrey Nikolov" hall

13:30 – 19:00	Screenings of computer animations
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SATURDAY (October, 29th)

The Red House, 15 „Lyuben Karavelov“ str.

Red hall

COMPUTER GRAPHICS AND CHARACTER DESIGN (language: English)

10:00 – 10:40	Expressive character storytelling – Nikola Matkovic /Serbia/ A lecture on the thinking process and creative decision making, going into creating a character and the story behind him from scratch, opposed to working on a well-established IP, accompanied by a timelapse painting process video of the character in question.
10:40 – 11:20	Zbrush, Monsters and 3D Printing – Leo Haslam /England/ The talk is a brief over view on how the lecturer creates his own 3D printed creatures and characters on a home 3D printer. He will go over the initial creation process in Zbrush, talk about obstacles that he encounters and how to overcome them and how to prepare models for 3D printing.
11:20 – 11:40	COFFEE BREAK

COMPUTER ANIMATION AND MIXED MEDIA (language: English)

11:40 – 12:40	How to create an animated movie – Thomas Bourret and Vincent Delmon /France/ - How to create an animated short movie, as a student or not, from an idea to a final product. - What are the main steps to go through, the principal points to not forget and - what not to do to avoid some waste of time. - And what are their advices now, from the point of view of ex-students and CG artists working for a big commercial company.
12:40 – 13:20	Design changing shape – the story across multiple media - Sascha Geddert /Germany/ Developed as a short film project at the Filmakademie Baden-Wurttemberg, “Globosome” took on a life of its own. The award-winning short film spawned an iOS game, served as a Trailer for the FMX conference and was recently the basis for a graphics research project in San Francisco. The talk examines how visual design had to change across multiple media and presents a novel method for interactive cinematic experiences based on precomputation.

13:20 – 14:30	LUNCH BREAK
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COMPUTER ANIMATION AND MIXED MEDIA (language: English)

14:30 – 15:10	Control systems for experimental animation – Johan Rijpma /The Netherlands/ Short introduction of Johan’s background and influences. The different roles and positions of a creator in an experimental creative process. Reflecting on the experience of control and unpredictability. Creating your own rules / systems / tools to produce surprising results. Reflecting on the influence of a system on its user (the creator). Reflection and expression (letting objects or materials express themselves, making them a co-author of the work). Reflecting on and playing with scientific theories and ideas through experimental processes.
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ELECTRONIC AND COMPUTER MUSIC (language: English)

15:10 – 15:40	Methods and tendencies in electronic music – Deniz Nurhat /Turkey/ The presentation will demonstrate some aspects of electronic music, clarifying differences between branches such as electroacoustic music and musique concrete, with examples. It will generally indicate the methods and tendencies in electronic music and in manipulating sound and rearranging it through compositional techniques. It will illustrate these principles by examining the electroacoustic parts and the process of composing ‘Kinch’. Finally, the presentation will address the interpretation of these elements through more traditional acoustic lens.
15:40 – 16:10	Virtual Reality & Immersion in Music – Thomas Szirtes /England/ Mbryonic has been working at the forefront of creating music experiences in virtual reality. In this talk Tom Szirtes, director of Mbryonic and also international DJ and musician will talk about how virtual reality can be applied to music to create new types of experiences that connect artists and audiences. Pulling on best-case examples and Mbryonic’s own work in this area – Tom will discuss how major functions of music listening such as emotional engagement, social purpose, escapism and psychological manipulation can be affected in VR and the technologies possible impacts on the music industry.

COMPUTER SPACE PROJECTS

16:10 – 18:00	Showcasing some of the Computer Space contest projects and authors. “Psychedelic snail” – Douglas Nunn /UK/ “Naughty Princess” – Klaudia Smigielska, Vasil Shotarov, Zeno Pelgrims /UK/ “Who lit the moon?” – Maya Bocheva /Bulgaria/
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"Andrey Nikolov" hall

10:00 – 18:00	Screenings of computer animations
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SUNDAY (October, 30th)
Central Military Club, Concert Hall

17:00 – 18:30	Awarding ceremony (invitations only , please take your seat before 16.45) The winners in the eight categories of the competition (computer animation, computer graphics, computer and electronic music, mobile art applications and web design - with four sub-categories) will be awarded. There will also be given special prizes and you will be able to see many of the most interesting projects in the competition.
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Entrance free of charge.

Advance registration and confirmation
is **required** in **computerspace.org**.

You have to bring the invitation with you (printed or on the smart phone)
and show it to the security guards or the reception. The organizers have the right to refuse the entrance of some registered visitors, for security reasons.

Some sets/sections of presentations are in Bulgarian,
some in English (it is mentioned in the programme).



Computer Space is organized by:



The educational seminars are
organized with the support of:



The events take place in:
The Red House Center for Culture and Debate
Central Military Club

Computer Space is included in the Calendar
of Cultural Events of Sofia Municipality



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