



# COMPUTER SPACE

International Computer Art Forum

**29th edition**  
**27 - 29/10/2017**

## Programme

[www.computerspace.org](http://www.computerspace.org)

**The Red House**  
seminars / exhibitions / screenings

The official awarding ceremony in the frames of Computer Space 2017 will be held at the closing of the festival (Sunday, October 29th). Central Military Club, Concert Hall

Computer Space 2017 is being organized with the support of Sofia Municipality and is part of the cultural calendar.

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](http://computerspace.org))

**FRIDAY (October, 27th)**

The Red House, 15 „Lyuben Karavelov“ str.

Red hall

### **CAD/CAM FOR ARTISTS** (language: Bulgarian)

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| 13:00 –<br>13:30 | <b>SketchUp and architecture in the video games</b><br>– <b>Diana Kalugina</b> /Bulgaria/<br>Combining 2D and 3D graphics for conceptual design of the environment in one of the largest game studios in the world.   |
| 13:30 –<br>14:00 | <b>SketchUp modeling of architectural interiors and exteriors</b><br>– <b>Nicolay Mihaylov</b> /Bulgaria/<br>Using SketchUp in the UACEG as the first 3D package, with which student learn to visualize their ideas in the 3D space on a computer. Presentation of course projects, major challenges and limitations. |
| 14:00 –<br>14:30 | <b>3D historical reconstruction in SketchUp</b><br>– <b>Stefan Bonchev</b> /Bulgaria/<br>Using 3D modeling, graphics and animation to recreate historical objects, based on photos and partial drawings.  |

### **INNOVATIVE PROJECTS AND INITIATIVES** (language: Bulgarian)

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| 14:30 –<br>15:00 | <b>Joining teams in entertainment industry using CastFolio application</b><br>– <b>Nicolay Mihaylov</b> /Bulgaria/<br>Despite the number of online job sites, there is not one that works for the entertainment industry and is easy to use on the move on different platforms.<br>With the CastFolio mobile app, you can do this by creating a versatile professional profile. |
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| 15:00 –<br>15:30 | <b>Inclusive digital video training in youth work (InDVT) project</b><br>– <b>Rosen Petkov</b> /Bulgaria/<br><br>Overview of the InDVT project products. The project (supported by Erasmus+ programme of EU) developed concise methodology for the selection and implementation of digital video resources in non-formal youth education, online Learning Management System (LMS) that contains training materials, structured examples of videos bounded with the respective meta-data. The presentation will show how digital video could be used for inclusive purposes. |
| 15:30 –<br>16:00 | <b>COFFEE BREAK</b>   |

#### INTERFACES FOR VISUALLY IMPAIRED PEOPLE AND ACCESSIBILITY OF UI *(language: Bulgarian)*

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| 16:00 –<br>16:30 | <b>Nowadays technologies in support of visually impaired children</b><br>– <b>Ivelina Sokolova</b> /Bulgaria/<br><br>Ivelina has been working at the Louis Braille school for visually impaired children- Sofia for more than 25 years.   |
| 16:30 –<br>17:00 | <b>Web accessibility – International standards and local practices</b><br>– <b>Negoslav Sybev</b> /Bulgaria/<br><br>Currently visually impaired, accessibility for people with disabilities is his personal and professional interest.  |
| 17:00 –<br>17:30 | <b>Nowadays supporting facilities for visually impaired people</b><br>– <b>Hussein Ismail</b> /Bulgaria/<br><br>He is a lawyer and his work is related to the protection of the rights of people with disabilities. Because he is totally blind he has mastered the use of specialized facilities to the extent that he could teach other visually impaired people how to use them. |

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| 19:00 –<br>20:15 | <b>Daga– Stories in pictures. – Director- Maria Nikolova, producers- Penko Gelev and Sotir Gelev</b><br>The movie director Maria Nikolova will present shortly the movie before the projection. There will be a quiz, the winners will receive a copy of the magazine. |
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#### EXHIBITIONS COMPUTER GRAPHICS EXHIBITION OPENING & PRESENTATIONS OF OTHER EXHIBITIONS *(language: English/Bulgarian)*

*“Gulliver” hall*

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|------------------|---|
| 13:00 –<br>19:00 | <b>Computer graphics exhibition of Tea Tomescu, Romania</b> |
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| 18:00 –<br>18:30 | <b>Computer graphics – Author presentation: Tea Tomescu, Romania;</b><br><br><b>Presentation of CAD/CAM exhibition and exhibition of interfaces for visually impaired people – Valentin Milev, Nicolay Mihailov, BGAssist.</b> |
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*“Nameless” hall*

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|------------------|---|
| 13:00 –<br>19:00 | <b>Presentation of CAD/CAM exhibition and exhibition of interfaces for visually impaired people</b><br>– <b>Valentin Milev, Nicolay Mihailov, BGAssist.</b> |
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*“Andrey Nikolov” hall*

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| 13:00 –<br>19:00 | <b>Screenings of computer animations</b> |
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SATURDAY (October, 28th)  
The Red House, 15 „Lyuben Karavelov“ str.

Red hall

**TRADITIONAL AND COMPUTER ANIMATION** (language: Bulgarian)  
**in partnership with:**

Bulgarian association of independent cartoon animation and artists  
The international animation film festival (IAFF) Golden Kuker - Sofia  
Animation studio Anima Art Ltd

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| 10:00 –<br>10:30 | <b>Common and different aspects of traditional and computer animation</b><br>– <b>Evtim Todorov</b> /Bulgaria/<br><br>In the lecture presented, we will look at the similarities and differences in traditional and 3D animation. The basic principles of animation and diversity in making each of the two types, as well as the differences in the way of thinking about the industry to which they relate. |
| 10:30 –<br>11:00 | <b>Animation in the advertisement – Nadejda Slavova</b> /Bulgaria/<br><br>Animation - art of the arts!<br>Application of animation in art and life and her experience in it before and after the changes in Bulgaria.   |
| 11:00 –<br>11:30 | <b>Traditional approaches and effects in the creation of animation hero in the computer animation era – Petar Daskalov</b> /Bulgaria/   |
| 11:30 –<br>12:00 | <b>2D-animation – Yavor Kalachev</b> /Bulgaria/<br><br>In the years of total pressures of 3D animations, which gradually unify and resemble each other, 2D animation always remains unique with its image, which is often represented by the notorious “mistake of the hand.” The thesis will be supported by examples.   |

**VFX IN THE MOVIES** (language: English/Bulgarian)

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| 12:00 –<br>13:00 | <b>The artist’s role in the visual effects for movies – Ivan Rujev, WorldWide FX (Nu Boyana film studios)</b> /Bulgaria/<br>Ivan Rujev’s presentation will review the main responsibilities of digital artists during the pre- and post-production stages of the filmmaking process. He will also address the interaction between different departments in a VFX studio during a film production. Furthermore, we will be able to look into examples from WorldWide FX’s projects that will reveal specifics of the VFX workflow. |
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| 13:00 –<br>14:00 | <b>LUNCH BREAK</b> |
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**DIGITAL ARTISTS FROM ABROAD** (language: English)

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| 14:00 –<br>14:45 | <b>Becoming an independent animator on the web</b><br>– <b>Florian Walraven</b> /The Netherlands/<br><br>The presentation will show how Florian became a web animator, the founding of his YouTube channel and company. What difficulties you can experience when becoming an independent animator, how to become successful and what the future holds.   |
| 14:45 –<br>15:30 | <b>The music in animation films and developing an indie game</b><br>– <b>Viktor Garcia</b> /Spain/<br><br>As a musician and programmer of 2D games, the talk will develop Viktor’s work with the director Alberto Vázquez in his internationally awarded animated films Unicorn blood, Decorado and Psiconauts, the forgotten children as well as the process of creating their most recent collaboration, Microbian, a game which is in its last phase of development. |
| 15:30 –<br>16:15 | <b>Traditional vs digital lettering – Tea Tomescu</b> /Romania/<br><br>The presentation will be about Tea’s art and its impact in online and about lettering & calligraphy and how she get inspired using social media means.   |

**COMPUTER SPACE CONTEST PROJECTS**  
Showcasing some of the Computer Space contest projects and authors

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| 16:30 –<br>17:00 | <b>Snap happy: creating electronic music from cameras</b><br>– <b>Manuella Blackburn</b> /United Kingdom/<br><br>Her presentation will introduce the various sound-files, which appear in her composition, Snap happy (2017). Manuella aims to demonstrate how these fit together to create musical ideas, gestures and phrases.   |
| 17:00 –<br>17:30 | <b>“Visions of Z”</b><br>– <b>Uğurcan Öztekin</b> /Turkey/<br><br>The presentation aims to show the entire process of composing “Visions of Z”. Also some techniques that used in “musique concrete” and sound generation/manipulation techniques in electronic music will be presented with sound examples.   |
| 17:30 –<br>18:00 | <b>“Play it – the interactive game show with virtual host Felix” – how real-time character animation in gamification environment can increase traffic and frequency in shopping centers.</b><br>– <b>Alexander Stricker</b> /Germany/<br><br>Alexander Stricker gives an overview about the idea, the development and the success of a gamification platform, developed for ECE, one of the leading shopping center operator, in Europe and is touring until 2020 through German shopping centers. |

**EXHIBITIONS**  
*“Gulliver” hall*

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| 10:00 –<br>17:30 | <b>Computer graphics exhibition.</b><br>– <b>Tea Tomescu</b> /Romania/ |
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*“Nameless” hall*

|                  |   |
|------------------|---|
| 10:00 –<br>17:30 | <b>Presentation of CAD/CAM exhibition and exhibition of interfaces for visually impaired people</b><br>– <b>Valentin Milev, Nicolay Mihailov, BGAssist.</b> |
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*“Andrey Nikolov” hall*

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| 10:00 –<br>17:30 | <b>Screenings of computer animations</b> |
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**SUNDAY (October, 29th)**  
Central Military Club, Concert Hall

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| 17:00 –<br>18:30 | <b>Awarding ceremony (invitations only, please take your seat before 16.45)</b><br><br>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.

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



partners:



МИНИСТЕРСТВО НА ОБРАЗОВАНИЕТО И НАУКАТА



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