

2nd Edition of Digital Stage Workshop

DRONE SCHOOL//DEMOS + TALKS//SHOWCASES

6th & 7th oct 2016

Fabra i Coats - Art Factory. Barcelona

SHOW. THE ALCHEMIST

7th oct 2016

L'Estruch - Live Art Factory. Sabadell

initiative promoted by **Koniclab**



2nd EDITION OF DIGITAL STAGE WORKSHOP

European Project Virtual Set 2016

The second Edition of 'Digital Stage' an activity organized by Kòniclab within the framework of the EU project - Viset, in which four countries: Italy, Serbia, United Kingdom and Spain, act together with common aims to research, transfer knowledge to the artistic community, provide training, create community and debate around the concepts of digital stages and new trends in the performing arts.

On October 6 and 7, the different project partners and other international guests will present their research and stage creations in a participatory way, showing the processes and mechanisms of developing their projects. Creating an interactive and transdisciplinary space to discuss and establish stronger relationships between technology, performing arts, motion, text, video, sound and live interaction with digital data.

EU project ViSet

Lead partner

ViSet BCN lead by

With the collaboration of

Kònic is supported by

Co-financed by



PROGRAM_

DRONE SCHOOL

when_ October 6, 2016

where_ Fabra i Coats – Art Factory [Barcelona]

DEMOS + TALKS

when_ October 6, 2016

where_ Fabra i Coats – Art Factory [Barcelona]

SHOWCASES

when_ October 7, 2016

where_ Fabra i Coats – Art Factory [Barcelona]

SHOW: LEMON COLLECTIVE (UK)

when_ October, 7 2016

where_ L'Estruch – Live Arts Factory [Sabadell]

FREE ACTIVITIES WITH SUBSCRIPTION

An initiative of Koniclab in the frame of the activity program of the Project ViSet, a project selected within the Creative Europe -Culture call, 2015 – 2016 and with the support of the Spanish MECD.

06.10.16

THURSDAY OCTOBRE 6_
FABRA I COATS (FIC) - FÀBRICA DE CREACIÓ [BARCELONA]

DRONE SCHOOL

16:00 – 18:00_ FIC GROUND FLOOR

DRONE WORKSHOP

Curious about drones? At our Drone School workshop you will get the chance to learn more about UAV's (Unmanned Aerial Vehicle's) and pilot a Nano Drone through our Drone School obstacle course. Here you will have the opportunity to look around through the eyes of a drone, whilst competing with your family and friends in mini-missions of increasing difficulty, to gain the top pilot position!

There will be the opportunity to try out flying the drones individually and in small groups of up to 4 people. Please note, at busier times in session we will be limiting flying time, per group to 15 minute sessions and will have a waiting list if sessions are full.

Suitable for all the family, but under 14's must be accompanied by an adult. No prior drone experience is needed – as practice drones will be provided.

LEAD BY_

Lemon Collective (UK), Dennis Outten -freelance visual artist, creative director and prop maker specialising in wood turning, multimedia installations and performance art. He is currently developing his skills in the creative application of drones, digital media, virtual set design, workshop leading and digital animation.

His desire to create a platform for artists and explore collaborations, led to him founding The Lemon Collective (CIC) in 2013. Since then, TLC has developed a wide range of emerging artists and provided creative opportunities for artists through international projects and bespoke events.

TAG: DRONE WORKSHOP

FREE ACTIVITIES WITH SUBSCRIPTION: [REGISTER HERE](#)

18:00 – 18:30_ ROOM 5, 3RD FLOOR**ABANDON THE GROUND - Lot Amoròs**

Is it possible to create illusions when technology makes everything possible? Drones are transforming the airspace, and they are now the new Internet, where the medium is the message. In order to make this grow in an ethical, creative and participatory way; a free, open code airspace is required. Whilst the military and governments have had exclusive rights on airspace, civil uses of unmanned applications have produced some of the most beneficial innovations. Do we want to have participative technologies or do we want to be mere consumers?

LEAD BY_

Lot Amoròs. Computer engineer and transdisciplinary artist from Spain who has worked on: data visualization interfaces, mixed reality performances and interactive audiovisual instruments. He has worked on several installations in residencies and international digital arts events, such as the EVA project in Sao Paolo and augmented airspace in the Cairo. In May 2012 he developed his project Guerrilla Drone during an artistic residency in the Netherland. Since then, most of his projects are centred on drones.

TAG: TALKS, DRONES, DIGITAL ART**18:30 – 19:00_ ROOM 5, 3RD FLOOR****RE-APPROPRIATING ARTIFICIAL VISION TECHNOLOGIES - Libertar.io**

A conference- demo in which we will tackle the possibilities of face recognition techniques and the associated danger they suppose for the anonymity in our control-oriented societies. We will present IDglitch, an interactive software application that detects and distorts the image of the face with the aim to protect identity.

LEAD BY_

Libertar.io, laboratory of education in art, technology and philosophy based in Barcelona, studying the social and political impact of technology.

Belén Agurto, Artist and researcher in philosophy of the technology and digital aesthetics, she directs the training program in technology and aesthetics in Hangar.org 2015-2016.

Álvaro Pastor, Electronic artist and architect, researcher in virtual reality and interactive systems. Ibermúsicas award 2014, Iberescena award 2011. Director of the medialab LaCasalda.org in Lima (Peru) between 2006-2014. Currently works in Libertar.io and 010.bio.

TAG: CONFERENCE - DEMO, TECNOLOGY, INTERACTIVE APP**19:00 – 19:30_ ROOM 5, 3RD FLOOR****GAMES, TECHNOLOGY AND THEATRE - Mónica Rikić**

Presentation of the project "The Conduit", an interactive installation - performance piece that explores the social engagement and the consequences of the speculative and political technological frameworks, we will talk about the result of the incorporation of performance in experimental games based on technology through the playful compromise and participative theatrical representations, in order to establish a fictitious reality serving as a bridge between the physical and the virtual.

LEAD BY_

Mónica Rikić, artist and programmer born in Barcelona in 1986. Has participated in several international art festivals such as Ars Electronica, FILE Festival and Sónar. She has been awarded with the jury

selection in the past Japan Media Arts Festival, a residency of development of experimental games in the Research Center TAG in Montreal, an artistic residency EMARE in Australia and recently finalized a collaboration in the residency Transmit3 of Friedrich Kirschner for the Ars Electronica Futurelab.

TAG: TALKS, EXPERIMENTAL GAMES, CODE

19:30 – 20:00_ ROOM 5, 3RD FLOOR

**PLATEAUS. TERRITORIES AND CIRCUITS (INTEGRATS AND DESINTEGRATED),
PROCESSES, PROCEDURES AND PROCESSORS OF NEW DANCE - Roberto Fratini
Serafide**

An accelerated journey through the conceptual territories and the automatism that have imprinted the poetic praxis of dance during the last decades, with special halts in all the places of its connection, literal or symbolic, with the digital world.

LEAD BY_

Roberto Fratini Serafide. dramaturge and dance theorist. He has taught at the Universities of Pisa and of L'Aquila. Currently teaching in theory of dance at the Theatre Institute of Barcelona. He collaborates as dramaturge with several international companies (Caterina Sagna, Roger Bernat, Philippe Saire, La Veronal, Sol Picó, Germana Civera amongst others) and his pieces have won the Prix de la Société des auteurs, the Grand Prix de l'Association des Critiques de Danse and the Ciutat de Barcelona award. In 2013 he was given the FAD Sebastià Gasch award for his artistic and intellectual trajectory.

TAG: TALKS, DANCE THEORY, NEW TERRITORIES

20:00 – 20:30_ ROOM 5, 3RD FLOOR

CONTEMPORARY SCENOGRAPHY AND THE DIGITAL WORLD- Ana Solanilla

Reflections about scenography and the new challenges to which teachers are confronted with the introduction of new technologies. Exploring the new paradigm that are emerging in the field of stage design when introducing digital elements to the new creations. The relation of the students and futur professionals with the digitalization of the field and how to give answers to these challenges.

LEAD BY_

Ana Solanilla, doctor in History of Scenography from the University of Barcelona. Graduate in Fine Arts (University of Barcelona) and Drama Art, Speciality Scenography (Institut del Teatre). Teacher at the Escola Superior d'Art Dramàtic (ESAD), in the speciality of scenography at the Institut del Teatre (Barcelona) since 2001. Teacher at the Master in Theatre Studies (MUET, 2015-2016). Head of the department of scenography (2004-2009) and assistant-director at ESAD (2009-2012).

TAG: TALKS, EDUCATION, NEW CHALLENGES

20:30 – 21:00_ Turquoise Room, 3RD FLOOR

PROJECT BULB - Múcab Dans

Bulb is an interactive light scenography that plays with the word Bulb in two languages. On one hand Bulb (in English, for light) and on another hand Bulb (in Spanish and English), as an underground organ for nutrient storage (as in botanic some foods, hair in anatomy, etc.). A stage (conventional or not) in which the movement is the source of wealth and nutrients of the scenography, that reacts by modulating the intensity of the light and the sound of the space.

LEAD BY_

Múcab Dans, dance company with a base between Barcelona and Girona, born with the idea to create pluridisciplinary performances, combining live arts and visual arts, to find a personal language in their works with the objective to bring to the general audience, the language of movement. They work with new technologies and multimedia as interactive scenography elements, without abusing, to give a new

dimension to the stage, always at the service of the dramaturgy and the choreography, in the search for a new vision of dance and in the way to explain things.

TAG: CONFERENCE - DEMO, DANCE, RELATION WITH THE AUDIENCE

21:00_ ROOM 4, 3RD FLOOR

HYPERNATURAL. INSTALLATION - KònicThtr

Interactive audiovisual installation of micromapping, part of the transmedia project Hypernatural by Kònic Thtr. Hypernatural explores the relation individual – architecture and landscape. An architectonic scale model serves as a support for the projection of evocative images that will interact with the sound and movement of the audience. A project part of the research and creation program ViSet _ VirtualSet, Europa Creativa-Cultura 2015-2016.

LEAD BY_

KònicThtr, Kònic thtr is a Barcelona based artistic platform focusing on contemporary creation at the border between art and new technologies. Its main center of activity is the application of interactive technology to artistic projects. Kònic thtr is internationally renowned for the use and incorporation of interactive technology in creative projects. Their work has been presented in over 30 countries and amongst other: MACBA, Mercat de les flors -Barcelona-, Institute of Contemporary Arts, Ikon Gallery, Tramway (UK), V2 (Holland), ZKM, Podewill (Germany), Centre Pompidou/IRCAM (France), Centro de la imagen, CNART and CCE, (Mexico), CESC Pompeia and Abrace, Sao Paulo (Brazil), Theatre Mohamed VI, Casablanca (Morocco), Tshekh/Proekt Fabrika Moscow (Russia), EMPAC and 3Legged Dog, New York (USA), RokBund Art Museum, Shanghai and DanStorm, Beijing (China), PIER2 Art Centre, Kaohsiung (Taiwan).

TAG: DEMO, INSTALLATION, MICROMAPPING, TRANSMEDIA

FREE ACTIVITIES WITH SUBSCRIPTION: [REGISTER HERE](#)

07.10.16

FRIDAY OCTOBER 7_

FABRA I COATS (FIC)- FÀBRICA DE CREACIÓ [BARCELONAI]

SHOWCASES

(FIC) ROOM 5, 3RD FLOOR

17:00 – 18:00

SUPERHERO OF OUR TIMES - Kulturanova + FAM

Presentation of the project developed by the ViSet partners Kulturanova and FAM (Serbia). 'Superhero of Our Times' is inspired by theatre performance based on the novel 'Kazohinia' written 1941 by Shandor Szathmari.

Story of travel, exploitation, social isolation, hunger and sex, through brutally clear physical actions, finds itself in virtual setting.

We have also a plan to involve the audience through posting their selfies as quanta of scenography, slashing and voting for characters' actions via smart phones.

I have decided to use combination of documentary and filmed material with live behaviour of same actors. Experimenting the possibilities of breaking the "simple stage illusion" and creating not just fascination effect, but the reaction of simultaneous humour and terror, lust and disgust, fear and laugh.

Any similarity with the real and the fictional is - fictional and real.

Ivan Pravdić, director, dramaturge

LEAD BY_

Kulturanova, (Novi Sad, Serbia), ONG funded in May 2001 in Novi Sad. The organization was funded as an 'umbrella' association of the diverse non formal groups of independent arts and particulars, young artists from Novi Sad. The objective of the organization is the development of culture and cultural entrepreneurship and to sensitize in social thematic relevant to Novi Sad and its area.

FAM (Serbia), funded in 2001 as a result of the increasing demand in a time of transition and reviving of the market economy in Serbia. The main objective and function is the management and education for the future. The Faculty is the fruit of knowledge, adquired experience, love and work of the people outside of our country.

TAG: PRESENTACIÓ, SHOWCASE, TECNOLOGIA INTERACTIVA

(FIC) ROOM 4, 3RD FLOOR

18:00 – 19:00

LABA LIVE PERFORMANCE

Presentation of the project developed by ViSet project partner LABA in Brescia (Italy).

A performer walks in the augmented reality of a theater proscenium, masked on the fourth wall (the invisible one) by a tulle fabric, which acts as a canvas for video projections, telling the key steps of the development cycle of life. Fertilization, birth, growth, play, mutation, relationship, illness and death are evoked in the imaginative space where the artist's imagination, the actor's movements and a sequence of interactive animations plunge in a words and sounds texture vibrating on the archetypes and ideas strings. The water that cradles us in the womb and then

permeate our cells along the existence path, appears and disappears in the colors and lights of the digital images, in the resonances of musical carpets and in the echoes of the poetic fragments from "Ossi di seppia", the work of the Nobel prize Eugenio Montale. Developed by the Academy of Fine Arts in Brescia, through the activities of Andrea Gentili (Artistic Director), Enzo Gentile Gentile and Paolo Servi

LEAD BY_

LABA (Libera Accademia di Belle Arti), recognized by MIUR, Ministero d'Universitàs i Investigació d'Itàlia, as the principal cultural institution in Italy, that has been working for twenty years in fomenting the cultural patrimony of Italian origin. By the training of young generation who can be the leaders in the fields of the arts, the new technologies, design, fashion, photography, cinema, theatre, visual arts, architecture, interior design, stage sets, graphic design and multimedia, LABA is able to combine the strenght of tradition and the innovative strength of the most advanced artistic research.

TAG: PRESENTATION, SHOWCASE, LIVE PERFORMANCE

FREE ACTIVITIES WITH SUBSCRIPTION: [Register Here](#)

FRIDAY OCTOBER 7_
ESTRUCH - FÀBRICA DE CREACIÓ [SABADELL]

SHOW

21:00_ LA CARPA VELA

THE ALCHEMIST -

The Alchemist is a collaborative performance between The Lemon Collective and Bring The Fire Project that will tour Europe in 2016 as part of our Creative Europe 'ViSet Project'. It was premiered as the opening show at Threshold Festival 2016 in Liverpool. The Alchemist uses animated projections to augment and explore the intrinsic relationship between performance, movement and sacred geometry. Interactive LED double staffs show the patterns and symmetry apparent in object manipulation, seeking to bridge the gap between virtual and physical interaction.

LEAD BY_

Lemon Collective (UK), Dennis Outten -freelance visual artist, creative director and prop maker specialising in wood turning, multimedia installations and performance art. He is currently developing his skills in the creative application of drones, digital media, virtual set design, workshop leading and digital animation.

His desire to create a platform for artists and explore collaborations, led to him founding The Lemon Collective (CIC) in 2013. Since then, TLC has developed a wide range of emerging artists and provided creative opportunities for artists through international projects and bespoke events.

Szymon Mamys is an experienced fire performer and flow arts instructor, choreographer and producer of spectacular fire and light displays, founder of Bring the Fire Project and creator of Liverpool Fire Arts Festival.

In 2006 he discovered his love for fire dancing and dedicated himself to the intensive training in the fields of flow arts like poi, staff, double staff, levitation stick and juggling. He is passionate about exploration between modern circus formats, dance and virtual theatre techniques.

Over the years he developed his abilities by travelling and participating in several European cultural projects in Poland, Bulgaria, UK, Spain and Italy. In 2015 he created Liverpool's first Fire Arts Festival dedicated to promoting and developing flow arts and performing with fire. It engaged a broad audience

by supporting creative exploration, innovative approaches and cooperation between fire artists, dancers, musicians and physical theatre practitioners.

www.bringthefireproject.co.uk

Alex Herring is a freelance Theatre designer, specializing in set, costume and puppetry. She is also a keen performer and deviser, currently developing skills in Workshop Leading, Physical Theatre, Clowning,

Fire Poi, Site Specific Performance, and Multimedia Costume.

Her skills have been recognized by Arts Council England and last year she was awarded funding to participate in an international residency in Lusaka, Zambia. She worked with Brouhaha Int. and Barefeet Theatre on a placement aimed at developing innovative approaches to design and performance, focusing on digital projection, e-textiles and collaboration to create unique circus/carnival performances.

She has been awarded funding by AIDF (Artist International Development Fund) to collaborate with Konic Thtr, Barcelona and Bring The Fire Project, UK to explore projection mapping, electronic costume and dance. She is currently working on creating illuminated LED costumes and learning how to program interactive scenography that responds to light, sound and movement.

TAG: CIRCUS, TECHNOLOGY, MOVEMENT