Art libre
Free/Libre Open Source Art

Sélection d'œuvres numériques et Festivals Open Source

Par KRN

A la croisée des réseaux

Wintercamp09, Amsterdam, Pays-Bas
http://networkcultures.org/wpmu/wintercamp/

Du 3 au 7 mars 2009, avec la présence des réseaux suivants:

- Blender

- Bricolabs

- Creative Labour

- Dyne

- Edu-factory

- FLOSS Manuals

- freeDimensional

- Genderchangers

- GOTO10

- Microvolunteerism

- MyCreativity

- Upgrade!

Photos globales:
http://www.flickr.com/groups/wintercamp/

Photos par KRN (Réseau Upgrade!):
http://www.flickr.com/photos/krnpupuce/sets/72157614789701094/

SÉLECTION D'OEUVRES D'ART LIBRES

FREE/LIBRE OPEN SOURCE ART WORKS SELECTION

vivarium

de CHDH (Cyrille Henry et Nicolas Montgermont - FR)
2008
Pure data + Open Timeline

http://www.chdh.net/vivarium - vidéos: http://www.vimeo.com/album/44973

Les oeuvres sont en Creative Commons et il y a également tous les patchs puredata disponibles en GPL.

Le travail de chdh est basé sur une symbiose entre le son et l'image. Entre le minimalisme et l'industriel, chdh crée un univers unique, froid mais organique. Grâce à l'utilisation d'algorithmes mathématiques et de modélisations physiques, chdh apporte une nouvelle vision de l'utilisation d'outils informatiques dans la création musicale. L'utilisation d'objets audiovisuels, ayant une composante sonore et une composante vidéo pilotées par les mêmes paramètres de contrôle autorise une gestion efficace des relations entre les deux médiums. Ce projet évoque un monde virtuel, constitué de créatures abstraites plus ou moins autonomes. L'esthétique de la vidéo et du son est minimaliste: sinus, diracs et bruits interagissent avec des cubes, des sphères et d'autres formes primitives en 3D dans un environnement visuel noir et blanc. vivarium est un projet de dvd audio/vidéo s'appuyant sur le travail de performance de chdh. L'objectif du dvd est de passer d'une expression live à la composition écrite de pièces. Une coproduction Arcadi (Action Régionale pour la Création et l'Aide à la Diffusion en Ile de France)

Ce dvd double face contient :
- une face pour lecteur dvd contenant les pièces vidéos.
- une face pour ordinateur contenant des informations, les vidéos haute résolution et les logiciels utilisés ou développés pour ce projet.
Chaque piste vidéo de vivarium est composée autour d'un instrument audiovisuel évoluant de la passivité à la vie, l'instabilité et la mutation dans un temps lent et hypnotique.

Track listing (licence creative commons)
1. adaptation   7'15
2. convulsions   5'52
3. mutation   3'41
4. parade   6'43
5. replis   8'16
6. ondoiement   10'03
Software listing (gpl)
1. vivarium pure data patches
2. pure data extended
3. open time line
4. vlc

Tous les logiciels utilisés et développés par chdh ont une licence autorisant l'utilisation, la modification et la libre distribution. Les pièces produites sont aussi librement distribuables.

auteurs : cyrille henry et nicolas montgermont
mastering audio : benoit courribet
mastering video : bertrand baudry manège de maubeuge / keyman
photo / design : strom varx
production : arcadi / cie prométhée
soutien : césaré / art zoyd
distribution : artkillart
communication : delphine tissot

contact: achat : www.artkillart.tk
télécharger l'image disque de la face données : torrent (problème de téléchargement)
extrait basse résolution sur vimeo : vimeo.com/chdh/vivarium
infos, booking : info at chdh point net

Metabiosis

de Aymeric Mansoux (FR) et Marloes de Valk (NL)
2006-2008
pure:dyne GNU/Linux operating system + misc software (BASH,
GNU Forth, GCC, Emacs, Pure Data,...)

Metabiosis is a collection of experiments about software art and digital processes. We are developing, writing, sketching, investigating and working on a series of pieces, or nodes, that are connected with each other. Each node is motivated and built around the questions left by the previous one. Because we are working in a modular way, we cannot predict the eventual results. Metabiosis is an artistic experiment for those who are curious about so-called generative and self-organizing systems in the ever growing ecosystem of connected machines.

http://metabiosis.goto10.org

code (GPL): https://code.goto10.org/svn/metabiosis

All the metabiosis material is licensed using GPL , GFDL or simply belongs to the public domain.

contact:
General Information: metabiosis (at) goto10 (dot) org
Aymeric Mansoux: aym3ric (at) goto10 (dot) org –
http://320×200.goto10.org
Marloes de Valk: marloes (at) goto10 (dot) org -
http://no.systmz.goto10.org

trans_sites

de Nathalie Fougeras
Septembre 2006
Détournement de flash code source téléchargeable

Dans un premier temps, contact d'artistes et autres ou institutions pour m'héberger chacun chez eux et y faire un travail de critique, voire mise en abîme de leur sites (anoptique d'Olivier Auber, numédiart de janique Laudouart, sklunk de Pierre Bongiovanni, Tamara Laï, Lacritique.org).
Dans un second temps, réalisation d'une interface internet avec seulement ma voix constante et le transport vers ses différents sites + téléchargement du programme source de l'interface. Fin de mes interventions chez chacun en tant qu'acte performance lors de ma présentation à la galerie Magda Danyz à l'invitation de la revue en ligne Lacritique.org.

Certains liens ont changé depuis et renvoient à des "404", ils révèlent la vie du réseau, je n'y retouche donc pas.

http://nathaliefougeras.org/Liens2/index2.htm

Touch20 (prononcer TOuchoo)

de Jimmy Hertz / SASSEXPERIENCE

Premiere présentation le 7 octobre 2008
Prochaine présentation le 20 mars 2009

Touchlib
Pure DAta
Processing

The HOO is an original immersive creation.

A curtain of water flows over a multi-touch console.

The main idea underlying our approach was to bring a sensuous experience to so-called « tactile » devices.

We designed an interactive experience where multimedia contents are dynamically immerged within the surface.

Enhanced by the water, the multi-touch interaction offers an entirely unique sensation, a fluid interaction… truly open source

http://vimeo.com/2300517

ANTIDATAMINING

de RYBN (FR)
2006/09
pure data / apache / mysql / php

Antidatamining est une série de représentations visuelles des données financières qui transitent sur internet. L'économie contemporaine y est incarnée par ses principaux acteurs - entreprises, place boursières, banques et fonds d'investissement, grands groupes - et par leurs interactions: liens capitalistiques entre les acteurs économiques, déploiements géographiques, articulation autour des places de marchés. Au-delà de la crise actuelle, de sa médiatisation et des leviers politiques qu'elle génère, Antidatamining est un dispositif de veille permanente qui tente de mettre en évidence la structure de l'économie mondiale, envisagée comme un système dynamique complexe.

http://www.antidatamining.net

Photos de « Stock Overflow », l'exposition à l'iMAL à Bruxelles (du 12 au 31 mars 2009), par KRN:
http://www.flickr.com/photos/krnpupuce/sets/72157615190637030/

Mystery House Taken Over

by Nick Montfort, Dan Shiovitz, and Emily Short

Mystery House, the first graphical adventure game (1980), has been reverse engineered and reimplemented in a modern, cross-platform, free language for interactive fiction development. Visitors can either play modified versions of the game or create their own versions with the Mystery House Occupation Kit; artists and authors, with or without programming experience, can hack at and reshape Mystery House Taken Over, easily modifying the 'surface' aspects; or they may choose to undertake more substantial renovations.

http://turbulence.org/works/mystery/index.php

ShiftSpace

Dan Phiffer & Mushon Zer-Aviv

ShiftSpace (pronounced: §) is an open source browser plugin for collaboratively annotating, editing and shifting the web.

ShiftSpace is an open source layer above any website. It seeks to expand the creative possibilities currently provided through the web.

ShiftSpace provides tools for artists, designers, architects, activists, developers, students, researchers, and hobbyists to create online contexts built in and on top of websites.

http://www.shiftspace.org

+ Turbulence:

Depuis 1996, ce site présente et promeut la création d'oeuvre de Netart et encourage les initiatives libres/free et open source.

Http://www.turbulence.org

The Stone Age Electronic Calculator

de Cameron MacLeod
March 10th 2009 released (work will stay in process)
Tikiwiki

Administrators Message

Welcome to the SAEC website ALL participation is very much appreciated. This project is meant to be as collaborative as possible. The title of the project, the project description, the layout and the structure of the website are all open for revision by those users looking to collaborate on the project. Any areas that you do not have access to you can make suggestions directly to me or ask for access to the area with a description why. Thank you for your interest.

Project Description

The Stone Age Electronic Calculator is a WORKING title for this online public participatory wilderness survival/electronics manual using wiki software. The project is aimed at developing a manual that could be used to create an electronic calculator from materials found soley in an "untouched" wilderness environment by a singular person unfamiliar to that environment.

This Wiki Website

This website is an online database of editable text. Anyone who REGISTERS can modify the contents of this text. Simply click on the edit button on the bottom of the page and begin to write within the text area or click on the comment button to discuss the material on the page.

www.stonecalculate.com

Soviet Unterzoegersdorf / Sector 2

monochrom, http://www.monochrom.at/english/
3/08/2009
using AGS, published under
Creative Commons

People of the world, you, who sit in your superficially secure third countries.

Soviet Unterzögersdorf (pronounced « oon-taa-tsee-gars-doorf ») is the last existing appanage republic of the USSR. The enclave maintains no diplomatic relationship with the surrounding so-called «Republic of Austria» or with the Fortress « European Union ». The downfall of her motherland -- the Soviet Union -- in the early 1990s had a particularly bad effect on the country's economic situation.

It is a great challenge to secure survival for the small but proud confederation. External reactionary forces put the country in danger. It's a lack of respect due to a morally corrupted and perhaps even non-existing unity of the peoples. The goal of a glorious future is almost unreachable.

But there are a handful of people who don't give up on a vision for a better tomorrow. Let us tell you the stories of the brave citizens in the beautiful little country of Soviet Unterzögersdorf.

It's a story that will go into history.

Adventure Game?

The adventure game simply is one of the computer game classic. But what is it all about?

In this case the player gets to experience an «adventure». Taking on the role of the protagonist, the player's task is to search for solutions level by level. These solutions will subsequently develop the narration and plot of the game. In recent years this kind of game hasn't been selling to well: action and combat games have taken over. Less than 1% of all computer games written in 2004 were adventure games. To monochrom it was clear that an almost extinct form of computer game would provide the perfect media platform to communicate the idea of «Soviet-Unterzögersdorf».

http://www.monochrom.at/suz-game/sektor2/index_en.htm
http://www.monochrom.at/suz-game/sektor2/en/about.htm

monochrom is an international art-technology-philosophy group, founded in 1993. Its offices are located at Museumsquartier/Vienna (at 'QDK').

The group's members are: Johannes Grenzfurthner, Evelyn Fürlinger, Harald List, Anika Kronberger, Franz Ablinger, Frank Apunkt Schneider, Daniel Fabry, Günther Friesinger. In November 2005 Roland Gratzer joined as PR content manager, and in December 2006 Jacob Appelbaum became official monochrom ambassador.

Upstage

UpStage is an open source web-based platform for live online performance. It was initially made by/for Avatar Body Collision & we've made some shows using it, but since 2007 we have been having an annual festival which means there are now lots more works made by other artists as well.

http://upstage.org.nz/blog/

UpStage is a web-based venue for online performance; it is an open source server application that has been in development since 2003. The second version of the software was developed with funding from the Community Partnership Fund of the New Zealand government's Digital Strategy and released in June 2007.

« It is a fabulous and strange conjunction of dramatic and artistic devices. I was transfixed by the complex new possibilities opened up by the tool. » Ruth Catlow

Online audiences anywhere in the world participate in live performance events by going to a web page, without having to download and install any additional software.

Festival Ustage 090909:

http://upstage.org.nz/blog/?page_id=210

The third UpStage festival of cyberformance (live online performance) will be held on 090909 (9 September 2009). The call is now open for performance proposals.

The UpStage Team

Helen Varley Jamieson: artist, project manager
Vicki Smith: artist, designer and workshop facilitator
Douglas Bagnall: software design, technologist
Karla Ptacek: originating artist
Leena Saarinen: originating artist, web design

Since 2006, teams of students from Auckland University of Technology have worked on UpStage for their final year assessment project. The AUT partnership is co-ordinated through lecturer Anne Philpott, and has been very beneficial to the ongoing development of UpStage - thanks a lot!

ADVANCED REALITIES

CONSERVAS
Mars 2007 (Still Touring)
OPEN FRAME WORK

Theatre piece relised on DVD to the audience with the all text but also the all material conceptuel that was used to it. All the sources.

http://conservas.tk/english/?page_id=15

La performance en vidéo: http://www.youtube.com/watch?v=stbPf-fJLcg

Dazzled by democracy

« This space belongs to everyone. Keep out of it. » Aleix Vidal Cuadras, politician.

It seems that we are living in a time of tension in our cities. Cracks are appearing in our way of life; angry crowds are on the streets demanding the implementation of the laws that guarantee housing for everyone; uncontrolled exchange of information is taking place on the internet; citizens are using the city as if it were their own and singing songs as if they owned the rights to them. People are losing respect for pro p e r t y. This interactive performance conference offers to crisis-struck governments, political parties and the powers that be, solutions to pacify their citizens' discontent, to clear up all misunderstandings and to stop citizens taking their rights into their own hands.

The Advanced Realities Foundation: one speculator, one vote

   * A copyleft set-piece for performers, motion graphics, tactical videos, audiences and telematic systems for democratic participation.

   * Participative democracy and property: housing, public space and non-material property.

   * The first show that is so copyleft, you can take it home with you.

The first opensource theatre piece:

http://conservas.tk/english/?page_id=6

About Conservas

ART THAT WORKS. Art, politics and excesses. A forever evolving space of creation, exchange, connection, experimentation, learning and general transformation. Conservas is also a theatre and interventions company. Conservas produces « actions », « media-actions » and other tools. Conservas is, finally, a biennial festival that let us watch and think about what is going on around us. Conservas is not a cultural placebo.

ARCA

http://1scale1.com/node/49

Andreas Göransson, Tony Olsson, Fernando LBarrajón, Oliver Vallée, Mattias Svensson and Henrik Strid

Arca is an full body experience which is created by interaction, communication and play within an space where computer games meet abstract electronic art, video and sound installation.

Arca is a two player game set in a cube. The mission to complete puzzles using both players physical and logical skills. But only one player can leave as the winner.

With Arca we wanted transcend the boarders of gaming explore the area electronic art, video and sound installation. The inspiration for this project is driven from physical interaction between humans and how we interact with digital artefacts. Traditionally computer games use controls as an means to end. With Arca we want the interaction to be a part of this end.

The goal was to create a means for making people work together and help each other to reach a common goal. The purpose for this was to see if the bound between player in the game was based on true felling or just and artificial one.

The question we wanted to explore is where a game ends to be an game and become something else and the mission was to create a space where digital and physical boundaries are no longer clear.

EletroAcupunSsound

José Balbino / Ricardo Brazileiro (BR)
Juin 2008
pure data, swami, ardour, qjackctl, hydrogen, zynaddsubfx

Reconstruction of discarted equipment used in acunpuntura sessions. We built a small loop machine to play riddims and small popular speeches from an equipment left by someone in the garbage. The idea was to build something close to the industrial MPCs used in eletronic music compositions. We used also the open source hardware arduino as an interface between the computer and the eletroacunpunsound box. Each knob plays a different sound and all sounds can be played at the same time.

http://www.semussum.org/?q=node/6

+

malcomX meets abdias do nascimento

José Balbino / Ricardo Brazileiro / Don Perna / Ricardo Ruiz
February, 2009
pure data, processing

« Abdias do nascimento » is one of the most important artists that reveal black people arts. His paitings deal with orishas and other elements of afro-brazilian culture. The instalation promotes a « date » with malcomX this way: a guy is paiting with graffiti technics over a retroprojection, and two people play drums during the paiting. Some frequences from the drums activate processing (the software) begin to reveal an abdias paiting under the graffited malcomX. at the end of the session we have a new paiting mixing graffiti and projection, mixing abdias and malcomX.

THE OXCARS

En images:

http://exgae.net/exgae-multiply-and-share-forth/theoxcars

EXGAE, Multiply and share forth (ES)

The first legal advice service specialised in the liberation of all citizens and creators from the abuses of societies of authors and composers (like SGAE in Spain) and other trade groups of the cultural industry

Multiply and share forth. For the free sharing of knowledge and culture.

The EXGAE opens with the notion of channelling the popular and justified hostility towards of the official Societies of Authors and Composers and other trade groups of the cultural industry like the spanish SGAE, equipping people with artistic and legal skills to finally put an end to these entities and there private goals.

The EXGAE fights, alongside the great majority of society, for alternative forms for the circulation of culture.

http://exgae.net

http://exgae.net/exgae-multiply-and-share-forth (en)

Creative Robots

Guilherme Martins

2008 / 2009

Arduino & Processing

Guilherme Martins develops curious, electronical wandering creatures that we can simply name robots. His robotical creations have been highlighted in renowned magazines such as Make and Wired, and his website is daily visited by hundreds of cybernauts.

His works range from a small curious being that likes to go through spaces to a tank that when finds itself in trouble is helped by a mechanical arm, or even to a small, nervous rodent obsessed by walls, where it restlessly looks for a hole to hide itself.

This way Guilherme Martins puts us in touch with a vast universe of creative possibilities based on open source platforms and technology. His training in Art and Design gives his creations a surplus of originality always in constant renewal.

http://lab.guilhermemartins.net

AUTRES OEUVRES A DECOUVRIR

PlaySureVeillance
Gordan Savicic
http://www.yugo.at/processing/index.php?what=playsureveillance

Misspelling Generator
Linda Hilfling
http://www.misspelling-generator.org
http://wordpress.justlol.net/2007/12/misspelling-generator-m1ssp3ll1ng-g4n3r4t0r/

Gatepeepin
http://www.gatepeepin.org

Generative ASCII fanzine
Ivan Monroy Lopez
http://textzi.net

ShoeBot
Ricardo Lafuente
http://freshmeat.net/projects/shoebot/
Shoebot is a pure Python graphics robot: it takes a Python script as input, which describes a drawing process, and outputs a graphic in a common open standard format (SVG, PDF, PostScript, or PNG). It has a simple text editor GUI, and scripts can describe their own GUIs for controlling variables interactively. Being pure Python, it can also be used as a Python module, a plugin for Python-scriptable tools such as Inkscape, and run from the command line. It was directly inspired by DrawBot and Shoes. Thus, « Shoebot ».

Pirates of the Amazon
Anon
http://pirates-of-the-amazon.com

The Idea I Thought To Be so Wonderful
Marc Chia / OneManNation
http://www.onemannation.com/new-media/the-idea-i-thought-of-to-be-so-wonderful

RESSACA
Bruno Vianna
http://www.ressaca.net
Hangover *Le film:* http://geral.etc.br/ressaca/tudo_en.htm

DALTeX
http://www.daltex-lab.com

[[pm:w.a.s.t.e:pmp]] scrying
Peenemuende Packet Launcher
http://scrying.org/doku.php?id=pm:w.a.s.t.e:pmp

Yoko Hata
http://yokohata.org/index.php

LESSAZO
(Musique France-Mali)
http://angata.lessazo.org

...

FESTIVALS OPEN SOURCE

PIKSEL

Norvège

http://www.piksel.no

Piksel is a festival and community for artists and developers working with Free/Libre and Open Source audiovisual software, hardware and art.

PIKSEL 08 Streams:
http://www.piksel.no/piksel08/p08_streams.htm

[pixelache network]

- Afropixel (Dakar)
- Mal au Pixel (Paris)
- Pikslaverk (Reykavik)
- Pixelache (Helsinki)
- Pixelazo (Colombia)
- Pixelvärk (Stockholm)

Contact:
PIKSEL Produksjoner
att: Gisle Froysland
Mollendalsveien 17
5009 Bergen
Norway
gif [AT] piksel [DOT] no

MAKEART FESTIVAL

France

http://makeart.goto10.org/2008/

make art est un festival international dédié à l'intégration du Logiciel Libre et Open Source (FLOSS = Free/Libre and Open Source Software), des pratiques ouvertes et de la culture libre dans les arts numériques.

Chaque année, make art propose des performances, des expositions, des présentations et des workshops, centrés sur la frontière floue entre art et programmation de logiciel. L'événement est dédié aux artistes programmeurs libres, open hardware hackers et autres fétichistes de la ligne de commande.

Poitiers, France

GOTO10

http://goto10.org/

FILE

Brésil

http://www.file.org.br

Electronic Language International Festival

Rio, Brésil

FILE RIO 2009

From March 10th to April 19th, 2009

FILE RIO 2009 - Electronic Language International Festival - is hosted in Oi Futuro Cultural Center, from March 10th to April 19th, from Tuesdays to Sundays, 11AM - 8PM. The programme takes over all the exhibition halls of Oi Futuro and its auditorium which presents FILE Symposium, from March 10th to March 11th at 6 pm.

In its 4th edition, FILE RIO shows different kinds of art works like web art, artificial intelligence, mobile art, software art, interactive installations and digital documentaries about themes directly and indirectly related to electronic culture.

FILE Installation shows interactive environments that reacts to the actions of individuals who live in the places. The works that will be part of FILE RIO 2009 have their own nature with original dynamics that reconfigure ours habits of movement in space, of listening to the world, of seeing architecture, of relating with other individuals.

090909 UpStage Festival

Nouvelle-Zélande

The third UpStage festival of cyberformance (live online performance) will be held on 090909 (9 September 2009). The call is now open for performance proposals.

The 090909 Upstage Festival aims to create a participatory space for collaboration, creation, and for the presentation of current cyberformance. The festival provides a platform (and shares the technichal expertise) to enable artists to experiment with the new medium, and to have their work seen alongside performances by internationally renowned practitioners - in a celebration of the evolution and diversity of cyberformance practices.

To submit a proposal, email the following information to info@upstage.org.nz:

* working title of your cyberformance and 3-4 sentences about it;

* names and locations of people involved;

* brief background/bios (not more than 300 words each);

* preferred time(s), in your local time, for presentation on 090909;

* contact email and postal address.

Performances can be on any theme or topic; the only rules are it must be no longer than 20.09 minutes, and must be created and performed in UpStage (for information about past festivals and performances, see the links at the left).

The deadline for proposals is 31 May 2009; selections will be announced on 1 July.

The festival will take place online in UpStage on 090909, with RL ('real life') access nodes at locations around the world, including Oslo, Munich, Istanbul and Wellington. If you are interested in hosting a RL access node, please contact us for further information and technical requirements.

Participating artists will be listed and acknowledged on the UpStage web site. We will endeavour to record all the performances and provide participating artists with copies for documentation, however this is dependent on volunteer resources (if you can help with this aspect of the festival, please contact us).

UpStage is an open source venue for web-based performance and is licensed under the Creative Commons and GPL. All copyright of artworks remains with the artists; we encourage artists to use Creative Commons.

Important dates:

16-17 March: Match-Making Session

8am NZ time; find your local time here.

Looking for collaborators? Bring your ideas to pitch, or come to join someone else's proposal.

late March: Tutorial for those planning to submit a proposal

(time & date to be announced - let us know if you have a preference)

An opportunity for you to get to know the new features of UpStage and ask questions of experienced UpStage users about what you are planning to do in your performance.

* Further matchmaking & walk-thru sessions during April & May*

dates & times to be announced

31 May: Deadline for proposals

1 July: Selection announced

9 September: 090909 UpStage Festival

Any questions, please email info@upstage.org.nz. We look forward to receiving your proposals!

Helen Varley Jamieson, Vicki Smith and Dan Untitled

090909 Team