UPGRADE !RAPID!FIRE!

THEUPGRΛDEMTL

: algorismus, data oscillations &
the labyrinthine subway game :

judith weber
pascale gustin
tara rodgers

[UPGRADEMTL.ORG]
15 mars 2007: 19H00
338 Terrasse St. Denis

STUDIO

- upgrademtl.org -
contact: tobias c. van Veen, Director
tobias @ upgrademtl.org

THEUPGRADEMTL

UpgradeMTL :: SESSION !RAPID!FIRE! ::

[http://upgradeMTL.org]

avec/with
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Judith Weber
LABYRINTHINE SUBWAY GAME

Pascale Gustin
Algorismus

Tara Rodgers
Data, Oscillations, and Patterns of Living

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15 mars, 2007 . 19H00 – 22H00
StudioXX [http://studioxx.org]
338 Terrasse St.Denis
(juste au sud de Sherbrooke)

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Dans l'esprit communautaire du traditionnel potluck, UpgradeMTL présente la première d'une série de sessions !RAPID!FIRE! dédiées à la diffusion de nouvelles œuvres des arts de la technologie. //
In the spirit of community exchange and ageless potluck, UpgradeMTL presents the first in a series of !RAPID!FIRE! sessions dedicated to presenting fresh work in the technology arts.

Fonctionnant selon le principe du premier arrivé, premier servi, la formule est simple : présentez, performez et démystifiez votre œuvre; recevez les commentaires d'artistes, de commissaires, d'informaticiens et autres bizzaroïdes. Posez vos questions, obtenez des réponses, trouvez du soutien technique, échangez et échantillonnez des concepts, dossiers et bidules dans une atmosphère amicale d'énergie collective. Attendez-vous à du social et à de la bière pas chère. //
It's first come, first serve. The formula is simple: present, perform and show-and-tell your work; receive feedback from artists, curators, freaks & geeks. Ask questions, get answers, seek technical expertise, trade and sample concepts, files and stuff in a friendly atmosphere of collective energy. Expect socializing and cheap beer.

UpgradeMTL :: Rapid!Fire!:: is presented by StudioXX and hosted by tobias c. van Veen, Angela Dorrer and Kyd Campbell. Thanks to StudioXX for the space.

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TARA RODGERS   http://safety-valve.org
Data, Oscillations, and Patterns of Living

My recent sound and video projects locate intersections of data, oscillations, and experience by rendering large-scale patterns of living systems in sound. I work with generative sound synthesis in the programming language SuperCollider, and analog audio signal rendered in digital video. Recent works include "20 Largest State-to-State Migration Flows," audiovisual compositions derived from U.S. Census data; "Places I've Lived and Traveled To," an audiovisual piece tracking my own migration patterns; and "Butterfly Effects," a four-channel, generative computer music composition that encodes ecosystem dynamics of monarch butterfly migration. My goal is to explore how the aesthetic characteristics of the medium itself—the capacity for computers to process large amounts of data quickly, the programmatic routines and patterns generated in real-time, and the play between the material qualities of synthesized sounds and the ephemerality of the data structures that create them (and vice versa)--can be used metaphorically to reference globally interconnected issues of technologies and survival. In this presentation I will show excerpts of these pieces and discuss conceptual and technical methods for creating them, and introduce related works-in-progress.

BIO -- Tara Rodgers is a PhD student and Canada-U.S. Fulbright scholar in the Communication Studies program at McGill University. She has an MFA in Electronic Music from Mills College, and recently taught sound courses at the School of the Museum of Fine Arts, Boston. She has exhibited sound and video art at numerous venues including the Eyebeam Museum (NYC), the Fresno Metropolitan Museum, and the Santa Fe International Festival of Electroacoustic Music. As Analog Tara, she has released electronic music on compilations including Source Records/Germany, the Le Tigre Remix, and Women Take Back the Noise. She recently guest-edited a special section of Leonardo Music Journal 16 (2006): "Sound and the Social Organization of Space"; and is currently editing a book of interviews based on her former webzine, Pinknoises.com.

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tobias @ upgrademtl.org

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PASCALE GUSTIN   http://pascsaq.org
Algorismus

Poème visuel et sonore. Improvisation à partir de fragments de phrases, d'images et de pixels. J'utilise le logiciel puredata et sa bibliothèque graphique Gem pour créer une poésie sonore et visuelle. Les éléments graphiques utilisés sont des images fixes qui se fondent les unes dans les autres. J'utilise également le pixel et les mots pour créer un rythme visuel en rapport avec le son. Je tente de puiser à l'intérieur des sons (des mots) des textures sonores profondes, lentes, granuleuses ou plus rapides et légères. Je cherche dans l'enregistrement sonore de la phrase, ses ralentis, accélérations, déformations, distortions, des rythmes et des textures inattendues. A tous moments, le poème peut basculer, l'équilibre se rompre, la texture se défaire...

BIO -- Née le 11 octobre 1965, vit et travaille actuellement à Paris. Durant mes études aux Beaux-arts de Caen, je commence à explorer le thème du voyage, du déplacement. Le texte, l'écriture occupe une très grande importance dans mon travail. Pour clôturer ce cursus, je présente une installation sonore. C'est un voyage poétique autour de la terre qui tourne et nous emporte dans son mouvement de rotation. Le rythme des mots lus est une tentative d'évoquer ce mouvement régulier. À l'issue de ces études, je décide de travailler principalement avec le texte. J'explore sa matérialité visuelle et sonore sur différents supports : des textes ou des conversations sont enregistrés sur des bandes magnétiques puis découpés, des films super 8 sont couverts d'inscriptions. Je commence des carnets sur lesquels je note des micro-évènements quotidiens. En 1998, je commence à utiliser l'ordinateur dans mon travail. Je publie mes premiers textes dans des revues (Java, Akenaton Doc(k)s...) J'explore les langages de programmation et les intègre à mes textes. En novembre 2004, j'entreprends l'écriture de TrajetXXX. En juin 2006, je publie le livre "Trajets". J'associe à cette forme d'écriture les technologies numériques de traitements de données en temps réel au cours de lectures/performances sonores.

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JUDITH WEBER http://subwaygame.blogspot.com
LABYRINTHINE SUBWAY GAME

THE LABYRINTHINE SUBWAY GAME is an original audio experience, working in conjunction with CKUT 90.3FM and takes place underground in the subway environment. Using this transitional space as playground, the commuter is invited to record a personal story by calling CKUT @ 514-448-4041 ext.2594 and leaving a message, which addresses key questions of identity, e.g.:

    Who am I?
    Where am I going?
    Where am I coming from?
        Who do I want to become?
     Who am I becoming?
     What are my dreams?
 Who am I leaving?
                Who will I meet?
     What role am I leaving?
    What role am I becoming?
     What do I make of my time here?

Later those messages can be retrieved and downloaded from subwaygame.blogspot.com and taken with you on the train for the next ride. The acoustic experience of different identities permits the commuters to encounter one another and to learn from each other as strangers, while remaining the mysterious binary of anonymity and intimacy.

The subway game allows you to get into each other's mind, fosters a dialogue amongst each other, and proposes a space for free speech and public debate. It explores an architectural cyberspace, which offers a setting of infinite possible experiences and responses.

BIO -- Judith Weber was born and raised in Munich, Germany. She is a media artist from NYC working with audio, video and installation. Her work concentrates on creating mediated learning environments, which offer creativity through play and movement; a space free of judgment, full of creativity, imagination, inspiration, and utopian dreaming. She believes in mature playgrounds for young and old, where interaction amongst each other and with nature exists for communication, using technology as guidance and assistance, instead of self-indulgent ego dripping, where technology becomes escapism. She holds a BA in Drama from the University of Washington in Seattle and an MA in Media Studies from The New School in NYC. She is also a 200h certified Vinyasa Yoga teacher.

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[frontierlab.org]

STUDIO

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[**upgradeMTL.org**]

Upgrade est une organization autonome, internationale et rhizomique de rendez-vous mensuels pour la culture numérique et les arts technologiques. Upgrade Montreal bénéficie du soutien généreux de la Société des arts technologiques [SAT], ainsi que de ses réseaux formant Upgrade International, des divers partenaires avec lesquels il collabore, des artistes faisant don de leur temps, et de l'énergie bénévole de son triumvirate organisateur formé de tobias c. van Veen, Sophie Le-Phat Ho & Anik Fournier.

http://upgradeMTL.org | http://www.theupgrade.net

The Upgrade is an autonomous, international and grassroots organization of monthly gatherings for digital culture and the technology arts. Upgrade Montreal is generously supported by the Society for Arts and Technology [SAT], through networks of the Upgrade International, the various partners we work with, the artists who donate their time and the personal energies of its organizer triumvirate of tobias c. van Veen, Sophie Le-Phat Ho & Anik Fournier.

tobias c. van Veen   _   tobias   @ upgrademtl.org
Anik Fournier   _   anik   @ upgrademtl.org
Sophie Le-Phat Ho   _   sophie   @ upgrademtl.org

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