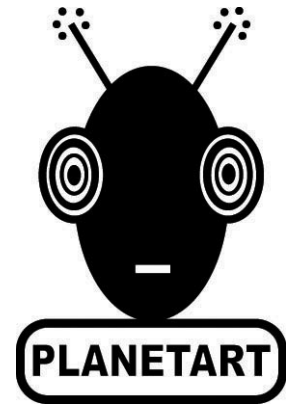


Programme

PLANETART

For Transmediale.09

www.planetart.nl



This document contains the list of artists of the programme for C-base at Transmediale.09
28 Jan – 2 Feb 2009

Participants and their projects:

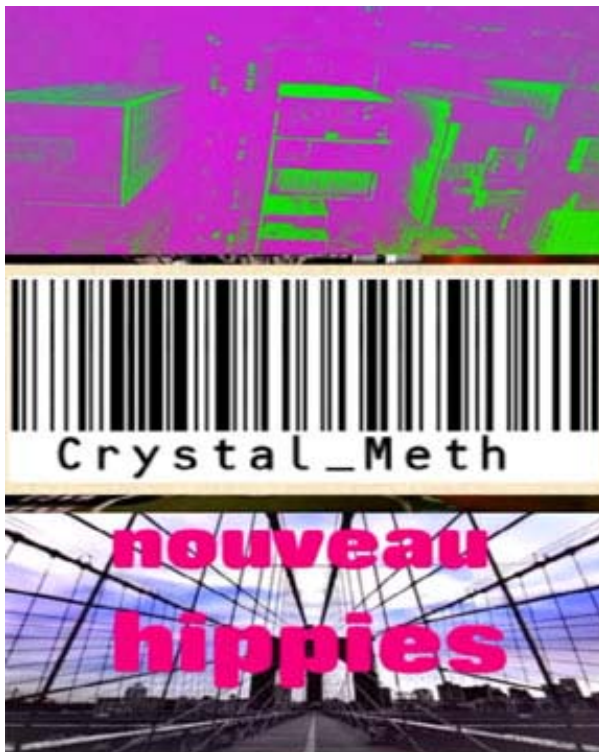
List of participating artists PLANETART at C-base:

Via via Oral

ViaviaOral is a collaboration project of Kees de Groot and Frank Morssinkhof.
www.vrlart.com

Kees de Groot belongs to the first generation of video artists that introduced audio visual art in the Dutch museums in the 80s (Luminous Image in the Stedelijk Museum Amsterdam, 1984). Multimedia artist and graphic designer Frank Morssinkhof and

Kees de Groot produce regularly social activist work. Recent videos, computerprints, photofcks are made by mixing raw political footage from computer games, satellite television, commercials, internet, news programs, documentaries, cinema, etc.



Walter Langelaar



nOtbOt

nOtbOt is an automated game-player which is controlled and deranged by reactions to it's own virtual environment, caught in a vicious force-feedback loop...

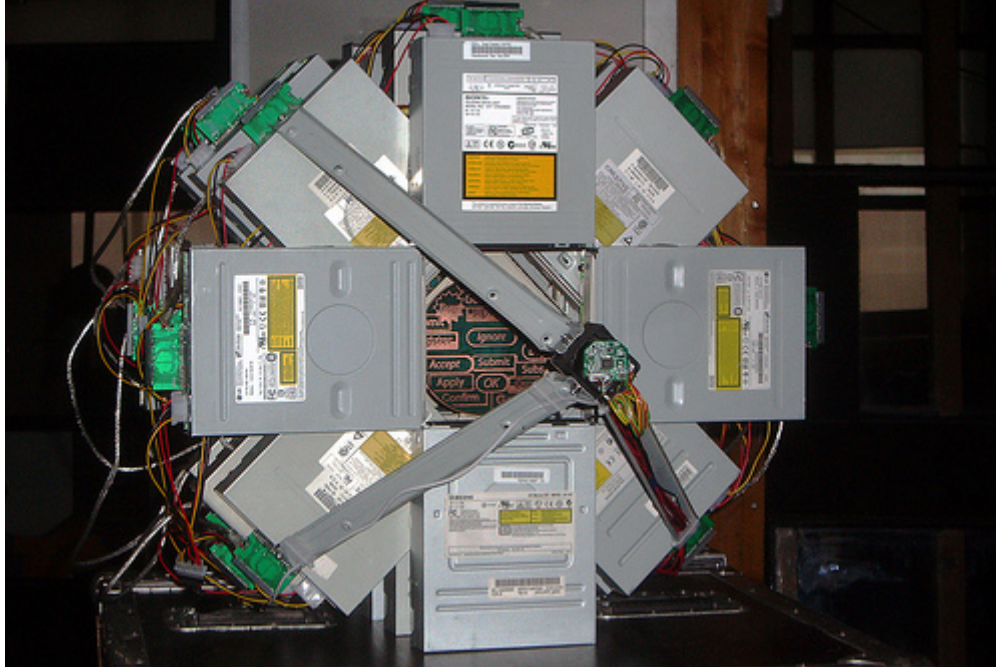
The installation consists of a hacked up human-computer interface in which the feedback system, originally intended to provide tangible interaction for a human player, is now used as input data to control a 'first-person' videogame. Human interaction with the game/controller becomes obsolete, resulting in a completely erratic form of [art]ificial intelligence.

The observer of the installation, however, can literally try to 'get a grip' on taking control of the system...

<http://www.lowstandart.net/static.php?page=notbot> : small video

Danja Vassiliev

Experimental multi media artist



<http://www.k0a1a.net/>

m/e/m/e 2.0 is a mechanical web-site that mimics and memes[*] consumer oriented and alienated web 2.0 web-sites. the machine is built using misc computer parts, mostly CDROM drives (28), and represents an ultimate recycling effort in contemporary hardware art. media industry gets to show us the guts of the technology it enslaves, be it physical or illusionary. m/e/m/e 2.0 mixes up the positions taken by the media devices - CDROMs become files, files turn into circuit boards - after the decade of web fetishism comes the age of post interactive materialism.

travelling between venues and exhibitions m/e/m/e 2.0 changes its IP address and power source but the message it carries remains the same - let's bring machines into the world of people instead of living second (hand) lives in the world of machines.

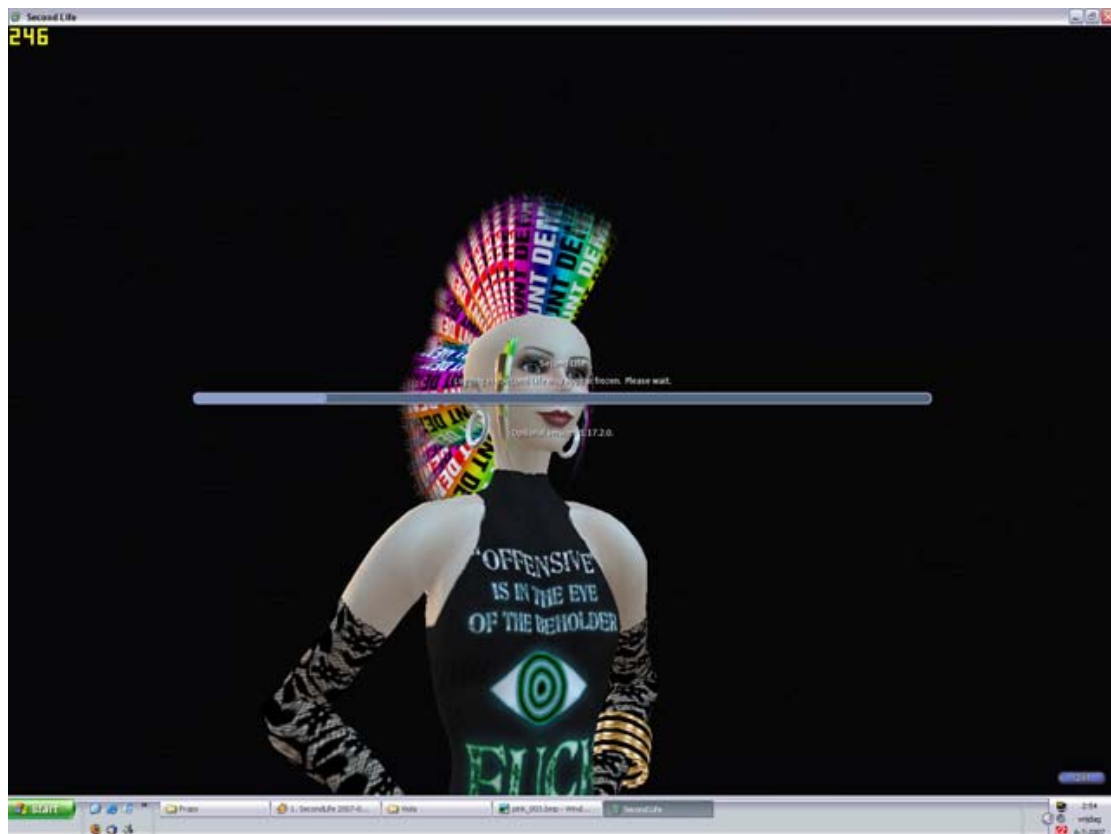
Sandwoman

Second Life artist and VJ.

Second Life, papers have written about it, but what does it actually look like? What are the interesting parts? The demopunk reactions on the commercial system where you can try demo-versions of clothes for free, underground reactions on the power of the capital and mass media.

The DVD takes the viewer on a journey through the underground places and shows the twilight zones. Where does censorship in art have to start? Art is meant to disturb.

The journey continues through discussable environments, exploring the forms of a female beauty, but also of that of very young females. Where are the limits? What is legal and what is not? Are we all perverts?



www.sandwoman.tk

Shithead

VJ, media artist, performer mixing up noise/audio terror with cutting edge video bombardment. Material containing footage from media sources around us in a experimental way, creating new and alienating contexts that make the spectator confront their own conceptions of reality, consumption, marketing, tokenism and assigned roles and stereotypes by society.

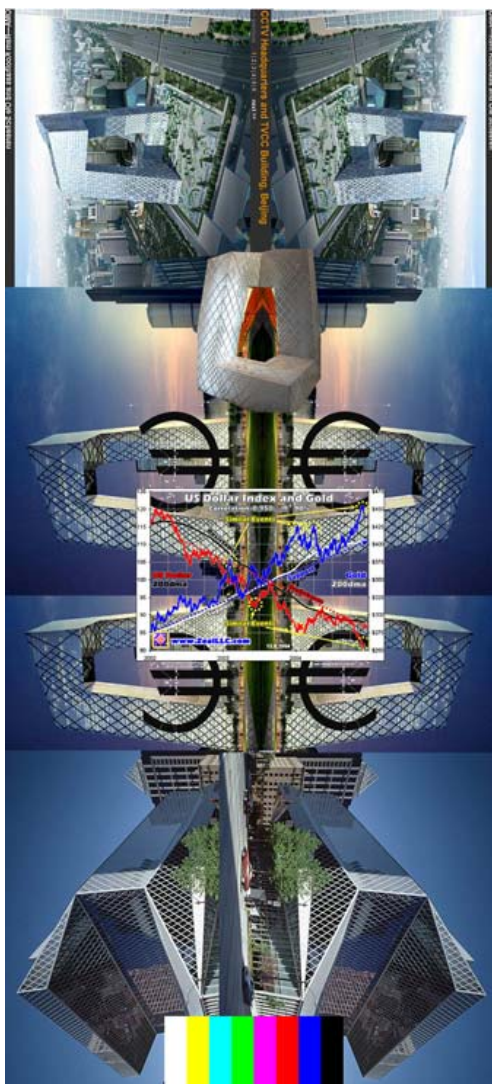


Kees de Groot

2 works:



It's a Beautiful World



Great Leader Chairman Koolhaas

Jan van Nuenen

2 examples:

- Warning, Petroleum Pipeline:

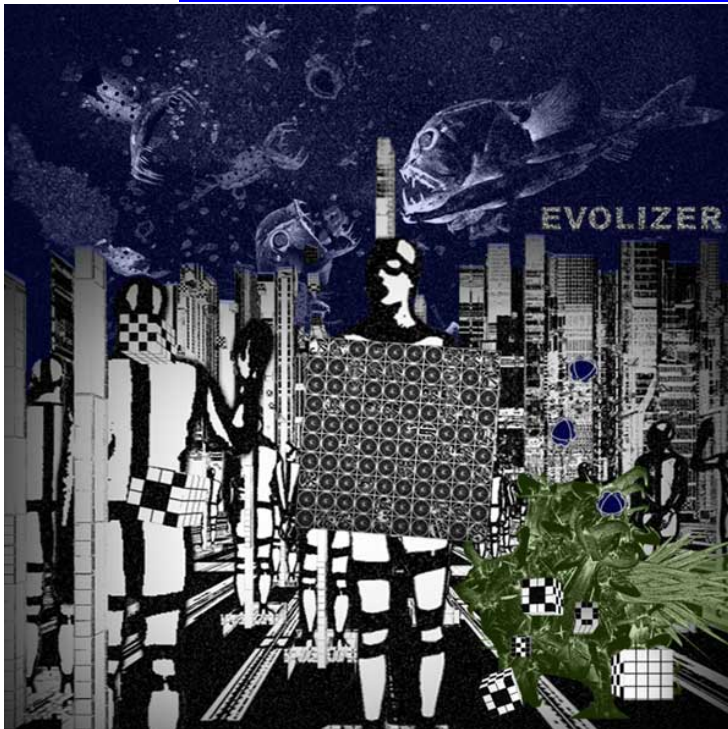
<http://www.youtube.com/watch?v=AljKZ6Kol8A>



A desolate desert landscape is slowly transforming into a futuristic industrialized world. Indefinable machines are branching off into more complex mechanisms producing an industrial soundtrack while moving rhythmically.

- Jan van Nuenen <http://www.janvannuenen.com>

film Evolizer: <http://www.janvannuenen.com/index.php?page=evolizer>



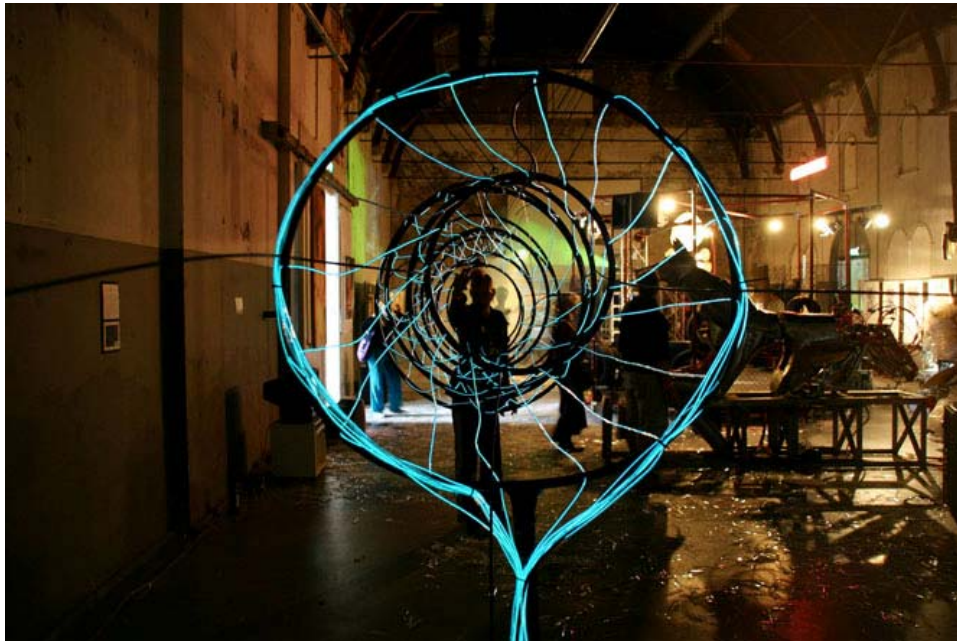
Evolizer:

In a space that looks like a town or a factory, but could just as well be the inside of a computer, a robot-like figure is moving along. The camera zooms in on a kind of small cabinet that seems to suck the viewer in. Some elements are being added to this technological, geometric environment, which bring about rearrangements and transformations here and there. Spontaneous modulations create a proliferation of colourful, organic forms. With their tentacles grasping around them, these organisms gradually and increasingly take possession of the space. An aquarium-like underworld, in which an aggressive struggle for life is taking place, then replaces the orderly universe where the viewer's trip began.

Paul Klotz

Led-art

Cubblue generates three-dimensional light animations and takes control of your emotions by stimulating the visual cortex. In the movement of the smallest led-objects, a notion of time and size influences the thought of mankind. Resistance is futile, to surrender feels good.



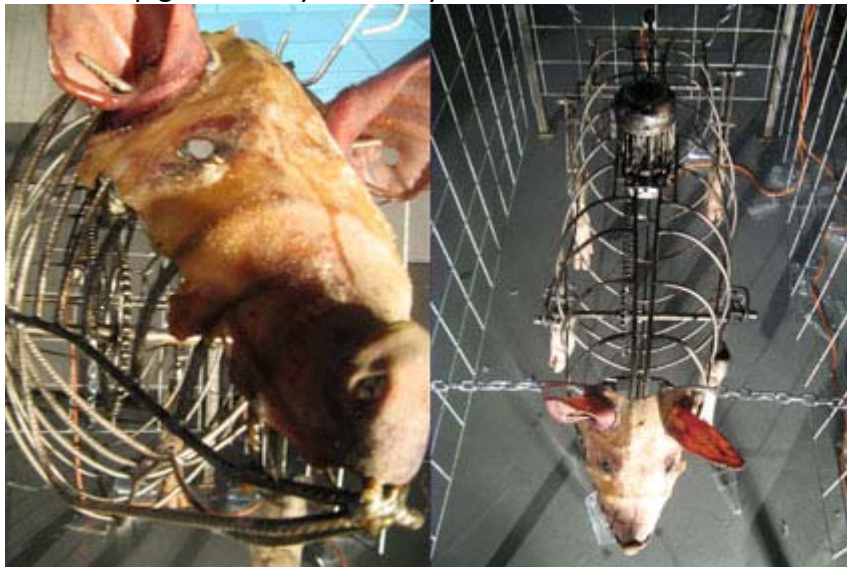


www.led-art.nl

Reinier Kranendonk
Mean Meat Machine
Interactive installation

This work was commissioned specially for the SIGN gallery in Groningen. SIGN was originally a butchery where pieces of pig, horse and cow entered by a large shutter door. Why this came to an end is not clear, but I would wager a guess that the competition became too fierce. The Pig hangs in its cage with its head towards the door. She can run all she wants but will never reach it unless her fattened body vibrates itself loose from the meathooks. It is not a pretty picture but is appropriate at a time that discussions about pig flats (multistory industrial pig sties) and animal welfare are raging.

What is a pig- How do you want your slice of meat-



Film: <http://www.youtube.com/watch?v=YwY65ruzSW0>

Poppekastkrakers

Absurd performance: sexual, noise, tekno theater.

Reflecting society in a playful, confronting, fashionable but underground, thrilling way under loungy tekno beats.



www.poppekastkrakers.nl

Eelco Wagenaar
Arjan Scherpenisse

PING

A new way of experiencing a ping-pong game, exploring the boundaries between the physical and the virtual. A physical game of ping-pong is played with a person located in another place, somewhere on the planet. When in one room a ball is hit, in the other room a ball is launched by a self built pingpongball-canon, which then can be hit again by the opponent to again launch a ball back. The two opponents see each other through a live videoprojection, allowing visual feedback and interaction.

The project was also presented at ISEA2008 as a presentation in the "Ludic Interfaces" theme. Quote from the website: "We especially encourage works that critically explore the entertainment industries and their use of recent technologies."



Additional documentation

For more information on the project visit the following links:

<http://www.on-signal.org/projects/PING>

http://www.on-signal.org/projects/PING_photos

containing extended description, images and a 3-minute movie

Eelco Wagenaar:

Graduating this year at DOGtime/Rietveld [Unstable Media & Interactive Design].

Being a former product developer/project manager at a major technology company (consumer products), developing complete products starting from scratch.

Having a background in mechanical engineering/industrial design
Now focussed on new media, applied arts and interactivity.

Teamed up with Arjan Scherpenisse to form 'on-signal'.

A 'dual core processor' with a focus on art & technology combining projects, covering software (Arjan) and hardware (Eelco) side of things. Building our concepts into working prototypes.

Projects range from bluetooth technology, to RFID, to interactive video, installations, table tennis, and the like...

www.on-signal.org

www.kattenbak.org

Sander Veenhof

redgreenblueindexedvideopixeljukebox

A color indexed interactive video jukebox

Concept:

A live video from a camera gets converted into a 16x12 pixel videomosaic. Each individual video is picked because of a color match for that specific pixel. The matrix of all videos as a whole reflects the original live camera image. People standing in front of the installation can request and view clips by showing items with a certain color to the camera.

<http://www.sndrv.nl/videomosaic/>

Big wall-projection where each pixel of the projected image is a tiny video's, in which a certain color is prominent. By putting yourself or holding colored objects in front of a camera, the projection reflects the recorded image as a live video-mosaic.

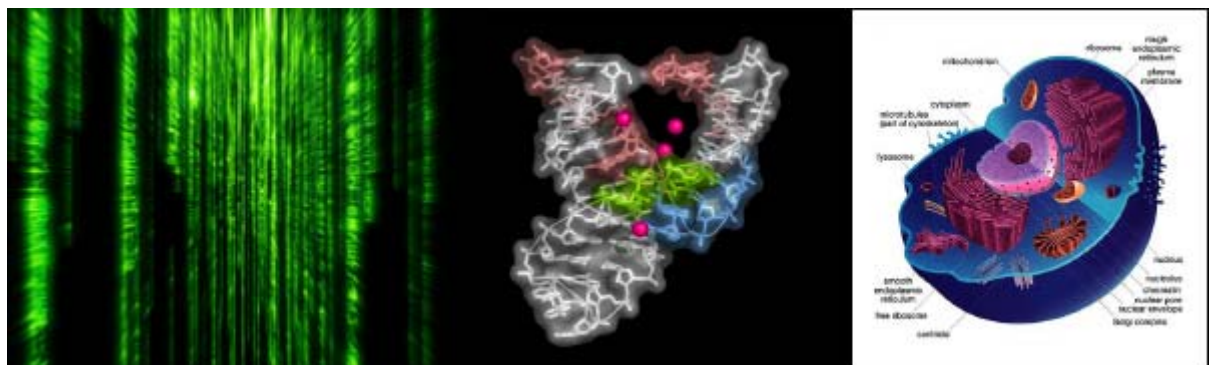


- * Computer
- * Videomosaic software
- * Projector (* optional)
- * Camera (** suggestion: built-in iSight of any MacBook - for easy set-up)
- * Converting and uploading of site-specific videocontent (***) optional)

Angelo Vermeulen (B)

Several:

- DJ set using game music
- Curated selection of independent computer games
- Curated selection of internet videos showing glitches and breakouts in games (see this site [http://argos.xio.be/blog/?page_id=16 [http://argos.xio.be/blog/?page_id=16] for an example)
- I am working on a new project called "Translucent Futures" dealing with ubiquitous technology and civil rights (see [http://fo.am/translucent_futures] [http://fo.am/translucent_futures] for more info). I want to start interviewing people on that topic in complete darkness, filming the subjects in NightShot. Maybe that could be done there as well. But that might (technically) get too complicated for just one evening...
- Presentation: subjects like: Biomodd, cyberpunk, ubiquitous technology & civil rights. <http://www.angelovermeulen.net>



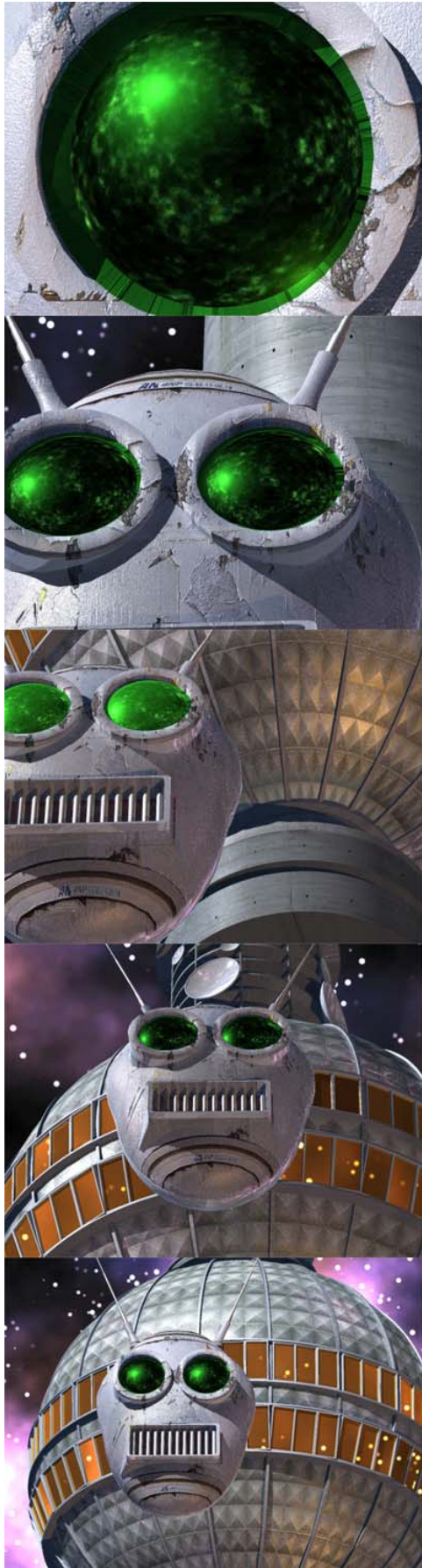
Solo exhibitions, screenings and performances (selection)

Arno Coenen

Peter Leeuwerik

The animated movie "V.O.C./V.I.P. Holland Experience" by Arno Coenen and Peter Leeuwerik with music by Kid Goesting. The movie puts our glorious golden age heritage in a confronting contemporary perspective; Anno 2006 the Dutch fine art of trade has gone from a gold rimmed spices and tulips moving heroism to a brown stained heroin pushing party catering portal, from Michiel de Ruyter to Klaas Bruinsma. "V.O.C./V.I.P. Holland Experience"

+ VJ work www.solidrocketboosters.com



Chlorgeslecht

Louder is impossible.

Pornologic

<http://www.myspace.com/pornologic>

Afkomstig uit de wereld van de underground feesten, combineert Pornologic zijn energieke, dansbare elektro met een hyperactieve liveshow die zijn weerga niet kent!

Springend, dansend, rollend en gehuld in niets aan de verbeelding overlatende kledij, krijgt hij keer op keer het publiek aan het dansen. Geboren in 1982 grijpt hij vaak terug op die tijd om inspiratie te putten uit onder andere synthpop en new wave, italo-disco en b-boy electro, maar ook video game music en de geluiden uit elektronisch speelgoed zijn vaak een bron van nieuwe ideeën.

Pornologic biedt op een opgewekte manier een blij tegengas aan de anders vaak zo serieuze en duistere underground-dance-scene, met een gezonde dosis zelfspot!

Eerder was hij te zien op MS Stubnitz en Sweetvibes, in de Bazart, alsmede op vele underground feesten.

Cross Media Party: New Berlin, DFM RTV INT, Jce Emoto, Ze Moo, and many others.

A cross-reality media art party performance, RL offline & online: At a physical space in Berlin, Germany and at virtual space in New Berlin, Second Life an also live and interactive streaming on the web! A party at C-Base club, Berlin (D) and a simultaneous party at Club Zenit in the spaceship antenna ('Fernsehturm') above New Berlin (SL)

With DJ Jce Emoto, VJ Sandwoman Petion, IJ Meta Lord, IJ Ze Moo, Mamachinima Chantal Harvey & others!

Supported by Transmediale, C-Base, DFM RTV INT, Meta.Live.Nu, newBERLIN, Mondriaan Foundation, Engage Tactical Media, Freeteam.nl, MaMachinima.eu and others.

Special in-world guest: Stelarc

Australian-based performance artist who incorporates themes of cyborgization and other human-machine interfaces in his work.

<http://www.stelarc.va.com.au/>

<http://slurl.com/secondlife/New%20Berlin/133/133/37>
<http://slurl.com/secondlife/New%20Berlin/133/133/193>

LIVE STREAMS

<http://streams.live.nu>

TRANSMEDIALE

Festival for art and digital culture Berlin
<http://transmediale.de>

More PLANETART info at Transmediale Festival
<http://transmediale.de/en/node/1635>

More PLANETART info at C-Base
<http://c-base.org/tm09>

PLANETART

<http://PLANETART.nl>

DFM RTV INT

<http://DFM.nu>

Meta.Live.Nu

<http://Meta.Live.Nu>

newBERLIN

<http://BERLINin3D.com>

Freeteam

<http://Freeteam.nl>

Engage Tactical Media

<http://EngageTacticalMedia.com>

Mondriaan Stichting

<http://MondriaanFoundation.nl>

DJ Jce Emoto

<http://dfm.nu/SecondLife>

VJ Sandwoman Petion

<http://Sandwoman.tk>

IJ Meta Lord
<http://MetaLord.live.nU>

IJ Ze Moo
<http://ZeMoo.live.nU>

Chantal Harvey - MaMachinima
<http://MaMachinima.eu>

Second Front
<http://SecondFront.org>

Stelarc
<http://Stelarc.va.com.au>

Pyewacket Kazyanenk
<http://LittleCogs.blogspot.com>