

3rd LGRU Research Meeting

Piksel & Lines

Bergen, 6-9 June 2012

The Libre Graphics Research Unit (LGRU) is a traveling lab where new ideas for creative tools, graphical and performative, are developed. Its diverse activities range from the practical to the theoretical via writing, research meetings, experimental prototyping, conferences and workshops. The Research Unit is an initiative of four European media-labs actively engaged in Free/Libre and Open Source Software and Free Culture. This cross-disciplinary project involves artists, designers and programmers and is developed in dialogue with the Libre Graphics Community. The unit is co-organized by Constant (Brussels, BE), Medialab Prado (Madrid, ES), WORM (Rotterdam, NL) and Piksel (Bergen, NO).

Tools shape practice - Practice shapes tools

LGRU is committed to Free/Libre and Open Source software which gives artists, designers and practitioners the right to read, change, distribute and alter their software, to shape the tools of their practice. Equally inspiring is the engaging culture of collaborative development and knowledge exchange that has grown out of this radical proposition.

The **Piksel & Lines** research seminar is the third in the series and will have a particular focus on improvements, interoperability between and fringe use of F/LOSS graphic bitmap and vector software, as well as generative software used in performative contexts.

We have invited artists, programmers, designer and theoreticians from all over Europe to imagine the future of image creation and processing software in collaboration, through four days of presentations, discussions, hands-on workshops, demonstrations and performances.

The program is structured between between daily pre-lunch seminar presentations (Piksel & Lines Seminar), running from 10:00-13:00 and post-lunch workshop sessions (Piksel & Lines Laboratory), running from 14:00-17:00, Wednesday till Friday. The different focus areas are represented by four program tracks into which the the seminar sessions are organized, namely PIKSEL, LINES, PROCESS and INSPIRATION.

PIKSELS & LINES PROGRAMME

Piksels & Lines Seminar

10:00-13:00 @ ROM 8

Seminar Presentations Wednesday 6. June

LINES: Ana Carvalho - Plotting Condensed

PROCESS/LINES: Egil Möller - SketchSpace

INSPIRATION: Letizia Jaccheri - ArTe

Seminar Presentations Thursday 7. june

PIKSEL: John Nordby - GIMP

LINES: August Black - Underweb

PROCESS: Brendan Howell - Py-Cessing

Seminar Presentations Friday 8. june

INSPIRATION: Jill Walker Rettberg - Digital Imaging Tools for Storytelling

PIKSEL: Øyvind Kolaas - TBA

PROCESS: Chris Sugrue - Generative imagining - the algorithms of an artist.

Piksels & Lines Laboratorium

14:00-17:00 @ ROM 8

Workshop Session Wednesday 6. June.

3 hosted workshops running parallel, focusing on desired Improvements of current image creation and generative software, Interoperability issues, and Fringe use and practice. The aim is to source out some burning topics for the workshop sessions the following day where we will be using the unconference format to dig out talk points and hands-on workshops proposals that are of importance to the participants.

Improvements: Making it Better

This workshop session is hosted by GEGL developer Øyvind Kolaas, and is dedicated to identifying desired improvements for selected image creation and generative software.

Based on the interest and experience of the participants this session will address Improvements in relation to Interface (be it hardware - input/output mechanisms - or software related), Functionality, Usability, Concept (how are these software defined by their intended use - as design tools versus artistic tools?).

The goal of the workshop session is to come up with concrete workshop sessions suggestions, to be presented in plenum at the end of the day.

Interoperability: Shared Connections, Shared Histories

This workshop session is hosted by developer and WORM-activist Walter Langelaar. With the starting point in previous LGRU research meetings, this session will investigate potential intercompatibility structures between current F/LOSS image creation and generative software (shared filetypes, shared short-keys etc). Secondly, this session will look into the different versioning systems and in extension the do/undo histories of the different software, to look into the possibilities of arriving at a standard - a shared/global undo history, as a method of expanding the source code.

The goal of the workshop session is to come up with concrete workshop suggestions, to be presented in plenum at the end of the day.

Fringe: Demonstrate the Unexpected - Learning By Doing it Wrong

This workshop session is hosted by media artist and developer Brendan Howell, and will access represented image creation and generative software from an artistic perspective. Based on the interest and experience of the participants this workshop aims to identify and explore performative cut-up practices, glitch activism, hacker technicity as methods for arriving at new innovative use and practices.

The goal of the workshop session is to come up with concrete workshop sessions suggestions, to be presented in plenum at the end of the day.

Workshop Session Thursday 7. June.

Piksels & Lines Unconference

Based on calls and workshop offers presented after the three workshop sessions Wednesday, we invite the participants to fill in a grid/schedule of sessions - providing the name and duration of workshop, as well as the duration.

The unconference concept is based on the participants providing the content the workshop session - inviting attendees to collaborate to learn and grow in their specific areas of interest.

Workshop Session Friday 8. June

Commission workshops

The LGRU project includes a series of five research commissions that allow artists and software developers to work together at the same level, imagining and building future graphic and performative tools. As one of the project partners, Pikel, will be commissioning one such research project, and we wish to identify important and engaging commission proposal within the context of LGRU activities.

As a result, the last day of the Piksels & Lines Laboratorium is dedicated to identifying fruitful commission areas based on the work from the previous days.

There will be a particular focus on performative potential of software, and the proposal presentations should argue necessity and requirements of such a commission.

Context:

An open call for a research residency will be issued in July 2012 and disseminated through the Pikel network, the LGRU network, and relevant national and international fora.

Commission period:

October-November 2012, ending with presentation/demonstration at the Pikel12 festival.

PRACTICAL INFORMATION

Locations:

- Rom 8, Vaskerelven 8, 5014 Bergen
- Cafe Opera, Engen 18, 5011 Bergen . [<http://www.cafeopera.org>]
- KOSMO, Vetrilidsallmenningen 6, 5014 Bergen [<https://www.facebook.com/Klubb.Kosmo>]

Registration:

The Piksels & Lines Seminar presentations are open to the public and free to attend.

The Piksels & Lines Laboratorium workshop sessions are equally free and open to the public, however due to limited place participants need to sign up.

Please register by writing us an e-mail: info@piksel.no

The detailed program and schedule, as well as the list of confirmed participants can be found at <http://www.lgru.net>

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