

KEYNOTES



PHOTO: TIM RANCK

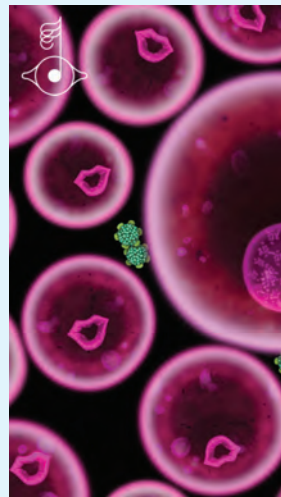
LAURIE ANDERSON

Laurie Anderson is one of America's most renowned—and daring—creative pioneers. She is best known for her multimedia presentations and innovative use of technology. As writer, director, visual artist and vocalist she has created groundbreaking works that span the worlds of art, theater, and experimental music.

Her recording career, launched by “O Superman” in 1981, includes the soundtrack to her feature film “Home of the Brave” and “Life on a String” (2001). Anderson's live shows range from simple spoken word to elaborate multi-media stage performances. Anderson has published seven books and her visual work has been presented in major museums around the world.

In 2002, Anderson was appointed the first artist-in-residence of NASA which culminated in her 2004 touring solo performance “The End of the Moon”. Recent projects include a series of audio-visual installations and a high definition film, “Hidden Inside Mountains”, created for World Expo 2005 in Aichi, Japan. In 2007 she received the prestigious Dorothy and Lillian Gish Prize for her outstanding contribution to the arts. In 2008 she completed a two-year worldwide tour of her performance piece, “Homeland”. Anderson's solo performance “Delusion” debuted at the Vancouver Cultural Olympiad in February, 2010.

In 2011 her exhibition of all new work titled “Forty-Nine Days In the Bardo” opened at the Fabric Workshop and Museum in Philadelphia. That same year she was awarded with the Pratt Institute's Honorary Legends Award. In January of -2012 Anderson was the artist-in-residence at the High Performance Rodeo in Calgary, Alberta where she developed her latest solo performance titled “Another Day in America.” Her exhibition “Boat” curated by Vito Schnabel opened in May of 2012. Anderson lives in New York City.



SCOTT SNIBBE

Scott Snibbe is a media artist, filmmaker, and entrepreneur. Whether on mobile devices or in public spaces, his work spurs people to participate socially, emotionally, and physically. His creations are strongly influenced by cinema: particularly animation and surrealist film; and often mix live and filmed performances with real-time interaction. Snibbe's artwork is in the permanent collections of the Whitney Museum of American Art (New York) and The Museum of Modern Art (New York) and has been shown in a solo retrospective at the Institute of Contemporary Arts in London. His large-scale interactive projects have been incorporated into concert tours, Olympics, science museums, airports, and other major public spaces and events.

Snibbe has received grants and awards from the National Science Foundation, Renew Media, the Rockefeller Foundation, the Ford Foundation, Prix Ars Electronica, and the National Endowment for the Arts. He is the founder of three organizations: Snibbe Interactive (interactive exhibits and events); Scott Snibbe Studio, (apps for mobile devices); and Sona Research (educational and cultural research).

He holds Bachelor's degrees in Computer Science and Fine Art, and a Master's in Computer Science from Brown University. Snibbe studied experimental animation at the Rhode Island School of Design. He has taught media art and experimental film at Brown University, The San Francisco Art Institute, the California Institute of the Arts, the Rhode Island School of Design, and U.C. Berkeley. Snibbe began his career at Adobe Systems, where he helped to create the special effects software After Effects. Snibbe also worked at Interval Research, performing basic research in haptics, computer vision, and interactive cinema. As a researcher, Snibbe has published numerous articles and academic papers, and is an inventor on over twenty patents.

LIGHTNING TALKS



JAKE BARTON is founder and principal of Local Projects, an award-winning media design firm for museums and public spaces. Jake is recognized as a leader in the field of interaction design for physical spaces, and in the creation of collaborative storytelling projects where participants generate content.

localprojects.net



URSULA ENDLICHER's work resides on the intersection of Internet, performance and multi-media installation. Her focus lies in translating the social and structural components of the Web into choreography for performances, into installations and objects. She has exhibited and performed at Postmasters, Transmediale, Siggraph, and more.

ursenal.net



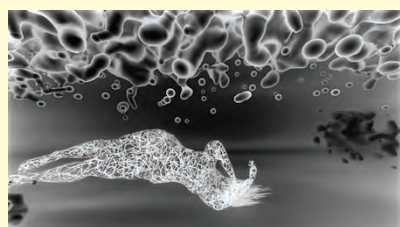
LESLEY FLANIGAN is a vocalist, artist, composer and performer. Led by the tangible elements of electronic sound, she builds her own instruments using minimal electronics, microphones and speakers. Her performances create physical electronic music that embraces both the transparency and residue of process.

lesleyflanigan.com



BANG-GEUL HAN specializes in Algorithmic Interactive Art Installation, Interaction Design, Non-Linear Narrative Systems, New Media Art and Visual Culture. She received a MacDowell Fellowship, A.I.R Fellowship and Social Media Artists Fellowship from VCCA. She teaches algorithmic and interactive art at Clarkson University in Potsdam, NY.

whatbunny.org



CLAUDIA HART teaches in the department of Film, Video, New Media and Animation at the School of the Art Institute of Chicago. She is represented by bitforms gallery, NY. Her new works are part of The Sandor Family Collection, Chicago, the Theres Rohan Collection, San Francisco, the Leutz Teutloff Collection, Cologne, and the Borosan Collection, Istanbul.

claudiahart.com



MARY HUANG works with code and form to design interactions, fashion and the future of stuff. Mary makes dresses out of algorithmic triangles, bikinis out of plastic, just founded Continuum design company, and has studied design/media arts at UCLA and interaction design at CIID. She's into reinventing infrastructure through software.

rhymeandreasoncreative.com



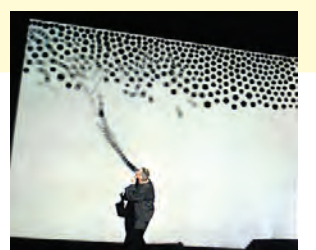
SOPHIE KAHN's process combines inputs from 3d laser and LIDAR scanning, and outputs ranging from rapid prototyped sculpture, with laser etching, beading, digital printing and animation. She is a Visiting Associate Professor at Pratt.

sophiekah.net



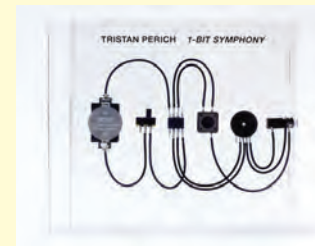
YAEL KANAREK's creative practice centers on the fundamental hypothesis that language and numerals render reality, and that this reality is an entirely subjective singular field. She looks at how language and numbers operate an emotional landscape by shuffling their physical properties: material, shape, and sound.

worldofawe.net



GOLAN LEVIN is a new media artist, composer, performer and engineer interested in developing artifacts and events which explore supple new modes of reactive expression. His work has been shown in the Whitney, the New Museum, Ars Electronica, The Museum of Contemporary Art in Taipei, and ZKM. Levin directs the Studio for Creative Inquiry at Carnegie Mellon.

flong.com



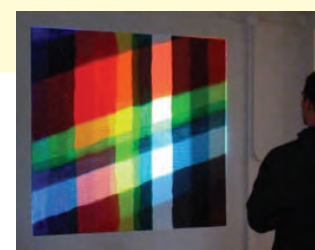
TRISTAN PERICH is inspired by the aesthetics of math and physics, and works with simple forms and complex systems. The challenge of elegance provokes his compositions for solo instruments, small ensemble and orchestra. As a visual artist, he works primarily with machines to explore the limits of traditional drawing.

tristanperich.com



KURT RALSKE's video installations and performances are created exclusively with his own custom software. His work has been exhibited internationally, including at the Guggenheim Bilbao, Los Angeles Museum of Contemporary Art, and the Montreal Museum of Contemporary Art.

retnull.com



ERIK SANNER integrates traditional and contemporary methods to create dynamic installations he calls “paintings that move.” Original software constantly recomposes video; the resulting imagery is projected onto oil paintings, providing the viewer with a unique experience every time it is viewed.

eriksanner.com



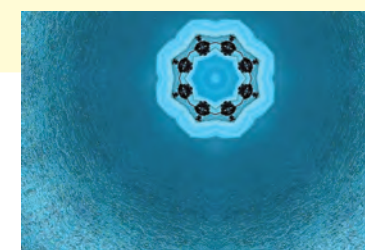
MARK SHEPARD is an artist, architect and researcher whose post-disciplinary practice addresses new social spaces and signifying structures of contemporary network cultures. His current research investigates the implications of mobile and pervasive media, communication and information technologies for architecture and urbanism.

andinc.org



KAROLINA SOBECKA works with animation, design, interactivity, computer games and other media and formats. Her work has been shown internationally, including at the Victoria & Albert Museum, MOMA, Beall Center for Art + Technology, ISEA and Medialab Prado.

gravitytrap.com



ANNE SPALTER's works explore the concept of the “modern landscape” through both subject matter and digital creation processes. Anne created and taught the first fine art digital media courses at both RISD and Brown University. Her book, *The Computer in the Visual Arts*, has become a standard reference text.

annespalter.com



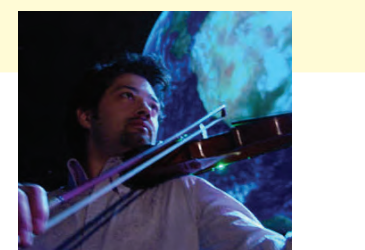
PHIL STEARNS (AKA Pixel Form) is a practitioner of sonic and visual arts; music composer and performer; electronics sculptor and installation artist. Central to his practice as a visual artist and a performer are the use of custom electronics, handcraft, hardware hacking, media technologies and iterative processes.

art-rash.com/pixelform



MARK J. STOCK focuses on works that can be created only with scientifically-accurate research software and methods. He explores the tension between the natural world and its simulated counterpart. He has exhibited at Ars Electronica and SIGGRAPH Art Galleries. Mark completed his PhD in Aerospace Engineering at the University of Michigan.

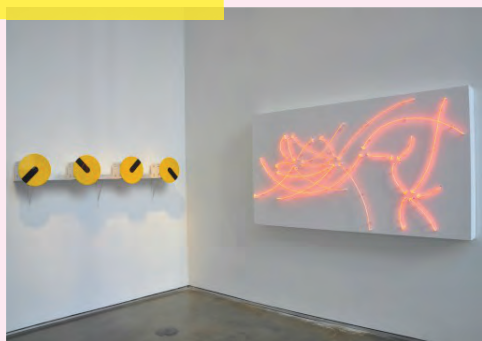
markjstock.com



KENJI WILLIAMS is an award winning filmmaker, music producer, theatrical show director, and violinist. A world brider of music, visual arts, science and unique storytelling, Williams explores the nexus of art and science through collaborations as diverse as NASA scientists, consciousness researcher Deepak Chopra, and top world-music musicians.

kenjiwilliams.com

PANELS



COLLECTING NEW MEDIA ART

Moderator: Alice Gray Stites (*Curator*)

Speakers: Michael Spalter (*Collector*), Bryce Wolkowitz (*Gallerist*), Steven Perelman (*Collector*)

What new media art are today's foremost collectors seeking, and why? What kind of market is there for art made with technology? Which deals should be chased? These collectors and gallerists discuss the state of art collection for the new collector with a focus on tech.



CROWDSOURCED AND SOCIAL MEDIA ART

Moderator: Julia Kaganskiy (*Founder, NYArtsTech Meetup*)

Speakers: Scott Draves (*Software artist*), Fernanda Viégas (*Data visualization artist*), Mouna Andraos and Melissa Mongiat (*Co-founders, Daily tous les jours*), Jason Eppink (*Curator, Museum of the Moving Image*)

Whether it's an internet meme that goes viral and creates its own do-it-yourself spawn, a public installation that needs the interaction of the crowd to work, or an algorithmic visual language so processor-intensive that it requires an Internet-distributed computer farm to render it, crowdsourcing is the hottest new art meme since drawing from the nude.

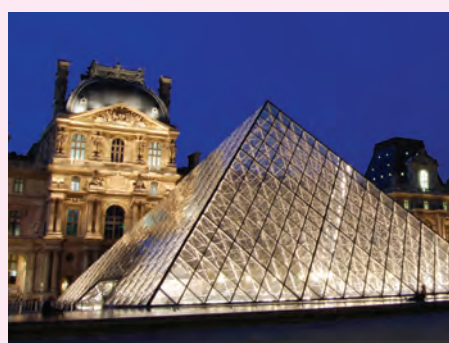


CREATIVE CODING TOOLKITS

Moderator: Golan Levin (*New media artist*)

Speakers: Andrew Bell (*Cinder*), Daniel Shiffman (*Processing*), Zach Lieberman (*openFrameworks*), R. Luke DuBois (*Max/MSP/Jitter*)

Founders and key coders of the top four frameworks for creating software art show off eye candy examples of what people are creating with their code. Inspiring and mind-blowing!



SOFTWARE ART AND THE ART ESTABLISHMENT

Moderator: Ken Johnson (*Critic, New York Times*)

Speakers: Barbara London (*Curator, MoMA*), Amanda McDonald Crowley (*Executive Director Emerita, Eyebeam*), Christiane Paul (*Curator, Whitney*), Marius Watz (*Software*)

How long will it take the museum establishment to more fully embrace new technologies? How is the change being effected? What barriers—if any—are keeping screens from being as ubiquitous as canvas in the world's top museums?

SCHEDULE

SUNDAY, 10/14

Salon: An Open-Source Publication 4-7pm

MONDAY, 10/15

Open Artist Studios

TUESDAY, 10/16

8:00-8:45 Registration, Breakfast Bar, Coffee

8:45-9:00 Opening Remarks

9:00-10:00 First Panel: **Collecting New Media Art**
Steven Perelman, Michael Spalter, Bryce Wolkowitz (Moderator: Alice Stites)

10:00-10:15 Break, Coffee

10:15-10:45 Keynote I — **Laurie Anderson**

10:45-11:45 **Lighting Artist Talks**

11:45-12:15 Keynote II — **Scott Snibbe**

12:15-1:30 Lunch nearby (see flyer for suggestions)

1:30-2:30 Second Panel: **Creative Coding Toolkits: Processing, Cinder, Max/MSP and open-Frameworks**
Andrew Bell, Zach Lieberman, Daniel Shiffman and R.Luke DuBois (Moderator: Golan Levin)

2:30-3:30 **Lighting Artist Talks**

3:30-4:00 Break and mingling

4:00-5:00 Third Panel: **Crowdsourced and Social Media Art**
Melissa Mongiat, Mouna Andraos, Scott Draves, Jason Eppink, and Fernanda Viegas (Moderator: Julia Kaganskiy)

5:00-6:00 Fourth panel: **Software Art and the Art Establishment**

Amanda McDonald Crowley, Christiane Paul, Barbara London, Marius Watz (Moderator: Ken Johnson)

6:00-6:15 Wrap

6:15-8:30 Break for Dinner

8:30-11:45 Dance Party, Killer Visuals (see flyer for location)

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Artists Wanted

Eyebeam

Flux Factory

The Solomon R. Guggenheim Museum

Harvestworks

Hyperallergic

Interactive TV Today

Issue Project Room

Kickstarter

New York ArtsTech Meetup

WeMedia

SPECIAL THANKS:

Kevin Balktick

Dawn Barber

Sunny Bates

Jeff Becker

Phyllis Draves

Scott Draves

William Etundi

Stephanie Gatton

Caren Josephs

Julia Kaganskiy

Georgia Krantz

Michael Lavin

Brett Oberman

Andrew Odewahn

Juliette Powell

Jennifer Robbins

Anne & Michael Spalter

Joe Stanco

Phillip Stearns

Olivia Swisher

Ellen West

Sara Winge

COVER IMAGE (behind logo): Philip Stearns

BROCHURE DESIGN: Jennifer Robbins

I started Leaders in Software and Art to give talented software and electronic artists a place to meet each other and a way to put the cutting-edge work they are doing in front of people who matter. If you know someone who should be part of our movement, let them be in touch. Enjoy the day!

Isabel

Isabel Walcott Draves
Founder, LISA

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softwareandart.com
@softwareandart

LEADERS IN SOFTWARE AND ART

OCTOBER 14-16, 2012

THE SOLOMON R. GUGGENHEIM MUSEUM
1071 5TH AVENUE, NEW YORK CITY

MOBILE | INTERACTIVE | SOCIAL | DATA VISUALIZATION | DESIGN | MUSIC
VIDEO | CODE | CROWDSOURCE | CURATION | COLLECTION