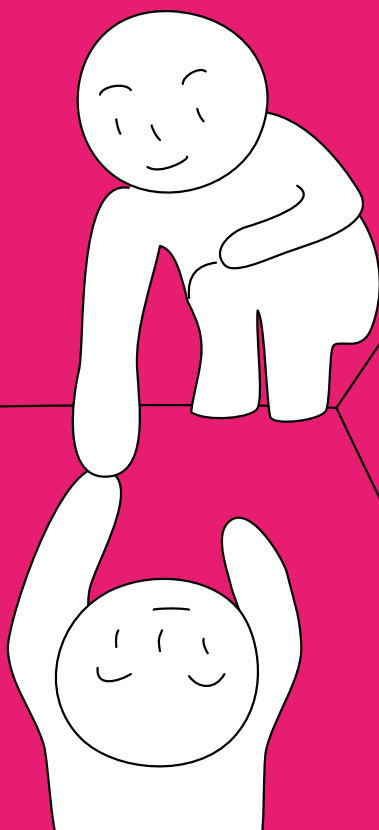


ARS ELECTRONICA ANIMATION





Serial Parallels, Max Hattler (DK/UK/DE/HK)

Ars Electronica ANIMATION FESTIVAL 2019

As every year, Ars Electronica Animation Festival is a condensed best-of of current productions in digital filmmaking, selected from the entries of this year's Prix Ars Electronica, the international competition for cyber arts in the computer animation category. Trends of the last few years are continuing with further growth in AI-related themes, VR productions, installative works, large scale mappings, and interactive elements. This year there have been 835 entries in total. In two pre-jury rounds, first by Christine Schöpf, Jürgen Hagler, and Nana Thurner, then in an online rating by the jurors Alex Verhaest, Ina Conradi, Birgitta Hosea, Ferdi Alici, and Nobuaki Doi, the count has been reduced to the more manageable

number of 165 productions, considering the three days of deliberation. These also form the foundation for the programs of this year's Ars Electronica Animation Festival. Additionally, there are guest screenings by Anifilm Třeboň, Digital Media — Hagenberg Campus, Animationsinstitut of the Film Academy Baden-Württemberg, ISCA (International Students Creative Award) and Japan Media Arts Festival. Young filmmakers under age 10 will be presented in the Young Animations category. A studio feature from Platige Image shows animated short movies from the last 20 years. All in all, the program provides an interesting insight into current international productions of digital filmmaking.

Studio Feature: Platige Image

Platige Image is an award-winning film production, VFX, animation and post-production company based in Warsaw, Poland. They work for the biggest brands in the world, the best video game publishers and some of the finest film directors. They started out as a studio composed of a dozen or so people producing mainly commercials and music videos. Gradually, they developed their team and expanded their portfolio with short films, cinematics, 3D live theatre sets, VFX for live action movies and special projects, such as museum installations.



MIAZMAT, Klaudiusz Wesotowski (PL)



Manic VR, Kalina Bertin (CA), Fred Casia (CA), Sandra Rodriguez (CA), Nicolas S. Roy (CA)

Electronic Theatre

In 1987, which was also the year of the first Prix Ars Electronica, the Electronic Theatre was established as an open-air show. The program shows the 15 best works selected by the jury and is at the same time a showcase for current productions from an artistic, substantial, cultural, and cutting-edge technological perspective.

Music & Visuals

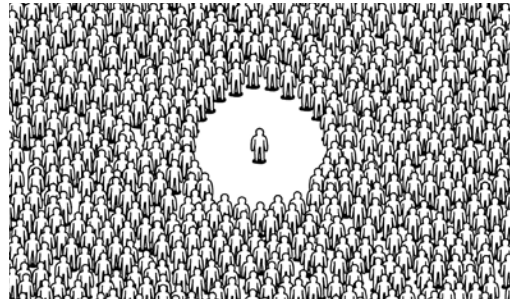
A dance performance by a group of snails on the wing of an airplane, an indecisive woman sitting in front of her letter of resignation, a car ride through a dreamy desert landscape, aesthetically staged growth processes of organic forms, or dancing mochis. This program contains music videos and various experimental forms of picture-sound synthesis in different animation techniques.



Powder — New Tribe, AC-bu (JP)

Data Narration

This program seeks to raise some sociological and ecological questions. Visualizations of air pollution, maritime data, artistic research into diabetes, and an analysis of group dynamics are among the topics. It also asks what happens when humans and AI mutate into a single consciousness.



KIDS, Michael Frei (CH), Mario von Rickenbach (CH)/Playables



One Small Step, Andrew Chesworth, Bobby Pontillas, Shaofu Zhang (US, CN)

Narration

Narration in the classical sense acquires a new dimension in the digital realm and shows laconically in images, what wouldn't be possible with words. A little girl dreaming of becoming an astronaut, randomly found film footage casting new light on a deceased father, what will happen when a group of people suddenly lose their self-control — just a few examples of this program.

Expanded Animation

This compilation assembles works that explore new forms of animated visual worlds far from the usual norm and shows, among other things, an interactive shadow installation, animated MR rooms, an installation combining animated images with a dance performance, a multi-media façade for the Elbphilharmonie Hamburg and experimental VR projects.



Dökk, fuse (IT)

Experimental

This program presents new innovative trajectories within current cinematography at the intersection of art and science and brings together works with contemporary positions, from computer-generated procedural structures to trailblazing examples of frame-by-frame animated sequences.



Boy transcoded from phosphine, Rodrigo Faustini (BR)



The Ostrich Politic, Mohamad Houhou (FR)

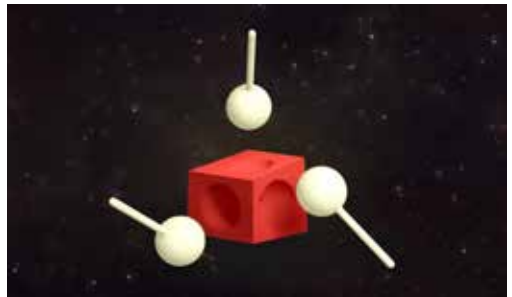
Statement

A group of soldiers set off on a peaceful exploration of the city through a war zone in the middle of Manhattan, a game of pretended emergencies, a society that buries its head in the sand. Filmmakers take a stand on various political issues such as censorship in Saudi Arabia or ask questions about staged images in the refugee crisis.

World Machines

Urbanization and globalization in the digital age is one example. Another one is a movie portraying various traditional patterns of the Ainu people, the native inhabitants of Northern Japan.

Seoul City Machine is a city symphony of an urban space of tomorrow, written and narrated by an AI chatbot. Or maybe a city portrait of young people and their personal data.



Solar Walk, Réka Bucsi (HU)

Gender

This program portrays fairly diverse gender positions: A man and a woman meet each other — an unpleasant yet at the same time provocative situation between attraction and rejection. An experimental animation about gender and sexuality with vagina and penis as its main elements. An analysis of anorexia and a black comedy about a couple with differing attitudes towards gender norms.



Egg, Martina Scarpelli (IT)



ACID RAIN, Tomek Popakul (PL)

Mental States

Mental confusion, fears and dead-end states form the undercurrent of this program. A young woman breaks free of her everyday life and embarks on an uncertain journey.

A story about outsiders in a pub, a group therapy session with animals, and a boy trapped in societal constructions.

LateNite

The late night program: irreverent, satirical and little indecent. In *Late Nite*, the films walk the thin line between dead seriousness and biting satire; they are full of philosophical approaches on one side, and trashy humor on the other. Mourning and loss are processed in colorful and brutal cartoon aesthetic, memes and Internet humor thematized in the pixel format, and some of the films will remain a mystery even after thorough reflection.



still lost I guess, here's a tunnel..., Darío Alva (SP), sound by Diego Navarro (SP)

Young Animations

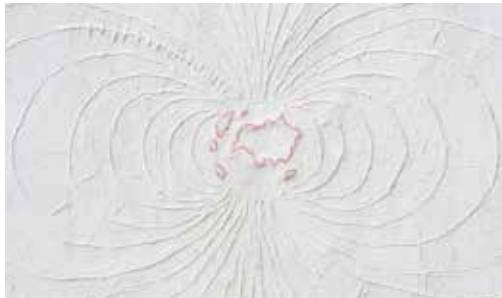
u19 – CREATE YOUR WORLD (AT), bugnplay.ch (CH), mb21 (DE) und C3<19 (HU)

Gifted young filmmakers annually submit their weird, subtle, witty, utopian, critical and dystopian works for consideration to the Prix Ars Electronica's u19 – CREATE YOUR WORLD category (AT), bugnplay.ch (CH), mb21 (DE) and C3<19 (HU). The greatest hits are featured in Young Animations.

Curated by Sirikit Amann (KulturKontakt Austria)



Nightmare before my birthday,
Celina Niederhuber (AT)



Advertising the Earth Radio – Stephen P. McGreevy's VLF Cut-outs, Zbyšek Semelka (CZ)

Anifilm Presents: Czech Animation Now

In this selection of short films, you can discover brand new Czech creations. It is a very diverse portfolio of contemporary Czech production offering shorts by students, films by experienced authors, and experimental works. Since one of the main goals of Anifilm is to cover all domestic creations, the Czech Horizon (Český obzor) competition category was established recently. All of the films presented here took part in that national contest.

Pavel Horáček, program director

Digital Media, Hagenberg Campus

A behind-the-times fisherman leaves the safe harbor and sets out to the open sea, two mail carriers deliver a huge eccentric package, a figure with an old-fashioned monitor plays a special version of the game rock-paper-scissors, a woman gets lost in a roundabout, and a gorilla eavesdrops on the conversation of two meerkats. This program features a selection of recent student works, ranging from narrative shorts to experimental animations, from the Digital Media Department at the University of Applied Sciences Upper Austria in Hagenberg.



Obscura, Elmar Glaubauf (AT)

Animationsinstitut of the Film Academy Baden-Württemberg

Animationsinstitut, part of Filmakademie Baden-Württemberg, is one of the world's leading film schools, offering the areas of study "Animation Artist," "Effects Artist," "Animation/Effects Producing," "Technical Directing," and "Interactive Media." This screening features some of the latest and greatest student projects realized at Animationsinstitut.



Blieschow, Christoph Sarow (DE)



Tashikas Strange Adventure, Nao Sakamoto, Airi Sato (JP)

ISCA (International Students Creative Award)

ISCA (International Students Creative Award) is an international arts and information media competition for universities, graduate schools and vocational schools, sponsored by the Knowledge Capital Association. It is an international competition open to students from Japan and around the globe.

Japan Media Arts Festival 2019

The Japan Media Arts Festival honors outstanding works in a wide variety of media in four categories: art, entertainment, animation and manga. This program consists of various excellent films singled out for recognition by the 2019 Japan Media Arts Festival.



La Chute, Boris Labbé (FR)

Juergen Hagler (AT)

Expanded Animation 2019

OUT OF THE BOX

“Expanded Cinema” is everything that goes beyond conventional movie projection, and therefore ranges from multiple projections to the utopia of pill films and cloud projections [...] as well as from connection with other media [...] to the cinematic environment.

Expanded Cinema is an attempt to push the boundaries of the movie screen.¹

For seven years the symposium Expanded Animation has been researching contemporary positions at the intersection of technology, art, animation, and aesthetics under a different thematic focal point every year. This year’s edition takes the festival motto *Out of the Box – the Midlife Crisis of the Digital Revolution* and offers several panel discussions of current trends in the extended field of computer animation. *Out of the Box* in the sense of “thinking against all conventions” captures the basic essence of the Expanded Cinema movement, widely regarded as a pioneer of media art. As in the first conferences about computer animations within Ars Electronica during the 1980s, practice and theory are of equal importance. The symposium tries to give answers to current positions and presents approaches from the fields of art, research and industry.

The symposium starts with the Prix Forum, where the Prix Ars Electronica 2019 winners in the computer animation category present their awarded works. Following that, the anthology *Expanded Animation. Mapping an Unlimited Landscape²*, will be displayed. The work contains a synopsis of lectures and artistic positions from the last five years and showcases a selection of contemporary artistic works from Prix Ars Electronica. The first panel is dedicated to the central topic *Out of the Box*: Jakob Schuh, multiple-award-winning animation filmmaker, and Klaudiusz Wesolowski, director at the award-winning animation studio Platige, are both textbook examples of a cinematic narration off the beaten path. Ina Conradi and Mark Chavez present an artistic research project about quantum theory, and media artist Pak will talk about his experiences in delegating the curator’s role to the machine, thereby

EXPANDED GAMES

Digital games have long since left their original residences in living rooms and hallowed arcade halls and can now be played virtually anywhere, sometimes integrating real-world data to create hybrid realities or being used for a variety of purposes beyond sheer entertainment. In conjunction with the “Expanded Animation”

Symposium, “Expanded Games” explores game projects that “think outside the box,” featuring innovative game mechanics, explorative usage of content and interesting applications of game technology. A selection of student games from the Media Technology and Design, Interactive Media and Digital Arts programs at the

involving public opinion, in order to reflect and reinforce current aesthetic trends.

The symposium opens a new chapter with the panel *Expanded Games*. The intersection between animation and games is elucidated from the angles of art, theory and practice. Filmmaker and game designer Michael Frei will grant insight into his artistic works, Miguel Sicart will give a lecture about the aesthetic experience of games, and Andreas Suika will talk about current workflows in the game industry.

The panel “Art and Industry” will once again present current trends from the applied artistic field of 3D animation and motion graphics.

Beeple – Mike Winkelmann provides insight into his artistic oeuvre, the “everydays,” so-called “finger exercises” that are created on a single day. Beeple is among the pioneers of this genre – he has created over 4500 “everydays” during the last 12 years and enjoys cult status among his fanbase. Furthermore, the media designer Nidia

Dias and the 3D artist and director Julius Steinhäuser from the animation studio ZEITGUISSED / foam studio will present applied works, from motion graphics to experimental 3D animations. Additionally, many of the presented works can be watched at the Ars Electronica Animation Screening and in the Deep Space 8K at the Ars Electronica Center.

Speakers at the 2019 Expanded Animation symposium: Prix Ars Electronica 2019 Winners in the category Computer Animation, Beeple – Mike Winkelmann (US), Mark Chavez (US), Nidia Dias (PT), Michael Frei (CH), Pak (TR), Jakob Schuh (DE), Miguel Sicart (DK), Andreas Suika (DE), Klaudiusz Wesotowski (PL) and ZEITGUISSED / foam Studio – Julius Steinhäuser.

Organization: Expanded Animation is produced jointly by the Upper Austria University of Applied Sciences’ Hagenberg Campus and the Festival Ars Electronica, and organized by Elmar Glaubauf, Jeremiah Diephuis, Juergen Hagler, Michael Lankes, Alexander Wilhelm / Upper Austria University of Applied Sciences’ Hagenberg Campus / Department Digital Media.
www.expandedanimation.com / www.fh-ooe.at

-
- 1 Hans Scheugl and Ernst Schmidt, *Eine Subgeschichte des Films*. Lexikon des Avantgarde-, Experimental- und Undergroundfilms (Frankfurt a. M., 1974), p. 253.
 - 2 Juergen Hagler et al., eds., *Expanded Animation. Mapping an Unlimited Landscape* (Hatje Cantz, 2019).

Hagenberg Campus of the University of Applied Sciences Upper Austria serves as a resource for a playful reflection on the blurred borders between digital games and other forms of media and media art.

Jeremiah Diephuis (US), Juergen Hagler (AT), Michael Lankes (AT)

With games by: Philipp Brantner (AT), Maximilian Fölls (AT), Florian Friedrich (AT), Miriam Hager (AT), Peter Hofbauer (AT), Bernhard Hofer (AT), Jakob Januschkowitz (AT), Dominik Hackl (AT), Michael Klammer (AT), Gabriel Mittermair (AT), Matthias Patscheider (IT), Lukas Paul (AT), Markus Ploier (AT), Samantha Povolny (AT), Viktoria Ronacher (AT), Florian Schmidt (AT), Lukas Stöbich (AT), Katrin Tieber (AT), Alessa Wolfram (AT), Maximilian Wößl (AT), Bianca Zankl (AT)