

VECTOR FESTIVAL 2018

BORN DIGITAL

JULY 12-16, 2018

Now in its sixth year, Vector Festival showcases experimental new media art across a series of events that include exhibitions, performances, workshops, discussion panels, and screenings, curated by Katie Micak and Martin Zeilinger.

For 5 days, [32 artists and curators](#) participated in our multi-venue programming, which included:

- 2 exhibitions
- 1 GIF installation
- 1 offsite installation (Elektra)
- 2 screenings
- 2 panel discussions
- 1 evening of live performance, and
- 1 workshop

BORN DIGITAL | EXHIBITION @INTERACCESS | JULY 12TH – AUGUST 18TH 2018 | FREE

July 12 – August 18

InterAccess

Exhibition

Expanding on the festival theme, Vector Festival 2018's flagship exhibition features performative artist positions that explore how human connections are framed by 'the digital' and how they are dictated by technological apparatuses. The new and historical works presented in the exhibition include wide-ranging experiments with medium and form, and include video installation, kinetic sculpture, social media investigations, and paper-based art, among others.

With a focus on the diverse and varied ways in which media art engages with the births, deaths, pasts, and futures of the digital, Born Digital asks how translations and interjections of bodies between physical and digital spaces inform relationships with others, the machine, and the self. What might it mean to witness the birth of a new technology, or to be 'born digital'? How does the term 'digital native' function in relation to this? How do artists adopt, advance, hack, or dismantle digital technologies to critically reflect on their meanings and implications? How does analogue detritus live on in the digital? What comes after the digital, how do post-humanist, post-digital, and post-Internet artistic perspectives inflect these questions?

Artists:

Adam Basanta, A.M. Darke, Joseph DeLappe, Judith Doyle, Ann Hirsch, Chris Kerich, LuYang

FEATURING

Adam Basanta is a Montreal-based artist, composer, and performer of experimental music. His works have been exhibited in galleries and institutions including Fotomuseum Winterthur (CH), National Art Centre Tokyo (JPN), American Medium Gallery (NYC), Carroll/Fletcher Gallery (UK), New Media Gallery (CAN), V Moscow Biennale for Young Art (RUS), Galerie Charlotte (FRA), and the Edith-Russ-Haus für Mediakunst (GER). He has been awarded several prestigious international prizes, and in 2018 was longlisted for the Sobey Art Award. He is represented by Ellephant Gallery (Montreal, CAN).

A.M. Darke is an artist, game designer, and activist. The foundation of her practice is maximizing agency for marginalized bodies, while disrupting systems of oppression.

Joseph DeLappe is a Professor of Games and Tactical Media at Abertay University in Dundee, Scotland. Working with electronic and new media since 1983, his work in online gaming performance, sculpture and electromechanical installation have been shown extensive throughout the world. DeLappe works at the intersection of art, technology, social engagement/activism and interventionist strategies exploring our geo-political contexts.

Judith Doyle is a filmmaker, writer and new media producer active in artists' teleculture from its earliest pre-Internet forms to the contemporary situation, where offline and online identities blur and merge. Her practice engages the more than human world, with collaborators from communities outside the tech development mainstream. A Professor in Integrated Media and Graduate Studies at OCADU, Doyle co-directs the Social Media

and Collaboration Lab (SMAClab) with Dr. David McIntosh, producing curatorial, interactive and mixed reality projects.

Ann Hirsch is a video and performance artist who examines the influence of technology on popular culture and gender. Her immersive research has included becoming a YouTube “cwebbrity” with over two million video views and an appearance as a contestant on Frank the Entertainer...In a Basement Affair on Vh1. She was awarded a Rhizome commission for her two person play Playground which debuted at the New Museum and was premiered by South London Gallery at Goldsmiths College. Recent solo shows include MIT List Visual Arts Center, and the New Museum’s online project space First Look. She is a 2017 Rema HortMann Emerging Artist Grantee.

Chris Kerich is a programmer, artist, and PhD student studying at the University of California, Santa Cruz. His main research interest is the exploration of embedded values and the discovery of resistant areas in software through the use of glitch, error, and other non-dominant methods of interaction. His artistic practice focuses on much of the same, with a special focus on video games.

Born and based in Shanghai, Lu Yang graduated from the China Academy of Art in 2010. Lu Yang using a variety of media: video, installation, animation, and digital painting, game, the artist unflinchingly explores existential issues about the nature of life and where it resides. Armed with a overlaying mix of strategies taken from Science, Religion, Psychology, Neuroscience, Medicine, Games, Pop Culture and Music, among others, Lu Yang overrides the often delusional belief that humans control are privileged within this universe. Instead, she highlights the biological and material determinants of our condition reminding us of our transient and fragile existence, but with an edge of dark humour that leaves no room for sentimentality. Lu Yang’s works have been featured in important solo and group exhibitions at the UCCA (Beijing), Mwoods museum (Beijing), Centre Pompidou (Paris), 56th Venice Biennale 2015 China Pavillion, 3rd Istanbul Design Biennial, Liverpool Biennial 2016, Shanghai Biennale 2012, Montreal International Digital Art Biennial 2016, Musée d’art contemporain of Lyon, Momentum (Berlin), Tampa Museum of Art, and The 5th Fukuoka Asian Art Triennale.

LOCAL HOST 2018: SUB/HYPER/TEXT | ONLINE
EXHIBITION INTERACCESS.ORG | JULY 12TH – 18TH
2018 | FREE

July 12 to August 18

Online Exhibition

For the second year Vector Festival includes a web-based exhibition in which participating artists experiment with new and emerging exhibition formats. Many of the works included reinterpret established 'offline' forms of artistic expression for new online contexts. As such, exhibited works include durational pieces, experimental games, concrete poetry, interactive sound works, moving images, and experimental narrative.

Works by:

Sarah Friend, Soo Jin Rho, Timo Kahlen, Dina Kelberman, Amanda Low

FEATURING

Sarah Friend is an artist and software engineer working at a large blockchain development studio. When not doing that, she creates games and other interactive experiences. Her practice explores the polar concerns of privacy and transparency and the political/environmental implications of technology. She is a proud Recurse Center alum, and has recently presented at the Montreal International Games Showcase, the MoneyLab program by the Institute for Networked Culture in London, and Transmediale Berlin.

Soo Jin Rho lives and works in Seoul, South Korea. She studied visual communication design and digital media in South Korea and the US. She is interested in diverse variation of interactive narrative. She has dealt with conflict and spirituality in her works.

Sound sculptor and media artist Timo Kahlen chooses to work with the ephemeral: with wind and steam, with light and shade, with pixels and dust, with sound, noise and vibration. Kahlen has been nominated for the German National Sound Art Prize (2006), the Kahnweiler Prize for Sculpture (2001) and for the Prize for Young European Photographers (1989) and has received critical recognition at more than 180 exhibitions of contemporary media art since the mid-1980s. Kahlen currently works and teaches in Berlin.

www.timo-kahlen.de

Dina Kelberman's work comes from a tendency to meticulously collect and organize the media of everyday life. Kelberman has been commissioned by the New Museum and The Marina Abramovic Institute and included in numerous international biennials. Her work has been featured in The New York Times, Art21 and NPR, Known and Strange

Things (Cole, 2016) and Wasting Time on the Internet (Goldsmith, 2016). Recently she presented at the UbuWeb Conference in Athens and the P3 Biennial in London.

Amanda Low is a recent OCADU graduate who plays with medium specific narratives and storytelling through both traditional and non-traditionally animated means. Her practice currently deals with web art and the browser as a medium.

ECSTASY // NORMAL 002 | INSTALLATION @THE BRANDSCAPE | JULY 12TH – 16TH 2018 | FREE

July 13 – 15
The Brandscape
Exhibition

Ecstasy//Normal 002, by Tobias Williams, is an animation which came out of a body of work exploring the designs used for ecstasy pills sold on the black market. The imagery used to mark these drugs represent a unique form of semiotic communication and aesthetic choices which are derived from a combination of networked cultures and the illicit nature of the drug trade. These forces come together to create a unique underground ecosystem for design, free of the limitations of copyright which runs parallel to global consumerism. Research for this project was conducted by studying pill designs from online pill testing websites and social media platforms.

FEATURING

TOBIAS WILLIAMS is a Toronto based artist and educator. His art practice is concerned with the relationship between society and technology. His latest work explores the concept of “Digital Ontology;” how we conceive of objects in digital spaces and how these digital objects interact with our perception of the physical world. Tobias has exhibited in a variety of local and international gallery spaces including recent shows at the Art Gallery of Mississauga, the Art Gallery of Ontario and the Banff Centre in Alberta. He currently works as an instructor at OCADU Humber College and the Toronto School of Art.

INNER WORKINGS | PERFORMANCE @918 BATHURST | JULY 13TH 2018 | 9PM – 11PM | \$15

This night of performances features three projects:

Adam Basanta (Montreal) (recent Sobey Award nominee) will be performing *Small Movements*, a sound performance using tuned microphone feedback, modified amplification techniques, and kinetic elements.

A new collaboration between Afaq Ahmed Karadia and Adam Tindale (Toronto) explores correlations between moving bodies and improvised sound, using custom-built, sensor-based instruments.

micha cárdenas (Santa Cruz) presents a speculative telematic mixed-reality performance, *Becoming Dragon*, in which the “Real Life Experience” requirement transgender people must satisfy before qualifying for Gender Confirmation Surgery is replaced by a yearlong, virtual “Second Life Experience” leading towards Species Reassignment Surgery.

FEATURING

ADAM BASANTA is a Montreal-based artist, composer, and performer of experimental music. His works have been exhibited in galleries and institutions including Fotomuseum Winterthur (CH), National Art Centre Tokyo (JPN), American Medium Gallery (NYC), Carroll/Fletcher Gallery (UK), New Media Gallery (CAN), V Moscow Biennale for Young Art (RUS), Galerie Charlotte (FRA), and the Edith-Russ-Haus für Mediakunst (GER). He has been awarded several prestigious international prizes, and in 2018 was longlisted for the Sobey Art Award. He is represented by Ellephant Gallery (Montreal, CAN).

AFAQ AHMED KARADIA is a Designer, audiovisual artist and music researcher. He is interested in exploring intersection between art and technology. He now forges a new path that transitions his creative coding skills towards developing installations and interactive Arts projects. His current practice evolved around audiovisual art and music technology.

ADAM TINDALE is an electronic drummer and digital instrument designer. He is an Associate Professor of Human-Computer Interaction in the Digital Futures Initiative at OCAD University. Tindale performs on his E-Drumset: a new electronic instrument that utilizes physical modeling and machine learning with an intuitive physical interface. He completed a Bachelor of Music at Queen’s University, a Masters of Music Technology at McGill University, and an Interdisciplinary Ph.D. in Music, Computer Science and Electrical Engineering at the University of Victoria.

micha cárdenas, PhD, is Assistant Professor of Art & Design: Games + Playable Media at the University of California, Santa Cruz. cárdenas is writing a new algorithm for gender, race and technology. Her book in progress, *Poetic Operations*, proposes algorithmic analysis to extend intersectional analysis and develop a trans of color poetics to reduce violence against trans women of color. cárdenas’s co-authored books

The Transreal: Political Aesthetics of Crossing Realities (2012) and Trans Desire / Affective Cyborgs (2010) were published by Atropos Press. Her artwork has been described as “a seminal milestone for artistic engagement in VR” by the Spike art journal in Berlin. She is a first generation Colombian American.

WORDS BEFORE ALL ELSE: ORAL HISTORIES IN THE DIGITAL AGE | SCREEN-ING @JACKMAN HALL | ART GALLERY OF ONTARIO | JULY 14TH 2018 | 7PM – 9PM | FREE

Saturday, July 14

Jackman Hall (317 Dundas St. West) | 7pm

Screening

What happens when traditional stories are envisioned digitally? In an era where the physical blends into the digital, what is the (a)/(e)ffect on oral transmissions of knowledge, art, ideas, and cultural material from one generation to another? What is lost in a society that does not acknowledge specific types of histories? How have digital technologies transformed traditional storytelling? The works in this program make use of experimental forms of computer animation in order to work through these questions.

Works by:

Zacharias Kunuk, Mary Kunuk, Zack Khalil + Adam Shingwak Khalil, Trevino L. Brings Plenty, Elizabeth LaPensée, Skawennati, Doug Smarch Jr.

FEATURING

Skawennati makes art that addresses history, the future, and change. Her pioneering new media projects include the online gallery/chat-space and mixed-reality event, CyberPowWow (1997-2004); a paper doll/time-travel journal, Imagining Indians in the 25th Century (2001); and TimeTraveller™ (2008-2013), a multi-platform project featuring nine machinima episodes. Born in Kahnawake Mohawk Territory, Skawennati holds a BFA from Concordia University in Montreal, where she is based. She is co-director of Aboriginal Territories in Cyberspace (AbTeC), a research network of artists, academics, and technologists investigating, creating, and critiquing Indigenous virtual environments.

Ojibway filmmakers Adam and Zack Khalil were raised in Michigan's Upper Peninsula and currently make their home in New York. Adam Khalil's practice attempts to subvert traditional forms of ethnography through humour, relation, and transgression. Zack Khalil's work often explores an indigenous worldview and undermines traditional forms of historical authority through the excavation of alternative histories and the use of innovative documentary forms.

Mary Kunuk lives and works in Igloolik, Nunavut. A member of the Inuit collective Arnait Video Production (Women's video workshop), founded in Igloolik in 1991, she has been making videos since 1993. A number of her works are the result of a collaborative process with her community, her family, or other video artists, including Marie-Hélène Cousineau.

Zacharias Kunuk is a renowned filmmaker whose dramatic feature films include *Atanarjuat The Fast Runner*, which won the Camera d'Or at the Cannes film festival in 2001, and *The Journals of Knud Rasmussen*, codirected with Norman Cohn, which opened the Toronto International Film Festival in 2006. Kunuk is the winner of a National Arts Award, the National Aboriginal Achievement Award and was named an Officer of the Order of Canada in 2005. Earlier this year, *Atanarjuat* was voted the Best Canadian Film of all times by Toronto International Film Festival survey.

Elizabeth LaPensée, Ph.D., is an award-winning designer, writer, artist, and researcher who creates and studies Indigenous-led media such as games and comics. She is Anishinaabe from Baawaating with relations at Bay Mills Indian Community, Métis named for Elizabeth Morris, and settler-Irish. She is an Assistant Professor of Media & Information and Writing, Rhetoric & American Cultures at Michigan State University.

Trevino L. Brings Plenty is a poet and musician who lives, works, and writes in Portland, OR. He is singer/songwriter/guitarist for the musical ensemble *Ballads of Larry Drake*. Trevino is an American and Native American; a Lakota Indian born on the Cheyenne River Sioux Reservation, South Dakota, USA. Some of his work explores the American Indian identity in American culture and how it has through genealogical history affected indigenous peoples in the 21st century. He writes of urban Indian life; it's his subject.

Jackson Polys is a visual artist who seeks to dissolve artificial boundaries between perceptions of traditional Native art forms, practices, and contemporary life, and whose practice reflects an inquiry into the limits and viability of desires for indigenous growth.

Doug Smarch Jr., a member of the Tlingit Nation from Teslin, is a conceptual artist working in sculpture and animation. Smarch attended San Francisco Arts Institute and earned a BFA. He then went on to earn a Graduate Degree in Design Media Arts from the University of California, Los Angeles.

INTRO TO REALITY CAPTURE FOR VIRTUAL PLACES

@INTERACCESS | JULY 15TH 2018 | 11AM – 4PM | \$80

REGULAR, \$60 WITH STUDIO ACCESS/WORKSHOP

DISCOUNT PASS

Saturday, July 14

InterAccess | 11am

Workshop

An introductory workshop to the concepts, techniques and production pipelines involved in the creation of alternative virtual places (AR/VR) through the capturing and transformation of reality. The principles and basic techniques of photogrammetry, photorealistic texturing, volumetric video and theory of spatial audio capture will be covered, and an overview on how to quickly bring them all together into a game engine in order to build virtual spaces. A basic knowledge of 3D asset production, image processing and game engine development (Unity) are recommended. Advanced users are also welcome.

Hector Centeno is a digital media artist, interactivity designer, and creative software developer with nearly two decades of experience as an independent and collaborating artist, sound designer, and interactive media programmer. His practice focuses is on immersive sound, visuals, and interactivity, and seeks to transport the audience into self-reflective states that consider existence, place and reality. He currently works at OCAD University as technical lead for augmented reality research projects, and teaches at OCADU and George Brown College.

FEATURING

Hector Centeno is a digital media artist and interactive systems designer and developer, working independently and collaboratively. His focus is on immersive sound, visuals and interactivity that seeks to engage the audience into a self-reflection of existence, place and reality. He currently teaches at the Digital Futures

program at OCAD University, and works as Technology Director at Impossible Things, creating augmented reality experiences.

ART ON THE SCREENS | SCREENING @CELEBRATION SQUARE MISSISSAUGA | JULY 16TH 2018 | 8PM – 10PM | FREE

Monday, July 16

Celebration Square | 8pm

Screening

Vector Festival's large-scale off-site screening intervenes critically and provocatively in this spectacular public space by presenting a range of video works that explore networked technologies in an oscillation between the instructional, the cautionary, the speculative, and the meditative.

Artists:

David Blandy, Clive Holden, Susanna Flock, Nadine Lessio

FEATURING

David Blandy is an artist who works with the moving image in the digital world, from YouTube tutorials, music videos, television series, anime and the narrative sections of computer games; highlighting our relationship with popular culture and investigating what makes us who we are. Blandy has exhibited at venues nationally and worldwide such as Tate Modern, London, UK; Art Tower Mito, Tokyo, Japan; Kiasma Contemporary Art Museum, Helsinki, Finland; The Baltic, Gateshead; Turner Contemporary, Margate; Spike Island, Bristol; Random Acts on Channel Four; Künstlerhaus Stuttgart, Germany; MoMA PS1, New York, and Museum of Contemporary Art, Shanghai, China. He co-wrote the graphic novel Out of Nothing, published by Nobrow Press. He is represented by Seventeen Gallery and his films are distributed by LUX.

Originally from Vancouver Island, Clive Holden is a Toronto based artist. His work focuses on the 21st century moving image as visual art. Exhibitions and screenings include: transmediale; Art Gallery of Mississauga; International Film Festival Rotterdam; Anthology Film Archives; London Film Festival; Danish Film Institute; European Media Art Festival; and Bienal Internacional del Cartel en México.

Susanna Flock lives and works in Vienna, Austria. She has completed diplomas at the Academy of Fine Arts Vienna and the University of Arts and Industrial Design in Linz. Flock has won several prizes including the Henkel Art Award (2010), the Ö1 Talent Scholarship for Visual Arts (2011), The Crossing Europe Innovative Award (2017). She has completed artist residencies in Croatia, Norway, Poland and Germany. Her works have recently been shown in solo exhibitions at EKA Galerii Tallinn, Neue Galerie Graz, and HDLU Zagreb.

Nadine Lessio is a designer and technologist based out of Toronto, Canada. She has a background in visual design, programming, and an interest in how technology makes its home in the world. Nadine holds an MDes from OCADU's Digital Futures program where she spent her time investigating the Internet of Things through personal assistants. By mixing development, humour, and criticism, Nadine's work considers the interplay between technology and life, sometimes with amusing or unexpected results.

VECTOR FESTIVAL ARTIST TALKS AND Q&A DISCUSSION, 2018

Sunday, July 15
InterAccess | 3pm
Artist Talks

Join us for a series of 20-minute mini Artist Lectures to learn about the artists' projects, practices, and ideas behind the works in Vector 2018's flagship exhibition, Born Digital. Each presentation will be followed by a Q&A discussion period.

Talks by:
Judith Doyle
Chris Kerich
Amanda Low
Tobias Williams

This event will be followed by a closing reception for the festival.

INNER WORKINGS PANEL DISCUSSION, 2018

Saturday, July 14

The Bachir/Yerex Presentation Space | 4pm

Panel Discussion

Join Vector performers and artists for a conversation on the role of feedback (whether human or machine) in their practice. Moderated by Vector Festival 2018 co-curator Katie Micak.

Panelists:

Micha Cárdenas

Afaq Ahmed Karadia

Nadine Lessio

Adam Tindale