



## **DEUS EX FABRICA**

by COLLETTIVO D20

### **Open Call for Online Residency at Fabbrica Alta (Schio, Italy)**

*Last update: Jan 12th, 2018*



### **Project Description**

#### **How the online residency works**

For one week resident artists will have complete remote access and control of the Fabbrica system. Our support team will be available for help, debug and support but we expect you to be in charge. You can experiment freely with all the provided infrastructure.

Your project should have two lines of activity:

- Keeping the Fabbrica alive during the week. Both by experimenting directly hands on deck and by scheduling actions via the provided software. Keep in mind that the Fabbrica is right in the center of the village so whatever you decide to do will be seen and heard.
- Composing a performance piece for the Fabbrica. We will host a full concert once a month in front of an audience, and we would like to have the Fabbrica perform a piece by each of the month's resident artists.

## **Curator Statement**

Fabbrica Alta must be understood as an organism waking up from a long hibernation. It is a symbol of the city, for years a dormant colossus rising up in the centre of the town, a silent giant. Our intention is to wake it up, to give it new life, and to make it interact once again with the city. Fabbrica Alta is sensitive to the environment. It reacts with sounds, lights and words that sometimes recall events of the past, as in dreams that have not yet ended. Like every organism, it follows no timetable to express its feelings, since its reactions occur unexpectedly. It can be happy, sad or amusing, but what it desires is to be alive again, and to participate in the life of its city.

## **History**

Fabbrica Alta is one of the most important industrial archaeological monuments in Italy. Built in 1862 by the architect Auguste Vivroux, it is 80 metres long and 13.90 wide, with five storeys plus the attic, 330 windows and 52 dormer windows. Inside it has huge salons divided into three spans with 125 cast iron columns. Every floor is for a different work process of the raw material. It opened as a great textile business thanks to Francesco Rossi (1782-1845), already a wool merchant of the Alto Vicentino district. His far sightedness in the management of the factory was handed down to his son, Alessandro (1819-1898), who became the managing director in 1845. In the early 1900s, the Lanificio Rossi was the most important wool company in Italy, with numerous factories in and around Vicenza. Lanerossi produced every kind of wool fabric for the most varied uses and it traded throughout the world, exporting clothes, cloth, blankets, and yarns for fabrics and for industrial uses. In spite of this, in the middle of the economic boom, because of some wrong management decisions, Lanerossi went through a period of crisis in the three year period 1955-1957. It managed to recover, but in the following decade it suffered a new period of strong crisis. Between 1966 and 1967 the machines were removed from the building and it was used only for administrative purposes. The decline began in the largest wing of the building. In 1987 the group was taken over by its competitor, Marzotto, of nearby Valdagno which, however, no longer invested in the Lanerossi trademark. The various factories were dismantled until the historic closure of that of Schio in August 2005. In May 2013 Fabbrica Alta was bought by the city council. It still has its exceptional monumental value and its sensational significance in the surrounding urban context.

Alessandro Rossi gave a fundamental contribution to the literacy of the population, involving all ages and giving special attention to primary school education and to professional training. He organised a network of schools around the factories: in the company's infant school, the regulations provided for the children's clothing, diet and assistance in general which were financed by the wool factory, and working mothers were allowed time off to feed their infants at fixed intervals. With regard to primary school education, the construction of two schools, one for boys and the other for girls, began in 1873. The creation of the Giardino Jacquard, next to the factory, also served for the physical and psychological well-being of the workers, who could enjoy the fresh air in the garden in their breaks from work and take avail of this easily accessible place of recreation. In 1872 Alessandro Rossi started the construction of a new residential district to house the workers, which allowed them to live near their workplace, and to become house owners by means of a redemption agreement.

*An interesting piece of information: the name of Lanerossi is strongly linked to the world of sport. It was one of the first Italian companies to buy football clubs. In 1953 Lanerossi bought the Vicenza football club, transforming it into nothing less than a division of its own. Since then, until 1990, the name of the club was Lanerossi Vicenza. And in the 1980s the women's basketball team of Schio (A1 series) was sponsored by Lanerossi.*

## **Documents and Links**

### **Recent footage (w/ english subs)**

<https://www.youtube.com/watch?v=Yv0Wnexz42Q>

### **Documentary footage**

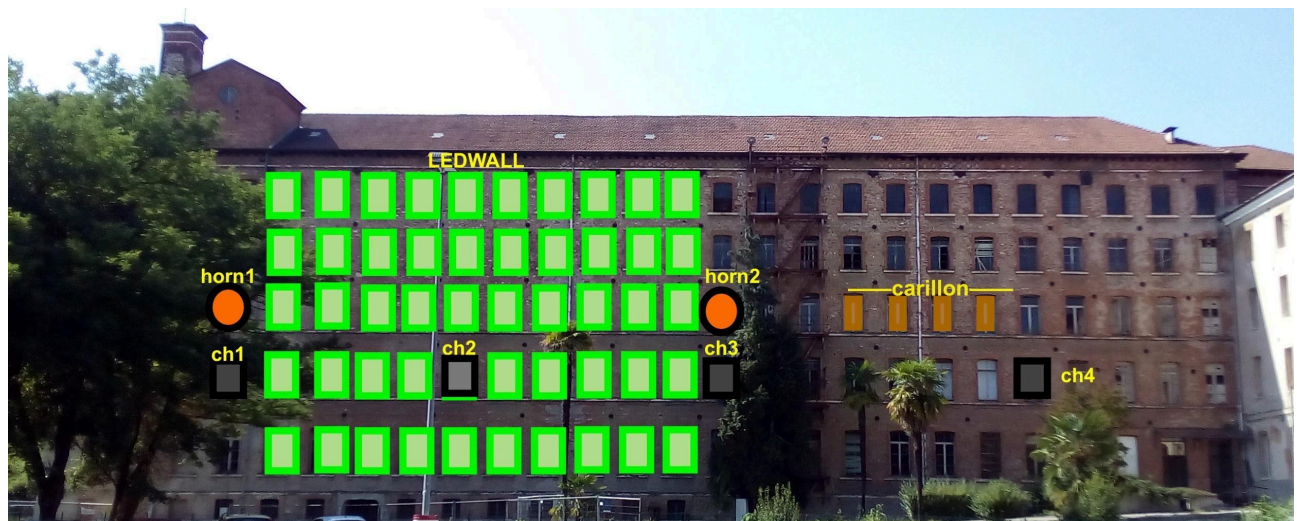
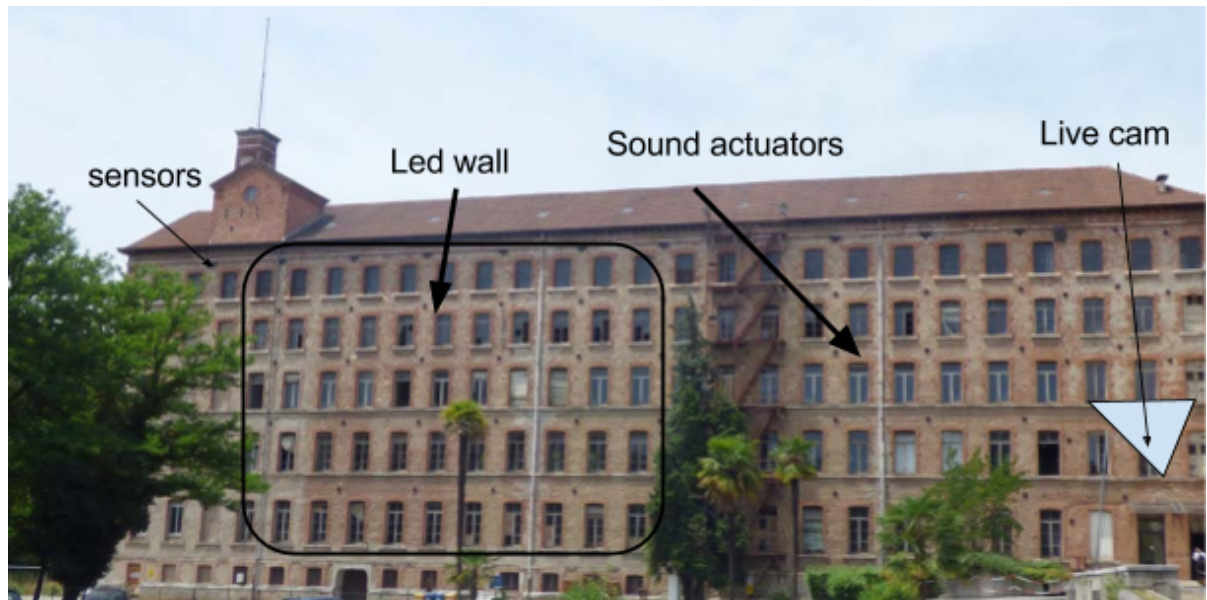
<https://www.youtube.com/watch?v=x0B9gZwD5UM&t=38s>

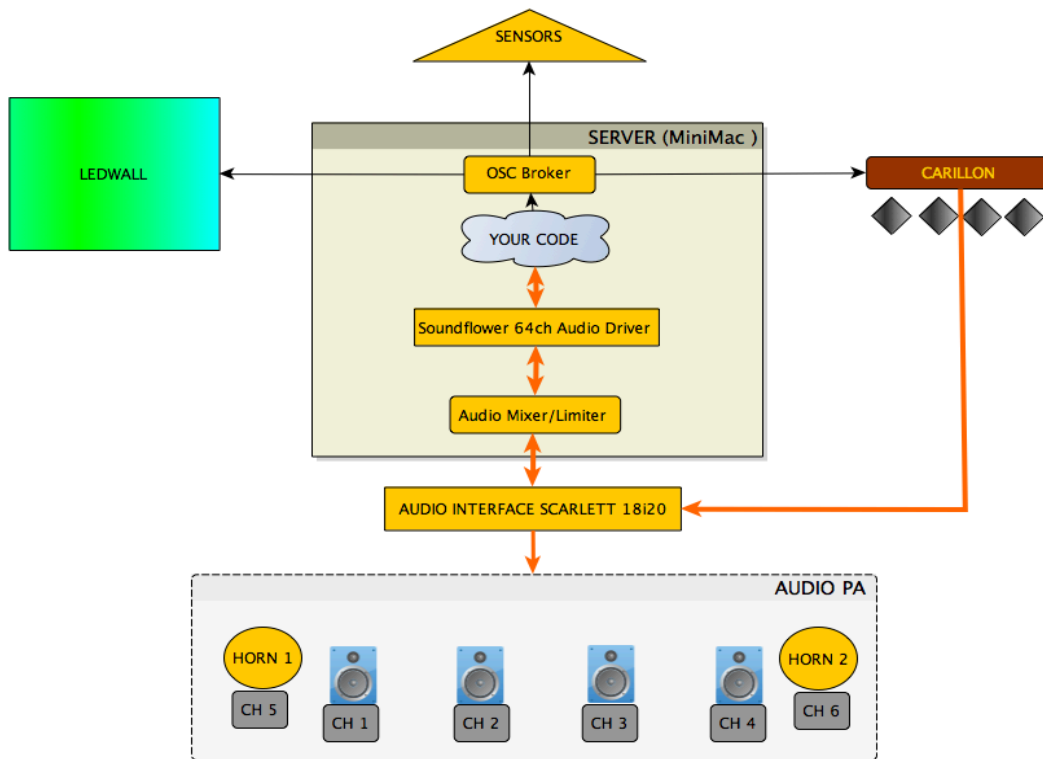
### **Google images for Fabbrica Alta**

[https://www.google.com/search?tbm=isch&q=fabrica%20alta%20schio&tbs=imgo:1#imgdii=BQsljSwlymHHwM:&imgsrc=PhrLaVt\\_P2yQYM:](https://www.google.com/search?tbm=isch&q=fabrica%20alta%20schio&tbs=imgo:1#imgdii=BQsljSwlymHHwM:&imgsrc=PhrLaVt_P2yQYM:)

## Technical documentation

### General Application Scheme





*General Diagram of the Fabbrica. Orange lines represents audio streams, black lines are OSC messages.*

## **Application control**

You will have remote access to a MacOS computer, permanently connected to the whole infrastructure. Available software will include: Max/Msp, Pure Data, SuperCollider, Processing, Python. You can compose your piece and interact with the Fabbrica using one or more of the provided software. A SuperCollider example patch which shows how to control the system is provided [here](#)

### **LedWall**

The LedWall is a 5 rows by 10 columns illumination system installed behind the Fabbrica front windows. Each window has its own led system, therefore you can control intensity and hue of every single window via OSC calls.

### **Sensors**

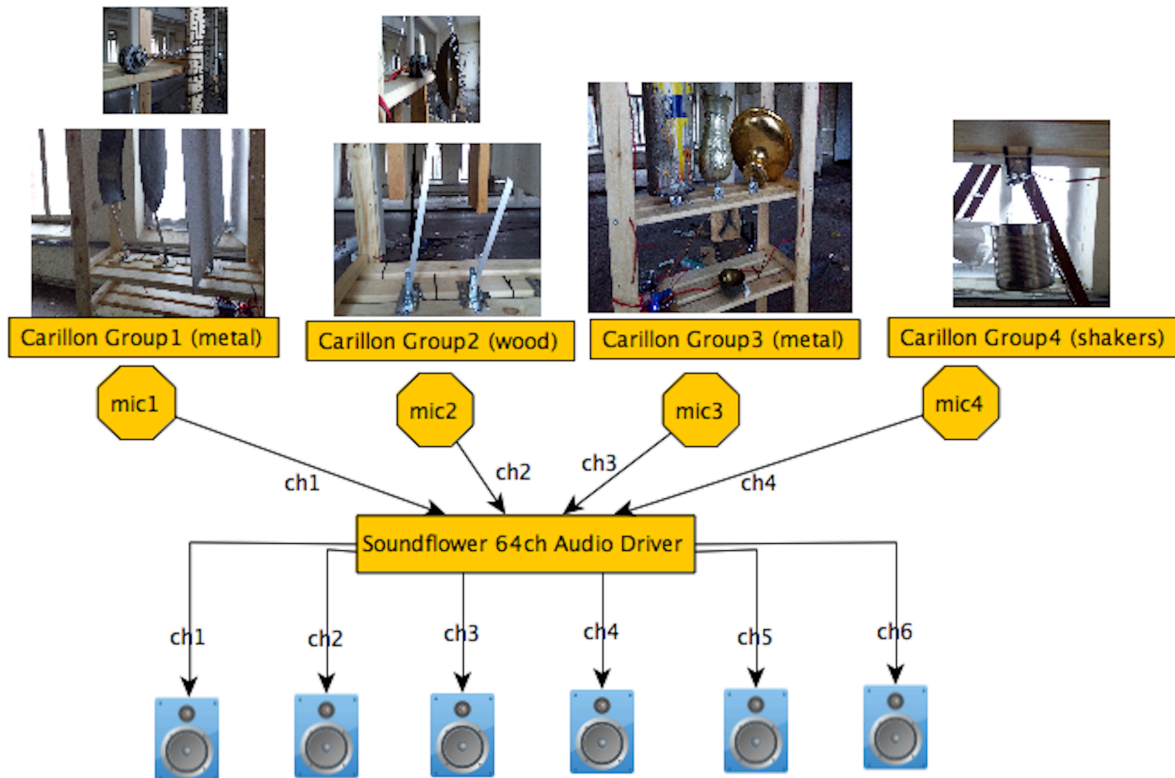
you will have an array of sensors at your disposal, including a meteo station (atmospheric pressure, humidity, pollution level, temperature), a light and a wind sensor.

### **The “Carillon”**

An electromechanical set of 20 actuators (dc motors and solenoids) are installed in the “engine room” of the Fabbrica. The instruments are organized in different categories: metal percussors, wood percussors,

scratchers, ticklers, hurdy-gurdies. These instruments are slotted in 4 wooden structures, each of them placed in front of a window. A backlight will provide a shadow projection on a screen, thus the movements of the whole mechanic ensemble will be visible from the outside. The *Carillon* can be played by sending proper OSC messages, addressing the different instruments. The sound produced is collected by a set of microphones and it will be then available as 4 channels audio inputs for further manipulations in your patch.

Please note that since the carillon is an electro-mechanical instrument it might be subject to a certain amount of delay. For the percussors, as a rule of thumb keep in mind that you will have to stay below 300 BPM.



## Audio PA

A 6-channels PA system will be installed on the Fabbrica, covering the outdoor area in front of it (see Figure). Four channels are driving common 700W pro audio loudspeakers, while the remaining two channels are feeding 2 horn speakers, with their characteristic bandpass distorted frequency response.

4 x 700W loudspeakers



2 horn speakers



## **Live cam streaming**

You will have access to a private live streaming of the Fabbrica, using [VLC video player](#). To configure the stream, open VLC and under the menu “Media” search for the menu item “Open Network Stream”.

Fill the “network url” field with:

- `rtsp://185.105.241.213:8620/live3.sdp` - smaller video for better performance and low net consumption

OR

- `rtsp://185.105.241.213:8620/live2.sdp` - bigger video stream but higher net consumption

Click on the “Play” button; you will be prompted for a username and a password. Use the ones that will be sent to you. Sometimes it could happen you need to enter the same user e password more than once, just use the same credentials.

Please note that the streaming could have up to 5 seconds of delay.

This streaming is intended to be private and not for you to share with friends for network reasons. Also, user account will be unavailable at the end of your residency.

A public streaming of the Fabbrica will be available too, for you to share, but with a much higher delay. The link to the public streaming will be given at a later stage.

## **How to play with the Fabbrica**

You can compose your piece/sound installation using the software provided (Supercollider, Max/MSP, Pure Data). All the Fabbrica inputs/outputs are at your disposal, through the audio interface and the OSC protocol. Feel free to experiment and do whatever you want. Your piece may contain sampled material, fixed media tracks, synthesized material, along with algorithmic composition sequences, pieces of software that receive data from the sensors and act accordingly, real time processing of the Carillon output, visuals generated by the Ledwall.

## **OSC Endpoints**

You will have to communicate with the different devices through the OSC protocol. You can find the reference manual for the OSC endpoints [here](#).



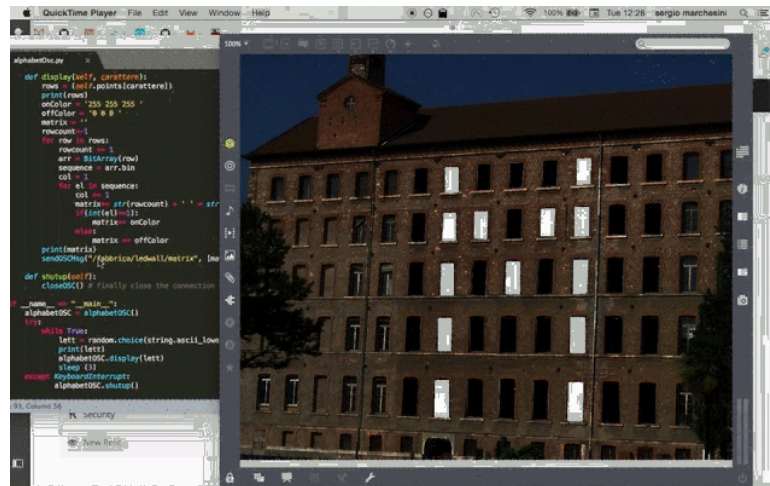
## Server Access

You will have remote access to the Fabbrica Server through a remote desktop app. Please use RealVnc as a viewer.

Free download here: <https://www.realvnc.com/en/connect/download/vnc/>

## The Fabbrica simulator

In order for you to compose your piece for the submission, a fabbrica emulator is provided, with which you can test the control of the ledwall and carillon modules, and receive simulated values from the sensors.



## How to use the simulator

## INSTALLATION

### SOURCE CODE

<https://github.com/smarques/DeusExFabbricaSimulator>

### MAC APP

If you own a Mac you can use our [standalone app](#)

### MAXMSP COLLECTIVE

You can run the collective on both Win and Mac.  
First install a MaxMsp Demo, that you can get from <https://cycling74.com/downloads/>



Even if the demo is expired the collective will still work.

Get the Fabbrica Simulator as a MaxMsp Collective here:

<https://drive.google.com/open?id=177BKW--r3ld8bf8WgYrzoYXEan90QoQ>

## **The Fabbrica audio archives**

A collection of recordings related to the Fabbrica is provided [here](#), as a source of inspiration, or as material that you can explore, manipulate and then include in your work. The recordings are from various sources:

- A set of historical recordings from the Fabbrica and other similar factories (Jacquard loom, etc)
- A set of recordings from a theater workshop with kids from the Schio municipality that has been conducted into the Fabbrica during the past months

## **Submission Guide**

### **Required material:**

- \* A short Artist Statement (500 words max), in which you explain your artistic idea and what you would like to do with the Fabbrica.

- \* A short piece (3' to 7' max) written for the Fabbrica, thus making use of the sensors, led-wall, carillon and multichannel PA system provided. The piece must be provided as a two-channels stereo rendering (in wav aiff or mp3 format). You are welcome to add also an (optional) zip file containing all the material necessary to perform it on the Fabbrica server (audio samples, code (supercollider/pd/max patch)).
- \* Portfolio (website or pdf format)
- \* Contact details

## **Submission evaluation and feedback**

- The residency is online and its duration is 1 week. Unfortunately, we cannot provide travel expenses and/or accomodation, but if you want / have the possibility, you're very welcome to come and visit the Fabbrica.
- Each selected artist will receive a prize of 200 euros.
- Each selected artist will be notified at least 2 weeks before the starting of her/his residency.
- Each selected artist must be responsible for keeping the Fabbrica alive during her/his residency, programming it in order to wake it up each day for a certain amount of time. Since the Fabbrica is located in the center of Schio town, there will be some loudness limitations regarding the "opening hours" of the installation (e.g., you won't be allowed to make very loud noise the Fabbrica at 2am in the morning, at the same time we like the idea that small things may happen in unexpected moments, including night)
- Selected artists will be asked to sign a disclaimer where they agree on not to use the infrastructure to do anything illegal, install any kind of software or doing crimes against human being like originating sandstorms or feeding the local cats bad catfood. In any case Collettivo D20 and Fabbrica Alta are not responsible for any misuse or anything that could happen with an improper or illegal use of the project.

**If you have any questions please contact: [deus.ex.fabrica@gmail.com](mailto:deus.ex.fabrica@gmail.com)**