



BAM 2018 Winter/Spring Season

BROOKLYN ACADEMY OF MUSIC PETER JAY SHARP BUILDING 30 LAFAYETTE AVENUE BROOKLYN, NY 11217—1486

## **BAM announces the return of *Teknopolis*™, an interactive, multi-space digital arts showcase, Feb 24—Mar 11**

### **National Grid is the Lead Sponsor of *Teknopolis*™**

#### ***Teknopolis*™**

**BAM Fisher** (321 Ashland Pl)

Sat, Feb 24 & Sun, Feb 25; Thu, Mar 1—Sun, Mar 4; and Fri, Mar 9—Sun, Mar 11

90 min (daytime) and 2-hour (evening) timed-entry sessions

Price: \$18 (daytime); \$25 (evening)

Ages 6+

**Brooklyn, NY/January 10, 2018**—Brooklyn Academy of Music (BAM) announces the return of *Teknopolis*™, the interactive multi-space digital arts showcase for all ages which debuted to sold-out crowds last year.

The two-week-long digital playground is designed to inspire creativity and explore new frontiers in interactive technology. Featuring both local and international digital artists and technologists—including Google Spotlight Studios and Fingerlab—the selected installations use technology to inspire the same exploratory and creative impulses we satisfy when we set foot on a stage or grab a musical instrument.

*Teknopolis*™ takes over the BAM Fisher Building once again, offering an expanded four-floor showcase of installations and displays. The Fishman Space will present NYC premieres of eight motion-based and touch-based interactive installations by San Francisco-based artists Marpi and ecco screen. Marpi's *Binary Garden* populates six large touchscreens with faceless digital tiles which respond to the user's touch and voice, and can be manipulated in real-time via app by users anywhere in the world. The balcony of the Fishman Space will feature *Light Orchestra*, a cascading interactive wall of 1,250 full-color LEDs stretching 20 feet from the ceiling.

The Fisher Lower Lobby will feature two installations: a live-capture film installation from the Netherlands and an interactive musical wall from Montreal. *Storymaker* by Cinekid will allow participants to become both director and actor in their own interactive live action and animated short film. *Sound Tracer* by Montreal studio Moment Factory is an interactive audiovisual artwork designed to engage visitors' creativity through movement and touch. The Hillman Studio will house interactive VR experiences, including *Life of Us*, a VR experience of life on earth over the last billion years; *Tree*, a multi-sensory experience that transforms a participant into a rainforest tree; and *Mindshow*, a VR performance environment where participants bring 3D cartoon characters to life.

The enclosed Fisher Rooftop will host a new showcase area this year, dedicated to 360° interactive films, music apps, and augmented reality books. 360° films include *ASTEROIDS!*, the out-of-this-world follow-up to the Emmy award-winning *INVASION!* by Baobab Studios (*Teknopolis*™ 2017) and *Buggy Night*, where Google Spotlight Studios brings you into the nocturnal world of singing bugs. The Make Music Bar will include app-based music composition tools such as *Specdrums*, app-connected rings that turn the world's colors into sound; *Auxy 2.0*, a fun array of contemporary synths and percussion instruments; and *Musyc*, which lets the creator turn shapes and drawings into musical compositions.

The Augmented Reality Story Corner showcases innovative children's literature that allows readers to enter the world of a story through the use of a tablet or mobile device. Offerings include *Boet de Beer*, a Finnish children's book that lets you follow a bird into the story; *The Adventure Suit*, where readers are transported into the imagination of an intrepid young explorer in the search of treasure; and *The Boy and the Lemon*, an immersive tale that brings hand-painted pop-up illustrations to life.

Named for the Greek words *Tekne* (craft or art) and *Polis* (ideal city)—*Teknopolis*™ is curated by Steven McIntosh, Director of Education & Family Programs at BAM. "This year's *Teknopolis*™ is even more responsive, more dynamic, and more colorful than last year" says McIntosh. "We have evocative, new motion-based installations in the Fishman Space that will give audiences a full view of the incredible work being created by San Francisco-based artists. This year's VR installations push the boundaries of technology to create more multi-sensory and more interactive experiences. The newly added Fisher Rooftop space will host 360° films, an Augmented Reality Story Corner, and a Make Music Bar with fun app-based composition tools. And we're thrilled to give audiences the opportunity to play with some of the amazing creative arts and tech installations coming from the Cinekid Festival in the Netherlands and global multimedia studios like Moment Factory."

Timed-entry tickets are available on Jan 18 (Jan 11 for Members), and are \$18 for daytime sessions and \$25 for evening sessions. *Teknopolis*™ is limited to ages six and up and not appropriate for younger audiences. Each person must have a ticket to be admitted, regardless of age. Children under age 12 must be accompanied by an adult. For more information call 718.636.4100 or visit [BAM.org/kids](http://BAM.org/kids).

For press information on *Teknopolis*™ please contact Christian Barclay at 718.724.8044 or [cbarclay@BAM.org](mailto:cbarclay@BAM.org).

## **About the Installations**

### ***Mass Migrations; Binary Gardens; Melting Wall***

Marpi

Fishman Space

Marpi is a Polish-born, San Francisco-based digital artist. His mission is to build tools that enable people to create digital art that they can claim as their own. His art is interactive, scalable, and multi-platform. By creating windows into the same universe, Marpi provides an empty canvas where the art does not exist until people create it. Marpi's career started in the commercial world for clients including Google, Microsoft, and Adobe. Currently he is working with Obscura as Director of Web and Experiential Design. The skills gathered from his industry experience transfer to his personal practice. His work has been exhibited internationally at festivals such as ArtFutura Roma, Contemporary Istanbul, and Resonate Festival. His work has been publicly and professionally recognized, receiving nominations and winning several awards including Golden Lions, SXSW Interactive, and *.NET* Magazine site of the year. Marpi's installations include *Mass Migrations* (digital mecha graffiti generator using HTC Vive controllers); *Binary Garden* (touch, sound, and mobile reactive touch

screens of digital tiles); and *Melting Wall* (generative shaders morph and melt in response to participant movement).

### ***bounding main; insolution; generis; strands; fade+***

ecco screen

Fishman Space

ecco screen is a San Francisco-based experimental new media artist exploring human emotion and connections through interactive installations, immersive experiences, and audio-visual performance. ecco screen's installations include *bounding main* (a motion-based interactive oceanic water wall mirror via projection); *insolution* (a motion-based interactive wall mirror that turns visitor images into chemical solutions via projection); *generis* (a motion-based interactive wall mirror of ephemeral dyes and psychedelic colors via projection); *strands* (a motion-based interactive set of elastic strings via projection on fabric); and *fade+* (a motion-based interactive stream of monochromatic wires via floor projection).

### ***Light Orchestra***

Benjamin James and Ka-Ping Yee

Fishman Space Balcony

*Light Orchestra* is a cascading wall of 1,250 full-color LEDs stretching 20 feet from the ceiling of the Fishman Space over the balcony. It is a visual instrument that uses a Kinect 3-D camera to turn visitor movement into shimmering waves, flowing through a fountain of color. *Light Orchestra* is a collaboration between Benjamin James (Cool Neon) and Ka-Ping Yee.

### ***Cinekid Storymaker***

Cinekid

Fisher Lower Lobby

In *Storymaker*, visitors become both director and actors in their own interactive film. Individuals or pairs of participants can select three scenes from a series of Minecraft-inspired animations to create their unique story. Participants are provided key scene objectives and props to complete each part of the story (against a green screen), but have plenty of room to improvise. Once filming is complete participants will get to immediately enjoy the premiere of their new film. *Storymaker* was created in close cooperation with 25 final-year students at AKV | St. Joost Academy in the Netherlands.

*Storymaker's* system was originally called *Leap in the Deep* and won the Cinekid New Media Audience Award in 2012. Cinekid is the world's largest international festival for film, television, and digital media for children, serving over 60,000 kids via events, screenings, workshops, and master classes in 40 cities.

### ***Sound Tracer***

Moment Factory

Fisher Lower Lobby

*Sound Tracer* is an interactive, musical artwork using an LED touchscreen designed to bring out visitors' creativity through touch and movement. Moment Factory is a multimedia studio with a full range of production expertise under one roof. The team combines specializations in interactive technologies, video, lighting, architecture, sound, and special effects to create remarkable immersive experiences. With headquarters in Montreal, the studio also has offices in Los Angeles, Tokyo, London, New York City, and Paris. Since its inception in 2001, Moment Factory has created more than 400 unique shows and destinations. Productions span the globe and include such clients as Los Angeles Airport, Microsoft, NFL, Sony, Toyota, the Sagrada Familia in Barcelona, Madonna, and Royal Caribbean.

## Interactive Virtual Reality Installations

Hillman Studio

### ***Tree***

New Reality Co.

This critically acclaimed and haptically enhanced virtual reality experience transforms you into a majestic rainforest tree. With your arms as branches and body as a trunk, you'll experience the tree's life from a seedling to its fullest form and witness its fate firsthand. *Tree*, directed by Milica Zec and Winslow Porter, was an official 2017 selection of Sundance Film Festival New Frontier and Tribeca Film Festival Immersive 2017.

### ***Life of Us***

Within

Breathe fire, swim underwater, survive the Ice Age, and soar over volcanoes as you evolve through different creatures and a billion years of evolution in this action packed, multiplayer VR adventure. Experience new voices, bodies, and special abilities before joining a post-singularity intergalactic dance party. Created by Chris Milk and Aaron Koblin, with original music by Pharrell Williams. A Within Original, produced by Chris Milk, Megan Ellison through her Annapurna Pictures, and Made with Unity.

### ***Mindshow***

Mindshow

*Mindshow* lets you make animated movies in VR with your body and voice. Become 3D cartoon characters and act out all the parts. You can film your show and share it with friends in VR and on social media.

## 360° Interactive Film

Fisher Rooftop

### ***ASTEROIDS!***

By Baobab Studios

From Eric Darnell, the director of *Madagascar*, comes *ASTEROIDS!*, the follow-up to the Emmy award-winning *INVASION! (Teknopolis™ 2017)*. Extra-terrestrials Mac and Cheez are back— this time on an interactive deep space experience and joined by their robot sidekick Peas. When teeth-gnashing space bugs and careening asteroids threaten our friends it might be you they turn to in order to save the day. Starring Elizabeth Banks as the voice of Cheez and Youtube star Ingrid Nilsen as the voice of Peas. *ASTEROIDS!* was an official 2017 selection of the Sundance Film Festival New Frontier and the Future of Storytelling Festival, and won the Unity Vision award for Best Virtual Reality.

### ***Buggy Night***

Produced by Google Spotlight Stories

A 360° interactive short that brings you into the nocturnal world of singing bugs interrupted by a flashlight beam and a very hungry frog. As users watch the video on a mobile device, they can move the device around to view different parts of the action as it unfolds. Directed by Mark Oftedal and featuring production design by Caldecott Award-winning author and illustrator Jon Klassen. Google Spotlight Stories develops cinema-quality immersive 360° video technology for Android and iOS.

### ***The Possible: Hoverboard***

By David Gelb

Alexandru Duru always wanted to fly. That's why he founded Omni Hoverboards, which transformed a *Back to the Future* dream into reality. In *Hoverboard*—the season finale of WITHIN's first original series, *The Possible*—you'll follow Alexandru and his team as they build and test a prototype. Then,

you'll experience the freedom of riding a hoverboard for yourself. An official selection of the 2017 Tribeca Film Festival, *Hoverboard* is available in the WITHIN app.

### ***Under A Cracked Sky***

By Graham Roberts, Jonathan Corum, Evan Grothjan, Yuliya Parshina-Kottas  
*The New York Times*

A virtual reality experience from *The New York Times* that takes you under eight feet of frozen Antarctic sea ice where you'll find some of the clearest water on earth. Plunge through a small hole in the ice to swim with seals, explore ice caves, and glide past stalactites of frozen seawater and awe-inspiring sea life. *Under A Cracked Sky* was narrated and photographed by two research divers at McMurdo Station.

### Make Music Bar

Fisher Rooftop

### **Specdrums**

Specdrums are app-connected rings that turn the world's colors into sound, allowing you to tap on different shades to create an infinite combination of tunes. Specdrums can play on any colored surface or object.

### **Auxy 2.0**

A step-time app-based music composition tool for iOS that features a fun array of contemporary synths and percussion instruments to help you turn your musical tinkering into layered, club-ready tracks. Winner of the Apple Design Award at WWDC 2016.

### **Musyc by Fingerlab**

Musyc is a fun and innovative music app where touch turns into music, using shapes and drawings to activate musical compositions that bounce across the screen.

### Augmented Reality Story Corner

Fisher Rooftop

### ***The Adventure Suit*** by Zappar & Anna Broadhurst

*The Adventure Suit* is no ordinary book. Prepare to be transported into the imagination of an intrepid young explorer on the search, through space and sea, for treasure. A short story told with wonderfully silly rhymes and augmented reality features.

### ***The Boy and the Lemon*** by M Theory

*The Boy and the Lemon*, by James Hurman, is a children's story about luck and how to have more of it. Jack definitely needs more luck after his house is crushed by a giant lemon from outer space. An immersive tale following Jack's adventures, *The Boy and the Lemon* uses augmented reality to bring hand-painted pop-up illustrations to life.

### ***Boet de Beer*** by Step In Books

Written by Kaisa Happonen, illustrated by Anne Vasko

Step In Books' (*Wuwu & Co.*, *Teknopolis*™ 2017) latest title *Boet de Beer* is a Finnish children's book about a brown bear called Boet who loves the winter and doesn't want to hibernate. This augmented reality experience allows you to transcend the written word by literally following a bird into the story. Step In Books is an award-winning company that explores spatiality in relation to narratives by letting you "step into" the story worlds. By taking advantage of the unique features of digital media, they are able to create a truly intuitive, interactive, and immersive storytelling.

## Credits

National Grid is the Lead Sponsor of Teknopolis™.

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## General Information

BAM Howard Gilman Opera House, BAM Rose Cinemas, and BAMcafé are located in the Peter Jay Sharp building at 30 Lafayette Avenue (between St Felix Street and Ashland Place) in the Fort Greene neighborhood of Brooklyn. BAM Harvey Theater is located two blocks from the main building at 651 Fulton Street (between Ashland and Rockwell Places). Both locations house Greenlight Bookstore at BAM kiosks. BAM Fisher, located at 321 Ashland Place, is the newest addition to the BAM campus and houses the Judith and Alan Fishman Space and Rita K. Hillman Studio. BAM Rose Cinemas is Brooklyn's only movie house dedicated to first-run independent and foreign film and repertory programming. BAMcafé, operated by Great Performances, offers varied light fare and bar service prior to BAM Howard Gilman Opera House evening performances.

Subway: 2, 3, 4, 5, Q, B to Atlantic Avenue – Barclays Center (2, 3, 4, 5 to Nevins St for Harvey Theater)  
D, N, R to Pacific Street; G to Fulton Street; C to Lafayette Avenue

Train: Long Island Railroad to Atlantic Terminal – Barclays Center

Bus: B25, B26, B41, B45, B52, B63, B67 all stop within three blocks of BAM

Car: Commercial parking lots are located adjacent to BAM

For ticket information, call BAM Ticket Services at 718.636.4100, or visit [BAM.org](http://BAM.org).

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