

BAM

2017 WINTER/SPRING SEASON

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

BAM presents *Teknopolis*, a new interactive, multi-space digital arts showcase in the Fisher building from Feb 25 to Mar 12

A new digital playground exhibit as part of the BAMkids 2016/17 Season

Teknopolis

BAM Fisher (321 Ashland Pl)

Sat, Feb 25 & Sun, Feb 26; Fri, Mar 3—Sun, Mar 5; and Fri, Mar 10—Sun, Mar 12

90 minute timed-entry sessions

Price: \$15

Ages 6+

Brooklyn, NY/January 4, 2017—Brooklyn Academy of Music (BAM) announces *Teknopolis*, the interactive, multi-space international digital arts showcase presented by BAMkids.

Teknopolis is a three-week-long digital art installation experience in the Fisher building for ages 6+ designed to inspire creativity, connect with the future, and imagine new possibilities through interaction with technology. This is the first digital arts playground of its kind in Brooklyn—and the first time a BAM facility has been dedicated to an interactive, multi-space digital arts showcase for both youth and adult audiences. Featuring local and international digital artists and technologists—including Virtual Reality selections curated by Future of StoryTelling (FoSt)—the selected installations use technology to inspire the same exploratory and creative impulses we satisfy when we pick up a paintbrush, grab a musical instrument, or hear a beat that stirs us to move.

The 90-minute experience will commence in the Fishman Space with *XYZT*—the 10-piece route-exhibition by Adrien M & Claire B, returning to BAM after their acclaimed performance of *Hakanai* (BAMkids Winter/Spring 2015). *Shifting Swarms*—an installation within *XYZT*—features what looks like a stream of 10,000 dandelion seeds swirling in a breeze—that responds to the user, quickly gathering into a quivering silhouette of their shadows. The balcony of the Fishman Space will feature *Lumarca*—one of the largest iterations of volumetric displays (a five-by-five-foot cube) which will bring the world of digital images into 3D reality.

The Fisher Lower Lobby will be devoted to the creation of music and dance using different types of technology. *EXP.INST.RAIN* by Balam Soto allows the user to play with rhythm and pitch through touch, and the *Pop n' Lock Dance Machine* by Catshrine will turn a sequence of individual tableaux into an animated dance video. The Hillman Studio will house the installations curated by the Future of StoryTelling (FoST), including Google *Tilt Brush*, the hands-on virtual canvas, and *Wuwu & Co.*'s innovative take on children's literature, which allows readers to both read the story and enter the world of the story through the use of a tablet or mobile device.

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. According to McIntosh,

"*Teknopolis* came out of a desire to provide our BAMkids audiences a space to merge the arts and technology. We want to inspire the next generation of young people to push the boundaries of art and ideas. All of the experiences in *Teknopolis* have been selected because they evoke an immersive performing or visual arts experience for the participant, whether it's becoming a character in *Job Simulator*, manipulating your reflection in *XYZT*, or using the *Tilt Brush* to draw in 3D. Art reflects life, and as digital technology becomes a bigger part of our lives, we need our young people to recognize it as something they can wield creatively and not just consume."

Tickets are \$15 for daytime tickets (\$25 for select evening tickets) and are available Jan 17 (Jan 10 for Members). *Teknopolis* is limited to ages 6 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.

For press information on *Teknopolis* please contact Christina Norris at 718.636.4129 x8 or cnorris@bam.org.

About the Installations

XYZT, Abstract Landscapes

Adrien M & Claire B

Fishman Space

XYZT is an exhibition-route through the Fishman Space that consists of ten facilities involving unique encounters with different digital landscapes. Four letters from mathematical language—X (horizontal), Y (vertical), Z (depth), and T (time) —can describe the motion of a point in space, and carry with it the essence of this imaginary territory. The course is designed as a dreamlike territory on the border between visual arts and performing arts. The walk offers a sensory experience to the visitor, who is invited to play with the light in a landscape of lines, dots, and letters; to engage with vibrant virtual materials; and to have fun with creative gestures and dance. All images are generated in real time, from physical behavior models. Run by Adrien Mondot and Claire Bardainne, Adrien M & Claire B is a digital performing arts company that focuses on the blurring of lines between gesture and image with the human body as the focal point of the work. This installation allows the visitor to be an active participant in the ephemeral dance that took place between the performer and the technology in their dance performance of *Hakanai* (BAMkids Winter/Spring 2015).

XYZT installations include *Discrete Collisions* (raining letters); *Kinetic Sand* (grains of sand in motion); *Field of Vectors* (moving images projected on a white Marley floor); *Abstract Landscape* (abstract landscapes project a 360-degree world in a cube); *Shifting Clouds* (shifting clouds take the shape of the visitor's silhouette); *Anamorphosis in Space* (visitor generated waves on water); *Anamorphosis in Time* (transformed real-time video of visitors); *Letter Trees* (tree made of letters of foliage); *Coincidence #1* (dark particles and light respond to visitors' gestures); and *Typographic Organisms* (an aquarium of shapes resembling living organisms visible from either side of the aquarium).

LUMARCA

Matt Parker

Josh Holtsford

Fishman Space, Balcony

Lumarca is a five-by-five-foot volumetric display that presents the digital avatar of the user. Once activated, the avatar persona inside the box will mimic any movement the person makes. *Lumarca* allows viewers to encounter motion and graphic and digital animation from both an observational and experiential perspective. In addition to being a captivating light sculpture, *Lumarca* is open source and open hardware. The system requires only a computer, a projector, and common materials found at most hardware stores. This provides an affordable platform for artists to design compelling content

that conveys explanatory, narrative, and aesthetic information in a new way. *Lumarca* is a collaboration between Albert Hwang, Matt Parker, and Elliot Woods.

Pop n' Lock Dance Machine

Catshrine

Fisher Lower Lobby

The *Pop n' Lock Dance Machine* is an extraordinary, new experience that puts the user centerstage. Participants choose their dances from a number of iconic moves, select their back-up crew from the ever-growing catalogue of animated characters, and strike a pose! *The Pop n' Lock Dance Machine* premiered at Toronto International Film Festival's digiPlayspace 2015. Using elements of animation, projection and music, the *Pop n' Lock Dance Machine* is a unique interactive installation created by multimedia artists, Christopher Felske and Irene Angelopoulos.

EXP. INST. RAIN

Balam Soto

Fisher Lower Lobby

Exp.Inst.Rain is an interactive installation and experimental instrument that incorporates projection and sound generated by a wireless box made of wood, plexiglas, Arduino (an open-source electronics platform), electronic components, and custom touch sensors. By touching the box at various points, participants create different sounds; these sounds then generate changes in the projection. This piece is another exploration of the cause and effect relationship between the users tactile experience of the piece the image that results.

Virtual Adventure Room with installations curated by Future of Storytelling:

Hillman Studio

Google Tilt Brush by Google

The world of virtual reality needs visual artists. This virtual reality experience installation by Google allows the user to paint digitally in 3D. You can paint the space all around you with Tilt Brush, a virtual reality tool for artists, dreamers, and doodlers. Use fire, ink, stars, snow, and even light to bring your wildest ideas to life in this entirely new medium. This amalgamation of arts, technology, and VR is sure to be fun for the whole family.

Job Simulator by Owlchemy Labs

In a world in which robots have replaced all human jobs, Job Simulator uses virtual reality to let you experience what it was once like "to job." Owlchemy Labs is a creative game studio with a passion for polished and unique games and VR experiences. Founded in 2010 in Austin, TX, the company seeks to truly engage the user's mind and body in an interactive way.

Turning Forest

Directed by Oscar Raby and written by Shelley Silas

Produced by BBC Research & Development and VRTOV

Turning Forest is a virtual reality fairytale with 3D sound created in collaboration with 3D sound by BBC Research & Development. In this real-time CG VR experience things are not quite what they seem—inviting audiences into a magical space of imagination, music, and transformation, where rustling leaves are also the footsteps of something familiar, yet strange. Oscar Raby is an award-winning multimedia artist and creative director of VRTOV, the independent Virtual Reality production studio specializing in documentary and real-time interactive VR. Its work has been featured at the Sundance Film Festival, the International Documentary Festival Amsterdam, Sheffield Doc/Fest, Tribeca Film Festival, the Future of StoryTelling, and MIFF. Must be 13+ years of age to use *Turning Forest*.

Quiver by QuiverVision

Coloring has never been so much fun! The Quiver App combines traditional 2D coloring from “back in the day” with state-of-the-art augmented reality technology to bring you an extraordinarily magical experience. The augmented reality coloring book technology, originally called colAR, was developed at the HIT Lab NZ, which led to the founding of QuiverVision to focus on creating the best augmented reality coloring experience possible.

Wuwu & Co. by Step In Books

Written by Merete Pryds Helle, illustrated by Kamila Slocinska, and designed by Tim Garbos *Wuwu & Co.* offers a new take on children’s illustrated literature: When the iPad is lying down, it works as a normal book, with the option to have it read aloud. But when held upright, the iPad becomes a sort of window into the world of the story, where readers can be immersed and move around in 360 degrees. Through the clever use of sensors, *Wuwu & Co.* keeps readers actively engaged in the story, while they help the odd creatures of the forest during the coldest winter in 2,000 years. Established in spring 2014, Step in Books grew out of a project by the Danish Arts Foundation to pair authors and illustrators with digital producers and game designers to launch collaborations.

Rain or Shine

Produced by Nexus Productions and Google Spotlight Stories
Directed by Felix Massie

This virtual reality experience explores the story of Ella, a girl determined to wear her new sunglasses on a beautiful summer day in London. Using VR technology, the viewer experiences this story in 360 degrees—the sun is shining, the birds are singing, and there’s a spring in everybody’s step. 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, as if controlling the camera. Felix Massie is a director, animator, and children’s book author who lives in London. He makes short films, commercials, and works at Nexus Productions. Google Spotlight Stories is developing cinema-quality immersive 360-degree video technology for Android and iOS.

INVASION! by Baobab Studios

From the director of the animated hit *Madagascar*, *Invasion!* is a colorful VR animated short about a small alien invasion led by a duo of extraterrestrials seeking world domination. The aliens arrive expecting resistance at first contact but instead are met by two of the friendliest (and softest) animals on the planet. The viewer experiences the story from the perspective of one these bunnies. *Invasion!* was an official selection of Cannes Le Marché du Film and Tribeca Film Festival.

Credits

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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 a bar menu and dinner entrées prior to BAM Howard Gilman Opera House evening performances. BAMcafé also features an eclectic mix of live music for BAMcafé Live on Friday and Saturday nights with a bar menu available starting at 6pm.

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.

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