BAM Fisher (321 Ashland Pl)
Sat, Feb 25 & Sun, Feb 26; Fri, Mar 3—Sun, Mar 5; and Fri, Mar 10—Sun, Mar 12
Ages 6—Adult
Named for the Greek words Tekne (craft or art) and Polis (ideal city)—Teknopolis is an interactive digital art experience designed to inspire creativity, connect with the future, and imagine new possibilities 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.

Teknopolis came out of a desire to provide our BAMkids audiences a space to merge the arts and creative 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.

Featuring local and international digital artists and technologists—including a Virtual Reality room curated and produced 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.

XYZT, ABSTRACT LANDSCAPES
Adrien M & Claire B | France

XYZT is an exhibition route through the Fishman Space that consists of ten installations 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 Hakanaï (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)
Anamorphism in Space (visitor generated waves on water)
Anamorphism 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)
Typographic Organisms (an aquarium of shapes resembling living organisms visible from either side of the aquarium).

For more info on Adrien M & Claire B visit am-cb.net

LOWER LOBBY

POP N’ LOCK DANCE MACHINE
Catshrine | Canada

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.

For more info on Catshrine visit catshrine.ca/popnlock

EXP. INST. RAIN.
Balam Soto | US

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 user’s tactile experience of the piece and the image that results.

For more info on Balam Soto visit balam.io

LUMARCA
Matt Parker, Josh Holtsford | US

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.

For more info on Lumarca visit lumarca.info

2ND FLOOR

Photo: Geoff Dunn and Joseph Fuda/TIFF
Photo courtesy of the artist

Photo courtesy of the artists
4TH FLOOR

VIRTUAL ADVENTURE ROOM with installations curated and produced by Future of Storytelling:

THE FUTURE OF STORYTELLING (FoST) is a passionate community of people from the worlds of media, technology, and communications who are exploring how storytelling is evolving in the digital age. At the heart of FoST are two signature events. The two-day, invitation-only FoST Summit gathers top thinkers and practitioners from diverse fields to share ideas and experiences shaping the storytelling landscape. FoST FEST, open to the public, features VR and AR experiences, tech demos, a multiperson VR theater, panel conversations, live performances, interactive games, and much more. In addition to the Summit and FEST, FoST also produces a wide range of content and programming, such as curated exhibitions; an annual series of short films; regular influencer salons, tech tastings, and storytelling workshops; and a popular newsletter and other social media content aimed at FoST’s network of over half a million enthusiastic followers.

GOOGLE TILT BRUSH by Google

With Tilt Brush, you can paint the space all around you in three dimensions. A virtual reality tool for artists, dreamers, and doodlers, Tilt Brush lets you 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 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.

THE TURNING FOREST

Directed by Oscar Raby and written by Shelley Silas
Produced by BBC Research & Development and VRTOV

The 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, audiences are invited 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. Guest must be 13+ years of age to experience The 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, designed by Tim Garbos, and Aksel Kele

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

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, viewers experience the story in 360 degrees—they can move the device around to watch 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.
FUNDERS

Support for Teknopolis provided by The SHS Foundation

Major support for BAM Education programs provided by Goldman Sachs Gives.

Expansion of BAM Education and Community programs made possible by the support of The SHS Foundation.

Leadership support for BAM Education programs provided by the Altman Foundation; Carnegie Corporation of New York; Robert and Mercedes Eichholz Foundation; Judith R. & Alan H. Fishman; The Rita and Alex Hillman Foundation; Goldman Sachs Gives at the recommendation of Anne Hubbard & Harvey Schwartz; Lemberg Foundation; Simon & Eve Colin Foundation, Inc.

BAM’s Education, Humanities and BAMkids programming supported by Diane & Adam E. Max.

BAM Education programs are supported by: Jody & John Arnhold; David Ashen; BNY Mellon; The Barker Welfare Foundation; The Bay and Paul Foundations; Donald A. Capoccia; Charles Hayden Foundation; Jim Chervenak; Constans Culver Foundation; Della Rosa Family Foundation; Doris Duke Foundation for Islamic Art; The Dutch Performing Arts Fund NL; Jean and Louis Dreyfus Foundation, Inc.; Flocabulary; The William and Mary Greve Foundation; The Hasty Pudding Institute of 1770; The Jaharis Family Foundation; The Emily Davie & Joseph S. Kornfeld Foundation; The Krumholz Foundation; The Liman Foundation; The Frederick Loewe Foundation, Inc.; Grace Lyu-Volckhausen; David & Susan Marcinek; Pierre and Tana Matisse Foundation; National Grid; The Netherland-America Foundation; The New York Community Trust; The Pinkerton Foundation; Martha A. & Robert S. Rubin; Thomas & Georgina Russo; May and Samuel Rudin Family Foundation; Santander; Sills Family Foundation; Sarah I. Schieffelin Residuary Trust; Saul & Devorah Sherman Fund; Sills Family Foundation; In Memory of Robert Sklar; Joseph and Sylvia Slifka Foundation; Edward & Jenny Spilka; Sam & Ellen Sporn; Joseph LeRoy and Ann C. Warner Fund; and Jennifer Small & Adam Wolfensohn.

BAM Education programs are endowed by: Lila Wallace-Reader’s Digest Endowment Fund for Community, Educational, & Public Affairs Programs; Martha A. and Robert S. Rubin; William Randolph Hearst Endowment for Education and Humanities Programs; The Irene Diamond Fund; and The Robert and Joan Catell Fund for Education Programs.

Your tax dollars make BAM programs possible through funding from the City of New York Department of Cultural Affairs and the New York State Council on the Arts with the support of Governor Andrew M. Cuomo and the New York State Legislature. The BAM facilities are owned by the City of New York and benefit from public funds provided through the New York City Department of Cultural Affairs with support from Mayor Bill de Blasio; Cultural Affairs Commissioner Tom Finkelpearl; the New York City Council including Council Speaker Melissa Mark Viverito, Finance Committee Chair Julissa Ferreras, Cultural Affairs Committee Chair Jimmy Van Bramer, Councilmember Laurie Cumbo, and the Brooklyn Delegation of the Council; and Brooklyn Borough President Eric L. Adams. BAM would like to thank the Brooklyn Delegations of the New York State Assembly, Joseph R. Lentol, Delegation Leader; and New York Senate, Senator Velmanette Montgomery.