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20 YEARS OF FEMINIST PROPELLED DEBATE & EXPERIMENTATION WITH ART & TECHNOLOGY

STUDIO XX APRIL 2016 NEWSLETTER 98

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STUDIO XX'S 20TH ANNIVERSARY !

In 2016 Studio XX celebrates 20 years of feminist propelled debate and experimentation with art and technology.

These 20 years has given us the opportunity to evaluate what we have done, and thank all the artists who have inspired us and shaped the history of Studio XX.

This anniversary is also an opportunity for self-reflection, for thinking about the ways in which we can improve, and how we can continue to further support artists who aim for: anti-oppression, rethinking artistic experimentation with technologies and participating in the debates of our artistic discipline.

20 YEARS, NEW WEBSITE !

On April 20th 2016 we will launch our new website! An extensive amount of work was put in to migrate our archives (Maticules) but the job is finally done. The team members who were involved, consist of: **Stéphanie Lagueux** (webmistress), **Kurth Bemis** (network administrator), and **John Boyle-Singfield** (our leading intern who re-designed Studio XX's website and created the website of the next edition of our festival: The HTMMiles). Stay tuned!

FUNDRAISING

We invite you to discover Studio XX's fundraising page!
The celebrations of our anniversary will be held for a year, in that time we will receive and be open for donations (From April 19, 2016 to April 19, 2017).

Our goal is to raise \$ 10,000 in the span of a year. Please help us to reach our goal. Why? Because we will use this amount to develop our 2016-2017 programming and improve the fees for young and established artists who will work with us this year. This campaign will end with a PARTY celebrating the past and future of Studio XX! We thank you in advance for your support!

PROGRAMMING

To pay tribute to these past two decades, Studio XX is preparing an exciting program of exhibitions, workshops, conversations and performances. From April 2016 to March 2017 we will host a series of events revolving around one central question: how can media art infused by feminist perspectives take up the public space?

CONVERSATION : FEMINIST PERSPECTIVES TAKING UP THE PUBLIC SPACE (ONLINE & OFFLINE)



BorderXing by Kayle Brandon - Photos: HTMMiles Festival 8 (2007) ; crowd control / contrôle des masses

Wednesday April 20, 2016 | 6 PM
@ STUDIO XX - 4001, Berri (corner Duluth) space 201
Suggested donation: 2\$, *FREE* for members
[FACEBOOK EVENT](#)

In April 2016 Studio XX celebrates its 20th anniversary. To celebrate these two decades with its founders, friends, and community, Studio XX presents a conversation that gravitates around one central theme: How can media art infused by feminist perspectives take up the public space, online and offline?

The conversation will start with the intervention of the five guest speakers, followed by an open discussion with the audience.

Participating Speakers:

Amelia Wong-Mersereau ([Ylara Magazine](#)); Anne Golden ([GIV - Groupe Intervention Vidéo](#)); Oriane A-Van Coppenolle ([La Centrale](#)); Camille Toffol ([l'Eugéline, librairie féministe](#)).

20 YEARS OF FEMINIST PROPELLED DEBATE & EXPERIMENTATION WITH ART & TECHNOLOGY

A sense of excitement and speculation about the potential of digital tools for artists and creative people prevailed when Kim Sawchuk, Patricia Kearns, Kathy Kennedy and Sheryl Hamilton founded Studio XX in 1996. The impulse of these four feminists was to act: by learning and sharing what they knew about new media. In Kim Sawchuk's words: "We wanted to do our bit not only to bridge the so-called 'digital divide' but to determine how the bridge would be built and to figure out where we wanted this bridge to go."

Inspired by this desire to influence the debate and experimentation with technology, Studio XX's current team invited five guest speakers from feminist and media art organizations in Montreal to engage in an informal conversation about the past, present and future of feminist engagement in this great city. We believe Studio XX has something in common with other feminist individuals, collectives, and organizations: the long and disruptive tradition of feminism to propel our actions and ideas.

Please join us, raise a glass and share a slice of cake to celebrate 20 years of Feminist Propelled Debate & Experimentation with Art & Technology !

WORKSHOP : VIDEO MAPPING, AUDIOVISUAL INTEGRATION IN 3D SPACE



Instructor: Nelly-Ève Rajotte
Saturday, June 4 | Sunday, June 5 | Saturday, June 11: 1PM to 4PM
Sunday, June 12: 1PM to 6PM
2 weeks (14 hours) | Registration deadline: May 28, 2016
\$ 80 tax included (15% off for Studio XX members)

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[FACEBOOK EVENT](#)

This hands-on workshop introduces participants to video mapping techniques using the open-source projection mapping software VPT. This application is a popular tool used in media arts and theatre for projecting video footage onto a multiplicity of different forms and surfaces. By adapting a projection to a given space, it is able to combine recorded and live footage in real time. To begin, participants will develop a project based on observed examples of video creation and schematization of the process. Secondly, participants will create a projection model based off of prior examples and influences. Lastly, using the tools participants have learned they will do research and develop their own project to be presented at the finale of the workshop.

REQUIREMENTS

- Experience with digital video editing (filming and video editing)
- Basic knowledge of After Effects

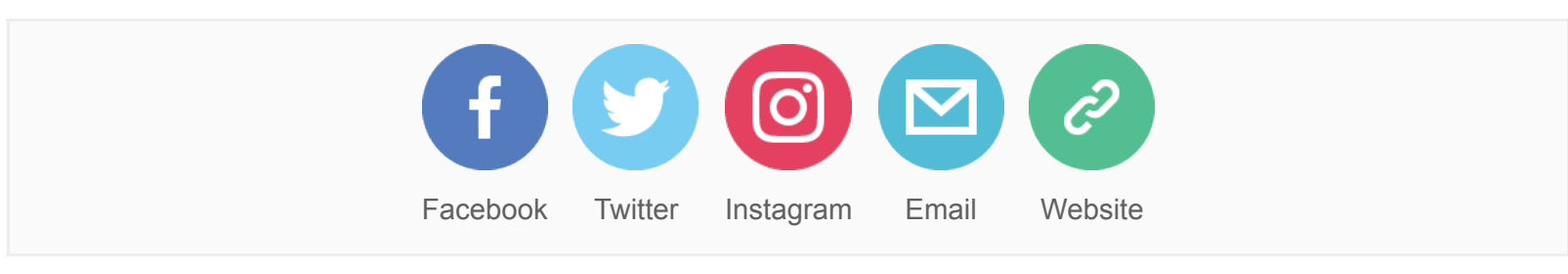
SYLLABUS

- Saturday, June 4 (3 hours)**
Introduction and discussion of examples of video mapping
Project management: how to design an outline, proper model, and understand the requirements of a video project
Brainstorming and feedback session: developing ideas for each participant/project
- Sunday, June 5 (3 hours)**
Project management: planning and design
Sketch / diagram / plan
Creation of a model (using foamcore and cardboard)
Video shooting (this part of the workshop will be defined collectively; it will be based on participants' access to a video camera)
- Saturday, June 11 (3 hours)**
Each participant brings her/his own images (video)
Software overview: Adobe Premiere, Final Cut X, After Effects, MadMapper, and other Open Source projection mapping software
- Sunday, June 12th (5 hours)**
Testing projection on 3D model
Experimenting in space

PRACTICAL INFORMATIONS

This course will be taught in French by a bilingual teacher.
[Information](#) | [Registration](#) | [Membership](#) : 514.845.7934 | ateliers @ studioxx.org
Studio XX sincerely thanks Emploi Québec for their support of this valuable initiative

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Founded in 1996, Studio XX is a bilingual feminist artist-run centre for technological exploration, creation and critical reflection. Studio XX thanks its members and Partners for their generous support.



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