

UPDATED JULY 25TH!

TROIKATRONIX ISADORA:WERKSTATT THE CREATIVITY SERVER BERLIN 2017

THE INTERNATIONAL GATHERING OF **ISADORA** CREATORS + DESIGNERS
UFERSTUDIOS BERLIN, **9-13 AUGUST**



Isadora Werkstatt 2017 9–13 August Uferstudios Berlin

WELCOME TO ISADORA WERKSTATT 2017!

We are thrilled to invite you to the second Isadora Werkstatt!

In response to your feedback, we've expanded and shaped this year's schedule to include even more opportunities for learning and exchange. New items on the menu include an intensive tour of Isadora's brand-spanking-new features by her creator Mark Coniglio; courses on creating 3D particle systems; interfacing to third-party software, hardware, and Arduino; and how to get data from the Kinect v2 into Isadora.

Returning favorites include an intensive session to help Isadora newbies leap into the fray, classes on projection mapping, and community events like "Show & Tell." The Creative Space will now offer a playground of equipment, access to the TroikaTronix Team and more. The evening events include panels and performances which focus on the creative and technical processes of working with Isadora.

We'll end the Werkstatt with a bang as we host our first ever Izzy Hackathon, where you and your team — with the support of Mark and the TroikaTronix team — will have a few short hours to realize a pop-up performance to present to the entire community.

WHY "WERKSTATT"?

One can find *Werkstätten* (the plural for Werkstatt) in practically every field of expertise. My grandfather's Werkstatt was full of tools for woodwork, because he repaired nearly every window in our neighborhood. My father's Werkstatt had a wide array of electronic gear, starting with simple things like radios and ending with an item I found particularly impressive: an oscilloscope. My mother's sewing Werkstatt would be temporarily installed in the dining room whenever we needed new clothing, which you couldn't buy in the GDR. Of course, in our world of the theater, we are familiar with Werkstätten for stage, light, sound, and costume design.

What do all these places share? The fact that they are a place where one can merge objects and ideas into a new presence. In German, we have the words conference/Konferenz, platform/Plattform, workshop/Workshop, atelier/Atelier and garage/Garage. But, when we were looking for a name for our first izzy-maniac gathering last year, we did not only want to link it to the software itself. Instead, we wanted to express that this meeting is about bringing something new into the world. The German word Werkstatt captures this idea perfectly. – *Xenia Leydel, Producer, Isadora Werkstatt 2017*

Overview

This calendar is accurate as of 1 July 2017 – but things change!

Please check our website for the most recent informaton on the Isadora Werkstatt www.troikatronix.com/Werkstatt2017

	9am	10am	11am	12am	1pm	2pm	3pm	4pm	5pm	6pm	7pm	8pm	
Wednesday 9 August	Body Intelligence & Movement Systems						Studio 14						
	Isadora 101: An Intensive Introduction for New Users (part 1 of 3)						Studio 3						
	Welcome BBQ									Uferstudios Yard			
	Keynote Speech											Studio 14	
	Beer & Downloading											Studio 14	
Thursday 10 August	Get Moving!						Studio 12						
	Sound Analysis for Generative Visuals						Studio 3						
	Get Scripting: Empowering Isadora with Javascript						Studio 12						
	IzzyNew: Get Down with Isadora's New Features						Studio 14						
	IzzyMap Hands On						Studio 16						
	Isadora 101: An Intensive Introduction for New Users (Part 2 of 3)						Seminar Room						
	Paper, Scissors & Bits: The Miniature Installation Workshop						Studio 3						
	Interfacing Isadora: Microsoft Kinect v2						Studio 12						
	IzzyMap 101: An Overview						Studio 14						
	Giving Isadora Eyes: Motion Tracking Workshop						Studio 16						
	Isadora 101: An Intensive Introduction for New Users (Part 3 of 3)						Seminar Room						
	Beyond Magic: Seeking Meaning in Media Intensive Performance											Studio 14	
	Reverse Engineering Isadora											Studio 12	
	Friday 11 August	Get Moving!						Studio 12					
Sound Analysis for Generative Visuals						Studio 3							
Isadora Quick & Dirty						Studio 12							
Particle Party: Real-Time Generative Imagery with the 3D Particles Actor						Studio 14							
Giving Isadora Eyes: Motion Tracking Workshop						Studio 16							
Hacking the Real World: DIY Sensory Systems with Arduino						Seminar Room							
Extending your Body Beyond the Stage: Isadora for Dancers and Performers						Studio 3							
Projection Throughout History: Tracing our Technological Lineage						Studio 12							
Isadora Controls the World						Studio 14							
Instrumentalizing Physical Computing						Studio 16							
Hacking the Real World: DIY Sensory Systems with Arduino						Seminar Room							
Isadora Show & Tell											Studio 14		
Saturday 12 August		Get Moving!						Studio 12					
		Izzy Rocks the Stage: from the Performance to the Patch (Part 1 of 2)						Studio 3					
	Interfacing Isadora: Microsoft Kinect v2						Studio 12						
	Ghosts, Illusions, and Telepresence: Making Projection Magic						Studio 14						
	Get Your Hands on IzzyMap						Studio 16						
	Instrumentalizing Physical Computing						Seminar Room						
	Izzy Rocks the Stage: from the Performance to the Patch (Part 2 of 2)						Studio 3						
	Particle Party: Real-Time Generative Imagery with the 3D Particles Actor						Studio 12						
	Advanced IzzyMap						Studio 16						
	Scripting with Data: Build 'Smarter' Art with Javascript Data Processing						Seminar Room						
Live Performance Saturday											Studio 14		
Sun 13	Isadora Mini-Hackathon (and brunch!)						Studio 14						

Wednesday Afternoon, 9 August 2017



BODY INTELLIGENCE & MOVEMENT SYSTEMS

TEACHER **Marcela Giesche**
PARTICIPANTS **15**
SPACE **Studio 14**
TIME **2:00pm - 5:00pm**

LEVEL Workshop is open to all levels.

DESCRIPTION How can Isadora users benefit and learn from physically embodied ways of thinking, moving, and making decisions in space and time? This beginners movement workshop is designed to provide an experience of the logic of anatomical movement and improvisational systems.

The workshop will begin with an introduction of simple movement tasks targeted to access the intelligence of the sensing body in order to allow it to make choices. “Thinking” with all parts of the body, not just the brain, can generate surprising and unexpected results — expressing a different kind of intelligence than the analytical mind can produce on its own.

We will also address how the use of language and verbal direction frames or “programs” what we perceive, and how this affects the choices we make in our own bodies, in space, and in relation to others.

The use of specific language (like code), including how it is expressed, can allow us to access and engage new possibilities in the thinking body — thus creating the conditions for a particular range of outcomes in an improvisational system. Even the confluence of two opposing instructions can be processed by the moving body, potentially allowing for the emergence of new concepts within the original language (or code) itself.

REQUIREMENTS Please wear something comfortable to move in.

Wednesday Afternoon, 9 August 2017

WORK
SHOP

• **ISADORA 101: AN INTENSIVE INTRODUCTION FOR NEW USERS** • *(part 1 of 3)* •

TEACHER **Montgomery C. Martin**
PARTICIPANTS **15**
LANGUAGE **English**
SPACE **Seminar Room**
TIME **2:00pm - 5:00pm**

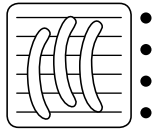
LEVEL Beginner

DESCRIPTION In this hands-on workshop you will learn how to use the core features of Isadora, the award-winning live media presentation tool by Troika Ranch artistic director Mark Coniglio.

This workshop will introduce the basic setup, functionality, and operation of Isadora and its associated tools. You'll create interactive digital projections, manipulate video and audio, work with a live video camera feed, and much more. We will also discuss the dramaturgical considerations that underpin how digital assets, scenic elements, and live performers interact as we look at prominent examples of Isadora in practice. During the workshop, you'll work together to create a "prototype" Isadora control patch that you can use to quickly improvise, manipulate, and create interactive media for future projects.

REQUIREMENTS Each participant must provide their own laptop computer (PC or Mac). Your laptop computer should have a functioning webcam and microphone. Windows users must be running Windows 10. Mac users must be running Yosemite (10.10) or later. Temporary Isadora licenses will be provided for users who do not yet own the software.

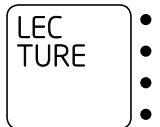
Wednesday Evening, 9 August 2017



WELCOME BBQ

TIME 5:00pm - 7:00pm

DESCRIPTION Check in to get your welcome packet.
Eat, drink, and meet your fellow Izzy users!



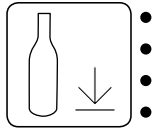
MARK CONIGLIO

Keynote

SPACE Studio 14
TIME 7:00pm

DESCRIPTION Isadora's creator, media artist and composer Mark Coniglio will launch this year's Werkstatt with a lively talk about where the Isadora community stands now and where we're going. He will focus on Isadora's role as a software "created by an artist for artists." Because the creative drive propels the development of the software, Isadora's strength is as a tool for imaginative exploration and improvisation. He will close by unveiling new features that the Werkstatt participants will get to experience over the next four days.

Wednesday Evening, 9 August 2017



BEER & DOWNLOADING

DESCRIPTION To ensure you're raring to go on Thursday morning, we'll have a friendly hang and enjoy some nice beverages while everyone downloads the required course materials. The Isadora team will be there to help and guide you should you encounter any trouble. Mostly, this will be a chance to meet the teachers and other members of the Isadora community in a friendly and relaxed setting.

REQUIREMENTS Bring your computer and make sure it's fully charged!! If you don't already have Isadora, we will give you a temporary license and help you to install the program.

Thursday Early Morning, 10 August 2017



• • • • • GET MOVING

TEACHER **Noam Eidelman Shatil**

PARTICIPANTS **50**

LANGUAGE **English**

SPACE **Studio 12**

TIME **9:00am - 9:50am**

LEVEL All are welcome!

DESCRIPTION The participants are guided through class, using a series of evocative instructions that build one on top of the other. Rather than copying a particular movement, each person actively explores these instructions, discovering how she or he can interpret the information and perform the task at hand. We will use and manipulate our breath, perception of space and time and imagination to explore our physical abilities in a new framework.

REQUIREMENTS Wear comfortable clothes you can move in.

Thursday Morning, 10 August 2017



SOUND ANALYSIS FOR GENERATIVE VISUALS

Workshop also offered on Friday morning

TEACHER Jacques Hoepffner

PARTICIPANTS 15

LANGUAGE English

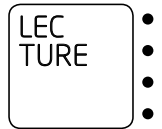
SPACE Studio 3

TIME 10:00am - 1:00pm

LEVEL Intermediate

DESCRIPTION This workshop focuses on using sound to generate and manipulate imagery in real-time. We will begin by showing you how to use the sound of the voice to change parameters in existing images and manipulate generative imagery. Building on this, you will then be guided through the process of setting up a sound analysis patch in Isadora that offers creative vocal or instrumental control of visual elements such as 3D particle generators and visual effects.

Thursday Morning, 10 August 2017



GET SCRIPTING: EMPOWERING ISADORA WITH JAVASCRIPT

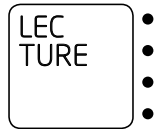
TEACHER Ryan Webber
PARTICIPANTS 50
LANGUAGE English
SPACE Studio 12
TIME 10:00am - 1:00pm

LEVEL Beginner to Intermediate

DESCRIPTION Isadora's Javascript actor offers powerful new ways to control Isadora, especially when it comes to interactivity. This workshop, designed for non-coders, will help you to explore those possibilities, showing how you can create reusable scripts to animate objects, add interactivity, and utilize data in interesting ways.

REQUIREMENTS Participants should have completed the online tutorial "Getting Started with Javascript tutorial prior to attending this workshop." → <http://troikatronix.com/support/kb/getting-started-with-javascript/>

Thursday Morning, 10 August 2017



IZZYNEW: GET DOWN WITH ISADORA'S NEW FEATURES

TEACHER Mark Coniglio
PARTICIPANTS 50
LANGUAGE English
SPACE Studio 14
TIME 10:00am - 1:00pm

LEVEL All are welcome

DESCRIPTION Isadora's creator Mark Coniglio will take you on an in-depth tour of several new plugins, enhancements to the User Interface, improvements to the workflow, and specific new features that will be announced during his keynote at the opening of the Isadora Werkstatt 2017. We guarantee that this presentation by Mark will leave you well informed about all the new features, and given Mark's dramatic nature, one can reasonably expect at least one eye-popping surprise during this 2.5 hour presentation. ;-)

Thursday Morning, 10 August 2017



IZZYMAP HANDS ON

TEACHER **Graham Thorne**
PARTICIPANTS **18**
LANGUAGE **English**
SPACE **Studio 16**
TIME **10:00am - 1:00pm**

LEVEL Intermediate

DESCRIPTION The IzzyMap workshop is ideal for those wanting to learn how to do projection mapping using Isadora's IzzyMap feature. You will learn how to map basic shapes, develop the mapping using masking, and then discover how to make them interactive. IzzyMap can be used for mapping onto architecture or digital theater sets, in commercial installations, and much more. You will learn tips and tricks along the way with plenty of playtime for experimentation.

Thursday Morning, 10 August 2017



ISADORA 101: AN INTENSIVE INTRODUCTION FOR NEW USERS

(Part 2 of 3)

TEACHER **Montgomery C. Martin**

PARTICIPANTS **15**

LANGUAGE **English**

SPACE **Seminar Room**

TIME **10:00am - 1:00pm**

LEVEL Beginner

DESCRIPTION In this hands-on workshop you will learn how to use the core features of Isadora, the award-winning live media presentation tool by Troika Ranch artistic director Mark Coniglio.

This workshop will introduce the basic setup, functionality, and operation of Isadora and its associated tools. You'll create interactive digital projections, manipulate video and audio, work with a live video camera feed, and much more. We will also discuss the dramaturgical considerations that underpin how digital assets, scenic elements, and live performers interact as we look at prominent examples of Isadora in practice. During the workshop, you'll work together to create a "prototype" Isadora control patch that you can use to quickly improvise, manipulate, and create interactive media for future projects.

REQUIREMENTS Each participant must provide their own laptop computer (PC or Mac). Your laptop computer should have a functioning webcam and microphone. Windows users must be running Windows 10. Mac users must be running Yosemite (10.10) or later. Temporary Isadora licenses will be provided for users who do not yet own the software.

Thursday Afternoon, 10 August 2017



PAPER, SCISSORS & BITS: THE MINIATURE INSTALLATION WORKSHOP

TEACHER **Benjamin Hohnheiser** and **Alessandro Maggioni**

PARTICIPANTS **15**

LANGUAGE **English**

SPACE **Studio 3**

TIME **2:00pm - 5:00pm**

LEVEL Intermediate

DESCRIPTION The most analog of elements – scissors, paper, and tape – will enter the realm of the digital as you create a miniature papercraft installation in this playful and creative workshop. Together with the artist and designer Benjamin Hohnheiser and papercraft expert Alessandro Maggioni, each participant will design and construct objects out of paper, and then use Isadora to create a simple, interactive projection mapping on those elements or to make use of and implement your laptop's display implemented into your installation.

You'll learn how to use the most basic sensory input devices (microphone, camera, keyboard and mouse) and their related Isadora actors, but the teachers are also ready to show you how to make use of other simple input devices as for example MIDI controllers, your smart phone, conductive paint, MakeyMakey, or the Leap Motion to control your installation.

The class will include a general overview about the workflow required to create and export content with graphic editing and animation/compositing programs like Adobe Photoshop and After Effects.

For some examples on their collaborative work have a look at → <https://vimeo.com/113043827> or <http://benju.net/zeitfenster> or more on their personal portfolio websites → <http://benju.net> and <http://www.atelierperela.com>.

REQUIREMENTS No previous knowledge of Isadora is necessary. You should not be afraid of scissors, paper and some analog tinkering. If you wish to try specified devices that aren't part of your laptop (e.g., MakeyMakey, USB Buttons, Leap Motion) please bring them with you to the workshop. You should bring your laptop (Windows or macOS) with the current version of Isadora and the Freeframe Plugins Collection installed (Get it here: → <https://troikatronix.com/get-it/>).

Thursday Afternoon, 10 August 2017

LEC
TURE

• **INTERFACING ISADORA: MICROSOFT KINECT V2**

• *Lecture also offered Saturday morning*

TEACHER **Ryan Webber**
PARTICIPANTS **50**
LANGUAGE **English**
SPACE **Studio 12**
TIME **2:00pm - 5:00pm**

LEVEL Intermediate

DESCRIPTION Motion tracking is a powerful creative tool, and the Microsoft Kinect revolutionized the field when it was introduced as part of Xbox 360. Today, the latest Kinect v2 (aka Kinect for Xbox One) increases the range of tracking, as well as the accuracy and the resolution of the depth image. While Microsoft has not released the software interface for any platform other than Windows, this lecture will discuss a few free/open-source options for accessing the depth and skeleton data, as well as transmitting this data from a Windows machine to Mac systems.

We will have a Kinect v2 with shareable data set up in the Creative Space for the duration of the Werkstatt. Please stop on by to try out your new skills. Wild experimentation warmly encouraged!

Thursday Afternoon, 10 August 2017



• **IZZYMAP 101: AN OVERVIEW**

TEACHER **Jacques Hoepffner**

PARTICIPANTS **50**

LANGUAGE **English**

SPACE **Studio 14**

TIME **2:00pm - 5:00pm**

LEVEL Intermediate

DESCRIPTION Jacques demonstrates the fundamentals of video mapping using the IzzyMap integrated projection mapping tool inside Isadora. Participants will learn how to set up projection mapping of multiple video streams onto objects and a variety of screen shapes, as well as introducing interactive modulation of the projections.

Thursday Afternoon, 10 August 2017



GIVING ISADORA EYES: MOTION TRACKING WORKSHOP

Workshop also offered Friday morning

TEACHER **Graham Thorne**
PARTICIPANTS **18**
LANGUAGE **English**
SPACE **Studio 16**
TIME **2:00pm - 5:00pm**

LEVEL Intermediate

DESCRIPTION This workshop explores several methods of interactive motion tracking using the built-in Eyes and Eyes++ actors inside Isadora.

Motion tracking in Isadora is a very powerful tool. Even with only a simple webcam, you can make Isadora respond in a multitude of visual and sonic ways to user interaction. Isadora's tracking capabilities are ideal for commercial installations, public engagement or on stage for theater and/or dance pieces — to name just a few.

Topics will include: basic principles, hardware setup and configuration, Eyes actor, Eyes++ actor, using masks and grids, multiple webcam set ups, color tracking problems, limitations, hints and tricks.

Thursday Afternoon, 10 August 2017



ISADORA 101: AN INTENSIVE INTRODUCTION FOR NEW USERS

(Part 3 of 3)

TEACHER **Montgomery C. Martin**

PARTICIPANTS **15**

LANGUAGE **English**

SPACE **Seminar Room**

TIME **2:00pm - 5:00pm**

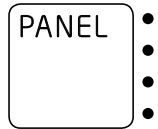
LEVEL Beginner

DESCRIPTION In this hands-on workshop you will learn how to use the core features of Isadora, the award-winning live media presentation tool by Troika Ranch artistic director Mark Coniglio.

This workshop will introduce the basic setup, functionality, and operation of Isadora and its associated tools. You'll create interactive digital projections, manipulate video and audio, work with a live video camera feed, and much more. We will also discuss the dramaturgical considerations that underpin how digital assets, scenic elements, and live performers interact as we look at prominent examples of Isadora in practice. During the workshop, you'll work together to create a "prototype" Isadora control patch that you can use to quickly improvise, manipulate, and create interactive media for future projects.

REQUIREMENTS Each participant must provide their own laptop computer (PC or Mac). Your laptop computer should have a functioning webcam and microphone. Windows users must be running Windows 10. Mac users must be running Yosemite (10.10) or later. Temporary Isadora licenses will be provided for users who do not yet own the software.

Thursday Evening, 10 August 2017



BEYOND MAGIC: SEEKING MEANING IN MEDIA INTENSIVE PERFORMANCE

MODERATOR

Ruppert Bohle

PANELISTS

AudeRose, Peter Kirn, Cornelia Lund, Robert Seidel

SPACE

Studio 14

TIME

7:00pm

DESCRIPTION

Most Isadora users are drawn to digital media and interactive technologies through their desire to bring a fresh, and often spectacular, dimension to live performance. But what lies past the brief moment of spectacle, beyond the short lived bedazzlement of our senses? From the onset of visual music to the advent of virtual 3D, artists have explored the physical and temporal relationships that govern what we might define as our reality and in recent years the performance space has proven to be one of the most promising venues of this exploration. This panel discussion between Aude Francois, Peter Kirn, Cornelia Lund, and Robert Seidel is trying to shed some light onto the driving forces behind it. But rather than proposing a restrictive classification we are hoping to open some doors to important areas still left unexplored.



REVERSE ENGINEERING ISADORA

MODERATOR

Montgomery C. Martin

PANELISTS

Carole Kim, Benjamin Krieg, and Robert Wuss

SPACE

Studio 12

TIME

7:00pm

DESCRIPTION

Get inspired and informed as we bring in Isadora super users to share their most exciting and innovative projects. These adventurous artists will offer you a glimpse into their creative process, breaking down what they did and how they did it to show you the technical and creative dramaturgy behind their work. You will get the chance to pose specific questions during a question and answer session.

Friday Early Morning, 11 August 2017



GET MOVING

TEACHER **Noam Eidelman Shatil**

PARTICIPANTS **50**

LANGUAGE **English**

SPACE **Studio 12**

TIME **9:00am - 9:50am**

LEVEL All are welcome!

DESCRIPTION The participants are guided through class, using a series of evocative instructions that build one on top of the other. Rather than copying a particular movement, each person actively explores these instructions, discovering how she or he can interpret the information and perform the task at hand. We will use and manipulate our breath, perception of space and time and imagination to explore our physical abilities in a new framework.

REQUIREMENTS Wear comfortable clothes you can move in.

Friday Morning, 11 August 2017

WORK
SHOP

• **SOUND ANALYSIS FOR GENERATIVE VISUALS**

• *Workshop also offered Thursday morning*

TEACHER **Jacques Hoepffner**

PARTICIPANTS **15**

LANGUAGE **English**

SPACE **Studio 3**

TIME **10:00am - 1:00pm**

LEVEL Intermediate

DESCRIPTION This workshop focuses on using sound to generate and manipulate imagery in real-time. We will begin by showing you how to use the sound of the voice to change parameters in existing images and manipulate generative imagery. Building on this, you will then be guided through the process of setting up a sound analysis patch in Isadora that offers creative vocal or instrumental control of visual elements such as 3D particle generators and visual effects.

Friday Morning, 11 August 2017

PARTICIPATORY
LECTURE

ISADORA QUICK & DIRTY

- TEACHER** Alexander Nantschev
- PARTICIPANTS** 50
- LANGUAGE** English (German, Bulgarian)
- SPACE** Studio 12
- TIME** 10:00am - 1:00pm
- LEVEL** All are welcome
- DESCRIPTION** There is Isadora in theory and there is Isadora in practice. Gleaned from the TroikaTronix team, Isadora super users, and the community forum, Alex will share a rundown of top tricks and shortcuts for the practical Isadora user. Have a tip to share?? Bring it to Quick & Dirty!

Friday Morning, 11 August 2017

LEC
TURE

• **PARTICLE PARTY: REAL-TIME GENERATIVE IMAGERY WITH THE 3D PARTICLES ACTOR**
• *Lecture also offered Saturday afternoon.*
•

TEACHER **Mark Coniglio**
PARTICIPANTS **50**
LANGUAGE **English**
SPACE **Studio 14**
TIME **10:00am - 1:00pm**

LEVEL Beginner to intermediate

DESCRIPTION The 3D Particles actor can generate a wide array of compelling interactive imagery, but often its complexity has led users to shy away from this powerful tool. Isadora's creator Mark Coniglio will show you numerous possibilities this actor offers — starting with the basics and building over the three-hour presentation to complex systems that interactively respond to real-time input. Course materials will include downloadable examples that you can use for inspiration or directly in your own productions.

REQUIREMENTS Bring your computer to work along with the demonstration.

Friday Morning, 11 August 2017

WORK
SHOP

GIVING ISADORA EYES: MOTION TRACKING WORKSHOP

Workshop also offered Thursday afternoon

TEACHER **Graham Thorne**
PARTICIPANTS **18**
LANGUAGE **English**
SPACE **Studio 16**
TIME **10:00am - 1:00pm**

LEVEL Intermediate

DESCRIPTION This workshop explores several methods of interactive motion tracking using the built-in Eyes and Eyes++ actors inside Isadora.

Motion tracking in Isadora is a very powerful tool. Even with only a simple webcam, you can make Isadora respond in a multitude of visual and sonic ways to user interaction. Isadora's tracking capabilities are ideal for commercial installations, public engagement or on stage for theater and/or dance pieces — to name just a few.

Topics will include: basic principles, hardware setup and configuration, Eyes actor, Eyes++ actor, using masks and grids, multiple webcam set ups, color tracking problems, limitations, hints and tricks.

Friday Morning, 11 August 2017



HACKING THE REAL WORLD: DIY SENSORY SYSTEMS WITH ARDUINO

Workshop also offered Friday afternoon

TEACHER Aidan Boyle
PARTICIPANTS 15
LANGUAGE English
SPACE Seminar Room
TIME 10:00am - 1:00pm

LEVEL Intermediate to advanced

DESCRIPTION If you've ever dreamed about creating your own interactive sensory system and interfacing them to Isadora, then this workshop is for you. In this three hour workshop, we'll give you a crash course on inexpensive sensors, how to wire them up to an Arduino microcontroller, and how to get the data into Isadora so you can use it to interactively manipulate media. We'll also go in the other direction, using Isadora and Arduino to control a tiny servo-motor that can move objects in the real-world under interactive control.

REQUIREMENTS This course has a modest materials fee of €40 to cover the cost of the Arduino starter Kit which will be provided to you at the Werkstatt and is yours to keep.

Friday Afternoon, 11 August 2017



• **EXTENDING YOUR BODY BEYOND THE STAGE: ISADORA FOR DANCERS AND PERFORMERS**

TEACHER Jenny Haack and Mark Coniglio

PARTICIPANTS 18

LANGUAGE English (German)

SPACE Studio 3

TIME 2:00pm - 6:00pm

LEVEL No previous technical knowledge is required!

DESCRIPTION Designed expressly for dancers and performers, Berlin based dance artist Jenny Haack and Isadora's creator Mark Coniglio will introduce you to the possibilities Isadora offers to respond in real-time to your gestures and vocalizations. Participants will be guided through several experiments in an interactive setting, demonstrating different ways of working with Isadora artistically in a performance context (dance, music theater, drama, installation). Throughout this experience, we will place special importance on supporting the dramaturgical and compositional needs of the work you are creating, while simultaneously exploring new forms of expression where digital media serves as an integrated, performative player on stage.

REQUIREMENTS This workshop is geared towards performers but Izzy designers interested in experiencing what it's like to be on the 'other side' are welcome to attend.

*****Please note this workshop is 4 hours long and runs until 6:00pm**

Friday Afternoon, 11 August 2017

LEC
TURE

• **PROJECTION THROUGHOUT HISTORY:
• TRACING OUR TECHNOLOGICAL LINEAGE**
•

TEACHER **Montgomery C. Martin**

PARTICIPANTS **50**

LANGUAGE **English**

SPACE **Studio 12**

TIME **2:00pm - 5:00pm**

LEVEL All are welcome!

DESCRIPTION Using digital technologies in performance is a relatively recent phenomenon, but the use of projection in the theater is well understood as part of a tradition that runs through the historical avant-garde.

The underlying scientific and aesthetic principles that define contemporary techniques have a much longer history stretching back hundreds of years. In this talk, I look back over the roots of projection from the camera obscura to the magic lantern to see how the technology has evolved and how we might use these tools, techniques and tricks today.

Friday Afternoon, 11 August 2017



• ISADORA CONTROLS THE WORLD

TEACHER **Jacques Hoepffner**

PARTICIPANTS **50**

LANGUAGE **English**

SPACE **Studio 14**

TIME **2:00pm - 5:00pm**

LEVEL All are welcome!

DESCRIPTION Isadora's built-in communications protocols (OSC, MIDI, Serial and TCP/IP) open an interactive door to a wide array of hardware devices and software programs. We'll take you through several examples of these protocols, demonstrating how Isadora can control such hardware and software, or how they can control Isadora. We'll give extra emphasis to DMX input and output since that is so often needed in theatrical situations. Since it would be impossible to cover every software and hardware out there, the ultimate goal of this workshop is to give you a strong, general foundation in using all Isadora's communications protocols so you'll be prepared to interface to whatever app or device your heart desires.

Friday Afternoon, 11 August 2017



INSTRUMENTALIZING PHYSICAL COMPUTING

Workshop also offered Saturday morning

TEACHER **Daniel Schorno**
PARTICIPANTS **15**
LANGUAGE **English**
SPACE **Studio 16**
TIME **2:00pm - 5:00pm**

LEVEL Intermediate

DESCRIPTION This session focuses on the fundamental principles of how one can instrumentalize — or dramatize — your control stream data.

We will begin with a short introduction to key areas of the intricacies of the interaction chain

- brief reflection on sensors and physicalized models
- a little theory on non-linear mapping
- knowing your creation tools
- model examples

The rest of the workshop will be hands on skill building, as you encode aspects of your physical intelligence to create distinct relationships for interactive control.

REQUIREMENTS As a primer on the topic please feel free to read the first parts of the excellent article by my friend and colleague Joel Ryan in “Some Remarks on Musical Instrument Design” <http://steim.org/archive/steim/texts.php?id=3>
Bring along your ‘touchOSC’ enabled smartphone (or equivalent) and favorite Isadora patch or audio visual digital tool. Utilizing free software, we will interface between devices.

Friday Afternoon, 11 August 2017



HACKING THE REAL WORLD: DIY SENSORY SYSTEMS WITH ARDUINO

Workshop also offered Friday morning

TEACHER Aidan Boyle
PARTICIPANTS 15
LANGUAGE English
SPACE Seminar Room
TIME 2:00pm - 5:00pm

LEVEL Intermediate to advanced

DESCRIPTION If you've ever dreamed about creating your own interactive sensory system and interfacing them to Isadora, then this workshop is for you. In this three hour workshop, we'll give you a crash course on inexpensive sensors, how to wire them up to an Arduino microcontroller, and how to get the data into Isadora so you can use it to interactively manipulate media. We'll also go in the other direction, using Isadora and Arduino to control a tiny servo-motor that can move objects in the real-world under interactive control.

REQUIREMENTS This course has a modest materials fee of €40 to cover the cost of the Arduino starter Kit which will be provided to you at the Werkstatt and is yours to keep.

Friday Evening, 11 August 2017

EVENT • **ISADORA SHOW & TELL**

MODERATOR **Albena Baeva**

SPACE **Studio 14**

TIME **7:00pm**

LEVEL All are welcome!

DESCRIPTION Back by popular demand! You will have just 6 short minutes to show the Isadora community what you've got. A video projector and stereo sound system will be provided. See Albena in the Creative Space to reserve your time slot. The bar will be open and we will go until the last Izzy user has their say!

Saturday Early Morning, 12 August 2017



• • • • • GET MOVING

TEACHER **Noam Eidelman Shatil**
PARTICIPANTS **50**
LANGUAGE **English**
SPACE **Studio 12**
TIME **9:00am - 9:50am**

LEVEL All are welcome!

DESCRIPTION The participants are guided through class, using a series of evocative instructions that build one on top of the other. Rather than copying a particular movement, each person actively explores these instructions, discovering how she or he can interpret the information and perform the task at hand. We will use and manipulate our breath, perception of space and time and imagination to explore our physical abilities in a new framework.

REQUIREMENTS Wear comfortable clothes you can move in.

Saturday Morning, 12 August 2017



IZZY ROCKS THE STAGE: FROM THE PERFORMANCE TO THE PATCH

(Part 1 of 2)

TEACHER **Alexander Nantschev**

PARTICIPANTS **15**

LANGUAGE **English (German)**

SPACE **Studio 3**

TIME **10:00am - 1:00pm**

LEVEL Intermediate to advanced

DESCRIPTION We will explore dramaturgical, choreographic, scenographic, musical, and performance ideas by constructing (and de-constructing) patches in response to tasks proposed by the instructor.

The workshop space will mirror conditions you would encounter in a theater: a stage for the performance; projection, sound, and lighting equipment; and a main hub for the computer and technician.

From the master hub, you'll expand your ideas into the stage space, learning how Isadora communicates with several external devices, including Kinect v1 and v2 tracking cameras, a live video feed, surround-sound audio, lighting instruments and more.

Through this task based process we will explore how Isadora can help you to realize your wildest creative fantasies.

Saturday Morning, 12 August 2017

LEC
TURE

• **INTERFACING ISADORA: MICROSOFT KINECT V2**

• *Lecture also offered Thursday afternoon*

TEACHER **Ryan Webber**
PARTICIPANTS **50**
LANGUAGE **English**
SPACE **Studio 12**
TIME **10:00am - 1:00pm**

LEVEL Intermediate

DESCRIPTION Motion tracking is a powerful creative tool, and the Microsoft Kinect revolutionized the field when it was introduced as part of Xbox 360. Today, the latest Kinect v2 (aka Kinect for Xbox One) increases the range of tracking, as well as the accuracy and the resolution of the depth image. While Microsoft has not released the software interface for any platform other than Windows, this lecture will discuss a few free/open-source options for accessing the depth and skeleton data, as well as transmitting this data from a Windows machine to Mac systems.

We will have a Kinect v2 with shareable data set up in the Creative Space for the duration of the Werkstatt. Please stop on by to try out your new skills. Wild experimentation warmly encouraged!

Saturday Morning, 12 August 2017

LEC
TURE

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GHOSTS, ILLUSIONS, AND TELEPRESENCE: MAKING PROJECTION MAGIC

TEACHER **Montgomery C. Martin**

PARTICIPANTS **50**

LANGUAGE **English**

SPACE **Studio 14**

TIME **10:00am - 1:00pm**

LEVEL Intermediate. Some experience with staging, lighting, and projection will be helpful to provide context for the techniques discussed.

DESCRIPTION In this seminar, we will discuss the staging and design principles needed to create “projection magic” — including illusions, holograms, ghosts, and more — that you can use in both fixed and interactive projects. We will discuss both the practical techniques — with a focus on integration with Isadora — as well as the creative, dramaturgical considerations that go into making these illusions look “real”.

Saturday Morning, 12 August 2017



GET YOUR HANDS ON IZZYMAP

TEACHER Ruppert Bohle
PARTICIPANTS 15
LANGUAGE English (German, French)
SPACE Studio 16
TIME 10:00am - 1:00pm

LEVEL Intermediate

DESCRIPTION In our introduction to IzzyMap you'll learn how to use Isadora's built in mapping tools to quickly and accurately project imagery onto a variety of surface objects and shapes and make them respond to real time input from other actors in Isadora. You will also receive an overview of the things to consider when using projection mapping in your design, including suggestions for workflow and best practices.

Saturday Morning, 12 August 2017

WORK
SHOP

• **INSTRUMENTALIZING PHYSICAL COMPUTING**

• *Workshop also offered Friday afternoon*

TEACHER **Daniel Schorno**
PARTICIPANTS **15**
LANGUAGE **English**
SPACE **Seminar Room**
TIME **10:00am - 1:00pm**

LEVEL Intermediate

DESCRIPTION This session focuses on the fundamental principles of how one can instrumentalize — or dramatize — your control stream data.

We will begin with a short introduction to key areas of the intricacies of the interaction chain

- brief reflection on sensors and physicalized models
- a little theory on non-linear mapping
- knowing your creation tools
- model examples

The rest of the workshop will be hands on skill building, as you encode aspects of your physical intelligence to create distinct relationships for interactive control.

REQUIREMENTS As a primer on the topic please feel free to read the first parts of the excellent article by my friend and colleague Joel Ryan in “Some Remarks on Musical Instrument Design” → <http://steim.org/archive/steim/texts.php?id=3>
Bring along your ‘touchOSC’ enabled smartphone (or equivalent) and favorite Isadora patch or audio visual digital tool. Utilizing free software, we will interface between devices.

Saturday Afternoon, 12 August 2017



IZZY ROCKS THE STAGE: FROM THE PERFORMANCE TO THE PATCH

(Part 2 of 2)

TEACHER **Alexander Nantschev**

PARTICIPANTS **15**

LANGUAGE **English (German)**

SPACE **Studio 3**

TIME **2:00pm - 5:00pm**

LEVEL Intermediate to advanced

DESCRIPTION We will explore dramaturgical, choreographic, scenographic, musical, and performance ideas by constructing (and de-constructing) patches in response to tasks proposed by the instructor.

The workshop space will mirror conditions you would encounter in a theater: a stage for the performance; projection, sound, and lighting equipment; and a main hub for the computer and technician.

From the master hub, you'll expand your ideas into the stage space, learning how Isadora communicates with several external devices, including Kinect v1 and v2 tracking cameras, a live video feed, surround-sound audio, lighting instruments and more.

Through this task based process we will explore how Isadora can help you to realize your wildest creative fantasies.

Saturday Afternoon, 12 August 2017

LEC
TURE

• **PARTICLE PARTY: REAL-TIME GENERATIVE IMAGERY WITH THE 3D PARTICLES ACTOR**

• *Lecture also offered Friday morning*

TEACHER **Mark Coniglio**
PARTICIPANTS **50**
LANGUAGE **English**
SPACE **Studio 12**
TIME **2:00pm - 5:00pm**

LEVEL Beginner to intermediate

DESCRIPTION The 3D Particles actor can generate a wide array of compelling interactive imagery, but often its complexity has led users to shy away from this powerful tool. Isadora's creator Mark Coniglio will show you numerous possibilities this actor offers — starting with the basics and building over the three-hour presentation to complex systems that interactively respond to real-time input. Course materials will include downloadable examples that you can use for inspiration or directly in your own productions.

REQUIREMENTS Bring your computer to work along with the demonstration.

Saturday Afternoon, 12 August 2017



ADVANCED IZZYMAP

TEACHER Ruppert Bohle
PARTICIPANTS 15
LANGUAGE English (French, German)
SPACE Studio 16
TIME 2:00pm - 5:00pm

LEVEL Advanced

DESCRIPTION In our advanced IzzyMap workshop we'll go beyond the basics and look into the challenges of mapping and blending multiple projectors from different angles onto complex shapes, the woes of UV mapping and how to integrate IzzyMap into existing 3D workflows.

We will also explore the relationship between tracking and mapping, showing how IzzyMap can be used to map imagery onto moving objects.

Saturday Afternoon, 12 August 2017

WORK
SHOP

• **SCRIPTING WITH DATA:** • **BUILD 'SMARTER' ART WITH JAVASCRIPT DATA PROCESSING**

TEACHER **Ryan Webber**
PARTICIPANTS **15**
LANGUAGE **English**
SPACE **Seminar Room**
TIME **2:00pm - 5:00pm**

LEVEL Advanced

DESCRIPTION Isadora's Javascript actor provides powerful data sorting and parsing. Utilizing the built-in sort functions, regular expressions, and JavaScript's JSON data format, you will explore the possibility of using online data sources to create real-time visualizations, analyzing user-submitted data, and incoming video feeds.

Each example will be covered using User Actors you'll download prior to the class. The code inside these User Actors will be discussed in detail (almost no coding required!) while we build a working sample in Isadora.

A discussion of the creative possibilities of each solution will conclude the workshop.

REQUIREMENTS Prior to attending this workshop, participants should have completed two online tutorials:
"Getting Started With Javascript"
→ <https://support.troikatronix.com/support/solutions/articles/13000014933-getting-started-with-javascript>
and "Grouping, Ungrouping and passing data with JSON"
→ <https://support.troikatronix.com/support/solutions/articles/13000014935-grouping-ungrouping-and-passing-json-values-with-javascript>

Saturday Evening, 12 August 2017

EVENT	•	LIVE PERFORMANCE SATURDAY
	•	SPACE Studio 14
	•	TIME 7:00pm

01) JENNY HAACK / MARK CONIGLIO / ADAM PULTZ MELBYE

DESCRIPTION **Haack, Coniglio** and **Melbye** focus on spontaneously performed actions in sound, image and movement - in their nuances and extremes. A spectrum of textures and layers evolves from the interplay between performers, instrument, visuals and space..

VIDEOS
Ausschnitt, 26 March 2017 → <https://vimeo.com/211540482>
Liebig12 Gallery, 9 February 2017 → <https://vimeo.com/203592627>
ImproVisions Festival, 3 November 2016 → <https://vimeo.com/203806713>

02) PERFORMANCE BY CLAUDIA ROHRMOSER AND MIEKO SUZUKI

DESCRIPTION For their first joint performance sound artist **Mieko Suzuki** and visual artist **Claudia Rohrmoser** explore the mutual influences of sound and image, sharing the same source material. In her experimental live set Mieko Suzuki uses broken and prepared records, turntables, effector pedals, and various probs. Always aiming for unexpected results, she creates a constant tension between action and reaction. The outcome is a slowly evolving, dynamic and bass driven sound texture that is rooted both in noise and electronic music. Claudia Rohrmoser uses piles of broken vinyl fragments as a starting point for the creation of the visual track. Considering the negative space between the remaining pieces she generates virtual spaces from the shards' textures. Sticking to a limited set of footage sources, she produces complementary visual content by sketching out winded trajectories on cardboard discs. Instead of the pickup a video camera points at the turntable and captures abstract rhythmic movements from these drawings and Mieko Suzuki's taped vinyl.

Saturday Evening, 12 August 2017

EVENT	•	LIVE PERFORMANCE SATURDAY
	•	SPACE Studio 14
	•	TIME 7:00pm

03) CRUMPLE

DESCRIPTION A performance by interdisciplinary artist **Carole Kim** with dancer, **Noam Eidelman Shatil**.

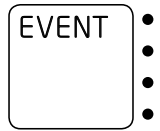
04) UNFOLDED LIGHT

DESCRIPTION Unfolded light is a project about movement, sound, plasticity and the relation with digital control interfaces. It combines live music and dance performance with an scenographic element, inspired by Origami tessellation patterns, that can be mechanically manipulated through the performer movement, using a motor and micro controller based system.

(From the Dance/Tech Residency sponsored by TroikaTronix at Lake Studios Berlin)

Rodrigo Zárate Marfil and **Areli Morán**, performer.

Sunday Morning, 13 August 2017



ISADORA MINI-HACKATHON (AND BRUNCH!)

TEACHER Mark Coniglio and the TroikaTronix Team
LANGUAGE English
SPACE Studio 14
TIME 11:00am - 4:00pm

LEVEL All are welcome!

DESCRIPTION **NEW for the Isadora Werkstatt 2017!**

Modeled on coding hackathons, the Isadora Werkstatt 2017 will close with a five-hour experience of wild creativity where you'll push your artistic and technical skills to the limit!

On the first day of the Werkstatt, we will announce this year's theme and the Hackathon teams. On Sunday all Hackathon participants will gather, the bell will ring, the clock will start and your team will have a few short hours to realize a creation reflecting the assigned theme. Mark Coniglio and Werkstatt instructors will be on hand to offer technical and creative support.

When the final bell rings, each team will present their new creation to the rest of the Hackathon. We hope that you'll join us for this exciting celebration of our community's skill and creativity!

Biographies

Composer and media artist [MARK CONIGLIO](#) is widely recognized as a pioneering force in the field of interactive performance. With Dawn Stoppiello, he co-founded the media intensive dance group Troika Ranch in 1994. As a result of this artistic practice, he created the software Isadora—a software tool that provides deep interactive control over digital media. Isadora has become the tool of choice for thousands worldwide, including such notables as Francis Ford Coppola, The Wooster Group, and the Royal Shakespeare Company. Coniglio has received a “Bessie” award, a prize from Prix Ars Electronica, and the World Technology Award, which recognized his long-term legacy in art and technology.

[ALBENA BAEVA](#) works with interactive design, experimental video and performance. In her interactive installations for urban spaces and galleries she uses technology, creative programming and DIY practices. She has two MAs; in Restoration (2008) and in Digital Art (2010) from the National Academy of Art in Sofia where she specializes in art technology practices from the 12th to 21st century. In 2011 she was awarded the International Essl Art Award for Contemporary Art by the special invitation of the Vienna Insurance Group. She is co-founder of Runabout Project, a platform for interdisciplinary performances and Studio for Interactive Design Reaktiv. Within Runabout Project she works with musicians, dancers, poets and engineers to create new interactive performance instruments.

Albena's works have been shown in museums for contemporary art such as Essl (Austria, 2011), EMMA (Finland, 2013), Museum for Contemporary Art Vojvodina (Serbia, 2015), at galleries and festivals for video and performance in Austria, Bulgaria, Czech Republic, Cyprus, Denmark, France, Finland, Germany, Hungary, Italy, Lithuania, Switzerland, Serbia, Ukraine and USA. → <http://albenabaeva.com/>

[AUDERROSE](#) is multi-disciplinary artist working with performance, photography, sound and projection. She regularly presents her performances in international festivals. Her imagery plays with narrative structures, developing dreamy and intimate universes, exploring various forms of interplay between body, images in motion, deconstructive narrations and self-mythology. Her performances articulate live scenography protocols integrating video as an environment medium, often using real-time camera feedback, considering the black box as a possible oneiric space, where sounds and images communicate in a poetic and narrative journey.

She has developed several successful collaborations with international acoustic and electronic musicians, sound and video programmers, producing series of audio-visual performances where she manipulates time and images in evolving structures.

Her work oscillates between digital and analogue medium, combining original cross-border techniques between real-time video feedback and digital and acoustic sounds. She often uses overhead projectors, slide projectors, typewriters, clocks, that are amplified via micro-contact microphones, combined with acoustic and digital sounds.

She uses live cameras and pre-recorded video samples, seeking to develop a closer interaction between video and sound events. Fascinated by archaic imagery and mechanical objects, she also creates costumes and scenography, seeking to immerse the audience in a dream box, using her figure as a “persona” reenacting a forgotten memories inside a poetic journey. → <http://aude-f.com/about/>

Biographies

Visual artist [RUPPERT BOHLE](#) has been working at the intersection of art and technology since the late 1990s. As a consultant and technical service provider, Bohle has helped artists and researchers build and shape their creative vision with tools of which they were often unaware.

Collaborations have included works for Lenore Malen, Beat Streuli, Kurt Hentschlagler, Wendall Harrington, Theatre de Complicité, The Public Theater, NY and the Metropolitan Opera among others. Bohle is currently a lecturer for projection design at the Yale School of Drama.

[AIDAN BOYLE](#) is a visual and sound artist, originally from Ireland, living in Berlin since 2016. Interactivity is the medium he uses to blur boundaries between performer and live sound/visuals, blending emergent media and technology with electronic music, visual art and the performing arts. With a hybrid background in science, composition and new media arts, his works bridge participatory/collaborative cultures and networked environments within performance. Boyle's work has been seen in Switzerland, Ireland, Italy, Germany and Brazil.

[ROY CARROLL](#) is a musician and composer based in Berlin. His work encompasses improvisation, composition, music/choreographic collaboration and practical / experimental research, with porous borders in between. He works primarily with electro-acoustic media; diverse objects and materials interacting through amplification and signal processing to create multi-layered forms, orbiting around the kinetic nature of the transformation of electrical audio signals into disturbed air.

Roy has been commissioned by groups such as Icebreaker, Dublin Guitar Quartet, Vox21 and The Whispering Gallery. He is one half of The Instrument with choreographer Maya M Carroll, with whom he has created over 20 works for the stage. He has toured / presented work throughout Europe, Canada, USA, Mexico, Brazil, Russia, New Zealand. → <http://roycarroll.com>

[JOSCHA ECKERT](#) (1989) is an event- and theater technician with a focus on lighting design and the use of Isadora. After finishing his apprenticeship in Osnabrück in 2013, he worked as technical director (2013-2017) at Theater Rampe, Stuttgart, supervising productions by Marie Bues, Christina Paulhofer and Nicki Liszta. Furthermore, he oversaw the technical direction of local and international dance-and theatre festivals like „Vagabundenkongress“ (2013, Stuttgart) and „6TageFrei“ (2015/2017, Stuttgart).

[LAURENCE FAVRE](#) is a filmmaker and photographer born in La Chaux-de-Fonds, Switzerland, in 1979. Her work falls within the fields of contemporary problematics dealing with identity, the relation of Men with his environment and the construction of collective memory. She explores them through film, photography and words, inspired by people and environments she meets. The porous nature of the border between « fiction » and « reality » plays a major role in her my projects development. She sees it as a playground for the exploration of the human experience and social life as a construction that is both critical and poetic. She is an active member of the artist-run film lab LaborBerlin.

Biographies

MARCELA GIESCHE (1983—Mainz, Germany): Graduated in 2006 with a BFA in Dance from Ohio State University and Codarts, Rotterdam. She has since been a freelance dancer and choreographer working with diverse dance companies and directors across Europe such as Neuer Tanz (VA Wölfl), Thomas Ostermeier, and Deja Donne, amongst others. Her own selected works include “sacre” (premiered at HAU, Berlin), “left I – right I” (w. Sonya Levin), “Self-portrait 24”, and “exFolia” (w. Andy Moor/Yannis Kyriakides). She continues her research of movement and choreographic forms through her creation, performance, and teaching practices in Berlin and internationally. She also founded and is the artistic director of the dance research and residency venue Lake Studios Berlin, where she has collaborated with Marlon Barrios Solano and Mark Coniglio to facilitate a dance-technology residency program.

→ www.marcelgiesche.com and → www.lakestudiosberlin.com

SIMONE GRÜNWARD loves quality products. She used to create premium clothes for design companies in London and Dublin until she decided to create what people really need on a daily basis- COFFEE. She works in a speciality coffee shop in Prenzlauer Berg and as a freelance barista at fairs and events. In her free time she grows her own veggies, keeps bees and creates mini eco systems.

JENNY HAACK Dance, Arts (D/Berlin). Trained in New Dance and Improvisation, Certificate, Bewegungsart Freiburg 1997-99. Academic studies in Fine Arts, diploma and master degree, Performance and Video department, HBK Braunschweig.

Haack produces and presents her own projects and collaborates with other artists since 1996. Her artistic work has received international rewards, grants and honors. In 2013, she founded b.arts.u—berlin arts united, a non-profit organization and is founder and director of the festival Improvisation XChange Berlin (2013—2016) and SOUN D ANCE Festival 2017 in DOCK11. → www.jennyhaack.de

JACQUES HOEPFFNER is a visual artist living in Paris. He began his artistic life with photography and film. He works now mainly for the stage, conceiving interactive scenographies for dance and theater. He mixes digital media, images, sounds, tangible computing, crossing different techniques and software. Teaching in Art School and University, he uses and teaches Isadora since 2005. Rachid Ouramdane, Tan Dun, Anne Collod, Karole Armitage and Cécile Proust are some of the people he has worked with. → <http://hoepffner.info>

BENJAMIN HOHNHEISER is a Berlin based artist and designer. His work reaches from projections for stage design and concept and realization of interactive media installations to illustration and animation – putting a focus on interdisciplinary works with media and space and the unconventional interplay between analog and digital media. He is also developing and organizing workshops and teaching for several institutions as for the btk university for art & design berlin in media extended spaces. Portfolio: → <http://benju.net>

Biographies

CAROLE KIM is an interdisciplinary artist with a focus on media installation and video for live performance. She has experimented extensively with the moving image to physicalize the medium and render it malleable in real time. She pursues an ongoing interest in creating environments in which live presence and media co-exist rather than compete. Kim seeks an integration of disciplines where moving image, sound, body and architecture engage in a dynamic, reciprocating and mutually supportive dialogue. Her hybrid work manifests in different contexts including experimental music, theater, dance and art. She has been the recipient of support by the Irvine Foundation, National Endowment for the Arts, Center for Cultural Innovation, City of Los Angeles, Pasadena Arts Council, The Music Center, Durfee Foundation, REDCAT, University of California Institute for Research in the Arts (UCIRA), The Getty Center, The Society for the Activation of Social Space through Art and Sound (SASSAS), Dublab, Newtown, Turbulence.org, CalArts, and The Center for Experiments in Art, Information, and Technology. She was selected as a recipient of a 2013 COLA Fellowship, 2014 CCI Investing in Artists Grant, 2015 Metabolic Studio Chora Council Grant and a 2015 CHIME Grant. MFA CalArts (Integrated Media/Film/Video), MFA Cranbrook Academy of Art (Printmaking), BA Brown University (Studio Art).

PETER KIRN is a musician and electronic artist active as voice for understanding technological practice and collaboration. For over a decade, he's run the electronic music website CDM (cdm.link), which now supports a hardware synthesizer project (MeeBlip) and record label (Establishment). His own music has evolved from a compositional training in New York and frequent work with contemporary dance to working with post-classical, experimental ambient, and techno and post-techno club music and audiovisual performance in Berlin, including releases on Snork Enterprises, Instruments of Discipline, and his own Establishment. In addition to solo work and collaborations, he has worked on projects in education, open source technology, open data, media archaeology, and open knowledge exchange, including developing the MusicMakers Hacklab for CTM Festival.

BENJAMIN KRIEG studied Media and Communication and Film studies at the Freie Universität Berlin and graduated in Experimental Media Design from the University of Fine Arts Berlin (UdK) in 2008. As visual artist he works in the fields of photography / video / film, both independently and in collaborations in performance, dance, theatre, film and music with artists such as Heinz Emigholz, with Anestis Azas and Prodromos Tsinikoris in Ballhaus Naunynstraße, with Thomas Ostermeier and Patrick Wengenroth at the Schaubühne, with Saar Magal and Amit Drori at Bavarian State Opera Munich, with Yael Ronen and Hakan Savaş Mican at the Maxim Gorki Theatre and with Damian Rebgetz at the HAU Berlin and the Kammerspiele in Munich. From 2006-10, he was a member of the Berlin group Oper Dynamo West. Since 2010 he has been working regularly with the performance collective She She Pop, most recently for the productions Frühlingspfer and 50 Grades of Shame. In 2009/10 he received a one year postgraduate grant from the Berlin Senate for Science, Research and Culture and is regularly giving workshops, most recently at the Performersion – Days of Performing & Immersive Arts at re:publica TEN in Berlin together with She She Pop. His work has been shown internationally at numerous festivals and exhibitions.

As a cultural manager **XENIA LEYDEL'S** work with artists is informed by a dramaturgical process. Bridging practical, creative, and business development, Xenia provides holistic artist support and career management. Born in Dresden, she is company manager for TroikaTronix and producer of the Isadora Werkstatt. Xenia was trained in contemporary dance and was a dancer and choreographer in Berlin before becoming the new media program coordinator for the Stuttgarter Filmwinter and employed by the Forum Neues Musiktheater of the Staatsoper Stuttgart. She has worked with artists including: Susanne

Biographies

Linke, Antonia Bähr, SheShePop, Josephine Evrard and the Internationale TanzFilmPlattform Pool. Xenia is currently a board member of „Zeitgenössischer Tanz Berlin e.V.“ (Contemporary Dance Berlin), dedicated to supporting the Berlin dance scene.

CORNELIA LUND is an art and media theorist and curator living in Berlin. Since 2004, she has been co-director of fluctuating images (→ www.fluctuating-images.de), a platform for media art and design with a focus on audiovisual artistic production. Currently, she is research fellow in a DFG research project on German documentary film at the University of Hamburg. For many years she has been teaching design theory at various universities, such as the University of Applied Sciences Hamburg, and the University of the Arts Bremen. Cornelia Lund is co-editor, together with Holger Lund, of Audio.Visual: On Visual Music and Related Media(2009) and Design der Zukunft (2014). She is also co-editor of The Audiovisual Breakthrough (2015) and the online platform Post-Digital Culture (→ <http://post-digital-culture.org/>). Her work as a curator includes numerous screenings and exhibitions (e.g. Mapping Festival Geneva, Academy of the Arts Berlin, Index Festival New York, Hamburger Architektursommer).

ALESSANDRO MAGGIONI Originally from Como Lake, Italy, Alessandro Maggioni lives and works in Berlin. He is an industrial designer with a focus in communication, who began his work career combining digital media applied to design, videography and architecture.

His interest in the role of analog in digital culture expanded into the exploration of the world of handmade papercraft and stop-motion animation. The wish of sharing this knowledge with younger generations takes form into a series of workshops given in kindergartens, schools and media festivals.

In 2016 he co-founded Badaboom Berlin, where he currently develops interactive collective installations and researches innovative applications for theater, museums and art therapy. His work constantly shifts between handy-craft, technology and imagination. In workshops, he empowers everyone from children to professionals to create their own stories in a positive and proactive media culture for the new generations.

He combines the methods of a designer with an artist's imagination, to create thrilling and charming worlds of adventure for both children and adults.

→ www.atelierperela.com → www.badaboom.berlin

RODRIGO ZÁRATE MARFIL is a Mexican percussionist and electronic music composer. Studied Classical Percussion in Escuela Superior de Música y Danza de Monterrey in Mexico, graduated in 2015. Has worked with various dancers and performers making original music. Part of „Expectante“, company directed by Areli Moran, with whom has performed in many forums inside Mexico and recently on Europe. Now studying a Master on Electroacoustic Composition in Centro Superior Katarina Gurska in Madrid, Spain. He releases experimental electronic music under the name Recycled Robots, since 2015.

MONTGOMERY C MARTIN has been designing digital projections and interactive technologies for the theater and performance since 2005. He is a PhD candidate at the Centre for Drama, Theatre and Performance Studies at the University of Toronto. He has been a member of the TroikaTronix technical team since 2015, and is thrilled to return to the Werkstatt to explore, share, and teach again! Monty is a founding member of the Digital Dramaturgy Lab (DDL), a creative research initiative of artists, scholars, scientists and students exploring the relationship between digital technology and artistic practice. His projection and media design work include collaborations with Crow's Theatre, Elephants Collective, Theatre Brouhaha, the Digital Media Program at York University, and the Randolph Academy for the Performing Arts. Toronto's NOW Magazine has called his designs „beautiful and disorienting... „trippy“ is probably the best descriptor.

Biographies

ARELI MORAN MAYORAL was born in 1985 in Mexico. She refers to herself as a scenic artist and cultural manager who is based in Monterrey, Mexico. Her formal education includes the Royal Academy of Dancing, the Escuela Superior de Musica y Danza de Monterrey in Mexico and Modus Operandi in Vancouver, Canada. In 2015 Moran formally opened her company Expectante for the creation of her own dance work, as well as dance and theatre production and cultural management, organized tours for international companies such as Tentacle Tribe (Canada), Toulalimnaios (Germany) and Mestizos Crew (Monterrey). Since 2013 Areli has been an interpreter for Daina Ashbee (Montreal), touring all over in Canada, Mexico and Europe.

Areli is developing her own work in contemporary dance and collaborating with a variety of artists, for which she has presented in Mexico and Canada and looking forward to spend her work in Europe; Her work focus is mostly on the experimentation of images to talk about identity, monstrosity, sensuality and sexuality, on different creations of contemporary dance, film and installations.

ADAM PULTZ MELBYE (Music, Composition, DK/Berlin) plays double bass and electronics in a variety of constellations, often involving dance and visual arts. His focus is on the morphology of sound and how our perception guides our appreciation of musical texture and gesture. Adam has toured most of the world and composed acoustic and electroacoustic music for dance, movies, theater and sound installations. He has appeared on more than 30 releases, runs the label platform Noema and holds a post-graduate Soloist Degree in Performance from RMC in Copenhagen. → www.adampultz.com

ALEXANDER NANTSCHKEV was born in 1976 into a family of artists. His mother was a ballerina, his father a violinist, his uncle a conductor and composer and his brother a music producer. Using technology for music, video and light started from early childhood. His work in the contemporary dance field has been supported by the Austrian government and he has toured in Europe, China, Japan, the Caribbean, Taiwan, India, Turkey, Iran and Korea. Alex has been a passionate Isadora user since 2012 utilizing the program for many of his own show designs and installations for dance, theater and galleries. In 2015 Alex was invited to join the Isadora ProNetwork, allowing him to beta test unreleased versions of the software and provide feedback to the company on future software directions. In 2016 Alex officially became a member of the TroikaTronix team. He is the founder of the label Crystalhorizon Records.

→ <http://www.crystalhorizon.at>

Video artist **Claudia Rohrmoser** was born in Salzburg, Austria. Focusing on visual music, her works include experimental animation shorts, video installations and audiovisual performances. In various collaborations with composers and stage designers she worked as a video designer for opera productions and contemporary music performances. (i.a. Teatro Real Madrid, Salzburger Osterfestspiele, Inventionen Festival Berlin) She is founder of "Cinema Vertigo" a platform for artistic research in the field of expanded live cinema and video scenography. Claudia studied Multimedia Arts / Computer Animation at the FH Salzburg University of Applied Sciences and Film and Media Arts at UdK Berlin University of the Arts. Since 2010 she is professor for Motion Design and Media Spaces at the BTK University of Art and Design (BTK). → www.rohrmoser.tv

DANIEL SCHORNO is an Amsterdam based musician, instrument designer and composer, who has travelled the globe performing and giving workshops on eponymous digital and vintage analogue instruments. His musical noosphere is informed by a love for razor edged sounds created by laser fast cuts & cueing live-sampling. His Crackle Scorpio sound & light sculptures have been exhibited widely. His new media pocket opera is a collaborative platform for

Biographies

interdisciplinary digital storytelling. Daniel/zitegeist has played alongside luminaries like DJ Sniff and Garth Knox, collaborated on the 'noiseroom' with Jan St Werner and duo'ed with legends like Netochka Nezvanova and many others. In the past he co-directed 'Steim', the studio for electro-instrumental music in Amsterdam in the Netherlands, for over a decade and a half.

→ <http://zitegeist.net/>

→ <https://soundcloud.com/danielschorno>

→ <https://soundcloud.com/kairos-duos>

→ <https://soundcloud.com/zitegeist>

ROBERT SEIDEL (*1977) began his studies in biology before transferring to the Bauhaus University Weimar to complete his degree in media design. His projections, installations and experimental films have been shown in numerous international festivals, as well as at galleries and museums such as the Royal Museum of Fine Arts Antwerp, ZKM Karlsruhe, Art Center Nabi Seoul, Museum of Image and Sound São Paulo and MOCA Taipei. His works have been honoured with various prizes, including the KunstFilmBiennale Cologne Honorary Award. In his work Seidel is interested in pushing the boundaries of abstracted beauty through cinematographic approaches, as well as ones drawn from science. By the organic interplay of various structural, spatial and temporal concepts, he creates a continuously evolving complexity. Out of this multifaceted perspective emerges a narrative skeleton, through which viewers connects to the artwork on an evolutionary-derived and phylogenetic-fixed symbolic level. Seidel lives and works in Berlin and Jena as artist as well as curator.

NOAM EIDELMAN SHATIL was born in Jerusalem, Israel. She graduated from the Jerusalem Academy of Music and Dance high school, and immediately joined the Kibbutz Contemporary Dance Company 2. In 2011 she joined the Batsheva Ensemble, performing in the Suzanne Dellal Hall, and touring nationally and internationally in the UK, Italy, Luxembourg, Sweden & Germany.

In the Ensemble, she trained the Gaga movement language of Ohad Naharin (the artistic director of the Batsheva Dance Company) and during her 2nd year in the Ensemble she started teaching Gaga. Since 2013 Noam Eidelman has been living in Berlin, teaching Gaga in Tanzfabrik, Maraméo, Dock11, & Lake studios and working as a freelance dancer. Noam had taught in Batsheva ensemble (Israel), Wee dance company (Germany), TQW (Austria), Avaya-va festival (India), ApuliaDanzaFestival (Italy), Particles festival (Romania), Bergen film festival (Norway), Connector festival (Hungary), Inbal dance company (Israel) and Gaga people Israel.

In 2015 she received her Yoga teacher certificate in Rishikesh, India. In 2016 she joined the Norwegian national dance company Carte Blanche.

CASSIS B STAUDT After twenty four years working for acclaimed film directors in New York City, Cassis now resides in Berlin where she writes music for movies. In 2016, her first film music symphony was performed live in Berlin by a full orchestra. More info is at her website: → www.cassisb.com

Biographies

MIEKO SUZUKI is a DJ, sound artist and music curator based in Berlin. Her club-oriented techno sets as well as experimental live performances are grounded in deep, hauling bass, creating a constant tension between the delicate, the raw and the daring. Recent gigs include A L'Arme Festival (Radialsystem/Berghain, Berlin) and Labor Sonor, Berlin.

Mieko Suzuki has also been involved in many cross-disciplinary collaborations, among other with visual artist Carly Fischer and designer Tatsuro Horikawa of the Japanese avant-garde fashion label Julius. Since 2015 she has been regularly performing in the context of performative arts, including collaborations with the multidisciplinary collective Like a wild beast's fur (Psychose 4.48 nach Sarah Kane, Berghain Kantine, Berlin, 2015), Meg Stuart (City Lights at HAU Berlin, 2016, and Valeska Gert's Blind Date at Akademie der Künste, Berlin, 2017), and Barbara Raes Unacknowledged Loss (HAU Berlin, 2017).

Since 2009, Mieko Suzuki has been running her own bi-monthly multidisciplinary event KOOKOO, together with Arno Raffener (Spex), currently located at OHM Gallery, Berlin. → www.mixcloud.com/MIEKO/ → www.facebook.com/djmiekojp/

Many of you will know **GRAHAM THORNE** as Skulpture from his website, the Isadora forum, his wordpress blog and other social media channels. Graham Thorne is a visual production lecturer at Backstage Academy in Wakefield, UK by day. He has worked on various projects around the world including Glastonbury, Helsinki, London and many more. His work generally involves projection mapping, custom user interaction or motion tracking. Graham has been using Isadora for over a decade, working for TroikaTronix for over 8 years as a pro user, beta tester and forum moderator. As a lecturer, Graham strives to set a professional pace in his classes while keeping them relaxed and playful. → www.grahamthorne.co.uk

RYAN WEBBER has developed multimedia applications since the mid 90's. His first experiments in generative image creation and video mixing were developed in Director's Lingo script. This work led to developing online games in Shockwave and Flash, and then on to the development of front and back-end websites for major broadcasters. His love of real-time video art continued through his regular VJing engagements at a number of Toronto electronic music events, which led to the development of a fashion label that he continues to design and market online. These experiences come together in his role as a member of the TroikaTronix Team, where he has worked extensively in Isadora, both as a platform for live video performance and as a framework for creating rich interactive and data-driven installations.

ROBERT WUSS is a New Media and Interaction Designer living in Brooklyn, NY. He is a current company member of the Wooster Group as a Technical Artist overseeing the Video Department. With The Wooster Group he has toured with 5 different productions nationally and internationally. Robert's New York City work has been seen at MoMA PS1, Sleep No More NYC, Ars Nova, 3-Legged Dog, and NYC Fashion Week. Robert is also a Producer and Technical Designer for this year's Performa Biennial 17.

Locations & Tickets

UFERSTUDIOS Uferstr. 23 or Badstr. 41a
13357 Berlin

MAP LINK → <https://goo.gl/s4JwR3>

PUBLIC TRANSPORT U8 Pankstraße
U9 Nauener Platz / Osloerstr
M27 Pankstr
S-Bahn Gesundbrunnen / Humboldthain

WERKSTATT PASS*

Includes entrance to all workshops, lectures, events and the Creative Space as long as seats are available.
Places are limited so sign up early for the best selection!

INDIVIDUAL 350€
INSTITUTIONAL 500€**

- * We want everyone at the Werkstatt! A limited number of scholarships are available. Please email for more information → werkstatt@troikatronix.com
- * Hacking the Real World: DIY Sensory Systems with Arduino has a modest materials fee of no more than €50.
- * Extending your Body Beyond the Stage: Isadora for Dancers and Performers is available to the public as a single workshop for €60.
- ** The Institutional price is for individuals whose attendance at the Werkstatt is supported by Universities, Corporations, etc.

Tickets go on sale 22 May 2017 at 3pm Berlin time (CEST) Please check → <http://www.troikatronix.com/werkstatt2017>

TROIKATRONIX :: ISADORA Mark Coniglio :: Neue Schönhauser Straße 12 :: 10178 Berlin :: Germany :: troikatronix.com

FAQ

Just the facts!

:: What is a workshop, lecture or event?

WORKSHOP: Hands-on course. Generally limited to approximately 15 users

LECTURE: Presentation for up to 50 users. Bring your computer to follow along. (Electrical outlets will be limited, so make sure to keep your laptop charged!)

EVENT: Evening lectures, panels and performances

Please come to class with Isadora already installed. Isadora is available for download at → <http://troikatronix.com/get-it>. If you do not already have an Isadora license, we will provide you a temporary license for the duration of the Werkstatt. Wednesday evening after the Keynote, members of the TroikaTronix Team can assist you with installing the software and the class materials. Other workshop specific requirements are listed in the program or will be emailed to you by your instructors.

:: Course Levels

BEGINNER: For everyone new to Isadora.

INTERMEDIATE: User is comfortable with basic Isadora interface.

ADVANCED: Experienced Izzy user.

:: Creative Space

Thursday – Saturday, 10:00am - 7:00pm, hosted by **Albena Baeva** at Heizhaus

This year's Creative Space will be housed in the Heizhaus. It's your playground — with room to set up projectors and LEDs, play with the Kinect, dive into a pop-up mini-workshop or just rest and recharge. TroikaTronix team members will be on hand to assist users.

Have an idea for the Creative Space? We want to hear it! Shoot Albena an email at: → creativespace@troikatronix.com

TROIKATRONIX :: ISADORA

Mark Coniglio :: Neue Schönhauser Straße 12 :: 10178 Berlin :: Germany :: troikatronix.com

FAQ

Just the facts!

:: Cafe

Simone Grünwald

Our popular cafe will make a happy return to the Uferstudios. Open throughout the day, you'll have easy access to tasty and affordable meals, coffee and libations.

:: Social Media

FACEBOOK → <https://www.facebook.com/Isadora-214094621937491/>

TWITTER → <https://twitter.com/troikatronix>

INSTAGRAM → https://www.instagram.com/troikatronix_isadora

#izzywerkstatt

Questions about the Werkstatt? Email: → werkstatt@troikatronix.com

Looking forward to seeing you in August!

TROIKATRONIX : ISADORA

Mark Coniglio : Neue Schönhauser Straße 12 : 10178 Berlin : Germany : troikatronix.com