# First International Symposium on Electronic Art

Utrecht, The Netherlands, September 27 - September 30, 1988

## NEWSLETTER

We would like to welcome you at the First International Symposium on Electronic Art, FISEA, which will be held on September 27-30, Utrecht, The Netherlands. This event will provide you with a unique opportunity to meet the foremost artists and scientists in electronic art as well as your colleagues from all over the world. For the first time, the world's leading authorities on computer graphics, computer animation, computer music and other related electronic art forms will meet to exchange ideas and experience, to discuss the increasing integration of music and graphics environments. Also new technologies that will definitely change our perception of art making and consuming will be discussed.

## Highlights from the final program:

### * Invited speakers:

Harold Cohen (UCSD, U.S.A.) 'AI Paradigm'
Itsuo Sakane (Asahi Shimbun, Japan) 'State of the Computer Art in Japan'
Jürgen Claus (F.R.G.) 'The Electronic Bauhaus'
Paul Lansky (Princetown University, U.S.A.) title unknown
Thomas E. Linehan (Ohio State University, U.S.A.) 'Aesthetic Issues in Computer Art'
John Sanborn (Sanborn, Perillo & Co., U.S.A.) 'Technologies and Story Writing'
Robin G. King (Sheridan College, Canada) 'Computer Graphics and Animation as Agents of Personal Evolution in the Arts'
Tod Machover (MIT Media Lab, U.S.A.) 'Hyper Instruments'
Willem Dijkhuis (Modern Media, The Netherlands)

### * Paper sessions (including slides and video material):

'Exploring new tools for the Artist', 'Applying AI techniques to Art', 'New tools for the Composer', 'Relating Image and Sound', 'Interactive Art: a Renaissance?', 'Aesthetic Issues in Computer Art'

### * Panels on important issues in Electronic Art:

'Programming Environments for the Arts', 'Institutional Networking', 'Artificial Intelligence in the Arts'

### * Art shows:

Exhibitions of computer art made by several artists in Australia, Europe, the United Kingdom, and new material from the Ohio State University

Selections from over 150 entries for the competitions in computer graphics and computer animation

### * Live demonstrations of novel computer applications/environments in graphics and music: 'Hyperscore' by Stephen T. Pope (ParcPlace Systems, U.S.A.), 'Cometose' by Robert Mulder and Kristi Allik (U.S.A.), 'Music Mouse' by Rick Rosen (Intensive Care, U.S.A.)

### * Commercial expo of creative computer applications, including video and animation hardware and software

### * Performances of computer music and multimedia productions by leading composers and artists from Europe, U.S.A. and Canada: Daniel Brandt, Peter Desain & Henk-Jan Honing, George Lewis, Cort Lippe, Robert Mulder & Kristi Allik, David Rosenboom, Robert Rowe, Joel Ryan, Daniel Scheidt, Reynold Weidenaar

### * Special FISEA show at the Omniversum Omnimax Theatre in The Hague, including a special Digistar production commissioned by Omniversum/FISEA

### * Hands-on-Sessions and Workshops (September 27)

Networking in the Arts, Chairman: Ray Lauzzana, editor of the FINEART network.

Workshop/tutorial on Development of Macintosh Music Software by David Zicarelli (author of a.o. 'M and Jam'). Teaches (Novel) MIDI handling and scheduling techniques and demo of new Macintosh music application.

Hands-on-session on (Common) LISP. LISP provides very useful programming for artists in a small environment. This workshop provides a tutorial and intense hands-on-session by experienced LISP lecturers and artists.

Hands-on-session on Interactive Media. Interactive Media, with the combination of a computer and laser disk as main representative provide new possibilities for artists. The session provides an introduction in the usable techniques and shows applications.

Furthermore, Hands-on-Sessions on Interactive Composing (by Daniel Brandt and George Lewis), FM Synthesis (by Ernst Bonis and Zack Settel), Computer Poetry (by Piaro Olmeda) and Introductory and Advanced Image Processing (by J. MacCormick), Ad Wismon, Lucas van Vliet and Ben Verwer) are organized.

## For information and program, please contact

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