

PICKS PER MINUTE

The Language of **Digital Textiles**

Co-presented with InterAccess

May 5th-June 11th, 2016

Opening Reception Thursday May 12th 6-9PM

Works by:

PHILLIP DAVID STEARNS (NY) **PETER WILKINS (NL)**



FUTURE PROOF

Co-presented with the **Gladstone Hotel**

Friday May 13th, 2016

7PM VIP Reception

9PM Performance & Runway Show

Works by:

ALEXIS BOYLE & MARISA GALLEMIT BARBARA LAYNE & LAUREN OSMOND GREGORY PHILLIPS & WENDY NG

Wearables performance by:

MAZIAR GHADERI



MANIFOLD

Co-presented with Textile Museum of Canada

Saturday May 14th, 2016

Session I 10AM-1PM Session II 2PM-5PM

JOANNA BERZOWSKA DR. KIRSTY ROBERSTON DR. ISABEL PEDERSEN LISA KORI CHUNG, ERIKA A. ISERHOFF **CAROLINA REIS**



MOBILE STUDIO TOUR

Co-presented with Craft Ontario Sunday May 15th, 2016 11AM-5PM

Tours and demonstrations by:

AMANDA MCCAVOUR (Toronto) **LINE DUFOUR** (Holland Landing) **THEA HAINES** (Hamilton)

Catered lunch provided



RGB TEXTILES:

Creating Animated Fabric Through Colour Vibration

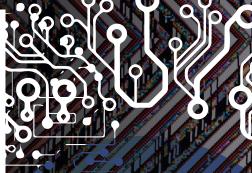
Co-presented with InterAccess

Sunday May 15th, 2016 at OCAD University 11AM-5PM

Led by media artist

PHILIPPE BLANCHARD

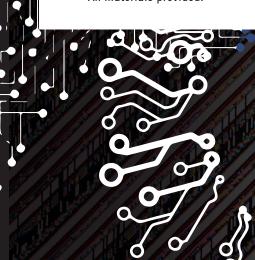
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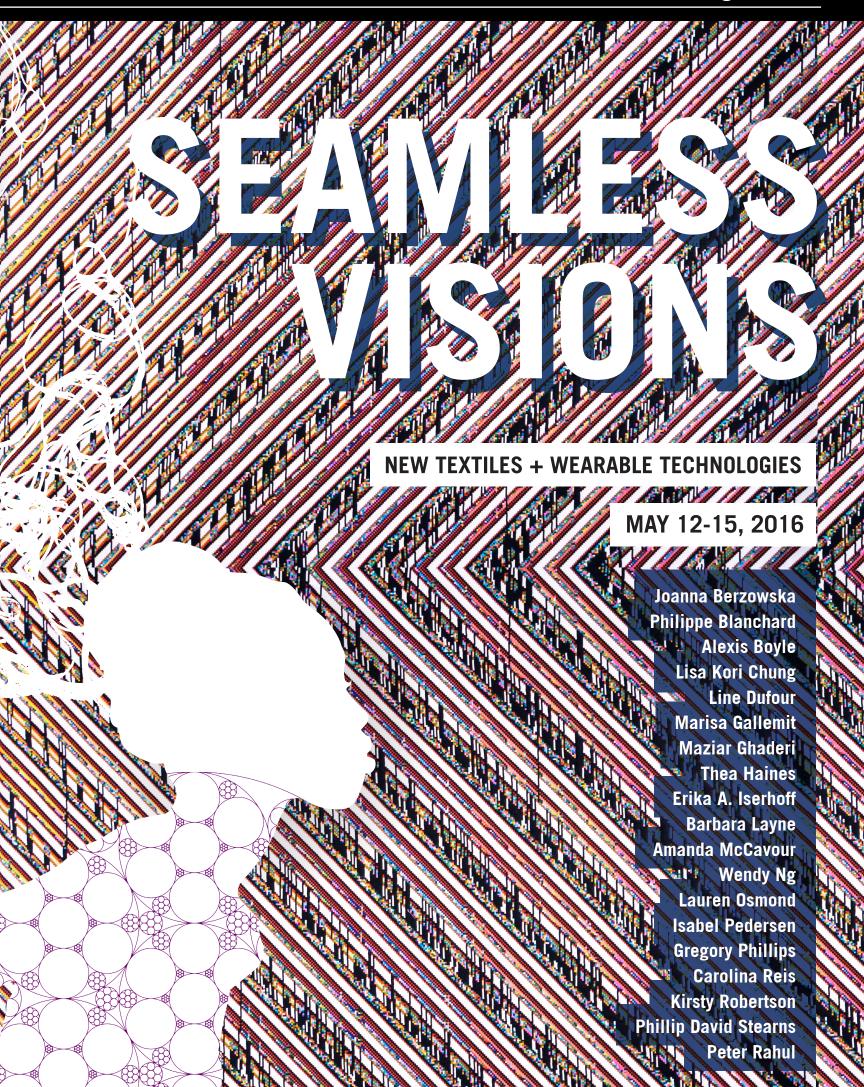
Subtle Technologies is a Toronto-based platform for community building and knowledge sharing at the intersection of art, science and technology.

Our annual festival invites a curious public to engage with ideas at the leading edge of Canadian creativity while acting as a physical node for collaboration and exchange between diverse communities working across disciplines.

SUBTLETECHNOLOGIES.COM



Subtle technologies where art and science most





Older than bronze and new as nanowires, textiles are technology — and they have remade our world time and again.

Virginia Postrel

Welcome to SEAMLESS VISIONS, the 19th Annual Subtle Technologies Festival. Over the years, our festivities have explored some complex subject matters from pharmaculture to immortal life. This year we turn to something more primal yet undeniably layered and fashionable: textiles.

Ancient in origin, textiles are perhaps one of humankind's first technologies and they have enabled our civilization to grow and prosper for thousands of years. Augmenting our bodies and our environments to adapt for survival, textiles provide warmth, supply shelter, display (and encrypt) information, support various rituals and cultural value systems and even act as currency. Yet, despite this prehistoric nature textiles seem integral to the way we envision the future, particularly the idea of wearabilty as we move towards the body-as-interface. This essential fascination with textiles could be said to (in part) define what it means to be human and has birthed new industries and subcultures in every generation. From architecture and medicine to the runway to space travel, textiles are a literal and figurative thread that binds the aspirations of our species.

SEAMLESS VISIONS will build on this lineage, showcasing leading research and expressive applications of the art and science of textiles. Through a wide range of programming, the Festival will create opportunities for the critical exchange of knowledge about experimental processes, cultural trends, socioeconomic challenges and philosophical implications. In geographical context, the Festival will also draw upon Toronto's increasing role as an international hub for innovations in wearable technology.

I hope that you are excited and inspired by the projects in this year's festival, and that your understanding of textiles becomes (as mine has) a true integration of art, science and technology.

Zach Pearl, Artistic Director

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@SubtleTech



@Subtle Technologies

Share your festival experience using #ST2016 and #WhereArtAndScienceMeet

DONATE

As a not-for-profit organization we rely on the generosity of private and public donors to create our innovative programming. Please consider investing in the integration of arts, science and technology by giving to our Subtle Technologist campaign.

subtletechnologies.com/support/

Donations are made through CanadaHelps and are tax deductible.

GET INVOLVED

Connect about volunteer opportunties with Sara England: sara@subtletechnologies.com Connect about programming and partnerships with Zach Pearl: zach@subtletechnologies.com

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Image credits: (front side) Phillip David Stearns, *Vestigial Data*, 2015; (back side) Peter Wilkins, Built Environment: *Toronto-Subway*, 2016.

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TMC art in life
Textile Museum of Canada



CRAFT ONTARIO









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PARTICIPANT BIOS cont'd

MARIE O'MAHONY is an academic, consultant, author, practitioner and curator. Her teaching, research and practice spans advanced textiles and fashion, wearable technology, sustainability and future trends. Marie is Professor of Digital Futures at Ontario College of Art and Design University (OCAD U) and has been a Visiting Professor at The University of the Arts, London, for eight years.

LAUREN OSMOND is an artist and designer working in textiles, performance & new media. She has a diploma in fashion design from Blanche MacDonald Center and a BFA in Fibres & Material Practices with a minor on Theatre from Concordia. Exhibiting in galleries and festivals throughout Québec & Canada, Osmond has collaborated on several research-creation projects showcased internationally.

DR. ISABEL PEDERSEN, Canada Research Chair in Digital Life, Media and Culture, is also an Associate Professor at the University of Ontario Institute of Technology. Author of Ready to Wear: A Rhetoric of Wearable Computers and Reality-Shifting Media, her research focuses on personal technologies that promise future lives dramatically divergent from today.

GREGORY PHILLIPS [gregoryphillips.ca] (BDes, MDM) is an artist, designer, and educator focusing on advanced CAD, direct digital manufacturing, and creative coding. Gregory teaches at Durham College, operates a product development and consulting company (Spandrel Media), and is a researcher with Neurovent Research, devising novel methods of ventilating newborns without injury.

PETER RAHUL is a Toronto-based digital media artist. His work explores the limits of vintage electronics, utilizing feedback loops and video synths to produce live generative patterns that are manipulated in real-time. In 2014, Rahul began curating and self-publishing an annual series of VHS mix-tapes titled "HYPERLINK" which showcase new-media work from A/V artists across Canada.

CAROLINA REIS is a fashion designer, artist and researcher with an interest for textile technologies and new media. Her most recent work, *Form Follows Body*, is an experimental knitting project that questions dress codes and fashion by exploring the relationship between the shape of clothes and the body.

KIRSTY ROBERTSON [kirstyrobertson.com] is an Associate Professor of Contemporary Art and Museum Studies at Western University, Canada. Her research focuses on activism, visual culture, and changing economies.

PHILLIP DAVID STEARNS: Born 1982 Austin, Tx; Lives in Brooklyn, NY; MFA Music Cal Arts 2007. Artist and designer working primarily with electronic technologies and media. His practice spans several disciplines ranging from experimental music performance to interactive light installation, digital art, textile art, expanded media, and post-digital photography.

PETER WILKINS is a multimedia artist based in Clarke's Beach, Newfoundland. Wilkins' various bodies of work have been exhibited in public and private galleries across Canada and abroad including About Turn, Newfoundland in Venice at the 55th Venice Biennale and at The Old Truman Brewery in London, UK.

These biographies are abbreviated due to space restrictions. To read them in full, please visit:

SUBTLETECHNOLOGIES.COM/2016-PARTICIPANTS/

FESTIVAL HISTORY

The organization was founded in 1998 when Jim Ruxton and Pamela Brown brought together a group of artists to explore the creation of an interactive installation in downtown Toronto. As research for the project, they organized a weekend event hosted by InterAccess called Subtle Technologies. This experimental meet-up would bring together artists, scientists, makers and thinkers of all varieties to share their work and their ideas. The event was extremely popular with those who attended and Jim, an artist and engineer, moved forward with the model, seeing the need for an organization that pursued interdisciplinary collaboration.

Since its inception, Subtle Technologies has forged new ground as a public forum and platform for makers and thinkers working at the nexus of art, science and technology. Our annual thematic festival has explored a diverse range of topics, including Light, Sound, Responsive Architecture, Sustainability, Medicine & Immortality among others. These activities have impacted the media arts and scientific communities within Canada and abroad by serving as a hub for professional development, exchange and research.

The Festival has purposely gathered provocative mixtures of local and international participants from disparate disciplines to expose them to one another's work and address critical issues that connect their practices and geographies. Specifically, ST has exhibited and promoted projects that pose new challenges and invite further collaboration in the areas of open-source culture, citizen science and sustainability.



Co-presented with InterAccess

May 5th-June 11th, 2016 at InterAccess (9 Ossington Ave)

Featuring works by

Phillip David Stearns (NY)
Peter Wilkins (NL)

Opening Reception & Festival Launch Party

Thursday May 12th, 6-9pm

As the digital age advances, artists and industry alike must consider the possibility of digital textiles. Entangled in both past and future, what defines these ethereal artifacts, and what does the evolution of textiles suggest about our own development? Artworks featured in this exhibition investigate these questions, weaving light and code into materials that straddle virtual and physical space.

Phillip David Stearns turns raw data from computers into patterns for physical textiles. Utilizing the emerging aesthetic of "glitch" in contemporary art, his machine-made scarves & wall hangings symbolize the beauty of error and the value of information that is lost in translation.

Peter Wilkins creates video art 'tapestries' that combine multiple perspectives of sites around Toronto to illuminate the complex weavings of daily movement in our cityscape.

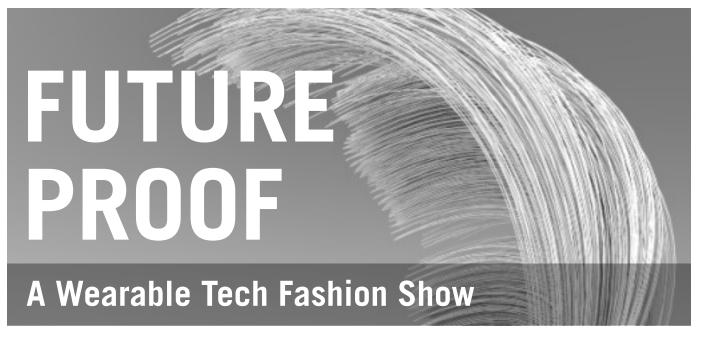
y-AXIS (Young Artists eXploring Interdisciplinary Strategies)

y-AXIS is a dedicated fund for commissioning at least one project annually by a young and/or emerging artist exploring an interdisciplinary practice. The nurturing of such projects and their respective communities reflects a key component of our mandate—to promote exchange and spark collaboration at the intersection of art, science and technology.

Submissions are accepted annually between January 1st and October 31st.

REVIEW THE SUBMISSION GUIDELINES: http://subtletechnologies.com/call-for-submissions/





Co-presented with the Gladstone Hotel

Friday May 13th, 2016 in the Ballroom at the Gladstone Hotel (1214 Queen St. W.)

7PM VIP Reception

8PM Doors & Video Art (Cloaked In Code)

9PM Runway Show

Featuring wearables by

Alexis Boyle & Marisa Gallemit Barbara Layne & Lauren Osmond

Gregory Phillips (Spandrel Media) & Wendy Ng (Dystropolis)

Wearables performance created by **Maziar Ghaderi**Grooves courtesy of **DJ Cam Lee**Live visuals provided by **Peter Rahul**

The only way to withstand the future is to be timeless. Although wearable technology is often imagined as electronic and digital, innovations in textiles and garment construction promise to be far more useful and sustainable in these volatile times. Future Proof is an experimental fashion show that features collaborations between teams of artists, designers and technologists investigating this delicate balance between progress and practicality. Using diverse materials and methods of construction, each set of looks explores a different facet of wearable tech that begs the increasingly important question:

How can fashion be revolutionary yet everlasting?

DETROIT 2311: A Requiem For That Which Once Was

A wearables performance created by MAZIAR GHADERI

A series of love songs for the ghosts of Motown trapped in computers. Voice-activated graphics, live vocalist and dead musical accompaniment.

Creative Director Maziar Ghaderi
Vocalist Kimya Hypolite
Java Programmer Do Park
Costume Designer Egan O'Sullivan
Set Design & Fabrication Umar Ansari
Videographer & Story Editor Patricia Marcoccia
Consultant—Music Theory John Matthew Tennant



A frontrow seat
Private lecture from author
& curator Marie O'Mahony
Meet & greet with designers
& dressed models
Complimentary cocktail



PARTICIPANT BIOS

JOANNA BERZOWSKA is Associate Professor of Design and Computation Arts Department at Concordia University; Head of Electronic Textiles at OMsignal, developing cutting-edge biometric garments; and research director of XS Labs, a design research studio with a focus on innovation in the fields of electronic textiles and reactive garments.

PHILIPPE BLANCHARD is a Toronto-based artist, animator and teacher. His interdisciplinary practice combines animation, installation, drawing, painting and printmaking. Recent projects include expanded animation installations at Wayhome Festival, Festival Chromatic Paris, Glendon Gallery (Toronto), Cambridge Galleries (Cambridge ON), the National Museum of Print (Mexico City) & ARPRIM (Montreal).

ALEXIS BOYLE's multidisciplinary practice explores sexualities and bodies in emotional and anatomical landscapes. She earned an MFA from OCAD U, 2013 where she held the SSHRC Canada Graduate Scholarship and Fonds de recherche société et culture Scholarship. She has attended residencies in Banff, AB and Glasgow, UK, exhibits internationally, and is represented by LPM Projects, Ottawa ON.

A new media artist living and working in Curitiba, Brazil, **FLÁVIO CARVALHO** (FLVZ) has a degree in advertising and provides editorial design services. He studied Interdisciplinary Arts and Arts Education at Universidade Estadual do Paraná. Since then, he has collectively exhibited in Curitiba, São Paulo, Zagreb, Krakow, Berlin and Paris.

LISA KORI CHUNG is an artist, creative producer and researcher working in sound art, performance, and the future of fashion. As a 2010-2011 Watson Fellow, she documented various communities formed around technologically-based art practices. This interest in collaboration and community building, as well as bridging different forms of knowledge, has continued throughout her projects.

The laboratory **DANCKWERTH** by Julia Danckwerth researchs the meaning of conceptual fashion in the context of human-machine and the body. In tension between new media, velocity, technology and virtuality the perception of the body is changing. These phenomena are provoking the requirement to design fashion for both present and the future.

Propelled by social media, **LINE DUFOUR** has co-created a textile installation with people around the world. She is presently creating handwoven works that integrate new media and technologies and is part of Line's ongoing exploration of other weaving technologies, such as jacquard weaving and computerized looms.

ALEXANDER DUPUIS creates time-based works using sound, light, and movement. Real-time animations, cross-modal translations, and feedback feature prominently in his approach, which manifests in live performances as well as fixed-media pieces. He received his MA in Digital Music from Dartmouth College in 2012, and is currently pursuing a PhD in the MEME program at Brown University.

MARISA GALLEMIT is an Ottawa-based visual artist whose practice spans sculpture, assemblage + site-specific installation. After studying film at Carleton University and the New York Film Academy, her focus shifted to three-dimensions-- concentrating on organic forms, somatic textures and re-purposed materials to construct monuments to our collective, subtle, human experiences.

MAZIAR GHADERI is a multimedia designer, teacher and director that works with digital media and interactive technology. His artistic practice, Playformance is the synthesis of performance art, interactive technology and multimedia design, which strives to situate the human body as the serendipitous actuator of media to create metaphors, critiques and epiphanies.

ERIKA A. ISERHOFF is a multi-disciplinary artist of Omushkego/Eeyou Cree heritage and is a member of Constance Lake First Nation. She is a graduate of OCAD University with a bachelor of design. She is also the Artistic Producer for Native Women in the Arts, a member of the Chocolate Woman Collective and the Co-Artistic Director of the Setsuné Indigenous Fashion Incubator.

BARBARA LAYNE is a Professor of Fibres and Material Practices at Concordia University and the Director of Studio subTela where she leads a team of graduate researchers who are combining traditional materials and digital technologies. The resulting garments and wall hangings propose new possibilities for fabric and human interaction.

AMANDA MCCAVOUR (www.amandamccavour.com) creates large-scale embroidered installations. She shows her work in galleries nationally and internationally with exhibitions opening in early 2016 at the Craft Alliance in St. Louis, MO, The Taubman Museum in Roanoke, VA and the Grenfell Campus Gallery at Memorial University in Corner Brook, NL.

A. BILL MILLER is Assistant Professor of Art and Design at University of Wisconsin-Whitewater. He has exhibited his abstract ASCII drawings, animated GIFs, web browser-based compositions, and videos nationally and internationally. In 2013, TRANSFER Gallery, a Brooklyn space dedicated to non-traditional digital media and Internet art, held the first solo exhibition of his work.

NORMALS is a collection of works lying right at the intersection of design and fiction. Sometimes visual, sometimes literary, videobased, musical, prototypical and functional, each element here is a gateway to a single universe—an anticipated future. Desirable to some, distressing to others, the society at its core runs on dreams of ubiquitous 3D printing and some algorithmic superstitions.

Civil engineer by day, fashion designer by night, **WENDY NG** founded Dystropolis in 2009. She has collaborated with technologists at Cirque-it, showcased five collections at Fashion Art Toronto, co-produced a fashion short film, and provided wardrobe for fashion photoshoots. Her B.Des in Fashion Design was received from Ryerson University.



Co-presented with Craft Ontario

Sunday May 15th, 2016, departing from Craft Ontario (990 Queen Street West) 11AM-5PM

Featuring private tours & demonstrations by

Amanda McCavour Line Dufour Thea Haines

The Mobile Studio Tour marks Subtle Technologies' first-ever traveling event and aims to showcase the Golden Horseshoe as a region ripe with fibre-based experimentation. Registered participants will travel by charter bus in and around the Greater Toronto and Hamilton Area to the studios of three contemporary textile artists, enjoying private tours and technical demonstrations at each stop. Participants will also be treated to on-bus activities such as a curators' talk and the opportunity to try their hand at weaving on a small-scale frame loom with yarn.

All hosting artists are members of Craft Ontario who balance handcraft and traditional textile processes with emergent technologies. A particular focus of this event is to promote a classical but expanded understanding of "technology" that embraces nature and environmentally-friendly practices.

ITINERARY

11:00 AM - Depart Craft Ontario

12:00 PM

Stop #1: Line Dufour (Holland Landing)

Demo: Samplings of new and old weaving technologies, materials and collaborations

01:30 PM

STOP #2: Amanda McCavour (Toronto) Demo: Working with water-soluble fabric

— Lunch provided at 2PM (approx.) —

03:15 PM

Stop #3: Thea Haines (Hamilton)

Demo: Mixing and applying plant-based dyes

05:00 PM - Arrive back at Craft Ontario

MAXWELL'S EQUATIONS

BARBARA LAYNE & LAUREN OSMOND

Maxwell's Equations consists of three looks that incorporate unique antenna designs that wirelessly connect the garments to one another. The garments draw inspiration from 19th century fashion and from James Maxwell's pioneering theories of electromagnetic fields. When physically aligned the garments illuminate, creating a visible connection.



HAUT FILTRAGE

WENDY NG & GREGORY PHILLIPS

In a digital landscape bombarded by signals, filters can block or boost information, obscure or enhance, authenticate or discredit. Can our clothing be a filter for the body? Using augmented reality and digital manufacturing, including 3D printing and textile design, the project aims to explore the implications of the filtered body within the public and private realms.



GIMME SHELTER

ALEXIS BOYLE & MARISA GALLEMIT

Artists Alexis Boyle and Marisa Gallemit repurpose industrial materials to create organic-looking wearable works reminiscent of shelters. Their works emphasize the necessity of partnership by requiring two models to activate one piece. Togetherness is presented as necessary for physical and emotional survival in the isolating landscape of super-modernity where most interactions and transactions are mediated by machines.





Friday May 13th, 2016 in the Ballroom at the Gladstone Hotel (1214 Queen St. W.) 8:40PM (approx.)

+ May 16th-August 31st online <subtletechnologies.com/cloaked-in-code/>

An international screening of video art and animation pronouncing textiles as data-woven objects and speculating the future of fabric in the digital age. Each of the five works in the program employs a visual language of surface, pattern and volume to reflect and amplify the digital media that powers it. What emerges is a forecast of a world (not so long from now) where information and its interfaces behave fluidly yet with structure, like a richly sewn cloth conforming to the body.

A. Bill Miller (USA) — *Phantoms 2*, 2016, 04:33 min.

NORMALS (France) — 3PLUS3MAKE5, 2015, 03:08 min.

Danckwerth (Germany) — *Zynchron*, 2016, 03:30 min.

FLVZ (Flávio Carvalho) (Brazil) — *Cthulhu Regio Entropy,* 2015, 1:02 min.

Alexander Dupuis (USA) — That Which Pulls, 2014, 9:52 min.



Co-presented with Textile Museum of Canada

Saturday May 14th, 2016, 10AM-5PM at Textile Museum of Canada (55 Centre Avenue)

Joanna Berzowska Erika A. Iserhoff Kirsty Robertson Lisa Kori Chung Isabel Pedersen Carolina Reis

Textiles are one of humankind's oldest inventions, dating back to ancient, even primordial times. The urge that they fulfill—to protect and augment our bodies—is arguably engrained in our nature. And this instinctual relationship to textiles makes it difficult to analyze the vital role they play in our evolution as a society and a species. This full day of presentations and guided discussion will explore this relationship in-depth and tease out the sociopolitical dimensions of textiles and wearable technologies as they connect to contemporary practice in art, science and design.

SESSION I: INTEGRATION -

09:30 Registration / Continental Breakfast

10:00 Welcoming Remarks (Zach Pearl, Artistic Director)

10:15 Quantified Threads: future fashion in the cloud

JOANNA BERZOWSKA, Associate Professor, Design & Computation Arts, Concordia University & Founder/Director, XS Labs

Berzowska will present her Karma Chameleon work, developing a new generation of composite fibers with computational functionality that will enable the next generation of responsive tex tiles. When a material integrates computational behavior, how do we "program" a garment? In addition, how will these garments fit into the big-data ecology of the "quantified self"?

11:00 Oil Futures/Petrotextiles

DR. KIRSTY ROBERTSON, Associate Professor, Visual Arts, Western University

This talk reveals the longstanding relationship between oil and textiles, and thinks through what it means for contemporary textiles to be found on multiple sides of current conflicts circulating around fossil fuels and the future of the planet.

11:45 Second Skins, Wearable Technology, and Digital Life

Dr. ISABEL PEDERSEN, Canada Research Chair in Digital Life, Media & Culture & Founder & Director, Decimal Lab

Wearable technology is increasingly colonizing the body. We adapt to a world of interwoven digital devices that will be stretched over us like thin second skins. Digital skin, bionic contacts, and exosuits are promoted as plausible technologies of the future. This presentation explores these ideas through examples of inventors' videos, writing, art, film, and philosophical works.

12:30 Guided Discussion I

Moderated by Nason McCallister, recent graduate of OCAD University's Criticism & Curatorial Practice Program.

01:00 Lunch Break

SESSION II: INTERPRETATION -

02:00 Title TBA

ERIKA A. ISERHOFF, Co-Founder, Setsune Indigenous Fashion Incubator

This talk will discuss "traditional" material culture and how it influences "contemporary" art and design both for Indigenous artists and non-Indigenous artists with a focus on the reclamation and appropriation of Indigenous cultures.

02:45 Critical Narratives in Wearable Technology

LISA KORI CHUNG, Researcher and Interdisciplinary Artist

Lisa Kori, creator of Anti-NIS Accessories, will examine how wearable projects cover complex narratives, incorporating approaches from critical art, speculative design, and activist practices. This includes wearables that track your emotional life, propose new forms of counter surveillance, or take a stand against police injustice.

03:30 Form Follows Body/ Le forme suite le corps

CAROLINA REIS, Independent Media Artist

Our bodies are influenced by daily activities and responsibilities, but also by our clothes; the designs of which are mediated by complex sets of social conventions and cultural beliefs. If clothes were shaped differently—to conform to our posture and our actions—would that affect the positions we adopt and even the way we think?

04:15 GUIDED DISCUSSION II

Moderated by Farah Yusuf Independent Curator & Subtle Technologies Advisory Programming Committee Member

04:45 Conclusions & Thank you's



Co-presented with InterAccess

Sunday May 15th, 2016 at OCAD University (100 McCaul St., Rm 201/215) 11AM – 5PM

Led by PHILIPPE BLANCHARD

With draping instruction by **CARLY CUMPSON**

Join new media artist Philippe Blanchard to create costumes that light up and animate under a computerized light show. Participants will explore Philippe's animation and installation practices, experimenting with the interaction of light on coloured dyes and pigments to create the illusion of movement. Participants will also be exposed to the mechanics of designing computer-controlled light installations with Max/MSP software and LED lighting. Employing these technologies in the filming studio, participants will finish the day by shooting short animations of their creations in action and exporting them as GIFs.

On the following Wednesday night (May 18), participants will present their animated GIFs and discuss the process at Open Studio, weekly free public access time in the InterAccess maker space. This will be an opportunity to engage the public around the artistic process and technology explored during the workshop.

MAY 15