ARS ELECTRONICA
Animation Festival 2017
Expanded Animation Symposium
THU 7th - MON 11th Sept. 2017
Moviemento and Central Linz
The Ars Electronica Animation Festival has been a mainstay of the September program since 2005. Offerings include an extensive lineup of screenings and diverse events having to do with animation. The Expanded Animation symposium explores current artistic and theoretical positions. Rounding out the program are various exhibits and installations in the CyberArts exhibition at the OK Center for Contemporary Art and the VRLab at the Ars Electronica Center.

SCREENING PROGRAM / Movie 1 at Moviemento & Deep Space 8K at the Ars Electronica Center
Electronic Theatre, including all 15 films singled out for honors in the Prix Ars Electronica’s Computer Animation/Film/VFX category, as well as eight additional themed programs offering a selection of the nearly 1,200 entries submitted for prize consideration, will be screened in Moviemento. Conceptually, technologically, formally and substantively, these works are representative of the huge spectrum of creative work being done nowadays in the field of computer animation. Particularly impressive are those works that demonstrate alternative presentation possibilities, those that somewhat loosen the bonds of a cinematic narrative’s screen-based nature.

Additional highlights are the IN PERSONA screenings by Job, Joris & Marieke and by Max Hattler, and an extensive guest program: Japan Media Arts Festival Award-winning Program 2017, Campus Genius Award, ISCA—The International Students Creative Award, Young Animations, Animation Revisited: Digital Media Hagenberg Campus, Filmakademie’s Animationsinstitut and SIGGRAPH 2017 Computer Animation Festival Traveling Show. Two Screenings in Deep Space 8K round out this extensive program.

SYMPOSIUM / Expanded Animation & Prix Forum I at Central Linz:
This 5th edition of the Expanded Animation symposium series focuses on hybrid technologies in animation and their impact on production. The program will spotlight the trend toward the unconventional use of technologies in animation filmmaking. Drones, robots, 3D printers, game engines, laser technologies, et al. offer new ways to depict images and motion and greatly expand the filmmaker’s expressive vocabulary. Several panels will discuss these developments from the various perspectives of animation filmmakers, media artists, game designers and scientists. One of the Prix Forums will host a discussion of current trends by winners in the Prix Ars Electronica’s Computer Animation/Film/VFX category.

EXHIBITION / OK Center for Contemporary Art & VRLab at the Ars Electronica Center:
A few of the prizewinning works in the Computer Animation/Film/VFX category will be on display in the CyberArts exhibition at the OK.

During the festival, the VRLab will showcase selected artistic VR installations from among the entries to the 2017 Prix Ars Electronica competition.
SCREENING PROGRAM

ANIMATION FESTIVAL SCREENING SCHEDULE

• Movie 1 at Moviemento

• Deep Space 8K at Ars Electronica Center

SYMPOSIUM

EXPANDED ANIMATION AND PRIX FORUM SCHEDULE

• Prix Forum at Central Linz

• Expanded Animation at Central Linz

EXHIBITION

• CyberArts at OK Center for Contemporary Art

• VRLab at Ars Electronica Center

Curation and Text by Christine Schöpf and Jürgen Hagler
Trailer & Graphics by Elmar Glaubauf and Victoria Wolfersberger
Layout by Stefan Eibelwimmer
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Expanded Animation is a showcase of the new turf increasingly being occupied by digital filmmakers. The program includes computer games, installations, interactive/reactive dance performance, new forms of mappings and audiovisual laser installations.

**Expanded**

**Everything**
10:41 | David OReilly (IE)
Prix Ars Electronica 2017 / Golden Nica

**The Subtle Knife**
08:28 | Daniel Crooks (NZ/AU), music by Byron Scullin (sound) and Erkki Veltheim (viola)

**ANIMA**
01:54 | onformative (DE), Nick Verstand (NL)

**Levitation**
03:26 | Sila Sveta (RU), Russia K TV channel

**Earthworks - The making of documentary**
10:21 | Semiconductor (UK), Earthworks is commissioned by SónarPLANTA, Produced by Advanced Music

**Light Barrier 3rd Edition**
05:54 | Mimi Son (KR), Elliot Woods (UK) (Kimchi and Chips)
Prix Ars Electronica 2017 / Award of Distinction

**AVA_V2 / Particle Physics Scientific Installation**
03:47 | Ouchhh (TR), Sound by Audiofil

**Gallery Invasion**
02:38 | Skullmapping (BE)
Hybrid Technologies

Uncharted territory is on the itinerary here too. This program spotlights the trend towards the unconventional use of technologies in animation filmmaking. Drones, robots, 3D printers, game engines, laser technologies, et al. offer new ways to depict images and motion.

Kagami [Real-Time Face Generator]
03:52 | Nobumichi Asai (JP)

toki
03:13 | Akinori Goto (JP)

Audio Geometry Exploration
04:59 | Simon F. A. Russell (UK)

g e o p h o n e
05:34 | Georgios Cherouvim (GR)

Light of Birth [3D Laser Mist Hologram]
02:57 | Nobumichi Asai (JP)

Ugly
11:54 | Nikita Diakur (RU/DE)
Prix Ars Electronica 2017 / Honorary Mention

Winter Wonderland
02:10 | Daniel Riley (US)

LUCID
06:13 | Tarek Mawad, Friedrich van Schoor (DE), music by Achim Treu a.k.a. ufohawaii

Screens of the Future
04:20 | Universal Everything (UK)

Analogue Loaders
02:02 | Raphael Vangelis (UK/AT)

Narration

Storytelling probably has the longest tradition in the history of animation. Funny and bizarre, poetic, thought-provoking and dark are some of the many moods of the stories told on this lineup—a colorful frog party, a drunken badger running amok and the blind Vaysha, who sees the past and future but not the present.

Wednesday With Goddard
04:32 | Nicolas Menard (UK)

Scavengers
07:57 | Joseph Bennett (US), Charles Huettner (US)
Prix Ars Electronica 2017 / Honorary Mention

Nighthawk (Nočna ptica)
08:50 | Špela Čadež (SI/HR)
Prix Ars Electronica 2017 / Honorary Mention

Blind Vaysha
08:14 | Theodore Ushev (CA)

Life with Herman H. Rott
11:07 | Chintis Lundgren (EE)

Somewhere Down The Line
10:29 | Julien Regnard (FR)

Garden Party
07:21 | Théophile Dufresne, Florian Babikian, Gabriel Grapperon, Lucas Navarro, Vincent Bayoux, Victor Caire (FR)
This program features statements on a wide variety of topics: President Trump’s proposed Mexican border wall, cultural barriers, racial discrimination, a confrontation with addiction to computer games, and a critique of advertising are only a few of the messages these works get across.

**Music & Visuals**

The music video genre too has undergone considerable expansion in recent years. Visual music and sound art, performances and installations, and complex technological experiments highlight this program.

- **Best of Luck with the Wall**
  - 06:41 | Josh Begley, Field of Vision (US)
  - Prix Ars Electronica 2017 / Honorary Mention

- **Tough**
  - 04:49 | Jennifer Zheng (UK), music by K. Preston Merkley (CA)

- **Schirkoa**
  - 13:40 | Ishan Shukla (IN)

- **I Was A Winner / Jag var en vinnare**
  - 14:40 | Jonas Odell (SE)

- **Branded Dreams**
  - 02:12 | Studio Smack (NL)
  - Prix Ars Electronica 2017 / Honorary Mention

- **NATURAL ATTRACTION**
  - 05:04 | Filmakademie Baden-Württemberg (DE)

- **M.A.M.O.N.**
  - 05:55 | Aparato / Wecanfxit (UY)

- **Codex**
  - 04:48 | Glenn Marshall (UK)

- **The Mylar Topology**
  - 04:52 | Paul Prudence (UK)

- **Greatness**
  - 04:30 | Raven Kwok (CN), Karma Fields (US)

- **XXX – Flight Attendant**
  - 03:51 | Mattis Dovier (FR)

- **Frank Riggio – TTTT (Official Music Video)**
  - 03:56 | Mert Kizilay (TR)

- **Cumhur Jay – On & On – “Dyschronometria”**
  - 05:29 | Akihiko Taniguchi (JP)

- **Collide (Making-of)**
  - 02:55 | onformativ (DE)

- **I Can’t Die – Fresh Snow**
  - 04:59 | Benjamin Portas (AU)

- **Young Juvenile Youth “Animation”**
  - 04:48 | Kosai Sekine / Taiyokikaku TOKYO (JP)

- **Takeshi Nakatsuka – JAPANESE BOY**
  - 04:13 | Hironori Sugie (JP)

- **Rawtekk – Here’s to them**
  - 04:34 | denial of service (GR)
Late Nite

Just the thing for after dark! Some are disrespectful and satirical—a case of regicide, a Hieronymus Bosch reinterpretation, the horror of a bald spot. Nevertheless, it’s not all meant to be dead serious; there’s some funny stuff on this late-night lineup too.

Mental State

A train ride becomes a journey into a confusing world of recollections. A woman has lost her head and embarks on a trip to the seaside. Mental entanglements, fears, dead-end situations subtly characterize this program.

PARADISE – A contemporary interpretation of The Garden of Earthly Delights
03:00 | Studio Smack (NL)

Double King
09:43 | Felix Colgrave (AU)

Prix Ars Electronica 2017 / Honorary Mention

HYPER-REALITY
06:15 | Keiichi Matsuda (UK/JP)

Arturo
07:08 | Alessandro Bavari (IT)

Mind Frame
01:00 | Jake Fried (US)

Chrysalis
06:46 | Ina Conradi, Mark Chavez (SI)

FANTASY
09:42 | Paulin Rogues (FR)

The Absence of Eddy Table
12:17 | Rune Spaans (NO)

Prix Ars Electronica 2017 / Honorary Mention

Beer by C. Bukowski
02:15 | Nerdo Creative Studio (IT)

Locus
10:09 | Anita Kwiatkowsa-Naqvi (PL)

The Head Vanishes
09:28 | Franck Dion (FR)

Disco Beast
16:20 | Jonathan Monaghan (US), Music by Furniteur

ATARAXYA
06:26 | Maxime Helier (FR), Guilherme Pereira (FR), Marion Chopin (FR), Sophie Loubiere (FR), Carla Gandolfi (FR)

The Institute of Isolation
10:13 | Lucy McRae (UK)

Prix Ars Electronica 2017 / Honorary Mention
Experimental

This program impressively demonstrates new and innovative approaches in current digital filmmaking at the interface of art and science—e.g. nature and bio-tech studies, morphogenesis, experiments with architecture, fashion and perception.

Jardins d’Ète #D1-2
09:28 | Quayola (UK)

Hybrid Forms: New Growth
04:41 | Andy Lomas (UK)

Ghost City (Trailer)
01:32 | Hugo Arcier (FR), music by Bernard Szajner

Orogenesis
07:35 | Boris Labbé (FR)

KTTV (August 2015)
05:00 (excerpt) | Casey Reas w/ Philip Rugo (US)

Order From Chaos
04:18 | Maxime Causeret (FR), music: Max Cooper

Prix Ars Electronica 2017 / Honorary Mention

Fashion Visuals
05:30 | Tobias Gremmler (DE)

Until we coleidescape
04:06 | Reinhold Bidner (AT)
**Electronic Theatre**

*Electronic Theatre* is the Ars Electronica Animation Festival’s annual best-of program. It is made up of the fifteen best animated films selected by the jury from among this year’s 1,157 entries. At the same time, *Electronic Theatre* is a showcase of state-of-the-art production both in an artistic-substantive sense as well as with respect to technological innovation.

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**Everything**  
10:41 | David OReilly (IE)  
*Prix Ars Electronica 2017 / Golden Nica*

**Best of Luck with the Wall**  
06:41 | Josh Begley (US)  
*Prix Ars Electronica 2017 / Honorary Mention*

**Ugly**  
11:54 | Nikita Diakur (RU/ DE)  
*Prix Ars Electronica 2017 / Honorary Mention*

**Nighthawk (Nočna ptica)**  
08:50 | Špela Čadež (SI/HR)  
*Prix Ars Electronica 2017 / Honorary Mention*

**Out of Exile**  
02:19 | Nonny de la Peña (Emblematic Group) (US)  
*Prix Ars Electronica 2017 / Award of Distinction*

**Light Barrier 3rd Edition**  
05:54 | Mimi Son (KR), Elliot Woods (UK) (Kimchi and Chips)  
*Prix Ars Electronica 2017 / Award of Distinction*

**Double King**  
09:43 | Felix Colgrave (AU)  
*Prix Ars Electronica 2017 / Honorary Mention*

**Tumblr: Kytten Janae**  
03:00 | Kytten Janae (US)  
*Prix Ars Electronica 2017 / Honorary Mention*

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**The Absence of Eddy Table**  
12:17 | Rune Spaans (NO)  
*Prix Ars Electronica 2017 / Honorary Mention*

**Scavengers**  
07:57 | Joseph Bennett (US), Charles Huettner (US)  
*Prix Ars Electronica 2017 / Honorary Mention*

**Blade Runner - Autoencoded**  
04:59 | Terence Broad (UK)  
*Prix Ars Electronica 2017 / Honorary Mention*

**Branded Dreams**  
02:12 | Studio Smack (NL)  
*Prix Ars Electronica / Honorary Mention*

**Zero Days VR**  
01:14 | Scatter (US)  
*Prix Ars Electronica / Honorary Mention*

**Order From Chaos**  
04:18 | Maxime Causeret (FR), music: Max Cooper  
*Prix Ars Electronica / Honorary Mention*

**The Institute of Isolation**  
10:13 | Lucy McRae (UK)  
*Prix Ars Electronica / Honorary Mention*
IN PERSONA:
Max Hattler

Max Hattler is an animation film-maker, media artist and professor at City University Hong Kong. His works often contain allusions to early modernism in animation filmmaking and the cinematic avant-garde as well as in the visual arts—Oskar Fischinger’s dance of colors and forms, James Whitney’s early mandala computer animation, Augustin Lesage’s highly charged, spiritualist drawings, and the radically minimalist painting of Barnett Newman. In doing so, he impressively connects the past and present in ways that are both accessible and intellectual, and has been honored with numerous international prizes. The program features kaleidoscopic loop arrangements, short films and music videos.

AANAATT (UK/DE/JP 2008)
04:45 | Max Hattler

All Rot (UK/DE/HK 2015)
03:13 | Max Hattler

A Very Large Increase in the Size, Amount, or Importance of Something Over a Very Short Period of Time (RU/UK/DE 2013)
02:15 | Max Hattler

Collision (UK/DE 2005)
02:21 | Max Hattler

Divisional Articulations (HK/DE/UK 2017)
04:33 | Max Hattler

Drift (UK/DE 2007)
03:34 | Max Hattler

Shift (UK/DE 2012)
03:00 | Max Hattler

Spin (FR/UK/DE 2010)
03:55 | Max Hattler

Sync (DK/NL/UK/DE 2010)
09:00 | Max Hattler

Well (HK/DE/NL 2017)
04:00 | Max Hattler

X (documentation video of water screen installation, UK/DE 2012)
06:00 | Max Hattler

IN PERSONA:
Job, Joris & Marieke

Short films and music clips from the Dutch animation studio Job, Joris & Marieke. Their work can be described as cute and funny but always centered around weird philosophical questions. Questions like: “What if you accidently exchange heads with your best friend?” or “What if you could travel through your life by playing a vinyl record?” Their stories are always filled with inept and quirky characters who end up in weird situations leading to lots of (dark) humor. In 2015 their short film A Single Life was nominated for the Oscar for best short animation. Their work has been screened at numerous international festivals, receiving over 70 awards.

MUTE (short film)
04:20 | Job, Joris & Marieke

Born with a Bothered Mind (music video)
03:10 | Job, Joris & Marieke

Happy? (short film)
03:15 | Job, Joris & Marieke

A Single Life (short film)
02:15 | Job, Joris & Marieke

Otto (short film)
09:20 | Job, Joris & Marieke

Robotic (music video)
04:30 | Job, Joris & Marieke

Bon Voyage! (short film)
03:06 | Job, Joris & Marieke

Daily Drumbeat (music video)
03:25 | Job, Joris & Marieke

Kop Op (short film)
21:00 | Job, Joris & Marieke
Animation Revisited: Digital Media, Hagenberg Campus

What happened in the field of computer animation just over 15 years ago in a tiny town near Linz? This program features a selection of student works from the Digital Media Department at the University of Applied Sciences Upper Austria in Hagenberg, from the early years of computer animation in Austria to recently created CG films.

Curated by Jürgen Hagler & Roland Keil

**Anima (2003)**
04:50 | Andreas Gessl, Christian Hanl, Daniel Kuales, Florian Landerl, Stefan Unterhuber, Johannes Wohlgemuth

**Beyond (2004)**
03:52 | Daniel Kuales

**Negeh (2004)**
04:51 | Andreas Gessl, David Zuderstorfer

**Lifes goes on (2005)**
03:30 | Florian Hausberger

**Bot, Paper, Scissors (2006)**
03:30 | Michael Mayr

**Float (2006)**
03:05 | Barbara Toth

**Onde Sonore (2007)**
03:00 | Martina Stftinger

**Drop Out (2009)**
02:59 | Johannes Eichberger, Bernadette Fellner, Katja Flachberger, Benjamin Skalet, Sven Skoczylas, Raphael Vangelis, Jennifer Weixler

**Zerebrale Dichotomie (2009)**
02:17 | Andreas Attenereder, Hannu Honkonen, Florian Juri, Stephan Müller, Valentin Ortner, Sabine Pils, Christoph Struber

**The Incredible Tangerine (2009)**
01:21 | Andreas Attenereder, Johannes Eichberger, Christoph Einfalt, Bernadette Fellner, Katja Flachberger, Alexandra Fried, Dominik Gotttherr, Florian Juri, Stephan Müller, Valentin Ortner, Sabine Pils, Remo Rauscher, Christoph Struber, Sven Skoczylas, Raphael Vangelis, Jennifer Weixler

**PP-P4\-# (2009)**
00:53 | Claus Helfenschneider

**Between Two Points (2011)**

**Mars (2011)**
03:29 | Robert Derflinger, Thomas Heller, Christian Holzer, Andreas Kübler, Johannes Lindtner, Manuel Wieser

**The Streets of the Invisibles (2011)**
10:00 | Remo Rauscher

**Ars Rata (2012)**
03:16 | Moritz Painstorfer, Christian Schulze

**5 Reasons (2012)**
02:15 | Fabian Wolf

**Proximity (2013)**
02:50 | Peter Affenzeller, Kristin Müller, Manuel Preuß

**Le Constructeur de Malheur (2016)**
09:01 | Peter Affenzeller, Philipp Gratzer, Kristin Müller, Manuel Preuß

**Nex (2016)**
04:45 | Philipp Buschauer, Michael Loithaler, Marlene Raml
Young Animations

Witty, off-beat, subtle, tragic and serious animated work produced by young filmmakers will be screened during the Festival Ars Electronica. Every year, gifted young filmmakers submit their movies to u19 – CREATE YOUR WORLD (AT), bugnplay.ch (CH), mb21 (DE) and C3<19 (HU). The greatest hits will be featured in Young Animations.

Curated by Sirikit Amann

Nightmare in any case

- **insomnia (2017)**
  - 01:34 | Nora Hotz
  - 19 years / u19

- **horror in the woods (2016)**
  - 03:52 | students of HAK Retz
  - 18 years / u19

- **Un’isn’tuinguibile sete (2016)**
  - 01:43 | Jo Satolli de Crescenzo
  - 6 years / mb21

- **in winter no noses smells no blossom (2016)**
  - 03:48 | Julia Schwalm, Tamina Elbi, Anna Schön, Elma Kahrimanovic, Paul Vögler, Sebastian Nemeth (students of BRG Laa)
  - 16 years / u19

- **not the only ones (2016)**
  - 02:00 | Xana Bürgel
  - u19

- **TITANIC Hundbrax LEGO Movies (2016)**
  - 04:54 | Sebastian Brumby, Timo Deutschmann, Moritz Lütke-Westhues, Luca Olszewski, Tim Olszewski, Ben Pleininger
  - 15 years / mb21

- **emoticon (2015)**
  - 04:17 | Tatjana Gaida, Katharina Göschelbauer, Jessica Leirich, Kathrin Mittermaier (students of BORG Mistelbach)
  - 17 years / u19 / Honorary Mention

Watch out and be aware

- **Brainwashed (2016)**
  - 01:24 | Dániel Diószeghy
  - 17 years / c3

- **Die Augen auf (2016)**
  - 04:45 | Constantin Helmrich
  - 16 years / u19

- **Once upon a time was a war... (2016)**
  - 01:03 | Tivadar Magda
  - 11 years / c3

- **Die Fahne hoch? (2017)**
  - 02:20 | Viktoria Furian
  - 19 years / u19 / Honorary Mention

Instruction to create your world

- **The Potato Souffle (2017)**
  - 02:59 | Tim Winkelmann
  - 17 years / bugnplay.ch

- **Filmphilosophie (2015)**
  - 03:20 | Valentin Wojtaszkiewicz
  - 15 years / mb21

- **Color-game, szinjatek (2016)**
  - 02:58 | Ilka Tamás
  - 18 years / c3

  - 02:52 | Michelle Brand
  - 22 years / mb21

- **Futuro ist Zukunft (2017)**
  - 02:18 | Lena Atzinger, Fiona Klima, Antonia Langer, Laura Reither
  - 18 years / u19

- **12 Milliarden Jahre (2017)**
  - 02:58 | Kristian Ursulovic
  - 20 years / bugnplay.ch

- **time to run (2017)**
  - 01:00 | Rana Gültekin, Buse Kahramanoglu
  - 12 years / u19

- **Aus dem Leben einer Gabel (2015/16)**
  - 03:28 | students of Anne-Frank-Gemeinschaftsschule Karlsruhe
  - 7 years / mb21

- **Kleben geblieben (2017)**
  - 02:29 | Li Frei
  - 20 years / bugnplay.ch

- **Paper clip (2016)**
  - 01:10 | Nándor Pataki
  - 14 years / c3

- **Bouly 2 (2017)**
  - 02:18 | Tom Vonlanthen
  - 14 years / bugnplay.ch

Screening program
Campus Genius Awards

The Campus Genius Award (Gakusei CG Contest) honors digital artworks created by students. The continuity of this contest, which has been held for 22 years, underpins its important role in Japanese media arts. Incorporating new media and technology forms of expression that change with the times, the contest forms a gateway not only for computer-graphic artworks, but for a wide range of diverse genres. Many past award-winners have also won high acclaim in Ars Electronica, the Berlin International Film Festival (Berlinale) and the Japan Media Arts Festival and are working at the front line of several creative fields, such as art, design and entertainment.

Deep Blue Sky
02:07 | Yuki Nagaoka, Ryouhei Noda, Ayase Muraya, Keiziryou Hayashi, Yukari Nakano, Kotoko Fuzihara, Himeko Oonishi, Ishi Mallee, Rikako Kamata
Entertainment Division / Gold Prize

DAIZYOUBU.
11:03 | Akie Ishii, Misato Amano, Humika Arakaki, Riho Ikeda, Hitomi Kameya, Haruka Nisimura, Yuki Mori
Entertainment Division / Bronze Prize

oldman youngman
10:53 | Ryoya Kaga
Entertainment Division / Gold Prize

4 Stories
05:20 | Mio Yamanaka
Art Division / Silver Prize

Awe
02:23 | Shunsaku Matsurida
Entertainment Division / Bronze Prize

Feed
06:53 | Eri Okazaki
Entertainment Division / Platinum Prize

Mayumi
05:36 | Chinami Taniguchi
Art Division / Gold Prize

The Life of Miyo
08:19 | Kazuki Sekiguchi
Art Division / Gold Prize

Japan Media Arts Festival Award-winning Program 2017

The Japan Media Arts Festival honors outstanding works from a diverse range of media in four division: art, entertainment, animation and manga. This program comprises eight highly distinctive works from award-winning works from the Japan Media Arts Festival 2017.

Alter
02:10 | “Alter” Production Team (ISHIGURO Hiroshi / IKEGAMI Takashi, Representatives) (JP)
JMAF, Excellence Award

MOOM
13:52 | TSUTSUMI Daisuke / Robert KONDO (JP)
JMAF, New Face Award

I Have Dreamed Of You So Much
03:00 | Emma VAKAEWLOVA (BG)
JMAF, New Face Award

Okazakitaiiku “MUSIC VIDEO”
04:27 | okazakitaiiku / Sushi-kun (JP)
JMAF, New Face Award

A Love Story
07:00 | Anushka Kishani NAANAYAKKARA (UK)
JMAF, Excellence Award

your name.
01:32 | SHINKAI Makoto (JP)
JMAF, Grand Prize

SHIN GODZILLA
01:30 | ANNO Hideaki, HIGUCHI Shinji (JP)
JMAF, Grand Prize

COLONY
17:40 | YOSHIHARA Yukihiro (JP)
JMAF, Excellence Award
ISCA (International Students Creative Award)

ISCA (International Students Creative Award) is an international arts and information media competition for university, graduate school, and vocational school sponsored by the Knowledge Capital Association. It is an international competition open to students from Japan and around the globe.

Dear my little...
06:55 | Kento Yasui (Yokahama College of Art and Design)
Domestic Video Content Category / Grand Prize

I have the future.
15:17 | Rieko Ouchi (Hokkaido University of Education)
Domestic Video Content Category / 1st Prize

WILD WILD ARCTIC
08:30 | Daria Podobed (Kyoto Seika University)
Domestic Video Content Category / 1st Prize

Filmakademie’s Animations-institut

Animationsinstitut, part of the Filmakademie Baden-Wuerttemberg, offers a project-oriented curriculum in the subject areas of animation and interactive media. The institute encourages its students to think outside the box, develop an individual style and, by doing so, create innovative ideas. This screening features a selection of some of the latest outstanding student projects that depict the wide creative range of productions realized at the Animationsinstitut— from 2D and 3D through interactive media to VFX.

Creature Pinup (2017)
01:04 | Director: Christian Leitner, Producer: Juliane Walther

Flo (2017)
01:46 | Director: Nora Marie Back, Director: Toufik Abdedaim

Beyond (2016)
09:12 | Director: Iring Freytag, Viktor Stickel, Linus Stetter, Producer: Paul Maresch, Iring Freytag, Viktor Stickel

Behind the Beard (2017)
Episode “Wind”
00:30 | Producer: Ela Duca; Regie: Noel Winzen, Marc Angele, Technical Director: Tim Lehr

Wall of Death (2017)
01:25 | Director: Helge Forler, Co-Director: Felix Zehender, Producer: Helge Forler

A Priori (2017)
05:35 | Director: Maïté Schmitt, Producer: Yuan Wang

Song of a Toad (2016)
07:33 | Director: Kariem Saleh, Producer: Alexandra Stautmeister

Behind the Beard (2017)
Episode “UFO”
00:30 | Producer: Ela Duca, Regie: Noel Winzen, Marc Angele, Technical Director: Tim Lehr
The SIGGRAPH Computer Animation Festival Traveling Show features a selection of innovative, creative animated short films and visual effects reels produced by professionals and students from around the world. This year’s Computer Animation Festival - a leading annual festival for the world’s most groundbreaking, accomplished, and amazing digital film creators - premiered at SIGGRAPH 2017, 30 July-3 August in Los Angeles, California.

**ASTERIA**
École Supérieure des Métiers Artistiques
Alexandre Arpentinier, Mathieu Blanchys, Lola Grand, Tristan Lamarca, Thomas Lemallie, Jean-Charles Lusseau
(FR)

**Garden Party**
MOPA
Théophile Dufresne, Florian Babikian, Gabriel Grapperon, Lucas Navarro, Vincent Bayoux, Victor Caire
(FR)

**Résistance**
MOPA
Alex Chauvet, Anna Le Danois, Quentin Foulon, Fabien Glasse, Juliette Jean, Julie Narat
(FR)

**Sirocco**
MOPA
Avril Hug, Lauren Madec, Kevin Tarpinian, Thomas Lopez, Romain Garcia
(FR)

**Poilus**
ISART Digital
Guillaume Auberval, Léa Dozoul, Simon Gomez, Timothé Hek, Hugo Lagrange, Antoine Laroye, David Lashcari
(FR)

**Happy Valentine’s Day**
Neymar Visuals
Neymar Brothers
(US)

**Our Wonderful Nature - The Common Chameleon**
LUMATIC GmbH & Co. KG
Tomer Eshed, Dennis Rettkowski, Michael Herm, Alexander Pohl
(DE)

**MPC present: The Jungle Book**
Moving Picture Company
Jon Favreau
(US)

**Song of a Toad**
Filmakademie Baden-Württemberg
Kariem Saleh
(DE)

**Elemental**
Filmakademie Baden-Württemberg
Adrian Meyer
(DE)

**Pirate Smooch**
Filmakademie Baden-Württemberg
Tobias Trebeljahr
(DE)

**Analogue Loaders**
Raphael Vangelis
(UK)

**John Lewis Buster the Boxer**
Moving Picture Company
Dougal Wilson
(UK)

**Seasonal Changes in Carbon Dioxide**
Scientific Visualization Studio – NASA/GSFC
Gregory Shirah, Horace Mitchell
(US)

**Fortnite “A Hard Day’s Night”**
Epic Games
Gavin Moran, Michael Clausen
(US)

**Final Fantasy XV - Omen Trailer**
Digic Pictures
István Zorkóczy
(HU)

**The Human Race**
The Mill, Chevrolet, Epic Games
Rama Allen, Westley Sarokin
(UK)

**Canal Kitchen**
Unit Image
Maxime Luère, Leon Berelle, Dominique Boidin, Remi Kozyra
(FR)

**ILM VFX - Rogue One: A Star Wars Story**
Industrial Light & Magic
Gareth Edwards
(US, UK, CN, CA)
Experimental at Deep Space 8K

This program impressively demonstrates new and innovative approaches in current digital filmmaking at the interface of art and science—e.g. nature and bio-tech studies, morphogenesis, experiments with architecture, and perception. Experimental is presented in the framework of Ars Electronica Animation Festival.

Expanded Abstractions at Deep Space 8K

Abstract-animation artist Max Hattler presents a cross-section of his work in special versions created for Ars Electronica Center’s Deep Space 8K. Hattler’s 2005 abstract War on Terror classic Collision shines in never seen before, super-high-resolution detail, while Heaven and Hell (2010) the looping diptych inspired by Augustin Lesage’s spiritualist visions realizes its fully trippy potential on Deep Space’s sixteen-meter-wide screen. III=III, a stereoscopic animation exploring binocular rivalry, which was first shown at the Animamix Biennale 2015/16 in Hong Kong, connects to Max Hattler’s presentation at this year’s Expanded Animation Symposium. Expanded Abstractions is rounded off with the UHD world premiere of Divisional Articulations, Hattler’s 2017 audiovisual collaboration with composer Lux Prima, where fuzzy analog music and geometric digital animation collide in an electronic feedback loop of repetition and distortion, and spawn arrays of divisional articulations in time and space.

Full credits and further information on the displayed artworks: www.maxhattler.com
Expanded Animation 2017

Hybrid Technologies in Animation
September FRI 8th – SAT 9th, 2017

A two day’s symposium presented by the University of Applied Sciences Upper Austria Hagenberg Campus & Ars Electronica.

FRI 8th Sept.

1 – 1:15 pm
Welcome
Gerfried Stocker (AT), Jürgen Hagler (AT), Alexander Wilhelm (AT)

1:15 – 2:45 pm
PRIX FORUM I - COMPUTER ANIMATION / FILM / VFX
David OReilly (IE)
Everything (Golden Nica)
Jonathan Yomayuza (US) / Emblematic Group (US)
Out of Exile (Award of Distinction)
Elliot Woods (UK) / Kimchi and Chips (KR)
Light Barrier (Award of Distinction)
Sabine Hirtes (DE)
Moderator (Juror 2017)

2:45 – 3:15 pm
Break

3:15 – 5:30 pm
ARTIST POSITION
3:15 – 4 pm
Max Hattler (DE)
BROKEN VISIONS IN STEREO
4 – 4:45 pm
Nikita Diakur (RU/DE)
INTERACTIVE ANIMATION AND UGLY AESTHETICS
4:45 – 5:30 pm
Job, Joris & Marieke / Marieke Blaauw (NL)
HOW NOT TO WIN AN OSCAR

11 am - 12:30 pm
HYBRID TECHNOLOGIES THEORY
11 – 11:45 am
Stephan Schwingeler (DE)
DIGITAL GAMES AS HYBRID, ARTISTIC MATERIAL
11:45 am – 12:30 pm
Lev Manovich (US)
ARTIFICIAL INTELLIGENCE AND IMAGE CULTURE

12:30 – 1:30 pm
Break

1:30 – 3 pm
HYBRID TECHNOLOGIES PRACTICE
1:30 – 2:15 pm
Hamill Industries / Pablo Barquin & Anna Diaz (ES)
VISUALIZING SOUND - LISTENING TO IMAGES
2:15 – 3 pm
onformative / Cedric Kiefer (DE)
DANCING WITH THE DATASETS

3 – 3:30 pm
Break

3:30 – 5:45 pm
ART & INDUSTRY
3:30 – 4:15 pm
Raphael Vangelis (UK/AT)
PLAYING HARD MAKES WORK EASY
4:15 – 5 pm
Martina Stiftinger (UK/AT)
VISUAL THINKING
5 – 5:45 pm
Stefan Srb (AT)
HEARING THE LION’S SONG

Organized by: Jeremiah Diephuis, Jürgen Hagler, Michael Lankes, Paola Otero, Patrick Proier, Christoph Schaufler, Alexander Wilhelm / University of Applied Sciences Upper Austria, Hagenberg Campus | Department Digital Media

www.expandedanimation.com

SAT 9th Sept.

Central Linz | Landstraße 36, 4020 Linz
PRIX FORUM SPEAKERS

David OReilly (IE)
David OReilly, born in 1985, is a filmmaker and artist working in the fields of animation and interactive experiences. Creator of the influential short films Please Say Something and The External World, his animation work has won numerous awards and been the subject of several international retrospectives. He has lectured at Pixar, Harvard, Yale, USC, and CalArts and at many other conferences and festivals around the world. He has written for Adventure Time and South Park, and created fictional video games in Spike Jonze’s Academy Award winning film Her.

Jonathan Yomayuza (US) / Emblematic Group (US)
Jonathan Yomayuza is a VR Technical Director, and while at Emblematic, he has helped deliver multiple VR projects for the Vive, two of which have been screened at Sundance and another that was presented to the United States Congress. With ten years of experience in the video game industry, he has mastered programs like Unity, Unreal, Z-brush which have allowed him to continually push the boundaries of VR within Emblematic Group. Jonathan is also an expert and pioneer in photogrammetry - a revolutionary technique that is paving the way for the VR of the future, and he is the lead designer of this department at Emblematic.

Elliot Woods (UK) / Kimchi and Chips (KR)
Elliot Woods is a digital media artist from Manchester. He tests possible futures between humans and visual design technologies (e.g. cameras, projectors, computation). Towards this goal, Elliot co-founded Kimchi and Chips, an experimental art studio based in Seoul with Mimi Son. He applies his academic studies in physics to produce sense-able phenomena from abstract systems.

Sabine Hirtes (DE)
Prof. Sabine Hirtes teaches since 2010 at the University of Offenburg Postproduction and Vfx. After graduating in “Visual Communication” at the FH Aachen miscellaneous creative and educational activities in the field of digital print media as well as moving images with a focus on computer animation and Vfx in different companies, studios and schools in Germany and abroad such as the Filmakademie Baden-Wuerttemberg, Cairo Film Institute and the ZKM, Centre for Art and Media, Karlsruhe.

EXPANDED ANIMATION SPEAKERS

Pablo Barquín & Anna Diaz (ES)
Hamill Industries is a Barcelona-based creative studio composed of Pablo Barquín and Anna Diaz. They are directors, makers, mix-media artists and inventors. They have a passion for combining and hybridizing new media and techniques to create unique audiovisual universes and experiences. They do not only work using digital techniques, they also like to work in their workshop with their hands on real materials, developing proprietary tools and motion control systems. Their main motivation is blending tangible and virtual worlds through research into new techniques and technologies. They create and work with all types of formats: music videos, commercials, installations and performances.

www.hamillindustries.com

PRESENTATION

VISUALIZING SOUND - LISTENING TO IMAGES
We will be talking about our creative process and how experimentation and development are a key part of our work. We will explain how breaking away from the limitations of using only digital tools and changing from a desk to a whole workshop has allowed us to apply our vision not only for creating visuals but also designing installations and live performances among other experiments. We will show a series of projects focused on visualizing and representing music and sound. In this talk, we will explore all the technical research and concept development behind these examples to explain, not only how we achieve each result, but also how important it is for us to challenge ourselves by learning new tools. Once we have an idea we don’t want to limit ourselves to a single technique, we strive to find a balance between the concept and the technologies available, combining them to achieve and visualize the world we imagine.
Nikita Diakur (RU/DE)

Nikita Diakur is a Russian-born filmmaker based in Mainz, Germany. He studied Animation at the Royal College of Art in London, where he produced “Fly on the Window” that went on to screen at numerous international film festivals. Nikita is now making short films influenced by prominent internet stories and animated via the process of computer simulation. His latest project “Ugly” has been featured on Canal+, Cartoon Brew, Inverse and earned Special and Honorary Mentions at Animafest Zagreb and Ars Electronica.
nikitadiakur.com

Max Hattler (DE/HK)

Max Hattler is an artist and academic who works with abstract animation, video installation and audiovisual performance. He holds a BA (Hons) from Goldsmiths, an MA in Animation from the Royal College of Art, and a Doctorate in Fine Art from the University of East London. His work has been shown at film and media art festivals worldwide, and at museums and galleries such as MOCA Taipei, Exploratorium San Francisco, Espacio Fundacion Telefónica Lima, and Beijing Minsheng Museum. Awards include Cannes Lions, Bradford Animation Festival and several Visual Music Awards. He has performed live around the world, including Expo Milan, Seoul Museum of Art and the European Media Art Festival. Max lives in Hong Kong where he is an Assistant Professor at School of Creative Media, City University of Hong Kong.
www.maxhattler.com

Job, Joris & Marieke (NL)

Job, Joris & Marieke is a Dutch studio for animation, illustration, character design and music. Their work can be described as cute, funny, poetic and sometimes disturbing. The studio was founded in 2007 in Utrecht by Job Roggeveen, Joris Oprins and Marieke Blaauw. They work on short films and on commercials, educational projects and music videos. They are best known for their short animation film A Single Life. A Single Life was nominated for the 87th Academy Awards in 2015. Unfortunately Disney won their Oscar. Since then A Single Life has been screened at more than 200 festivals and it has been awarded with 40 prizes. In 2013 they released their cute yet disturbing animated short MUTE. MUTE has won 14 international awards, amongst which the Grand Prix and Audience award on the Holland Animation Film Festival. In 2015 their poetic film (Otto) had its premiere at the TIFF festival in Canada, and went on to win 9 international awards. (Otto) was nominated for a Banff Rockie Award, at the Banff World Media Festival. Their latest film Heads Together premiered in 2016 at the Cinekid festival in Amsterdam, and won the Grand Prize at the New York International Children’s Film Festival. In 2016 they also released their first children’s book: Who is Causung Havoc.
www.jobjorisenmarieke.nl

PRESENTATION

INTERACTIVE ANIMATION AND UGLY AESTHETICS
Traditional computer animation is non-linear. The animator tweaks and adjusts everything by going back and forth between different states of the animation. Thus, he is in control of the outcome. Contrary, when simulating, the animator gives up control by outsourcing several tasks to the computer. The computer executes these tasks based on calculations and outputs a linear simulation result. The animator interacts with the computer and is in control only to a certain degree. Animating like this feels like real-life filmmaking: Similar to a real actor, the computer follows the action set by the animator and produces results that are unexpected, realistic, broken and personal. Accordingly, the focus shifts from outcome to process. The animator is left with the challenge to find the right balance between staying in control and leaving room for randomness.

BROKEN VISIONS IN STEREO
Animation aspiring to cinematic realism has embraced stereoscopy and the 3-dimensional depth it creates. Abstract animation however often favours 2D flatness, which obfuscates spatial relations and thereby underlines the effects of abstraction. Can stereoscopic vision be subverted, and employed in the service of an alternate reality, an expanded abstraction? Can traditional notions of 3D be disrupted to create impossible spaces?

HOW NOT TO WIN AN OSCAR
Job, Joris & Marieke is an animation studio from the Netherlands. In 2015 their short film A Single Life was nominated for the Oscar for best animated short. In their presentation they’ll give a look behind the scenes of their short films and music videos. They will share anecdotes, show making offs and extra bonus material. Next to that they will also focus on two projects that were created with a 3d printer. They’ll talk about the challenges they faced with this new medium and the technical issues they overcame. By the end of this presen-
Challenging perspective to examine the relationship between humans and technology. Using different technologies, onformative constantly search for new ways of creative expression. From animations to installations, onformative will talk about the background and inspiration behind some of their latest projects. Following a versatile approach to the creative process, onformative will share their philosophy and credo through the collaborative and interdisciplinary practice of the studio and explain their way of working.

**Onformative / Cedric Kiefer (DE)**

Onformative is a Berlin-based studio for digital art and design. Founded in 2010 by Julia Laub and Cedric Kiefer, the studio constantly searches for new forms of creative expression. Observations of their surroundings inspire them to explore the possibilities that lie between analog and digital fields to examine the relationship of humans and technology. They develop innovative projects across media that range from digital art installations and generative design to dynamic visuals and data-driven narratives. Their broad client base includes work for Nike, IBM, Google, Dolby Labs and more. Through an interdisciplinary and collaborative practice, the visual language of onformative is variable. [www.onformative.com](http://www.onformative.com)

**Presentations**

**DANCING WITH THE DATASETS**

The thresholds of art, design and technology make way for vast experimental possibilities. Blurring the lines between these mediums creates a challenging perspective to examine image cultures? In my talk I will discuss selected recent projects from my Cultural Analytics Lab including analysis of 270,000 artworks from Deviantart’s sharing network, 7.5 million Instagram images shared in NYC, and 270 million images shared on Twitter around the world over three years.

**Stephan Schwingeler (DE)**

Prof. Stephan Schwingeler teaches game design at the Media Akademie – Hochschule Stuttgart. He is one of the world’s foremost authorities in the field of game studies. His first book entitled “Die Raummaschine” analyses space and perspective in computer games. His second book, “Kunstwerk Computerspiel,” investigates strategies in game art. He heads the GameLab at Karlsruhe University of Arts and Design and has been a consultant to the Next Level Festival and a member of its advisory council. As curator, Schwingeler has been responsible for “ZKM_Gameplay” at ZKM | Center for Art and Media and numerous international exhibitions—for example, “Global Games,” an investigation of games as political media, and “New Gameplay,” a show at the Nam June Paik Art Center in South Korea about the computer game as an art form. Together with the Goethe Institute,
he curated the “Games and Politics” exhibition that traveled to 40 countries worldwide. He curated the GameZone at the International Festival of Animated Film in Stuttgart and is currently preparing an exhibition at Ludwigforum in Aachen. www.stephanschwingeler.de

PRESENTATION

DIGITAL GAMES AS HYBRID, ARTISTIC MATERIAL

The digital game has been an established art form for many years. Artists began to explore the specific qualities of digital games around 1995 and have included them as an established material in their artistic practice. The history of digital games as an art form is underrepresented in the heterogenic field of Game Studies and in the traditional field of Art History to the same degree. Artists who use digital games as their material often act as spoilers, as hackers, and tricksters. The artworks created follow a specific aesthetic that can be described as Countergaming. Artists develop alternative drafts of established video games as cultural products. They intend to make aware how video games are constructed. Their apparatus-based, medial and coded conditionality is clearly unmasked in this process.

Stefan Srb (AT)
Stefan “leafthief” Srb has been making games since 2011. After studying Digital Arts at the University of Applied Sciences Upper Austria he joined Viennese game development studio Mi’pu’mi Games, working on titles like “Hitman HD: Trilogy”, “Anno: Build and Empire” and most recently the independently published “The Lion’s Song”. Stefan also creates his own, character-driven, narrative games and has spoken about game development at the A MAZE Berlin, Quo Vadis and Develop Brighton. www.leaf-thief.com

PRESENTATION

HEARING THE LION’S SONG

“The Lion’s Song” is an episodic, narrative game set in early 20th century Austria in which players experience the creative processes and struggles of four creators. This talk will dive into the creation process of “The Lion’s Song” and give insight into its themes, aesthetics and creative choices. Stefan will highlight how the use of pixel art in a reduced colour palette was used to create a feeling for the time-period, how it furthered the themes and helped the team stay coherent.

Martina Stiftinger (UK/AT)
Martina Stiftinger is an illustrator and art director based in London, with a love for minimalistic style and strong concepts. She graduated from FH-Hagenberg and Kunstuniversität Linz in Austria. Her work is primarily based in the field of advertising and commercials. She shaped her style by working for top design studios in NYC and London. Currently she works at the motion design studio ManvsMachine in London. www.martinastiftinger.com

PRESENTATION

VISUAL THINKING

How can we create sticking communication? The answer is quite simple – Visual Storytelling. Creating smart images which represent an idea right away. Working in advertising means developing those kinds of visual stories for big brands. How can you find the right visual for the right project? The design process is basically always kind of a puzzle—figuring out smart visual expressions, developing a convincing idea to represent a product. Usually lots of different factors are involved. What are some strategies to solve that puzzle? What makes a visual powerful? In which way is personal work affected by that kind of thinking?

Raphael Vangelis (UK/AT)
Raphael either spends 3 hours cooking or orders takeout. He is an Animation Director with an arsenal of techniques to crack creatively challenging nuts. For the past five years he worked as a Freelance Director with international clients and is based in London. He has directed commercials for brands like Nike, Hertz and Huawei. His short films Analogue Loaders (2017) and Kangaroos Can’t Jump Backwards (2014) have been screened at a variety of international film festivals. raphaelvangelis.com

PRESENTATION

PLAYING HARD MAKES WORK EASY

How do we not keep repeating ourselves as commercial artists? Is having a successful style a trap? What’s the difference between a style and a technique? How does technique influence perception? Is it possible to create original work in advertising? Based on a wide range of personal and commercial animation films we will explore strategies on how to keep being an artist while also making a living in animation.
CyberArts at OK Center for Contemporary Art

Experience digital arts! CyberArts presents the most outstanding entries from the Prix Ars Electronica, the international competition of computer art, this year for the 20th time at the OK Center of Contemporary Art. Computer Animation/Film/VFX works shown there, are:

**Everything**
Installation | David OReilly (IE)
Prix Ars Electronica / Golden Nica

**Out of Exile**
Installation | Nonny de la Peña (US)
(Emblematic Group)
Prix Ars Electronica 2017 / Award of Distinction

**Light Barrier 3rd Edition**
Installation | Mimi Son (KR); Elliot Woods (UK) (Kimchi and Chips)
Prix Ars Electronica 2017 / Award of Distinction

**Zero Days VR**
Dokumentation | Scatter (US)
Prix Ars Electronica 2017 / Honorary Mention

VRLab at Ars Electronica Center

The new VRLab at the Ars Electronica Center shows this year’s Honorary Mention “Zero Days VR” by Scatter (US) as well as a selection of the most impressive new films and artistic projects featuring virtual worlds that were submitted to Prix Ars Electronica 2017.
Ars Electronica Animation Festival is a collaboration between University of Applied Sciences Upper Austria, Hagenberg Campus, the Ars Electronica Festival, Moviemento and Central Linz.

Support:

Prix Ars Electronica 2017 is made possible through the support of the City of Linz and the Province of Upper Austria. Special thanks to ORF Oberösterreich, Brucknerhaus Linz, OK Center for Contemporary Art, Cubus, KulturKontakt Austria, Linz AG and Interio.