

V SOFTWARE MARATHON

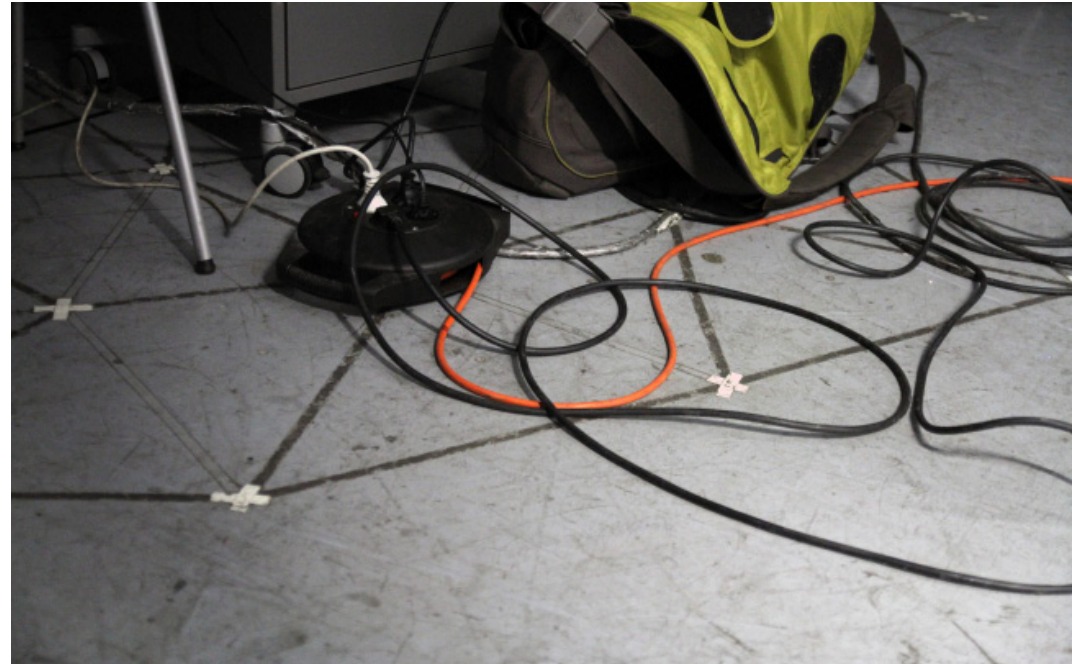
22.5.2014 | 10:00h | Digital Art Studio

University of Applied Arts | Digital Art department | Expositur Sterngasse 13 | 1010 Vienna

A Software Marathon is a series of short, project-oriented presentations on uncommon software. The objective is to become familiar with a broader spectrum of digital tools in order to have more solutions available for different needs. Each presenter has twenty minutes to demonstrate his or her tool in the context of a work. The diverse backgrounds of the students and staff mean there is a wide range of specialist software knowledge to share and exchange; fostering an interdisciplinary approach in production methods.

A cooperation between the department of Digital Art (Prof. Ruth Schnell) and the department of Art & Science (Prof. Virgil Widrich)

More info: <http://artscience.uni-ak.ac.at>
<http://digitalekunst.ac.at>



SOFTWARE MARATHON
SESSION 22.5.2014

PROGRAM:

10:00
PURE DATA

Thomas Gorbach

Open source, realtime-capable software by Miller Puckett to work with sound - sound synthesis, sound transformation and sound control

10:20
SCRIPTOGRAPHER

Adrijan Karavdic

A free scripting plugin for Adobe Illustrator™. It gives the user the possibility to extend Illustrator's functionality by using JavaScript language. It also includes a library of existing scripts that GIVE great results

10:40
AFTER EFFECTS

Michael Huber

Advanced compositing

11:00

BREAK

11:20
OPEN TSPS | NI-MATE

Andreas Haider

Camera-tracking & skeleton reconstruction tools

11:40
MOVIESTORM

Oleg Prodeus & Virgil Widrich

3D animation software used to create video sketches of films by shooting them in a simulated movie set. Used for Virgil's next feature film. <http://www.moviestorm.co.uk>

12:00
MULTI MEDIA FUSION

Benedict Endler

Game development software

12:20

DRINKS