

MEDIALAB SANDBERG INSTITUUT | DECEMBER 2023

NEWSLETTER # 4

Best Wishes to all students and colleagues at Sandberg Instituut and Gerrit Rietveld academie.

Upcoming Activities.

In the spotlight: Lova Ranung, Fine Arts.

PUB Radio is back.

Photos taken during End of Year celebration.



The very Best Wishes for 2024 to all of you.

Upcoming Activities:

January, February, March 2024

Ableton 101

Ableton Live_Stefano Murgia
@Medialab 5th floor B&G building

Join sound-artist Stefano Murgia for a basic course in Ableton Live. During two intense 3 hour evening meetings, we will (re-)learn how to use Ableton for recording, making & editing music, and playing live. We will also learn how audio mixers work, how to connect and use MIDI controllers, audio interfaces, and external gear. We will end the course with a session. As always: bring your laptop, headphones and other gear (if you have it).

@ Medialab

Januari 15 - 18.00-21.00

Januari 22 - 18.00-21.00

host: Stefano Murgia (<https://www.stefanomurgia.nl/>)

assistance: Jan Kees van Kampen

Sign-up link will follow in your email.

The Happy Dev Meetup

There's the idea, to have a semi-regular biweekly meetup to show, discuss, experiment and work on things related to sound, light and interaction in performance and installation settings.

It will take place Monday evenings (or Tuesday-), and a recurring theme will be how to make our (digital-) world/work more 'physical'.

Although we'll prepare topics, discussion points and demo-style explorations, your topics and wishes are very welcome.

In fact, you are encouraged to show/share your own process/method, including hiccups and failures.

Some (random-) keywords: development, interfacing, dynamic sound & light

Some (initial-) topics:

- granular-, wavetable-, waveterrain-, concatenative- (etc.) synthesis
- (meta-) parameter control: blending/morphing state (for complex sound modelling)
- using (android/iphone's) gyroscope/accelerometer/compass

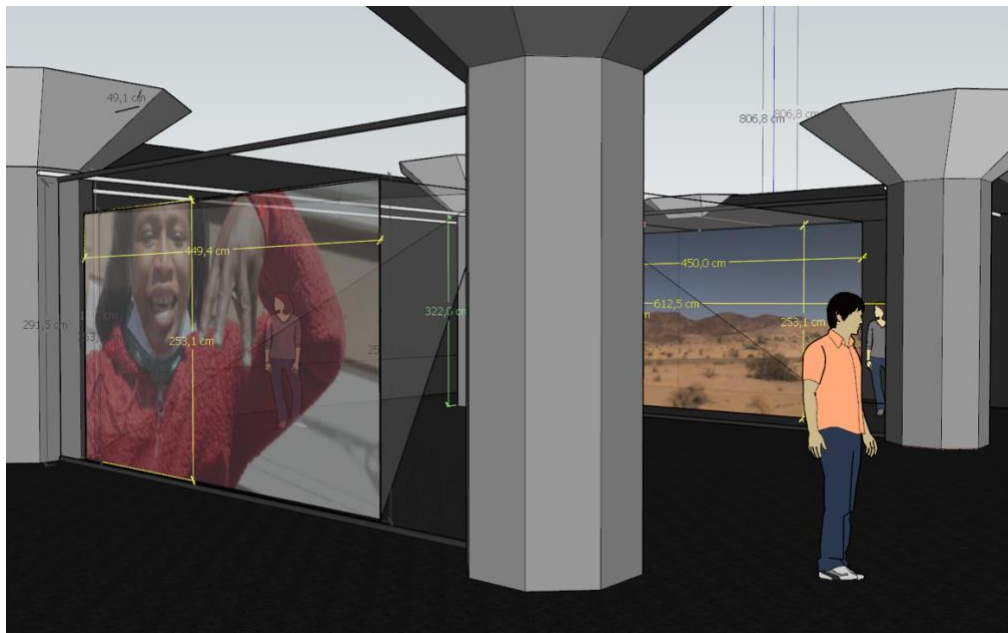
Questions/suggestions to: medialab@sandberg.nl

Mon/Tue feedback & support hours by Jan Kees van Kampen

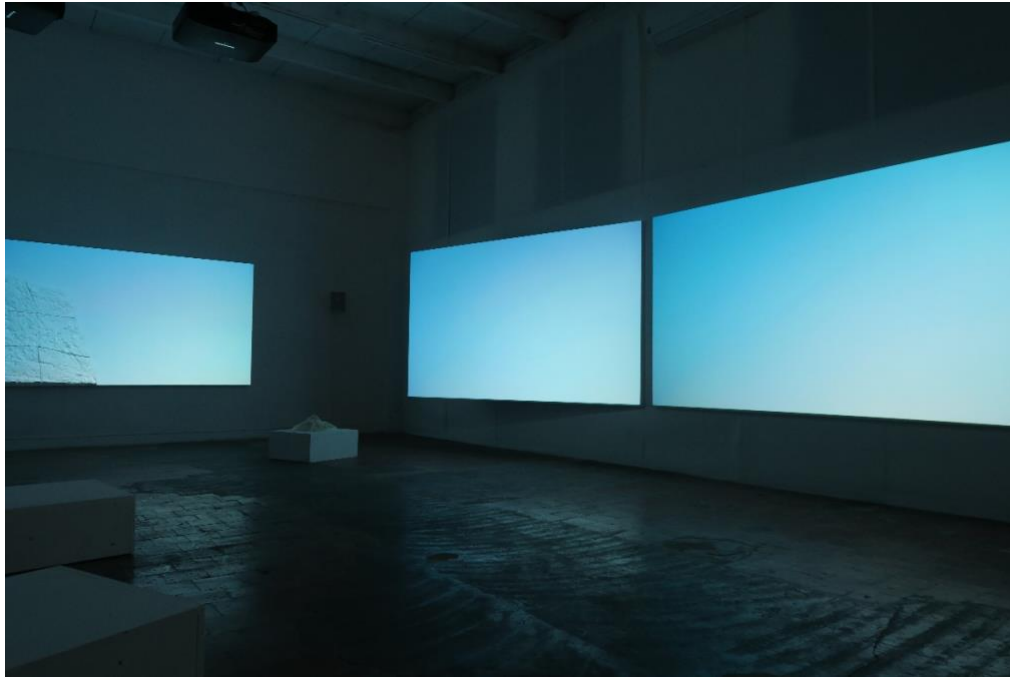
On regular Mon/Tue afternoons in the medialab, you can pass by for feedback, support/direction with implementation (of technical/digital things). You can also schedule an appointment for assistance elsewhere.



Chroma key workshop at the Filmstudio by Ivo van Stiphout
Live keying and postproduction technics.
(Willem Rieder filmstudio int the basement Fedlev building)
Date and Sign-up link will follow in your email.



3d Introduction workshop on Sketchup by Ivo van Stiphout
A perfect spatial 3d designing tool with a short learning curve.
Medialab 5th floor B&C building
Date and Sign-up link will follow in your email



Sound and video installations lecture by Ivo van Stiphout

Includes installation and projection techniques.

Useful Tools for your graduation projects.

Date and Sign-up link will follow in your email.

Modular Synthesis || Resonant Signals || & Zombie-Media: Living Deads of Media Culture

Technology Criticism and Research Methods by Brian McKenna

Friday mornings: individual appointments

Friday afternoons: group sessions with synthesizers and DIY electronics

Upcoming workshops by Brian McKenna in 2024:

FM Radio Technology Explorations || Cracklebox Project || DIY FM Radio Transmitter

Friday@Medialab 5th floor BC building

Early Bird Video editing. Starting from scratch by Ineke Bakker.

Quickly learn to edit audiovisual material.

Best is to bring your own video, pictures and sound material on a hard disk or stick.

Tuesday, Wednesday, Thursday @Medialab 5th floor B&G building

Mail to: ineke.bakker@sandberg.nl

"Explore a Delightful World in Blender!"

Introduction lesson Blender by Lova Ranung (SI - Fine Arts student)

Bring your own laptop and computer mouse (if you have)

February 8th or 9th or 15th and 16th (final day still to be seen)

Max 8 students

Please send email with your preferred day in advance to

medialab@sandberg.nl

Date and Sign-up link will follow in your email.

About the Blender workshop:

We will work with Blender in an enjoyable, relaxed manner, gradually acquainting ourselves with this delightful software. I'm intrigued by Blender as a fluid, non-clinical medium that allows for a personalized approach. Similar to drawing, you can engage with it at your own pace and on your own terms. Blender is free and a highly versatile software, with a really diverse user base, so there are plenty of tutorials and online communities to support one working with it after a bit of foundational knowledge.

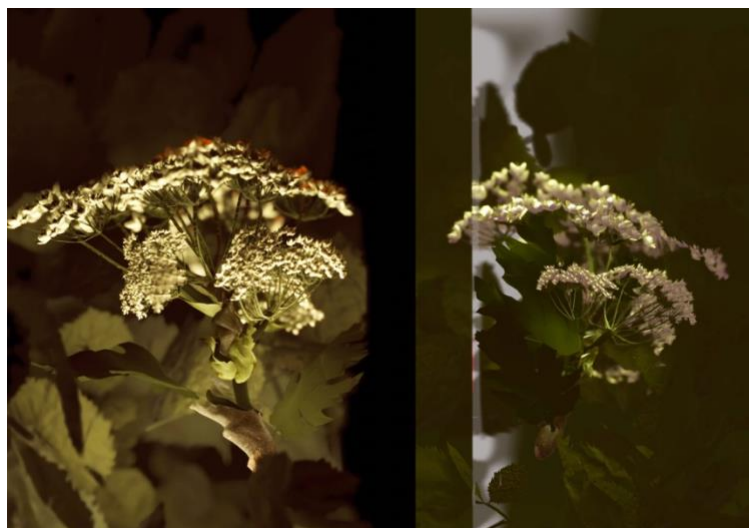
This workshop will be most relevant for someone who has not worked with Blender or is relatively new to the software.

For the workshops, we will engage in some different assignments that explore Blender from different perspectives, experimenting with simple movements, textures, light, materials, and rendering.

Hopefully discovering if Blender could become a valuable tool for your creative endeavors!

About me:

I am currently doing my MA in Fine Art at Sandberg Institute (BA Fine Art at Goldsmiths University London). I work with storytelling following a poetic structure through 3D animation, resulting in video installations, digital works and films.



My work revolves around portraying landscapes and natural elements as active characters rather than passive backdrops, utilizing digital materials to blur the line between the organic and artificial as well as the digital and the real."



Thanks, Lova!

Revival of PUB

PUB is back! Last Friday we had a Launch Party with radio performances, live printed transcriptions of the show, a nail design confessional, fortune cookies, a talk, the PUB journal, sound performances, DJ sets, dancing ...Now that PUB has been revived, we want to further expand the concept of publishing.



PUB is an experimental publishing platform to invite interdisciplinary connections and make space for collaborations among students, alumni and third parties.

Do you have an idea for a radio show, performance, TV broadcast, zine, cooking type sound workshop....? Would you like to publish something together? Want to get to know other students?

We are open to all kinds of ways of publishing. Feel free to contact us! :)
pub.sandberg@gmail.com pub.sandberg.nl

Thank you Ineke and Jan Kees from the Medialab for helping us!

Thank you to whoever was involved and joined the party!

By Sandy Richter (Design Department)



Medialab is a big fan of PUB!

Coming up next in Newsletter January 2024:
The History of PUB and more.

For now:

Pictures of streaming radio at the Launch Party @ Design Department



PUB



PARTY



End of the year celebration

The evening is opened by Ruby Hoette (director) with a very moving

opening
speech,



followed by In a manner of speaking by Rita Borralho Silva (DAD), and with a sound installation and performance with suspended MIDI by Ioanna Mitza (SIS) in auditorium, and ambient/noise live set Ne me pleure pas * by Lefka (AT), also in the auditorium. * Ne me pleure pas from Lefka is based on A Floresta É Jovem E Cheja De Vida by Luigi Nono





DJ's: Philippine Talamona (CS), Cute Action (collective of DD, CS and DAD) and DJ Emotional Rollercoaster in "Santa spilling milk in an other room while he is playing" (DAD).



Occupation/Affinities/Specialties Medialab Staff

Jan Kees van Kampen (Mon – Tue) - jk@sandberg.nl Sound/Music, Coding, Interactivity/Performance, Light, Radio, Linux

Ineke Bakker (Tue – Wed – Thu) – ineke.bakker@sandberg.nl Video editing, activities and Medialab Coordination

Ivo van Stiphout (Wed – Thu) – ivo@sandberg.nl Video/Film recording and postproduction, Installation and Presentation

Brian McKenna (Friday) – brianski@sandberg.nl Electronics, Sound and Experimental Video

Email: medialab@sandberg.nl

Phone: +31-205-882-411 (office hours, not on Friday)

More information and guidelines: <https://medialab.sandberg.nl>

See you in January 2024, greetings Ivo, Jan Kees, Brian and ineke

