

# MEDIALAB SANDBERG INSTITUUT | MARCH | 2024

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## NEWSLETTER #7

Activities and Lecture and Practicum Generale.

Reminder: Sign-up for 15 minute conversations and start planning the Film and Sound studio.

Graduation 'Tape-tips' for 2<sup>nd</sup> year students.

In the spotlight: Adriana Miyagusuku, Artificial Times department.

Lova Ranung's Blender workshop Flower collage.



*Willem Rieder Filmstudio at Fedlev building basement.*



## Activities:

**Postponed** | Medialab | **Sound and video installations lecture** by Ivo van Stiphout | ~~Thursday March 28~~ → Thursday April 18th

Includes installation and projection techniques.

Useful Tools and inspiration for your graduation projects.

**Thursday April 18<sup>th</sup>, 14:00 – 16:00**

Location: Auditorium, 3rd floor B&C building

If you need to update your Sign-up visit this link:

**Sign up** *If you are unable to attend, please let us know or take your name out of the list.*

## **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

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

Interested – mail to [medialab@sandberg.nl](mailto:medialab@sandberg.nl)

Friday@Medialab 5th floor BC building

**Reminder** - All students who need equipment from our institute should sign up for 15 minute talk with Medialab.

### **TUESDAY APRIL 9**

Fine Arts Sign up

3 Critical studies students **Sign up**

### **WEDNESDAY APRIL 10**

Remaster Opera **Sign up**

### **Thursday April 11**

Dirty Art department **Sign up**

**MONDAY APRIL 15** Studio for Immediate Spaces **Sign up**

### **TUESDAY MARCH 16**

Design Department **Sign up**

### **WEDNESDAY APRIL 17**

F For Fact **Sign up**

## **Practicume Generale | Medialab SI and VAV Rietveld**

By Feline Hjermind with assistance of ineke

Reshaping the Frame"  
(‘In het kader van het kader’)

An interesting and beautiful process to learn how to work with video and sound.

We will experiment with expanding the boundaries of the traditional rectangular video format, by making cardboard frames for the camera. Choose and create the shape you want and discover how new ways of framing will influence how you capture footage!

Rather than treating video as a narrative media, the workshop opens up to a painterly and intuitive approach to filmmaking.

The workshop will also include an introduction to Premiere Pro, giving students a basic understanding of the editing software.

Finally, we will export and watch the short videos we create during the workshop together and discuss what opportunities there are to take the experiments even further! <https://reservations.rietveldacademie.nl/>



*Lotte Reiniger's Cinderella (1922)*

**Photo/Film recording studio** (Fedlev Building-Basement) (shared with Rietveld Academy) After the introduction you can work independently in the studio.

Filmstudio open for Sandberg students:

Wednesday 09:00 – 21:00

Thursday 09:00 – 21:00

Reservation: [filmstudio@rietveldacademie.nl](mailto:filmstudio@rietveldacademie.nl) cc: [ivo@sandberg.nl](mailto:ivo@sandberg.nl)



*Experiment to film a scale model. By Sara Nygard, Mattia Friso and Hanneke Klaver from Design Department.*



**Sound studio** (5<sup>th</sup> floor B&C Building) (shared with Rietveld Academie)

Monday 09:00 - 19:00

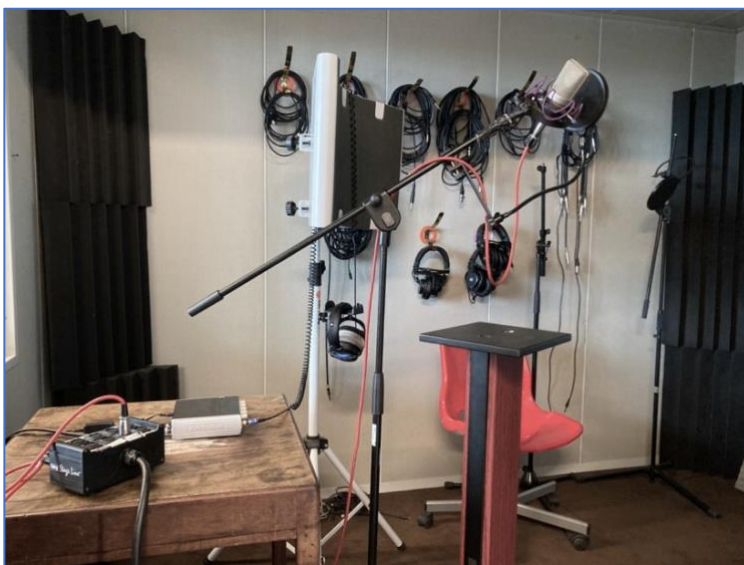
Tuesday 17:00 - 21:00

Friday 15:00 - 21:00

Saturday 11:30 - 14:00

Pick up the key at the reception. (only possible when you're registered after your introduction).

Book a timeslot for the sound studio: [reservations@rietveldacademie.nl](mailto:reservations@rietveldacademie.nl)



After the introduction you can work independently in the studio. Software: Ableton live, Logic, Protools, Audacity, Audition etc.



## Tape used for Graduation show @NDSM



Ask us for **Gaffer tape!!**

Please don't use **duct tape** because after removal the cables will stick forever.



Gaffer tape (also known as gaffer's tape, gaff tape or gaffa tape as well as spike tape for narrow, colored gaffer tape) is a heavy cotton cloth pressure-sensitive tape with strong adhesive and tensile properties. It is widely used in theatre, photography, film, radio and television production, and industrial staging work.

Duct tape is generally silvery gray in color, but also available in other colors and printed designs, from whimsical yellow ducks, college logos to practical camouflage patterns. It is often confused with [gaffer tape](#) (which is designed to be non-reflective and cleanly removed, unlike duct tape).

Create an artwork with duct tape but don't use it to tape our cables☺

Instagram

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@Medialab magnifying glass experiment with seashells.  
By Adriana Miyagusuku, Artificial Times department.



**In the spotlight:**

A letter from Adriana Miyagusuku, Artificial Times department.

Dear Ineke,

Thank you for your curiosity! Of course, I can tell you a little bit about what I am working on at the moment.

Lately I have been researching ways to articulate and link different kinds of materials. This has taken form into weaving, linking, and structuring.



As I work with these seemingly unrelated materials, I have started to develop a kind of listening practice with materiality that lets me understand the flexibilities and limitations of certain logics of ordering.

I am figuring out what kinds of machines are possible in this way of thought and approach to materials. Can I build soft, gentle, whispering machines?



In order for me to build this I am looking for other ways of looking at materials. What kind of positioning do I need to have in order to look/listen to materials differently? How can we find other possibilities within them?

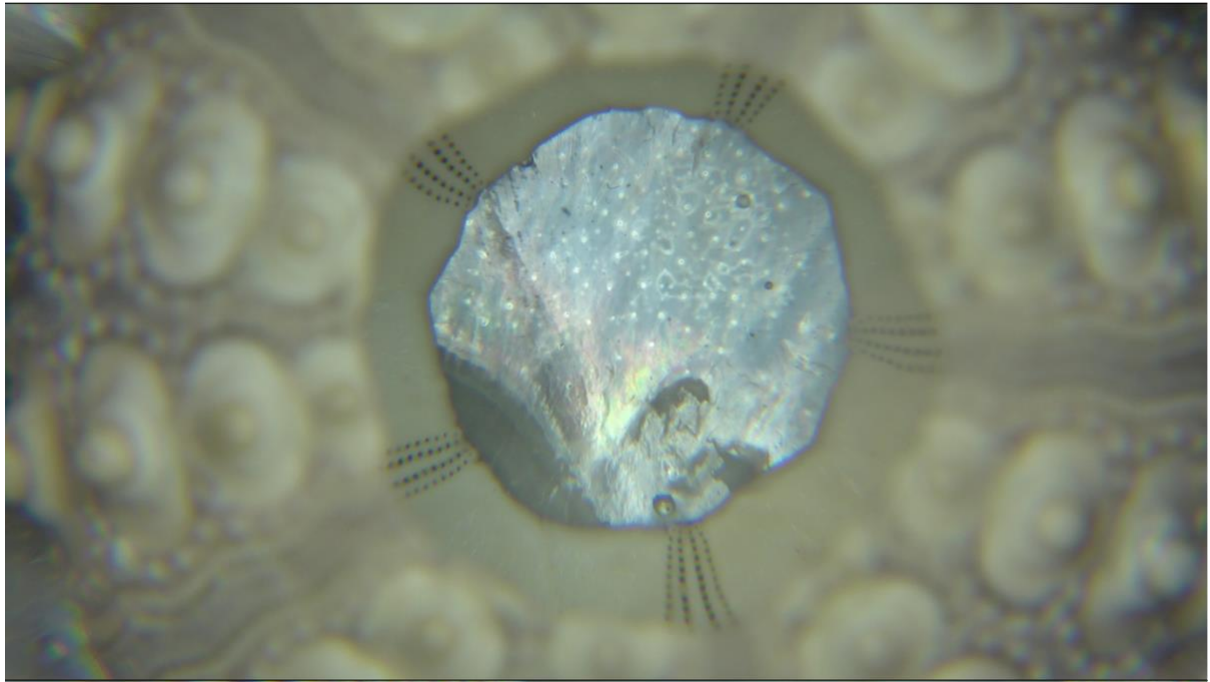
What is emerging in this process of reframing machines, materials, and ways of looking/listening are different kinds of "engineering". Maybe one that is closer to contriving and devising other ways of knowledge and beliefs.



I started out playing around with urchin spines and am now expanding to shells and other sea related exoskeletons and bodies. I am experimenting with soldering and thinking of what it means to trace, mark, and why not, possibly connect with electronics.



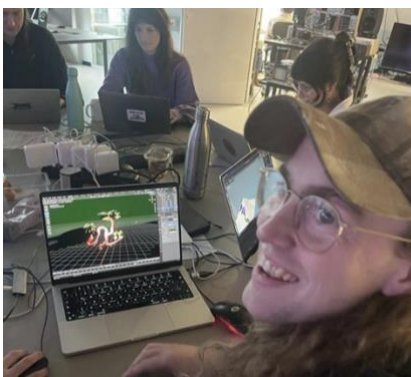
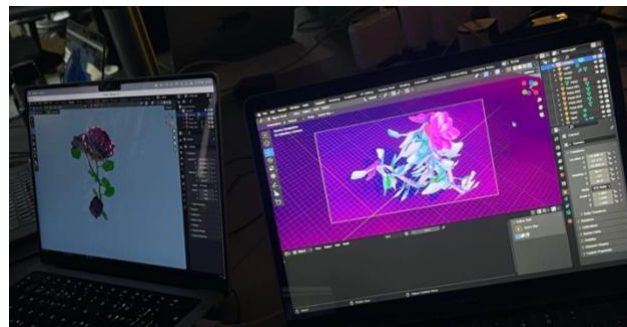
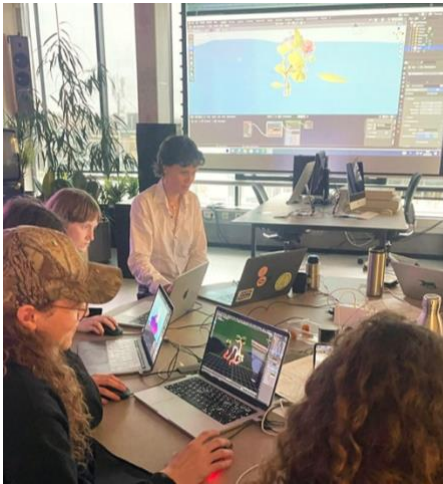
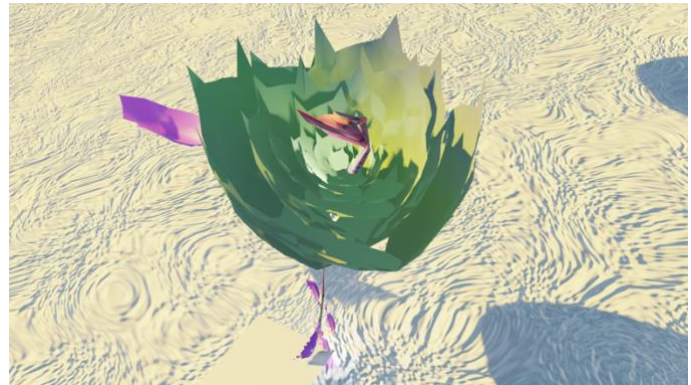
I see the experimentations with the magnifying glass as part of my attempt to look at these materials in a different way and find new possibilities. Other ways of seeing the world.



So, this means I will be popping in the Medialab regularly!  
Thank you for all the help and beautiful disposition.

warmly, Adriana

**Lova's Blender Workshop: A flower collage (February 16th, 2024)**



*Flower-Pictures from Hanneke, Sara and Roosje*



*Next to the 5.0 setup meant for checking AV work (allowing multichannel sound over HDMI), we now have a 8 channel setup meant for sound spatialisation.*

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

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

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

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

Greetings and good luck with Green light and Assessments!

Medialab team, Ivo, Jan Kees, Brian and Ineke

