

MEDIALAB SANDBERG INSTITUUT | OCTOBER 2024

NEWSLETTER | # 9

WELCOME TO SANDBERG INSTITUUT | WELCOME TO MEDIALAB

QUICK START NEWSLETTER FOR THE 1ST YEAR STUDENTS

IN THE SPOTLIGHT: HANNEKE KLAVER, DESIGN DEPARTMENT

MEDIALAB WORKSHOPS, ACTIVITIES AND SIGN-UP LINKS

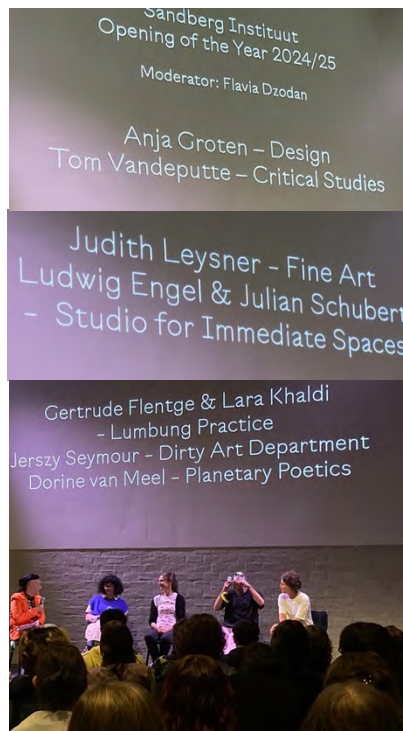
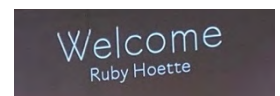
PRACTICUM GENERALE AT MEDIALAB

MEDIALAB FACILITIES

OPENING TIMES



Opening of the Year 24/25
by our director of the Sandberg
Instuut, Ruby Hoette

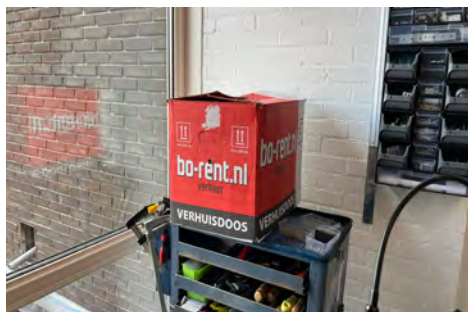


A 'hot' welcome wave from Hanneke Klaver, Design Department

Hi Ineke,

Thanks for asking me for your newsletter and I would love to share something of my first year at the Sandberg Instituut. I mean, I'll try. Since I'm now halfway through the program I don't know any more what I was 'planning' or 'supposed' to do and I don't know yet where it will go this year. Lol.

I prefer to be all over the place by having different stuff going on at the same time. So, one of those things is that I started a course in becoming an aufguss master which is someone working in a wellness resort who pours water or ice on the hot stones in sauna. The air above the stones becomes very very hot and with a towel the sauna master waves the hot humid air to the people. Together with scents and sound a sweaty and entertaining 15 minutes passes by. I have a love/hate relation to sauna resorts in The Netherlands that I'm exploring further this year by taking a side job in a resort. I'll start this Friday. Wish me luck!



An experiment with space and sound by making a maquette sauna in a moving box.

So for practicing the towel waving techniques I mostly used the green screen studio. And in a way this place is like a sauna. It has no windows; it has a sounds system which I can use without people noticing and it has air that needs activation.



Speaking of green screen..... I also did some moving image experiments in the green last year. I'm obsessed with the techniques of behind-the-scenes videos. The making off esthetics combines my crafty and material-based background in product design with activation, embodiment and camera's. The crafty solutions that are necessary in using green screen I would like to give more attention. For example, the crosses for tracking, or the person in green suite that is holding a 'floating' object. Maybe it was easier to make this cube in a 3D program, but then a lot of material properties are left out.



Last year I was also part of a few radio programs that were broadcasted through PUB. During the Design Department research trip to Praha, we launched radio Kutululu in the National Gallery. During this four-hour long program on Valentine's day we broadcasted workshops, love-letter call-ins, ASMR with food, interviews and live music. Later in the year we opened up the radio to all departments during the graduation show. I very much enjoyed working in a bigger team, inviting people and sharing ideas through the medium radio. The idea that we had listeners all over the world from Czech-Republic to Sweden to Russia to China was cool and at the same time creepy. PUB is a trans-departmental initiative funded and run by students of the Sandberg Institute.
<https://pub.sandberg.nl/>



Radio Kutululu #PUB at National Gallery in Praha. With Agustina Woodgate, Sara Nygard, Mattia Friso, Olga Schou and the curator of Kunsthalle Praha.



Radio Kutululu #PUB during the graduation show. With on mic Michelangelo Magnini and Tina Bastajian talking about queer archives hosted by Lola Colmez.

Medialab activities:



Thursday November 7, Camera & Video technology by Ivo van Stiphout.
Comprehensive video course + showcasing our camera's, advice choosing the right camera. Visit to the Willem Rieder Filmstudio in the Fedlev building basement.

13:00 – 16:30 location: @Medialab 5th floor B&G building.

[Sign-up](#) here

Wednesday November 20, Camera & Video technology

*(*same information as on November 7)* by Ivo van Stiphout

13:00 – 16:30 location: @Medialab 5th floor B&G building.

[Sign-up](#) here

Friday, December 6th "Reel-not-Reel"

"Reel-not-Reel" Workshop by Brian McKenna

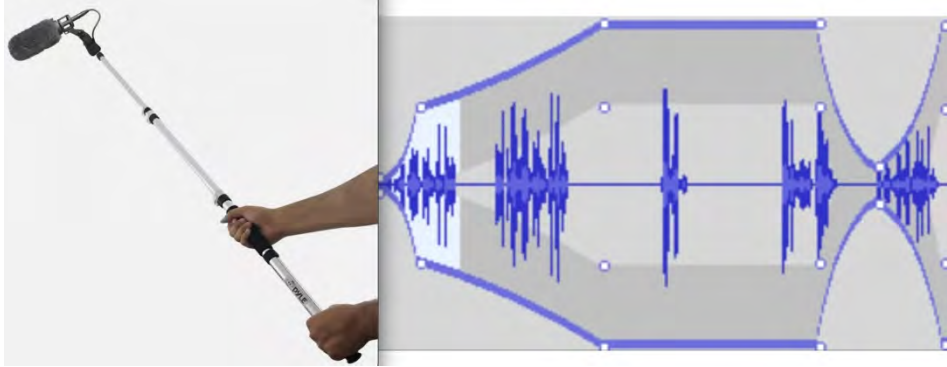
In this workshop we will explore reel-to-reel tape-recorder machines – listen to some random old tapes – record, manipulate, make loops, and strange audio effects.

13:00 - 17:00 location: @Medialab 5th floor B&G building.

[Sign-up](#) here

1. Field recording and audio editing, Tuesday October 22

By Jan Kees van Kampen



In this workshop we'll discuss the intricacies of recording and treating mostly individual sound sources. After a gentle introduction and a discussion about microphones, gain staging, and recording-related topics, we'll go out and record for a few hours (e.g. city, industrial/harbour sites, nature). It's great if you can bring some pre-recorded material as well. In the evening we meet again to listen and discuss the recorded material and strategies for making sound collages. While listening, we'll discuss treating sound: how and where to apply equalization (spectral balance), compression/limiting (dynamic balance), denoising, and related topics.

Tuesday October 22

Medialab 5th floor B&C building

13:00 - 15:00 using field recorders and microphone overview, preparing and planning before recording

15:00 - 19:00 individual time: recording sounds (and/or extra personal guidance)

19:00 - 21:00 listening session, sound treatment (2) and montage at the soundstudio

by Jan Kees van Kampen

Max 6 students

[Sign-up](#) here

2. Pure data for performance and installation, November 4 and 5

By Jan Kees van Kampen

With puredata, a free and open source platform for media-creation and general purpose coding, we'll be able to make our own unique performance instruments, and also prototype and implement installation ideas. Using reactive input (midi controllers, game-devices, phone sensors), custom sequencers and random data, we look at mapping strategies to generate, and influence sound, light and (abstract-) video output. All things will be demoed, after which you'll start making things into your own, or start something from scratch instead. Bring some prerecorded media, as we'll be making a sampler and videomixer as well. Suitable for everyone not afraid to dip their toes into visual programming. [MIDI, HID, Open Sound Control, DMX, non-linearity]

nb. If you have particular ideas or wishes, that you would like to see addressed, then please let the host (jk) know in advance.

Monday November 4

Medialab 5th floor B&C building

13:00 - 17:00 Session 1

Tuesday November 5

Medialab 5th floor B&C building

13:00 - 17:00 Session 2

Max 6 students

[Sign-up](#) here



Early Bird Video editing

@ Medialab by Ineke Bakker.

Starting from scratch. *Quickly learn to edit audiovisual material.*

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



Interested in a privat morning session (or 2 students)

Tuesday, Wednesday or Thursday

Mail to: ineke.bakker@sandberg.nl

Fridays Activities:

hosted by Brian D. McKenna

Technology criticism through artistic research methods & discourse; including (not limited to) dead-media, zombie-media, pre-digital synthesis, and whatever happened to cybernetics?

10:00 - 13:00 individual appointments for students

13:00 - 17:00 work sessions with available instruction

from 17:00 on Fridays we host listening sessions – songs, albums, compositions, harsh-industrial noise, radio oddities, short-format/long-format – please do feel free to bring or suggest something – brianski@sandberg.nl

--->>>

Upcoming:

- Composing, mixing and mastering music and sound work in the sound studio.
By Jan Kees

- Hybrid installation and performance setups: using a Raspberry PI SBC, from mediaplayer to interactive work
(involves using the terminal and visual programming) By Jan Kees

- Streaming: setting up a broadcast, and a (p/v)odcast studio (sound, light, camera) By Jan Kees

We kindly invite you to make proposals for Medialab activities. Feel free to drop by or email to medialab@sandberg.nl

***Practicum Generale | Medialab SI and Rietveld editing,**

By Meis Vranken with assistance of Ineke Bakker

November 6, Location: Medialab 9:30 - 12:30

November 20, Location: Medialab 9:30 - 12:30

5th floor Medialab B&C building

"Reshaping the
Frame"

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!

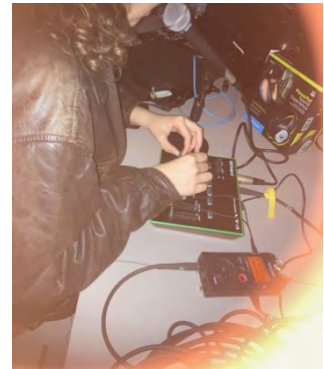
Rather than treating video as a narrative media, the workshop
opens up to a painterly and intuitive approach to
filmmaking.

The workshop will also include an introduction to Premiere,
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/>

(You can book the workshop of your choice one week in
advance).



***Practicum Generale by Medialab, Jan Kees van Kampen**

November 13, Location: Medialab 9:30 - 12:30

November 27, Location: Medialab 9:30 - 12:30

Synaesthesia 101, 'synchronizing sound and light *'

(*using Puredata, MIDI and DMX)

medialab / jankees van kampen

Bring your laptop if you have one.



Of course, you can decide to sign up
for all other Rietveld

<https://reservations.rietveldacademie.nl/> (You
can book the workshop of your choice
one week in advance).

***Practicum Generale by Medialab, Brian McKenna**

Introduction to Analogue Modular Synthesis - Theory & Practice
By Brian D. McKenna



Room: TBA

dates:

| | |
|-------------|---------------|
| November 6 | 10:00 - 13:00 |
| November 13 | 10:00 - 13:00 |
| November 20 | 10:00 - 13:00 |
| November 27 | 10:00 - 13:00 |

This workshop covers the basics of electronic audio synthesis - giving a theoretical foundation - and inviting participants to apply these concepts, by hands-on working (playing) with a eurorack modular synthesizer. Additionally, we'll outline some advanced topics in synthesis, such as performance and cybernetics. Those joining the workshop are welcome to bring any synths they may like to explore in this context. Traditionally we conclude with something of a 'jam-session'.

Of course, you can decide to sign up for all other Rietveld workshops on: <https://reservations.rietveldacademie.nl/>

(You can book the workshop of your choice one week in advance).

please do feel free to bring or suggest something -
brianski@sandberg.nl

Medialab Facilities

Several workstations (mac/pc) are available to work on, Adobe's creative suite, MS office, software for 3d modelling, Video compositing, Audio editing and such are installed. Other software on request.

The 'bigger' Windows computers are specially meant for large/demanding projects (like 3D, Video).

A dedicated Audio-Video editing room can be booked for more concentrated or complex work.

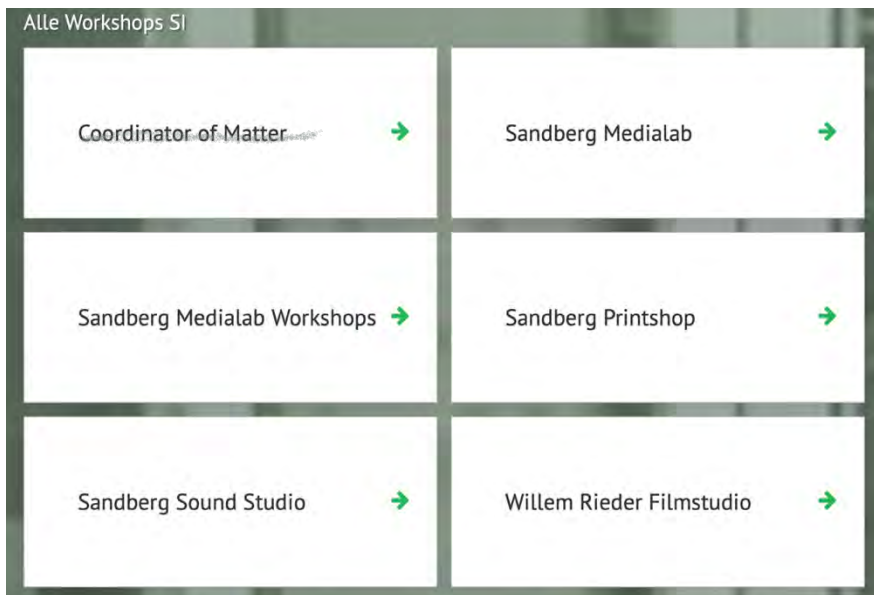
<https://reservations.rietveldacademie.nl>

On the Electronics/Physical Computing side, there are soldering irons, Arduinos, Raspberry Pi and related hardware such as sensors and motors, for prototyping installations and interactive work.

Computer aided fabrication can be done at the CAD/CAM workshop in the basement of the FedLev Building but can be prepared at the Medialab.

<https://reservations.rietveldacademie.nl>

go to:



Tip

Bring your own Hard Disk

Work from your own Hard Disk or SSD on Video/Animation projects.

Next to the disk you carry around we urge you to always have a 2nd Backup of your important Video/Sound/text data at home as well.



Large Format Printshop

Information about the Sandberg Printshop.

The Printshop is located at the BC building 5th floor nr. 534.

You can print on large formats for material costs only.

This is only available on Wednesdays by appointment, so plan on time.

Please do not disturb the printshop on other days because those are for Rietveld students only!

To make an appointment login at: reservations@rietveldacademie.nl

and scroll and select SANDBERG PRINTSHOP. (Not GRA printshop)

For questions: ivo@sandberg.nl

Ivo van Stiphout

Printing

From your own computer is also possible.

<https://rietveldacademie.mynetpay.nl/account/login>

Here you can upload a document, then walk to a (any)printer and swipe your cortex card.

This is also the site where you can upload money to you card.

In case you have questions about this, you can ask at the Rietveld reception at the entrance of the B&C Building.

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 cc: ivo@sandberg.nl

Sound studio (5th floor B&C Building) (shared with Rietveld Academie)

Monday 09:00 – 19:00

Tuesday 17:00 – 21:00

Friday 15:00 – 21:00

Saturday 10:00 – 14:00

After the introduction you can work independently in the studio.

Software: Ableton live, Logic, Protools, Audacity, Audition etc. Book a timeslot for the sound studio: reservations@rietveldacademie.nl

Rentals: Book equipment online (is not your Email Account Access)

Opening hours Rental Office

Tue – Wed – Thu 09:00 – 11:00

The Basement Room K21 – of the Benthem Crowel (B&C Building) Membership and conditions, apply, rentals are accessible to Sandberg Instituut Students only.

To rent equipment, you need a Liability (3rd party-) insurance. You can take out insurance online at your Bank and at the Hema.

Show/mail us the polis, we make you an account and you will be able to rent via the online system: <https://rentals.sandberg.nl>

Borrowing is free throughout the study, but for the Graduation exhibition a modest amount must be paid for the equipment.

Pick up and Return of the used Equipment

A contract will be made for each time you rent.

Return: from 09:00 – 11:00

Pick – up from 10:00 – 11:00

Except in case of illness or an emergency you may ask someone else to pick up or deliver your equipment.

Please let us know as soon as possible, so we can notify possible others who are waiting for the equipment that you need to give back.

Mail to: medialab@sandberg.nl

Medialab - B&G building 5th floor, room 526
2024 - 2025

Opening hours Medialab

| | |
|-----------|---------------|
| Monday | 08:00 – 21:45 |
| Tuesday | 08:00 – 21:45 |
| Wednesday | 08:00 – 21:45 |
| Thursday | 08:00 – 21:45 |
| Friday | 08:00 – 21:45 |
| Saturday | 12:00 – 18:00 |

Medialab-office:

Staff available from 10:00 – 17:00

Rental-office:

| | |
|-----------|--------------|
| Tuesday | 9:00 – 11:00 |
| Wednesday | 9:00 – 11:00 |
| Thursday | 9:00 – 11:00 |

Photo/Film recording studio (FedLev Building-Basement)

(shared with Rietveld Academy) Need introduction first time.

| | |
|-----------|---------------|
| Wednesday | 09:00 – 21:00 |
| Thursday | 09:00 – 21:00 |

Reservation: filmstudio@rietveldacademie.nl cc: ivo@sandberg.nl

Sound studio (5th floor B&C Building)

(shared with Rietveld Academy) Need introduction first time.

| | |
|----------|---------------|
| Monday | 09:00 – 19:00 |
| Tuesday | 17:00 – 21:00 |
| Friday | 15:00 – 21:00 |
| Saturday | 10:00 – 14:00 |

reservation: reservations.rietveldacademie.nl

After the introduction you can work independently in the studio.

Software: Ableton live, Logic, Protools, Audacity, Audition etc.

Occupation/Affinities/Specialties Medialab Staff:

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

Ineke Bakker (Tue – Wed – Thu) - ineke.bakker@sandberg.nl

Early Bird - 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: +31-20 5882 411 (office hours, not on Friday)

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