HI Willem,

Hier wat in de vorige weken heb gedaan.

**What i did:**

I was looking into the different materials and doing a first reading.

I read the chap 3,4 and 5 from Peter Burger - “Theory of The Avant Garde” and the links you sent to the “Historische Avant Garde” book introduction. I ordered the book.

Interesting here was the claim that the avant-garde movements reacted to the autonomy of art, i.e., art pour le art, and the institutionalization of artistic practice by Museums, galleries, or collectors.

Interesting was also, burgers claim that the collector and independent artis appear, and raised almost the same time. Here makes me think whether I should revisit the NFT essay on this perspective as in the one hand we have the autonomy that is given to artis by the “NFT financial independence” opposite to the fact this autonomy also entails art made for the sake of art and the end submitting itself to the “institutionalization” of art by the NFT marketplaces which play the same role of galleries.

I also looked for introductions to the different movements that are related to the avant-garde. Futurism, dadaism, Bauhaus, neo-avantgarde. I collected manifestos for each of those.

Particularly interesting was the Bauhaus for different reasons. On the first place, was there a direct connection Lazlo Moholy. Also, the how they formulate it in their manifesto:

“…there is no such thing as “art by profession”. There is no essential difference between the artist and the artisan. The artist is an exalted artisan.”

In addition to this, the Bauhaus keeps coming back from different angles. For example, the constructivist influence that it has brough into coding art by Vera Molnar. Also, into the Creative Coding as of School of Thought by Tim Rodenbroker and his manifesto on creative coding.

I looked into the material about Lazlo Maholy, but still must get into more details on what his philosophy was. At this point I get that he was very interested into the experimentation of new technologies into artistic practice.

I looked for the V2 manifestos, both the one from 1986 and the one from 1987. And their reflection of 35 years after their publications.

I looked into the book by Thompson “living as form”. What I have seen is mostly about participatory art. I do not clearly see how to relate participatory art to media art. However, it is perhaps good to work into the clarification of the “art in the praxis of life” as the examples in the book do not seem to relate to what I am interested in. I am more interested into the way that a work as “scroll bar composition” by Jan Robert Legte, or “Capture” by Paolo Cicero, use technology elements in the everyday life for artistic purposes.

I went to the Tate modern to look into Duchamp – Fountain, and the work of the Guerrilla Girls

**Next steps:**

I would like to make the theoretical framework on the avant-garde more concrete. I realize that I although I looked into Burger’s book and the “Historische avant-garde” the concepts are not clear or “beland” in my way of thinking. An exercise like the glossary to make those concrete would help me.

On the same direction I think I should look and analyze and compare the different manifestos I have collected.

Finally following your suggestion that the thesis is about a theoretical framework and use cases. I should perhaps star looking into “scroll bar composition” into the light of the two points above.

Look into the “Licht ruim modulator.”

Hi All,

My Name is Raul Leal and next week I will lead your first workshop on TouchDesigner. Here some points to prepare.

TouchDesigner is a very versatile tool for creative coding purposes. You can make basic motion graphics, generative art, AI integration, and much more; [here](https://derivative.ca/showcase) are some showcases.

However, it has a steep first learning curve that requires a particular way of thinking. For this reason, in this workshop we will focus on very basic exercises that I hope will get you familiar with the interface, some operators and way working. Our main goal is to make an audio reactive animation like this [one.](https://www.instagram.com/p/CyRKOU8BwIR/)

After this you could get into more complex, or” interesting”, work in the advanced workshop or your projects.

For the workshop:

* Bring a computer with an external mouse.
  + Ideally a mouse with two buttons and scroll wheel.
  + I do not recommend using a mouse pad for TouchDesigner
* Please install TouchDesigner on your computer beforehand.
  + You can download it [here](https://derivative.ca/download).
  + At this stage it should be work fine on mac or windows, in the long-term windows is a better choice.
  + The free license should be enough.
* The workshop is hands one hence you should be ready to try yourself. I will explain some basic part and then let you try yourself.
  + [Here](https://www.youtube.com/playlist?list=PL3zGSOEHGdiR5x5BIg8E8yn2BQMbQ6igb) I prepared some examples of things you can easily make with TouchDesigner. Please have a look and think of which ones you would like to replicate or some variations you would like to try yourself.

Looking forward to see you on Monday,

Best,

Raul Leal