Program

Retune
Festival
for **Design,**

Art,

and **Technology**

2018

September, 27–28
Berlin

Conference Day

27.9.2018

Moderation:
Alexandra Wolf, Fernanda Parente & Christian Zöllner

Time	Main Stage	Discussion Area	Garden	Kuppelsaal	MARS Café
			Installation kling klang klong »GORILLAS« (all day)	Installation RLON »timeline« (all day)	Book Shop HOLO Book Shop (all day)
09:45 – 10:00	Opening Retune Festival »Welcome«				
10:00 – 10:30	Talk Banz & Bowinkel »Painting Analytics / The development of digital painting and AR«				
10:30 – 11:00	Talk Studio Above&Below »Sustainable AR«				
11:00 – 11:45	Keynote Evan Roth »Landscape, Signal and Empire«				
	Break				
12:00 – 12:30	Talk Ralf Baecker »Matter Matters«	Panel Doppelhaus & Airborne Instruments »About wool in clouds and flying music discs«			
12:30 – 13:00	Talk Rosa Menkman »A call for de-calibration«	Talk Miriam Schmidtke »No one can do the same things twice – loop and labour in performance and media art«			
	Lunch Break				
14:00 – 14:30	Performance Lecture Laura Couto Rosado & Jeremi Niedziela »Touching the Invisible – A sparkling quantum plasticine«	Talk Alexander Peterhaensel »Smile to Vote – Political Physiognomy Analytics«			
14:30 – 15:00	Talk Emma Baker »Design Mysticism«	Panel Vinzent Britz »Visual Communication for an Invisible World«			
15:00 – 15:30	Short Talks Barqué-Duran, Winiger & Shaji »Black Boxes for Artists – Short Talks«				
	Break	Break			
16:00 – 16:30	Talk Iohanna Nicenboim »More than Human Centered Design«	Panel Barqué-Duran, Crespo, Shaji, Winiger & Elliott »Black Boxes for Artists – Panel«			
16:30 – 17:00	Talk Lina Wassong »Aesthetics of Technology«				
17:00 – 17:30	Talk Benjamin Maus & Emma Laugier »People, Places, Spaces and Things«	Poetic Lecture Petja Ivanova »A New Materialist Cyborg – thoughts on post-technological becomings«			
	Break				
18:00 – 18:15	Teaser Retune Festival »Satellite Teaser«				
18:15 – 19:00	Keynote Elliot Woods (Kimchi and Chips) »Drawing in the Air«				
19:00 – 19:15	Closing Retune Festival »Recap«				
	Break				
20:15 – 00:00	(Public) Retune Performance Night				

(Public) Retune Performance Night
20:15 Performance   Kling Klang Klong »GORILLAS« @ Garden
21:15 – 22:00 Live   Rainer Kohlberger @ Main Stage
22:00 – 00:00   Get Together @ MARS Café

Content

September, 27–28
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About Retune

As part of the business festival hub.berlin 2017, Retune presented the work of 10 Berlin based artists in a Digital Arts Lab. Picking up the technically and economically driven developments discussed at hub.berlin and reflecting them experimentally from an artistic point of view. Thereby opening the participants' perspectives beyond commercially driven applications of technology. The Digital Arts Lab was curated by Retune and realized in collaboration with Bitkom e.V.
→ digitalartslab.de

The Retune Festival is a project by Retune Creative Technology GmbH. We are a Berlin-based platform for creatives, experimenting at the intersection of Art, Design and Technology.

Retune is planning and producing conferences, festivals, exhibitions as well as educational programs Since 2012 Retune is running a biannual Festival, organising Studio Visits and developing creative projects for clients.

Retune prototypes, produces and distributes artworks and offers consultancy for creative and innovative projects that seek to cross-fertilize the exchange between creative technology and industry.

Our series of studio visits opens the doors to exciting design, art and tech studios. Offering a glimpse behind the scenes of so far 24 creative pioneers – with more to come! Retune also organizes curated studio tours to Berlin-based creative studios for clients and organisations like the Goethe Institut Montreal.
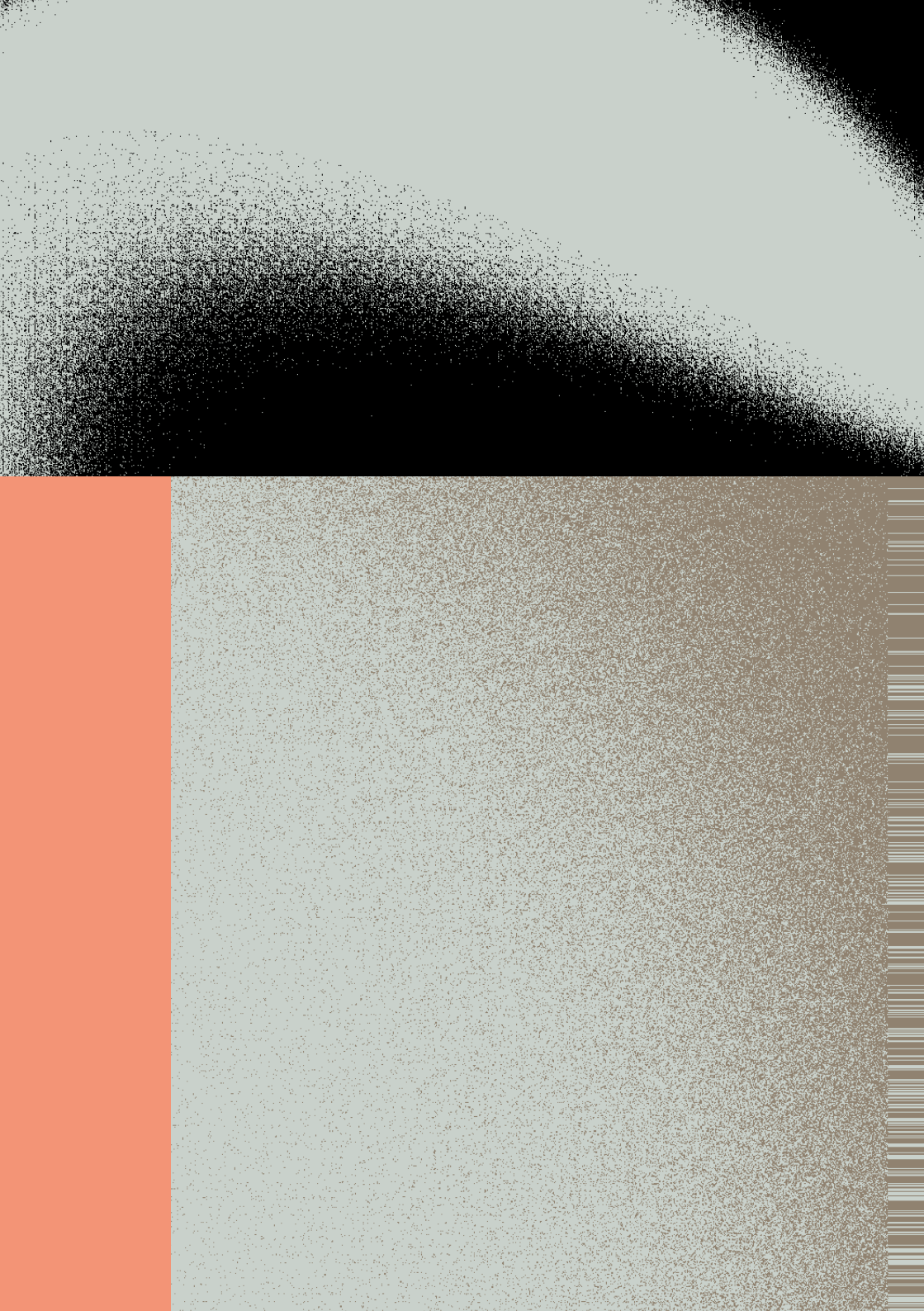→ retune.de/studio-visits

Want to learn more about us?
→ **retune.de**

The Digital Arts Box is a portable exhibition stand showcasing the artwork „Cubist Mirror" by Gene Kogan. It was designed, developed and produced by Retune for Bitkom e.V.
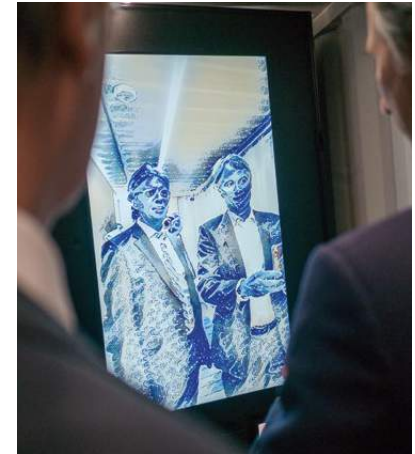
In collaboration with Fraunhofer IPK, we brought together producing companies with entrepreneurs from the creative industries in an intense 2-day workshop. The goal of this Creative Production Lab was to lower the threshold, in order to learn from and inspire each other. The project was funded in the framework of «Zwanzig20 – Partnerschaft für Innovation» by the Federal Ministry of Education and Research.
→ **creativeproductionlab.de**

In the quest for speculative futures, the festival explores the role of art, design and culture in the digital transformation. The event questions in playful, critical and creative ways how technologies like IoT, augmented reality, artificial intelligence, and interactive spaces will shape tomorrow's society.

The Festival is a »think-and-do-tank«: Leading artists, researchers, and engineers will share their insights in talks and panels. Hands-on workshops give participants the chance to experiment with new technologies and take a lead in designing the future. Installations and live performances complete the festival experience.

Retune Festival unfolds across two-and-a-half days:
Day 0   Warm-Up evening @ Sehsucht.
Day 1   Conference Day @ Silent Green.
Day 2   Satellite Day all across Berlin.

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Banz & Bowinkel »bodypaintings« → **p. 20**

Kimchi and Chips »Halo« → **p. 25**

On the topic of »Drawing in the A_R«, we have two exciting talks about designing in space and time. Elliot Woods, from Seoul's experimental art studio Kimchi and Chips, will give insights into their attempt to present phenomena, with the intention to provoke a paradigm shift in the viewer. In his keynote »Drawing in the Air« he invites you to rebuild your own reality. Banz & Bowinkel's talk »Painting Analytics« shows their development from classical painting to a computer-artist duo shaping the virtual and augmented reality.

Banz & Bowinkel »Avatare« → **p. 20**

Day 1
Conference Day

Rosa Menkman »A Vernacular of File Formats« → **p. 22**

Ralf Baecker »Interface 1« → **p. 22**

Laura Couto Rosado & Jeremi Niedziela »Touching the Invisible« → **p. 23**

Evan Roth »Landscapes« → **p. 21**

»Tracing the Invisible« takes a closer look at the physical backbone of the digital and will make invisible processes visible. In the keynote »Landscape, Signal and Empire«, Evan Roth explores how to visualize the physical infrastructure of the internet while connecting painting, peer-to-peer networks, social media fatigue, and British imperialism. In their performance lecture, the CERN physicist Jeremi Niedziela and media designer Laura Couto Rosado collaborate to help you understand the fascinating quantum phenomena that are beyond imagination. Ralf Baecker's talk »Matter Matters« will take a look at how artists and designers nowadays are trying to reclaim matter and raw material processes into their artistic practice. Rosa Menkman's talk will propose de-calibration as an insightful technique to get a sense of non-neutral standard settings in digital media.

◦ Algorithmic Futures for Art and Design

Panel »Black Boxes for Artists« →
Image: Sofia Crespo

Alexander Peterhaensel »Smile to Vote« →

We will discuss the effects of AI, Machine Learning and self-trained algorithms for creative processes within the topic »Algorithmic Futures for Art and Design«. Leading artists in AI discuss in »Black Boxes for Artists« how new forms of storytelling, design and expression are made possible with machine learning. Alexander Peterhaensel's talk on »Smile to Vote« introduces an e-voting booth, that mimics the process of casting a vote by means of AI-based facial scanning and psychometrics. The panel »Visual communication for an Invisible World« discusses possible strategies and ideas in the fields of coding, design and semiotics.

Panel »Visual Communication for an Invisible World« →
Image: Marcel Schwittlick

◆ Post-Material Perspectives

Petja Ivanova »Styroworm« → **p. 24**

Within the topic »Post-Material Perspectives«, Studio Above&Below's talk »Sustainable AR« discusses opportunities of shaping new spaces, materials and interactions in Augmented Reality. Petja Ivanova will present her work on the Styroworm, a new materialist cyborg that transverses the boundaries between artificial and natural.

Studio Above&Below »Finding a New Terrain« → **p. 21**

Studio Above&Below »Terrain« → **p. 21**

Emma Laugier & Benjamin Males → **p. 25**

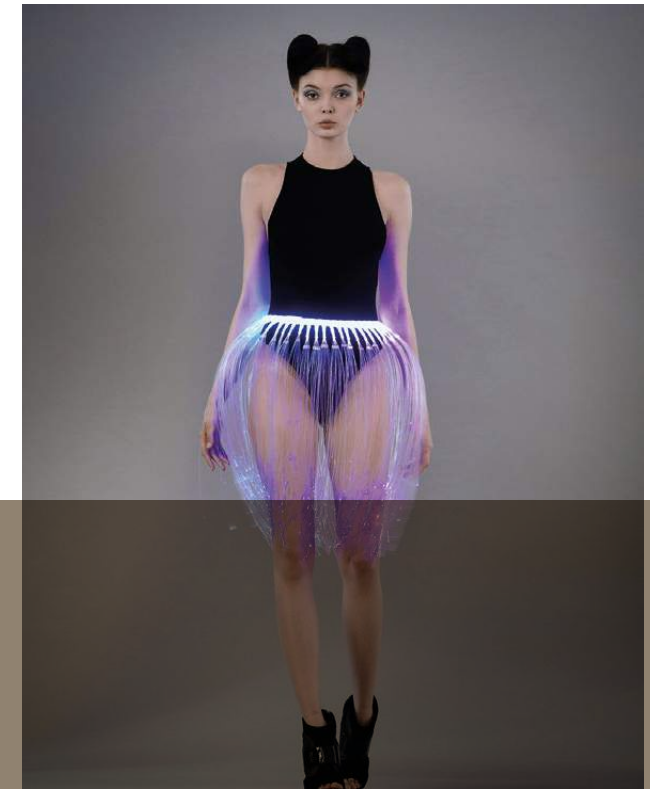Emma Baker »Design Mysticism« → **p. 23**

Iohanna Nicenboim »Objects of Research« → **p. 24**

Lina Wassong »Jellyfish Skirt« → **p. 24**

In »New Paths in Design«, Iohanna Nicenboim will examine how intelligent objects might start experimenting with humans. Lina Wassong's talk will introduce you to digital fabrication techniques for fashion design. And you will find out how to design a flying drone dress for Lady Gaga, when Benjamin Males talks about working at Studio XO. IDEO's Emma Baker will take a leap into design mysticism and explore the tension between creative intuition and rational processes.

Silent Green

27.9.2018

Conference Day

Banz & Bowinkel

»Painting Analytics / The development of digital painting and AR«	10:00 – 10:30 Talk • Main Stage

Giulia Bowinkel and Friedemann Banz form the artist duo Banz & Bowinkel. In their work, Banz & Bowinkel deal with the computer as an everyday medium and its influence on our society. The focus here is on the perception of the world, which humans understand as reality and which can now be simulated with the help of computers. The award-winning works by Banz & Bowinkel have been exhibited in numerous exhibitions in Germany and abroad, including the NRW Forum Düsseldorf, the Haus der Elektronischen Künste in Basel and the Museum Abteiberg in Mönchengladbach.

→ banzbowinkel.de

Using selected series, Banz & Bowinkel show their development from classical painting to a computer-artist duo. They provide insights and backgrounds into their topics, which arise from the examination of our digitized present.

Evan Roth

»Landscape, Signal and Empire«	11:00 – 11:45 Keynote • Main Stage

Evan Roth is an artist based in Berlin whose practice visualizes and archives typically unseen aspects of rapidly changing communication technologies. Through a range of media from sculpture to websites, the work addresses the personal and cultural effects surrounding these changes and the role of individual agency within the media landscape. Roth's work has been exhibited at the Tate, Whitechapel Gallery and he is the permanent collection of the Museum of Modern Art NYC.

→ evan-roth.com

Evan Roth will discuss his experiences making art at fiber optic cable landing locations around the globe and his recently released project Red Lines in the keynote »Landscape, Signal and Empire«. The presentation will connect Romance period landscape painting, peer-to-peer networks, infrared photography, social media fatigue and British imperialism.

Studio Above&Below

»Sustainable AR«	10:30 – 11:00 Talk • Main Stage

Studio Above&Below discusses the shaping of new territorial spaces, natural and technological materials and social interactions in the emerging Augmented Reality sphere, while showing their newest work »Terrain«.

Studio Above&Below was founded by media artists and designers Daria Jelonek and Perry-James Sugden after graduating from the Royal College of Art in Information Experience Design in 2017. The studio focuses on interactive and immersive projects that explore future scenarios in which emerging technologies and code have the potential to improve our planet's well being.
→ studioaboveandbelow.com

Doppelhaus & Airborne Instruments

»About wool in clouds and flying music discs«	12:00 – 12:30 Panel • Discussion Area

Yolanda Leask, Hannes Hoelzl and Isak Han will talk about their companies, thereby discussing the impact of grants and demonstrating AirborneInstruments – a digital instrument for intuitive gesture play.

Doppelhaus Ltd by Yolanda Leask is a textile company specialising in utilising non-woven technology. Airborne Instruments is a project by Hannes Hoelzl and Isak Han. Hoelzl (IT) is a sound artist and instrument inventor teaching at UdK. Han (KOR) is a product designer and musician.
→ doppelhaus.co.uk
→ airborneinstruments.eu

Ralf Baecker
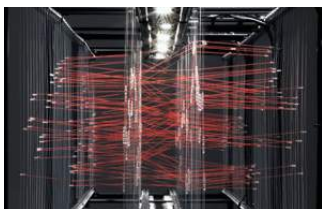
| »Matter Matters« | 12:00 – 12:30
Talk • Main Stage |

Ralf Baecker's lecture »Matter Matters« looks at the origin of the digital and how artists and designers nowadays are trying to reclaim matter and raw material processes into their artistic practice.

Ralf Baecker is an artist working at the intersection of art, science and technology. Through installations and machines, Baecker explores fundamental mechanisms of action and effects of new media and technologies. Since 2016, he teaches at the University of the Arts Bremen as Professor for Experimental Design of New Technologies.
→ rlfbckr.org

Miriam Schmidtke

| »No one can do the same things twice – loop and labour in performance and media art« | 12:30 – 13:00
Talk • Discussion Area |

Miriam Schmidtke takes a closer look at performing arts in the digital era. The theatrical space used to be an elitist set-up. How can digitalization of theatre democratize the art form itself?

Miriam Schmidtke is a media artist and director working at the intersection of installation, sculpture, video and performance. She studied Exhibition Design, Sculpture and Stage Design in Berlin and Tokyo. Her practice derives from built spaces and highly choreographed filmic components.
→ miriamschmidtke.de

Rosa Menkman

| »A call for de-calibration« | 12:30 – 13:00
Talk • Main Stage |

Rosa Menkman is a researcher, whose work focuses on noise artifacts that result from accidents in both analogue and digital media (such as glitch, encoding and feedback artifacts). Menkman has curated independently and for Sonic Acts and is deputy professor for new media at the Kunsthochschule Kassel, Germany.

→ beyondresolution.info

In the talk »A call for de-calibration«, Rosa Menkman will propose how de-calibration can offer us an insightful technique to get a sense of what is sacrificed during the setting of a resolution. Resolutions are non-neutral standard settings that involve political, economical, technological and cultural values and ideologies, embedded in the genealogies and ecologies of our media.

Laura Couto Rosado & Jeremi Niedziela

| »Touching the Invisible – A sparkling quantum plasticine« | 14:00 – 14:30
Performance Lecture • Main Stage |

A scientist and an artist collaborate on a common ground creating an audio-visual experience. The duo will make you feel and understand fascinating quantum phenomena that are beyond your imagination.

Laura Couto Rosado is a product and media designer and teaching at the Master Media Design department, HEAD-Geneva. Jeremi Niedziela, physicist and researcher at CERN, is working on the fundamental problems of the model physics.
→ lcr.digital
→ home.cern

Emma Baker

| »Design Mysticism« | 14:30 – 15:00
Talk • Main Stage |

In »Design Mysticism« you'll examine the tension between creative intuition and rational processes, and discuss the case for irrational, intuitive leaps in design.

Emma Baker is a designer and artist based in Boston. In her work as a Communication Designer at IDEO, she uses the tools of human-centered design to envision hopeful futures. Her artistic practice combines traditional media with immersive environments and performance.
→ emmajbaker.com

Alexander Peterhaensel
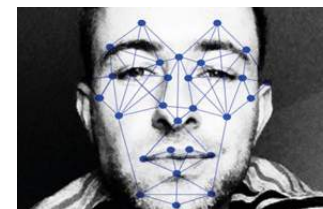
| »Smile to Vote – Political Physiognomy Analytics« | 14:00 – 14:30
Talk • Discussion Area |

By means of AI-based facial scanning, the Smile to Vote e-voting booth gages the political conviction of any given person and emulates the process of digitally casting a vote at a federal election by simply looking into a camera.

Alexander Peterhaensel is a media artist and researcher. His works often discuss the implications of digitization with a focus on Virtual- and Augmented Reality as well as Artificial Intelligence. He is Assistant Professor at the Institute for Time Based Media at the University of the Arts Berlin.
→ alexanderpeterhaensel.com

Britz, Jaskowska, Schwittlick & Ingen-Housz

Ceci n'est pas une loupe

| »Visual Communication for an Invisible World« | 14:30 – 15:30
Panel • Discussion Area |

The panel »Visual Communication for an Invisible World« is about finding ways to design for the digital world. Visualising things that are invisible (e.g. code) will become more and more a task designers have to tackle.

Vinzent Britz (Selam X) is a Berlin born and raised designer and art director. Timothée Ingen-Housz is professor at the UdK Berlin. Marcel Schwittlick's work examines cybernetic aspects of generative systems and modern technology Johanna Jaskowska is working at Antoni, doing concepts and prototypes for a wide range of digital products.
→ vinzent.me

• Barqué-Duran, Winiger & Shaji

»Black Boxes for Artists – Short Talks«

15:00 – 15:30
Short Talks • Main Stage

Barqué-Duran will introduce his Artificial Muse, Winiger will cover the development of deep and reinforcement learning algorithms and Shaji discusses whether machines can help us capture visual taste and identity.

Albert Barqué-Duran is a Postdoctoral Researcher in Cognitive Science and a Contemporary Artist at City University of London. Samim Wininger is a designer and code magician, building tools for enlightenment.
Appu Shaji is the CEO and Chief Scientist at Mobius Labs GmbH, a stealth computer vision startup.
→ albertbarque.com
→ samim.io
→ mobius.ml

• Lina Wassong
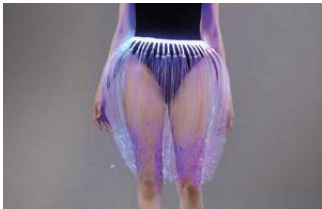
»Aesthetics of Technology«

16:30 – 17:00
Talk • Main Stage

Lina Wassong's talk »Aesthetics of Technology« will focus on the intersection of technology and design to introduce you to physical computing and digital fabrication techniques for fashion design.

Berlin-based engineer Lina Wassong is a pioneer in integrating digital fabrication and electronics into fashion. She has designed pieces using 3D printing, laser cutting, and physical computing. Besides running her design studio, Wassong lectures at the University of Applied Sciences Potsdam and published three books about electronics and programming.
→ linawassong.com

• Iohanna Nicenboim
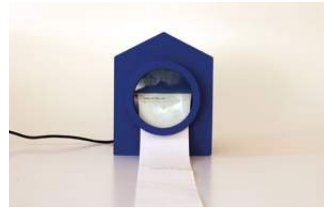
»More than Human Centered Design«

16:00 – 16:30
Talk • Main Stage

Drawing from design anthropology and machine behavior, the talk will examine how algorithms are enacted by everyday objects in IoT, and propose new design methods to practice a more-than-human-centered-design.

Iohanna Nicenboim is a design researcher at the Connected Everyday Lab (TU Delft). She focuses on connected objects as part of complex socio-technical systems. Following a Research through Design process, she investigates interactions in the area of IoT, AI, machine learning, social sciences.
→ iohanna.com

• Petja Ivanova

»A New Materialist Cyborg – thoughts on post-technological becomings«

17:00 – 17:30
Poetic Lecture
• Discussion Area

The Styroworm transverses the boundaries between the artificial and the natural. What we can learn from its actions to rethinking the Cyborg and our existences as assemblages and assemblage-converters.

Petja Ivanova founded »Studio for Poetic Futures« in Berlin out of frustration with the domination of the scientific method in the field of (computational) art. She works with electronics and organisms to explain which forms poetry can take in media art and art with complex systems.
→ poeticfutures.net

• Benjamin Males & Emma Laugier

»People, Places, Spaces and Things«

17:00 – 17:30
Talk • Main Stage

The talk »People, Places, Spaces and Things« will focus on interesting technologies on the horizon and the ways they might impact our worlds, like flying dresses that ended up on world-famous music artists.

Benjamin Males is a Creative, Technologist and Entrepreneur who bridges the gap between Science and Art. Emma Laugier works to conceive of new ways in which technology can enhance the way we perceive, engage and interact with live experiences.
→ laugiermales.com

• Barqué-Duran, Crespo, Shaji, Winiger & Elliott

»Black Boxes for Artists – Panel«

16:00 – 17:00
Panel • Discussion Area

Learning algorithms have expanded the range of technologies available to today's artists and designers to include self-learning systems that are not only tools and techniques, but creative partners in their own right.

Luba Elliott is a curator, artist and researcher specialising in artificial intelligence in the creative industries. Sofia Crespo is an Art Director (and long-term aspiring Computer Scientist).
Other panelists see »Black Boxes for Artists – Short Talks«
In collaboration with Impakt Festival.
→ elluba.com
→ traumadoll.persona.co

• Elliot Woods (Kimchi and Chips)

»Drawing in the Air«

18:15 – 19:00
Keynote • Main Stage

Elliot Woods is a digital media artist from Manchester. He tests possible futures between humans and visual design technologies (e.g. cameras, projectors, computation). He is known for being the first to 3D calibrate a Kinect to a video projector, for creating monumental scale light field projections and for releasing approximately 200 open source creative tools and libraries.
Elliot co-founded Kimchi and Chips, an experimental art studio based in Seoul with Mimi Son which creates public artworks that uncover new technical and aesthetic territory. Here he applies his past studies in physics to produce palpable phenomena from abstract domains.

→ kimchiandchips.com

In the keynote »Drawing in the Air« Elliot Woods will discuss the flows of thinking between Kimchi and Chips' artworks including their series Drawing in the Air. The talk will visit how artworks can attempt to present phenomena which highlight gaps in the paradigms of the viewer.

Silent Green

27.9.2018

Installations & Performances

◆ RLON

»timeline«	all day
	Installation • Kuppelsaal

Studio RLON creates objects and installations characterized by minimal aesthetics, playful interactions and poetic motions. Their works arise out of an particular interest in meta physics, spatial cognition and experiments with materials and processes.

→ rlon.com

»timeline« plays with our perception of time and space. An endless string is spanned on several pulleys across the cupola of the former crematorium.

◆ HOLO Book Shop

all day
Book Shop • MARS Café

The makers of HOLO provide selected books. Special guest: design fiction connoisseurs NORMALS will AxiDraw sardonic techno-futures.

Alexander Scholz is the founder and creative director of HOLO.
N O R M A L S is a Berlin and Paris-based creative collective lying at the intersection of design and fiction.
→ holo-magazine.com
→ normalfutu.re

◆ kling klang klong

»GORILLAS«	all day + Performance 20:15
	Installation • Garden

kling klang klong is a creative studio for sound, music and acoustic narratives based in Berlin. Their work stands in the intersection between art, science and communication. As a result, the projects create new pioneering approaches to communicate with audiences through exhibition spaces, motion pictures, interactive installations, performances and public spaces.
Martine-Nicole Rojina / MPATHY STUDIO collaborated with kling klang klong by sharing the recorded phrases of her project Phrases Moon Bounce.
Further collaborators: Annelie Andre, Felipe Duarte Cely, David Fallenbacher, Julien Herion, David Roif.

→ klingklangklong.com

»GORILLAS« turns the entrance to the old crematory into a living ecosystem of sound objects. Light, fog and sound come together as a narrative environment. Don't miss out when the clock strikes 20:15 as the installation will then move into an elevated interactive performance once the sun goes down and the atmosphere of the space transforms.

◆ Rainer Kohlberger

Live Performance	21:15 – 22:00
	Performance • Main Stage

Rainer Kohlberger is an Austrian born freelance visual artist/film maker living in Berlin. His work is primarily based on algorithmic compositions with reductionistic aesthetics influenced by flatness, drones and interference. Within his works there always lies a layer of noise, that fascinates him as a sense of the infinite, which is both the ultimate abstraction and inveterately fuzzy. In his films, installations and live performances maximum forms of intensities come into play.

→ kohlberger.net

Kohlberger uses digital-projection technology in a radical way. Through impulses and waves of pure light, the intentional overload of the human perception apparatus leads to visual impressions that appear exclusively in the literal »eye of the beholder«. Layers of noise, drones and stroboscopic lights unfold a sense of the infinite.

Within our workshop topic »Speculative Futures« you have the opportunity to investigate, discuss, and prototype new narratives of the future.

FELD invites to an open studio session & talk about how speculative design scenarios can be used to explore new communication principles for the future. In their workshop, KOBAKANT sets out to imagine future utopias and dystopias of wearables with you. The workshop »Airology« by Johanna Schmeer and Anna-Luise Lorenz will investigate the poetics, challenges, and politics of air as a result of climate change. You will be designing inflatables which will let us exist in or interact with new bodies of air.
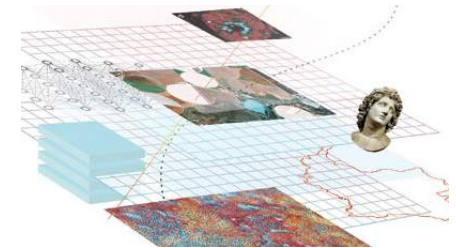Naoise Boyle invites to a workshop about spaces, ecosystems and the relationships and interactions contained within. Participants of Fara Peluso's DIY biology workshop will learn how to start their own first indoor algae culture by building a DIY photobioreactor.
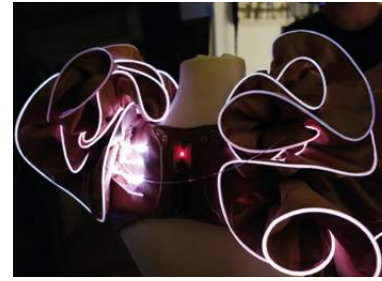
KOBAKANT »Tailoring Electronic Textiles« → **p. 39**

Fara Peluso »Algature« → **p. 40**

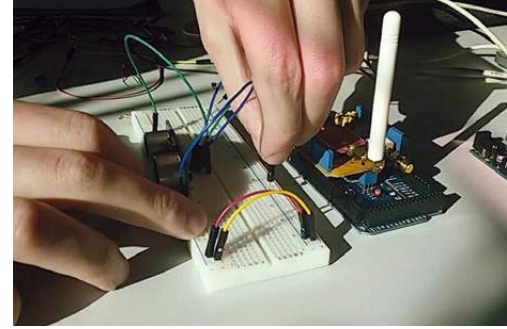
Naoise Boyle »Radical Spaces Laboratory« → **p. 40**
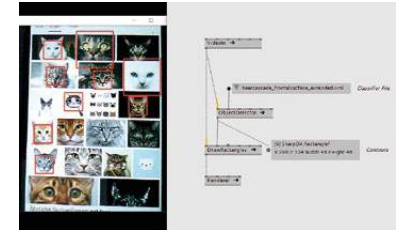

FELD »Speculative Design Experiments« → **p. 42**

Johanna Schmeer & Anna-Luise Lorenz »Airology« → **p. 41**

Day 2
Satellite Day

Technologiestiftung Berlin »Prototyping Voice Interfaces« → **p. 40**

vvvv group »computer vision and data viz with vvvv/vl« → **p. 38**

- Coding New Environments

How about learning new skills with fellow creators, designers, artists and programmers? The makers of vvvv will present their new visual programming language VL and show you how to create interactive graphics and achieve computer-vision tasks like face-tracking.
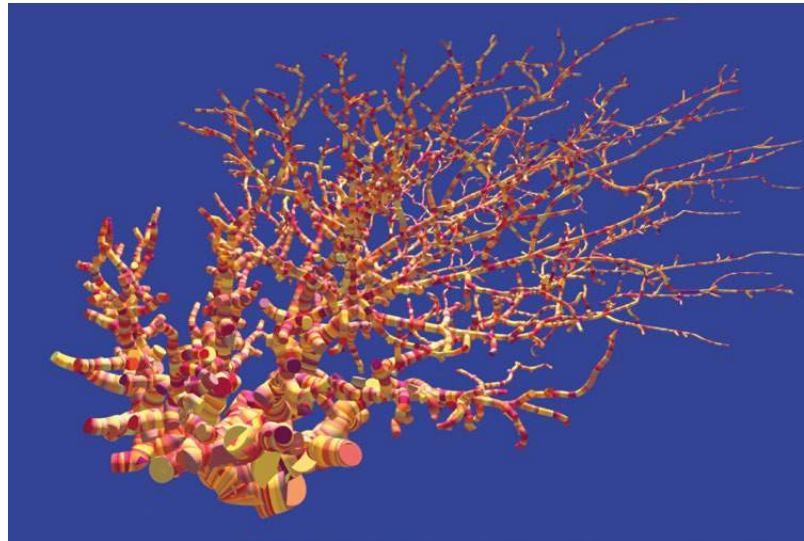
Technologiestiftung Berlin will show you how to prototype your own voice interface and rewards you with drinks on their rooftop terrace after the workshop. undev will introduce you to their tool cables.gl, a visual development tool to create interactive WebGL experiences directly in the browser. In his »Algorithmic Botany« workshop, Davide Prati lets the participants discover the simple and beautiful mathematics hidden in plants.

Davide Prati »Algorithmic Botany« → **p. 37**

undev »Cables – Build 3D and motion graphics in the browser« → **p. 38**

dadamachines »Build your own dadamachines« → **p. 39**

Studio Milz »Joyn Machine« → **p. 37**

Learn from Studio Milz how to use their
Joyn Machine to design, produce and build a
wooden framework construction at the
venue of the Retune Closing Party. Within
Johannes Elias Lohbihler's workshop you
learn how to build your own music making
dadamachine in a special Retune Edition.
Konstruktiv will give you a brief journey
into motor control, just in case you finally
want to build that Tranformer robot or have
that self-driving skateboard. Thomas Ness
gives an introduction to NodeMCU &
Arduino to quickly get you started on your
own Internet of Things project.

Thomas Ness »You and Me (and the Internet)« → **p. 41**

Konstruktiv »A brief journey
into motor control« → **p. 38**
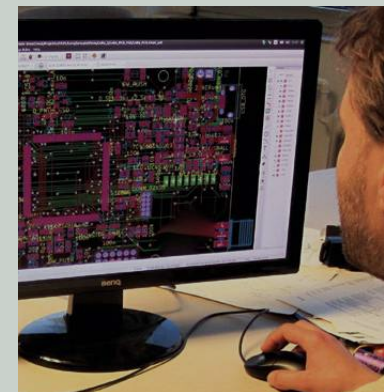
◆ Virtual & Augmented Spaces

NEEEU »Spirits, Steaks & Angels« → **p. 41**

Synthesis Gallery »Sorry, I didn't mean to break it« → **p. 45**

schnellebuntebilder & kling klang klong
»LIGHT + SOUND« → **p. 42**

Inessa Demidova »On light and space for digital artists« → **p. 37**

DAM Gallery »VR – a new art form« → **p. 42**

Letters Are My Friends »ALT+FCTS on VRenice Beach« → **p. 45**

RLON »Conscious spaces« → **p. 39**

In the workshop »Spirit, Steaks and Angels« by NEEEU you learn how to augment physical artworks with virtual content.

The neighboring studios schnellebuntebilder and kling klang klong will open their doors for a talk and invite you into their studios. They will setup a little VR-Playground and also let you explore examples of intelligent playback systems and generative sound production.
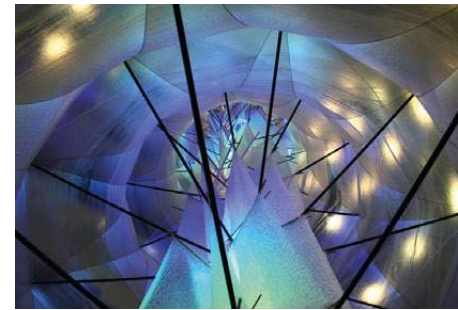
RLON invites you to a journey to conscious spaces, showing you in their talk how to create environments that trigger awareness and reward curiosity, while Inessa Demidova's workshop focuses on improving the understanding of light, space and human perception.

At DAM Gallery, the gallerist Wolf Lieser and the co-founder of RadianceVR will talk about VR as a new art form. Synthesis Gallery, the first VR art gallery in Berlin, invites you to experience »Sorry, I didn't mean to break it« by Lauren Moffatt curated by Saki Hibino and Giorgio Vitale.

And after bringing the legendary "Calamari Sunshine Crab Club" to Retune Festival 2016, Letters Are My Friends are back with new coup: a museum of moving surreality and other alternative facts. Plus: they are hosting the officiall unofficial closing party on Saturday, 29th, in their studio in Xberg.
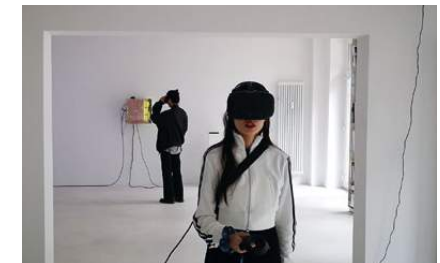
all across Berlin

28.9.2018

Satellite Day

·   **Studio Milz**
»Joyn Machine – build a wooden framework«

09:30 – 13:30 · Workshop   **1**
STATE Studio
Hauptstraße 3, 10827 Berlin

In this hands-on workshop you will construct a collaborative wood sculpture with the Joyn Machine – an interactive tool that enables the design of wooden framework constructions and their semi-automated production. After a short introduction to the project you will design, produce and build simple constructions on site for the Retune Closing night to launch a spatial experiment.

Studio Milz values the elegant combination of design, art and science. They love to work on imaginative ideas which merge the digital and physical world and require an interdisciplinary path. By using the contrast of low and high-tech they are establishing a unique vision of communication in three dimensional space.
→ **milz.studio**

·   **Inessa Demidova**
»On light and space for digital artists«

10:00 – 12:00 · Workshop   **2**
NEEEU Spaces GmbH
Chodowieckistraße 31, 10405 Berlin

The workshop »On light and space for digital artists« aims at people working in the technologically-driven art sphere focusing on improving the understanding of light, space and human perception of these.

Inessa Demidova is a lightning designer at Arup. Lighting at Arup brings together art, science and technology. The team of designers create thoughtful, sustainable and award-winning concepts with light.
→ **arup.com**

·   **Davide Prati**
»Algorithmic Botany«

10:00 – 13:00 · Workshop   **3**
Lacuna Lab
Paul-Lincke-Ufer 44A, 10999 Berlin

The workshop »Algorithmic Botany« gives an overview on how to write programs that generate 3D forms of trees and flowers. It focuses on two topics, phyllotaxis and L-Systems; the participants will discover the simple and beautiful mathematics hidden in plants. The knowledge acquired in this workshop can be applied to design, illustration, 3D printing, 3D modelling & video games.

Davide Prati is a visual artist and interactive developer born in Italy and currently based in Berlin. Since 2015, he has been developing a collection of open-source software to draw plants and flowers in 2D and 3D. His research focuses on the implementation of primitive geometric forms in programming. The aim of this research is to explore human uncertainty in the recognition of the organic in the digital.
→ **davideprati.com**
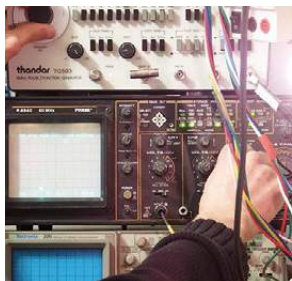
37

• **Konstruktiv**
»A brief journey into motor control«

You finally want to build that transformers robot? Have that self-driving skateboard? Tune your electrical toothbrush? – Well, you better know how to control a motor then. And you will learn it in this workshop! Konstruktiv will take you on a safari through the world of motor control and lead you through a pet zoo of practical examples.

Konstruktiv has been building and hacking electrically driven stuff for years. They bring ingenious ideas to life: from a first prototype all the way to bulk production. Cover the whole development process from ideation, embedded software, elctronics, mechanics to rapid prototyping. They design complex and detailed models of mechanical parts and PCBs and make them real in their well-equipped workshop including 3D-printers, turning lathe, CNC-mill and all sorts of other tools.
→ konstruktiv-berlin.de

• **undev**
**» Cables – Build 3D & motion graphics in the browser «**

In the workshop you will build 3D and motion graphics in the browser with cables. cables.gl is a visual development tool for creating interactive WebGL experiences directly in the browser. undev will show you how to import your own models, play audio, animate things, export and embed those in your own website.

undev is a development and design studio for interactive experiences using modern web technologies. They push the boundaries of what's possible using WebGL, Web Audio and WebVR.
→ undev.de

• **vvvv group**
»computer vision and data viz with vvvv/vl«
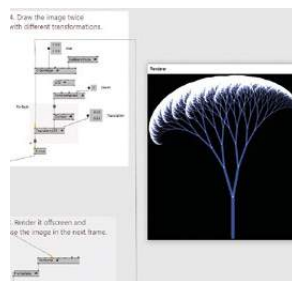
In this 3h hands-on workshop, the makers of vvvv will introduce you to their new visual programming language VL, which they've been working on for the past years. It is targeted at artists, designers and programmers who prefer a more visual approach to programming.

They'll show you how, with just a few clicks, to create complex, interactive graphics and how to achieve advanced computer-vision tasks like face-tracking.

This workshop will be repeated from 14:00 – 17:00.

{»While being easy on beginners, VL is also targeted at developers"=>"It essentially combines the advantages of dataflow and object-oriented programming in one visual environment. It builds to the .NET intermediate language and supports features like classes, generics, delegates, async tasks and more.«}
→ vvvv.org

• **dadamachines**
»Build your own dadamachines«

The dadamachines automat toolkit enables you to tap, move and bang to make sound with the world around you. You will learn the process of inhouse electronics production. We are going to assemble the special RETUNE EDITION automat board with the help of our pick and place machine. You can finish the board, solder the missing connectors and flash the software to make it work and go dada.

Johannes Elias Lohbihler is a Creative Technologist living and working in Berlin. He is the creator of dadamachines. Previously co-founder of a SaaS company named LUXOWORKS. He is a seventh generation carpenter with a BA in product design and an MA in interaction design. He creates digital and analogue products and experiences.
→ dadamachines.com

• **KOBAKANT**
»Tailoring Electronic Textiles – fairytale or fiction?«

Kobakant wants to speculate with you how technology will develop in the future, and how its production and consumption will take place. What is the ideal scenario? Can we imagine the future without a dark dystopian end? They invite you to join them for 2 hours of discussing »Tailoring Electronic Textiles« and brainstorming about the technology for a future we want to live in.

Mika Satomi and Hannah Perner-Wilson have been collaborating since 2006, and in 2008 formed the collective KOBAKANT. KOBAKANT is currently running a one-year art project in Berlin which is a tailor shop for electronic textiles and wearable technology. Their shop proposes that if there was the option to have technology custom made, we would be making different kinds of technology.
→ kobakant.at

• **RLON**
»Conscious spaces – how to create environments that trigger awareness and reward curiosity«

How can forms, colors, sounds, scents, surfaces, objects, interactions and movements contribute to spaces where flow and creativity emerge naturally? How can we map our rooms to our mind and decorate them for clarity and joy? In this talk on »Conscious spaces«, the Berlin design studio RLON shares its insights and inspirations around the topic.
The studio is dedicated to create objects and kinetic installations for what they call »curious spaces«.

RLON is a Berlin design and concept studio founded by Philipp Eibach, Josua Putzke and Nehemia Turban. The studio creates objects and installations characterized by minimal aesthetics, playful interactions and poetic motions. RLON's works arise out of a particular interest in meta physics, spatial cognition and experiments with materials and processes.
→ rlon.com

• **Fara Peluso**
»Algature«

14:00 – 16:00 • Workshop
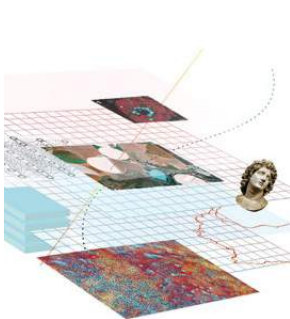Art Laboratory
Prinzenallee 34, 13359 Berlin   10

»Algature« is a workshop in which you will learn how to start your own indoor algae culture through the building of a DIY photobioreactor. Algature tells the DIY biology potentials and wants to be part of an initiative with the purpose of raising awareness how it's possible to reinvent our future thanks to a speculative design methodology.

Fara Peluso is an artist and designer working in speculative research and plays with how to connect the human being with nature, living organisms and biological processes in a deeper relationship. She's constantly researching and taking inspiration from elements present in nature believing that it's a great strategy for design with its geometrical structures and natural events.
→ **farapeluso.com**

• **Naoise Boyle**
»Radical Spaces Laboratory«

14:00 – 17:00 • Workshop
Prinzessinnengärten
Prinzenstraße 35-38, 10969 Berlin   11

The workshop is the first in a series of workshops by Radical Spaces Laboratory which uses participatory design as a method to engage participants to think critically about systems of scale and imagine new alternatives. We will explore questions such as: How can design engage with complex spaces in meaningful ways? How can we experiment with new strategies, systems, technologies, and topologies creating new ways of living and experiencing? What types of tools can we employ to engage with these systems of scale and the environments they produce?

Radical Spaces Laboratory is a participatory design project that aims to deliver community based workshops on how design can be used for transformative thinking. Participants prototype new cultural experiences that explore the reconceptualisation of normative systems in economic, political, cultural and geographic landscapes.
→ **radicalspaceslab.com**

• **Technologiestiftung Berlin**
»Prototyping Voice Interfaces«
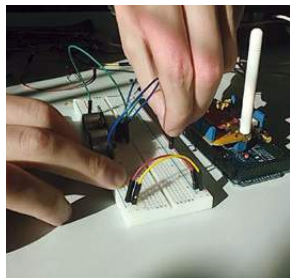
14:00 – 17:00 • Workshop
Technologiestiftung Berlin
Grunewaldstraße 61-62, 10825 Berlin   12

Voice interfaces (Siri, Alexa, Google Home) are all the rage right now. Learn to build your own in this workshop! We are giving a beginner-friendly introduction in how to use voice interfaces as part of your media art/web development projects. A workshop by the Technology Foundation Berlin's Ideation & Prototyping Lab.

Technologiestiftung Berlin provides open information, software, and infrastructure to business, administration, and civil society. It also presents the options for applying them in Berlin based on practical examples.
→ **technologiestiftung-berlin.de**

• **Thomas Ness**
»You and Me (and the Internet)«

14:00 – 17:00 • Workshop
Retune Studio
Glogauer Str. 21, 10999 Berlin   5

This is a physical computing workshop. You will start with an introduction to NodeMCU and some basics you will probably need to do an IoT (Internet of Things) project yourself. Then it will be all hands-on. You will mostly work within the Arduino programming environment, but there will also be simple tasks in Html, Javascript and php. But don't worry, there will be sample code for everything and you will go through it step by step.

CIRG is an invention and education studio founded by Thomas Ness. They challenge, prototype, and communicate future technologies and experiences, bringing them to life before they become products to be designed for people.
→ **c-i-r-g.com**

A special thanks goes out to Host Europe for supporting this workshop!

• **NEEEU**
»Spirits, Steaks & Angels – A DIY Augmented Reality Workshop«

14:00 – 17:00 • Workshop
NEEEU Spaces GmbH
Chodowieckistraße 31, 10405 Berlin   2

In the DIY Augmented workshop »Spirits, Steaks & Angels« you will learn how to augment physical artworks with virtual content. Using some flea market paintings as markers, the workshop attendees will learn the basics of AR in Unity, how to place virtual overlays on top of real objects and how to build interactive mobile AR experiences.

NEEEU is an independent design & innovation studio. They specialize in the creation of unique spatial experiences. Join them where digital & physical realities meet.
→ **neu.io**

• **Johanna Schmeer & Anna-Luise Lorenz**
»Airology«

14:00 – 18:00 • Workshop
Futurium
Alexanderufer 2, 10117 Berlin   13

In the »Airology« workshop you will investigate the poetics, challenges, and politics of air as a result of climate change. You will design inflatables which will let us exist in, perceive, consume, or interact with new bodies of air, charged with extreme CO_2 concentrations, ancient hazardous bacteria, cloud-forming dust, and arctic vibrations.

Johanna Schmeer is an artist and designer. Her work focuses on hybridity and interactions between the natural and the artificial – asking questions and discussing ideas related to technologically enhanced ecosystems, new materials, and artificial extensions of the self. Anna-Luise Lorenz is an artist, graphic designer and researcher based in London and Berlin. Her work revolves around the anomalies of empiricism and rationalism, the paradoxical, the impossible and the failed as a means to explore parallel spheres of reality.
→ **johannaschmeer.com**
→ **annaluiselorenz.com**

- **FELD**
»Speculative Design Experiments«

15:00 – 17:00 • Talk   14
FELD studio for digital crafts
Urbanstraße 116, 10967 Berlin

This studio visit offers a glimpse behind the scenes of FELD's creative practice and projects, along with a talk and discussion about how speculative design scenarios can be used to explore new communication principles for the future.
From experiments on human-machine relationships to interactive exhibition design – come by and join us for an exciting afternoon that dives right into the future!

FELD is a design company passionate about uniting the physical and the digital to find new ways of communicating stories and creating experiences that bridge design and engineering, art and architecture, science and society, machines and people, numbers and feelings.
→ feld.is

- **schnellebuntebilder & kling klang klong**
»LIGHT + SOUND«

17:00 – 19:00 • Talk   15
schnellebuntebilder &
kling klang klong
Rudolfstraße 11, 10245 Berlin

schnellebuntebilder will set-up a little VR-playground, where you can dive into huge virtual caves or perceive the world like a fish. Plus they will show you some insights into their latest and not-yet-released projects.
Their direct neighbor kling klang klong will open doors to show you piano pieces interpreting the flow of rivers, composed by a learning machine, as well as examples of intelligent playback systems and generative sound production.

schnellebuntebilder work with curators, agents, musicians and artists to create animated explainer films, generative visualizations, audiovisual performances, immersive installations and interactive exhibits. kling klang klong play music and design spaces with their heads, hands and hearts. Their work stands in the intersection of art, science and communication.
→ schnellebuntebilder.de
→ klingklangklong.com

- **DAM Gallery**
»VR – a new art form«
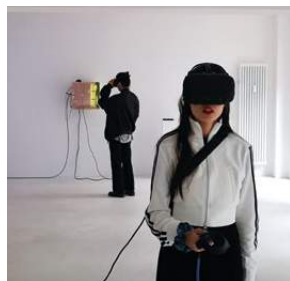
17:00 – 19:00 • Talk   16
DAM Gallery
Seydelstraße 30, 10117 Berlin

Wolf Lieser will discuss with RadianceVR about art in the age of Virtual Reality and its implications for art distribution. After the talk, you are invited and will receive an introduction to the current solo show by Manfred Mohr, a major forerunner of Digital Art since the 70s.

DAM Gallery is a pioneering gallery in the field of digital media representing the entire history of media art from the 1960s to the present.
→ dam-gallery.de

- **Technologiestiftung Berlin**
»Rooftop Networking«
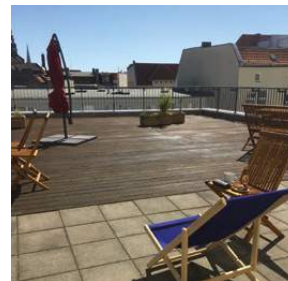
17:00 – 19:00 • Networking Event   12
Technologiestiftung Berlin
Grunewaldstraße 61-62, 10825 Berlin

The Technologiestiftung Berlin invites you to join them for this networking event on their brand new rooftop terrace. Don't miss out on free drinks and snacks!

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For all
Workshops

you
have
to

Register
Online

retunefestival.de

List of addresses for the Satellite Day (part 2)

17 Letters Are My Friends
Boppstrasse 7
10967 Berlin

18 Synthesis Gallery
Käthe-Niederkirchner Str. 32
10407 Berlin

◆ Letters Are My Friends
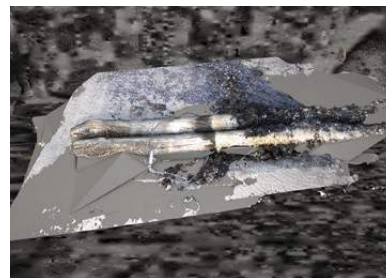
Opening Hours:
Friday, 28.9., 10:00 – 18:00, Talks at 14:00-14:30
and 16:00-16:30
Saturday, 29.9., from 16:00, from 18:00 Finnisage
and official unofficial Retune Closing Party.
Extend the festival with us!

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→ **lettersaremyfriends.com**

Letters Are My Friends curate a design+art show around questions and answers of moving (sur)realities. »ALT+FCTS on VRenice Beach« – Welcome to a museum of moving surreality and other alternative facts.

Works by: Small Fast Feisty, Anna Louise Lorenz, Elisabeth Prehn, Finn Steffens, Moritz Tontsch, Katharina Wilting, Nigell Lay.

Kindly supported by Grover.

◆ Synthesis Gallery

Opening Hours:
Friday, 28.9., 11:00 – 18:00,
Opening Reception on Friday: 18:00 – 21:00
Saturday, 29.9., 11:00 – 19:00
Sunday, 30.9., 11:00 – 19:00

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→ **synthesis.gallery**

Synthesis Gallery, the first VR art gallery, is happy to show 'Sorry, I didn't mean to break it' by Lauren Moffatt curated by Saki Hibino and Giorgio Vitale. The exhibition will feature a mix of paintings and a VR artwork (parts of the paintings have been transported into the Virtual Reality environment), raising provocative questions about materiality and preservation of objects and ideas in connection to the virtual.

◆ **Closing night**
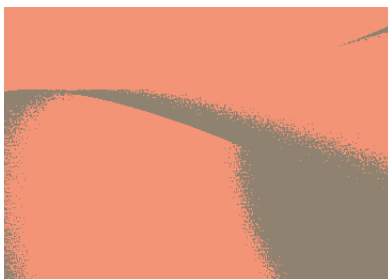
STATE Studio
Hauptstraße 3, 10827 Berlin

We are closing the
Retune Festival 2018
with a performance and
club night. Expect a
super sweet line-up with
performances by
Pandelis Diamantides,
Florence To & VanTa,
Lukas Truniger & Nicola
Hein, installations by
Pfadfinderei, Studio Milz,
Thomas Blanchard and
Oilhack and a club night
with the fabulous
Hoe_Mies.

And get a sneak-peak
into the amazing STATE
Studio, the new
permanent art science
space in Berlin.

◆ **Pfadfinderei**

20:00 – 02:00 • Installation
»Monolith«

Pfadfinderei is a Berlin-based design
and motion graphics studio specializ-
ing in creative services for stage en-
tertainment, large-format media in-
stallations, tradeshows and events.
→ pfadfinderei.com

◆ **Oilhack & Thomas Blanchard**

20:00 – 02:00 • Installation
»Colours X Colours«

Oilhack is a self-taught artist inspired
by nature since his early childhood.
His creations are an alchemy of
colors, of matters, of textures, an al-
loy of energies that come to life under
his support.
Thomas Blanchard is a French video
artist who likes to explore themes
and mix various kinds of art. He cre-
ates visually mesmerizing and pow-
erful pieces.
Screens kindly provided by Samsung.
→ oilhack.org
→ thomas-blanchard.com

◆ **Lukas Truniger & Nicola L. Hein**

21:00 – 21:45 • Performance
»Membranes«

Lukas Truniger is an artist and musi-
cian, who engages in the areas of
multimedia installations, sculptural
objects, performances and the crea-
tion of new musical instruments.
Nicola L. Hein – guitarist, sound-
artist, philosopher and composer – is
a very active player on the german/
international scene of improvised
music.
→ lukastruniger.net
→ nicolahein.com

◆ **Pandelis Diamantides**

21:45 – 22:30 • Performance
»Go Back to Hiding in the Shadows«
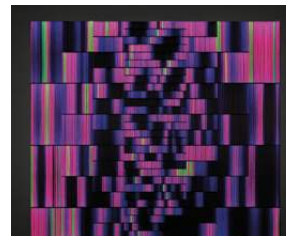
Pandelis Diamantides is a sound and
visual artist working between Cyprus
and The Netherlands. In his music
productions and audiovisual perfor-
mances, he uses custom digital tech-
nology to create complex binary land-
scapes. He performs solo under the
pseudonym Microseq.
→ pandelisdiamantides.com

◆ **Florence To & VanTa**

22:30 – 23:00 • Performance
»C/YC | colour + sound modulation«

Florence To is an art director and art-
ist creating sound and light installa-
tions, also creating generative motion
graphics and light productions.
VanTa is a digital Alter Ego. After
studying Environmental Sciences in
Granada University in Spain, he be-
gan his career as a visual designer.
He has worked at the record label
M-nus, and became part of the devel-
oper team at 2V-P.
→ florence-to.com
→ thomasvanta.net

◆ **Hoe_mies**

23:00 – 02:00
DJ Set

Hoe_mies is a hip hop party series
and community space that provides a
platform for female, non-binary, and
transgender artists and celebrates
their presence in hip-hop in order to
counteract marginalisation within
that scene. Its dancefloors boast a
colourful mix of 90s & 00s hip hop
and RnB, trap, baile funk, dancehall,
reggaeton, and more.
→ facebook.com/hoemiesberlin

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Team

Founder & Director
Julian Adenauer

Program Director
Jasmin Grimm

Head of Production
Wiebke Holtermann

Design + Volunteer Management
Nushin Isabelle Yazdani

Social Media
Merani Schilcher

Visual Conception
**Studio Regular (Grafikdesign),
Carsten Giese**

The Retune Festival is a project by
**Retune Creative Technology GmbH
Glogauer Straße 21, 10999 Berlin
hugs@retune.de**

Thanks to

HostEurope

Grover

heimat

bitkom

**KOMPETENZZENTRUM
KULTUR- UND
KREATIVWIRTSCHAFT
DES BUNDES**

STATE   **SEHSUCHT**   **SAMSUNG**   **RUSSIAN
STANDARD
VODKA**

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28.9.2018
Satellite Day
All across Berlin

Venue — 09:30 10:00 11:00 12:00 13:00 14:00 15:00 16:00 17:00 18:00 19:00 20:00 – 2:00

STATE Studio
Hauptstraße 3, 10827 Berlin
Workshop: Studio Mitz »Joyn Machine – build a wooden framework«

Letters Are My Friends
Boppstrasse 7, 10967 Berlin
(Public) Exhibition:
Letters Are My Friends »ALT+FCTS on VRenice Beach«

NEEEU Spaces GmbH
Chodowieckistraße 31, 10405 Berlin
Workshop: Inessa Demidova »On light and space for digital artists«
Workshop: NEEEU »Spirits, Steaks & Angels – A DIY Augmented Reality Workshop«

Lacuna Lab
Paul-Lincke-Ufer 44A, 10999 Berlin
Workshop: Davide Prati »Algorithmic Botany«

Konstruktiv GbR
Tempelhofer Weg 11-12, 10829 Berlin
Workshop: Konstruktiv »A brief journey into motor control«

Retune Studio
Glogauer Str. 21, 10999 Berlin
Workshop: undev »Cables – Build 3D and motion graphics in the browser«
Workshop: Thomas Ness »You and Me (and the Internet)«

vvvv
Oranienstrasse 10, 10997 Berlin
Workshop: vvvv group »computer vision and data viz with vvvv/v1 – 1st chance«
Workshop: vvvv group »computer vision and data viz with vvvv/v1 – 2nd chance«

Blockchain Embassy Berlin
Manteuffelstraße 77, 10999 Berlin
Open Workshop: dadamachines »Build your own dadamachines«

(Public) Closing Night at STATE Studio:
Retune Festival »Closing Night«
• Performances by Pandelis Diamantides, Florence To & VanTa, Lukas Truniger & Nicola Hein
• Installations by Pfadfinderei, Studio Mitz, Thomas Blanchard and Oilhack
• DJ-Set by Hoe_Mies

Venue — 09:30 10:00 11:00 12:00 13:00 14:00 15:00 16:00 17:00 18:00 19:00 20:00 – 2:00

Synthesis Gallery
Käthe-Niederkirchner Str. 32, 10407 Berlin
(Public) Exhibition:
Synthesis Gallery »Sorry, I didn't mean to break it«

Opening

KOBA
Görlitzer Strasse 72, 10997 Berlin
Workshop: KOBAKANT »Tailoring Electronic Textiles«

RLON
Ritterstraße 26, 10969 Berlin
(Public) Talk: RLON »Conscious spaces«

Art Laboratory
Prinzenallee 34, 13359 Berlin
Workshop: Fara Peluso »Algature«

Prinzessinnengärten
Prinzenstraße 35-38, 10969 Berlin
Workshop: Naoise Boyle »Radical Spaces Laboratory«

Technologiestiftung Berlin
Grunewaldstraße 61-62, 10825 Berlin
Workshop: »Prototyping Voice Interfaces«
(Public) Networking: »Rooftop Networking«

Futurium
Alexanderufer 2, 10117 Berlin
Workshop: Johanna Schmeer & Anna-Luise Lorenz »Airology«

FELD studio for digital crafts
Urbanstraße 116, 10967 Berlin
(Public) Talk: FELD »Speculative Design Experiments«

schnellebuntebilder & kling klang klong
Rudolfstraße 11, 10245 Berlin
(Public) Talk: schnellebuntebilder & kling klang klong

DAM Gallery
Seydelstraße 30, 10117 Berlin
(Public) Talk: DAM Gallery »VR – a new art form«

Day 1   Conference Day

0	Silent Green

Day 2   Satellite Events

1	STATE Studio	7	Blockchain Embassy Berlin	13	Futurium
2	NEEEU Spaces GmbH	8	KOBA	14	FELD studio for digital crafts
3	Lacuna Lab	9	RLON	15	schnellebuntebilder & kling klang klong
4	August & Piela Konstruktiv GbR	10	Art Laboratory	16	DAM Gallery
5	Retune Studio	11	Prinzessinnengärten	17	Letters Are My Friends
6	vvvv	12	Technologiestiftung Berlin	18	Synthesis Gallery

• retunefestival.de   @retuneberlin   #retune18