



MUTEK
_IMG

forum sur les pratiques
actuelles de la création
numérique

forum on current
practices in digital
creation

Édition 4 Montréal
11_13 Québec
04.2018 Canada

**Fourth Edition of the Forum For Digital Creation MUTEK_IMG Runs April 11-13
Including a World Premiere by Daito Manabe + Rhizomatiks Research + ELEVENPLAY**

Montréal, February 27, 2018 — MUTEK_IMG, the 4th edition of the forum on current practices in digital creation, takes place April 11-13 at the Phi Centre, as part of the official program of the Digital Spring and in collaboration with the Goethe-Institut. MUTEK_IMG aims to strengthen the leadership of Montréal as a nerve centre of digital creativity, contributing to its development and its influence by the promotion of its culture, its creators and the activation of local and international collaborations.

At the core of the event lies a conference program with panels, workshops and case studies presented in collaboration with several partners such as the digital art magazine HOLO, exploring a panoply of themes, including:

- Immersive experiences: audiovisual performance, digital scenography, interactive installation, projection mapping, virtual and augmented reality
- Critical issues in digital culture: artificial intelligence, big data, the deep web, digital privacy, post-truth media, blurring the virtual and physical worlds, digital policies
- Visions of the future: prototyping tomorrow with art and design, human-machine choreographies, emerging storytelling tools, automated tools for creation and new digital aesthetics

The daytime program is free and mainly addressed to both artists and professionals in the field of digital creation.

To attend, please RSVP to the activities you are interested in.

http://bit.ly/mutek_img2018-RSVP

World Premiere by Daito Manabe + Rhizomatiks Research + ELEVENPLAY

As a closing performance, interdisciplinary digital Renaissance man **Daito Manabe**, his **Rhizomatiks Research** group and **ELEVENPLAY**, led by choreographer MIKIKO will present the world premiere of their latest creation “discrete figures” combining corporeal and mechanical bodies in spectacular gyrations of dance and technology, at the Monument-National on April 13 in collaboration with Moment Factory. The project is supported by the Japan Foundation through the Performing Arts JAPAN program

Full bio here: <http://mutek.org/img/discretefigures>

Tickets on sale from February 28.

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PRESS KIT

http://bit.ly/mutek_img2018-presskit

SOURCE

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MUTEK_IMG: Detailed program

VR:RV - A German-Canadian Exchange in Virtual Reality **April 9-10**

MUTEK is proud to partner with the Goethe-Institut for VR:RV, a German-Canadian exchange in Virtual Reality, bringing together journalism and the newest immersive technologies to reimagine the digital society. The initiative offers professional VR creators, artists, thinkers and journalists from Canada and Germany the opportunity to exchange knowledge, collaborate on new works, and share their critical explorations with the public. The first step of this ambitious project will take place during MUTEK_IMG in the form of an extensive prototyping workshop as well as a series of public conferences. More details about the VR:RV project and workshop [here](#).

VR:RV is a project by the Goethe-Institut realized with the support of the Federal Foreign Office of Germany. The project has been developed in close collaboration with MUTEK (Montreal) and re:publica (Berlin). The workshop component during MUTEK_IMG is also supported by the Canada Council for the Arts. Further project partners include: National Film Board of Canada, the Canadian Film Centre, ARTE Germany, Doc Circuit Montréal (RIDM's industry event), and Retune.

Scenography, performance, choreography and Bodies in Motion **April 11**

Local and international speakers will discuss innovative practices and the poetic potential of designing spaces and experiences for mobile bodies based on their projects.

The internationally renowned creator and subject matter expert, Daito Manabe will present his work in a keynote about the cross-disciplinary performance art of Rhizomatiks Research and ELEVENPLAY.

We will also have the chance to experience his newest dance performance “discrete figures” developed by Rhizomatiks Research and performed by the ELEVENPLAY dance troupe, marrying choreography for five dancers with machine learning technology and a stage designed for interactivity between performers, drones, virtual dancers and other objects.

Full bio of [discrete figures](#).

Watch videos of their previous performances [here](#).

“discrete figures” will be presented at the Monument-National on April 13. The project is supported by the Japan Foundation through the Performing Arts JAPAN program.



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**A series of panels that interrogates contemporary issues shaping creativity and culture, presented in collaboration with the team behind the digital art magazine HOLO
April 11 & 13**

Inventing the Future

Technology companies and science fiction writers are not the only entities that define our conception of the future though, creatives can play a vital role. Through a pair of case studies, this session will illustrate how artists and designers can shape our perception of what may lie ahead.

Searching for Digital Aesthetics' 'Unknown Unknowns'

Some artists get imitated, the techniques of others are emulated as plug-ins or presets in commercial software; ornate aesthetics blossom, then wither. Within the wide spectrum of 'what is possible,' how do artists find new terrains for investigation and how do they know when they've found a ripe spot that warrants cultivation? More importantly, how do they know when it is time to move on?

Automation Rules Everything Around Me

Chatter about AI and machine learning is ubiquitous, but are we mindful of how much automation shapes our experience of the world? Starting with 'the artist's toolkit' and working outwards to bigger culture machinations, this session will identify both possibilities and peril.

Digital Art for a Post-Truth Reality

Bots, #fakenews, disinformation—the media landscape used to be somewhat navigable but the last few years has seen it devolve into a muddy swamp. Drawing together a selection of artists and critics, this session will consider how we might cut through the haze and offer clarity and alternative visions.

Digital Art in the Public Space: Architectural Mapping

April 12

Earlier this year, the Quartier des Spectacles Partnership in collaboration with MUTEK and MAPP_MTL invited creators and artists to imagine an innovative interactive mapping project for the building façade next to Saint-Laurent metro station in Montréal. Six semi-finalists were selected and will receive a grant to develop prototypes, which will be presented at MUTEK_IMG during two screening sessions in the Quartier des Spectacles. The teams will also talk about their artistic concepts and innovative use of technology on Thursday afternoon at the Phi Centre, and the three finalists will be announced by the jury the same day, during the cocktail. The final stage of the competition takes place in October during MAPP_MTL.

All the details are [here](#).

On this occasion we are also organizing a panel bringing together a number of key creators and curators from Montréal and abroad to present their work and reflect together on the creative, technological, and societal implications and challenges of architectural mapping and other forms of digital imagery in the urban public space.



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4th edition of the VR Salon April 12

The VR Salon offers a deep exploration of creative practice in virtual reality through a series of conferences, discussions, workshops and networking activities, aiming to support, educate and interconnect creators and companies working in this field marked by rapid growth and ongoing transformation. Addressing current industry issues and committing itself to original artistic creation, it continues to build on its reputation as a highly professional format and contributes to creating lasting collaborations between local and international creators and producers. Integrated into MUTEK_IMG, the 4th edition of the VR Salon features:

VR (Anti) Manifesto, Part II presented in collaboration with Doc Circuit Montréal (RIDM's industry event)

18 months after the original (Anti) Manifesto that was presented during MUTEK_IMG and Doc Circuit Montréal in November 2016, leading designers, creators, theorists and researchers converge once again in Montréal for a moment of intense debate, attempting to dismantle a series of common assumptions about creating in VR and to inspire new ways of thinking about the medium.

Two panels: one examining **which codes are embedded in the way we tell stories**, and how VR can explode and expand these scripts ; the other focussing on **industry trends** in terms of content creation, technological development, funding and distribution, in Canada, Europe and the US, presented by the Canada Media Fund.

A series of **case studies of immersive and experiential productions** presented by Xn Quebec - the Digital Experiences Producers Association. Digital producers and creators share their experiences about the genesis of their projects as well as production, distribution and various related issues and challenges. An essential session for all those interested in the production of original content for immersive platforms.

The Digital Montréal Committee of Culture Montréal April 13

MUTEK_IMG embodies the purpose of the Digital Montréal Committee in particular the mission to promote connection and consultation between the artistic, entrepreneurial, industrial and scientific communities involved in digital art and creativity. The audience will be invited to conferences and discussions to get to know the Committee and their works in progress. Workshops will be also offered to think together to improve the cohesion and synergy among the milieu.



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Composite #14
April 13

Each edition of Composite features the presentation of between 6 and 8 projects from the digital arts and industries by their creators in front of an audience composed of professionals from the fields of culture, marketing and design, and the business world. The aim is to interconnect these various artists, cultural workers and entrepreneurs in order to inspire new projects and collaborations.

Projects can be submitted [here](#) until March 23.

Composite is an initiative of the Conseil des arts de Montréal.

More activities will be added online in the next weeks. You can now check the online schedule [here](#).

LINKS

[Online detailed program](#)

[Facebook Event MUTEK_IMG](#)

[Facebook Event Rhizomatiks Research + ELEVENPLAY](#)

[RSVP to the free activities](#)

ACKNOWLEDGEMENTS

MUTEK would like to thank [its partners](#), who play a key role in its ongoing activities.



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