

Call for participation FREE Workshops Barrow, Cumbria

To book your place – see **How to Get involved**, below

Grow Your Own Media Lab is a trans-regional action research project that aims to investigate, improve and document a low cost, participatory, open source media lab model. The ethos is to develop media labs as places to access learning opportunities, inspiration, collaboration, skill-sharing and community involvement. GYOML embraces Free, Open Source Software, continuous skill development and skill sharing, working closely with the community, providing accessible ways for people to get actively involved in digital media production. Ongoing communication between participants, host organisations and artists is maintained via the GYOML wiki.

Folly is delivering 5 GYOML workshops and providing an open access lab at The Canteen Film Project, based in Northern Riveria in Barrow, Cumbria. The aim of the workshops is to make available an open source media lab for the creative use of members of the public for no fee. A pervading philosophy behind open source software is that any program can be distributed or modified for free and that seemingly redundant computers can be updated through open source operating systems such as Linux. GYOML takes these ideas and applies them in a creative context giving participants the opportunity to work in a variety of computer-based artistic disciplines under the guidance of some of the best-known and well-respected artists working in the field.

The media lab will be installed by Folly in a fully accessible and dedicated space within The Canteen Media and Arts Centre for a period of three months. Alongside the five artist led workshops, CFP will supervise a series of drop in sessions which will be where those attending the workshops and members of the public who were unable to attend can practice the use of open source software and develop any skills they have learnt in their own time. The lab will be open for three days a week, every week throughout the duration of the workshops and provide a valuable community resource and a real first for Barrow-In-Furness.

The Workshops will be led by 7 artists from the international collectives Openlab, Goto10 and dyne.org.

Dyne.org – <http://www.dyne.org>

Since 2000 dyne.org is a network and a free software atelier gathering artisans of different kinds. They produce free and open technologies, multimedia performances and workshops, researching the hybridation of various art and communication practices within the digital domain. They develop and distribute software to manipulate and broadcast audio and video, free as in free speech. They maintain a GNU/Linux distribution for multimedia production, optimized to run well on old computers and game consoles, for the sake of ecology and accessibility. A wide number of activists, researchers, musicians and artists their using our software worldwide, as a free tool for their creativity and sharing, as a media that they can copy, modify and redistribute as they want. They open all the sourcecode to share their research globally.

Goals of Dyne.org :

- To produce software that runs faster and better on old computers. As the possibility to recycle hardware is an important ecological issue, they claim legitimacy to hack all electrical devices that can be useful.
- To foster use of [Open Source](#) in communication and artistic creation: exploring new forms of expression and interaction, disseminating new languages that can be freely adopted and modified, ensuring everyone the long term conservation of people's creations.
- To insure sustainability of Open Source development especially for independent and non-profit efforts.

Goto10 – <http://goto10.org>

Goto10 was founded in 2003 by Aymeric Mansoux and Thomas Vriet in Poitiers, France. At this time the primary goal of this non-profit organization was to support and produce local live alternative electronic music events. Thanks to the audience feedbacks, Poitiers live events became a regular activity for Goto10. Thus Goto10 quickly started to set-up workshops and exhibitions with help of the rare local institutions that try to support digital art and media hacktivism. Today the Goto10 team is formed by people living in different places around Europe and is part of a network of similar young non profit organizations sharing the same vision about free software and arts (Openlab, Code31, Burundi Studio, dyne.org ...). While the original structure is still based in France, and prepares various digital arts events, Goto10 is now above all a collective name under which highly skilled artists and hackers work together in numerous places in Europe. You may see them in workshops, performances, software credits or as producers of unusual events. As of mid 2005, Goto10 consists of 13 members located across Europe. Between them, Goto10 currently has a variety of projects in development ranging from event curating to software development.

Openlab - <http://www.pawfal.org/openlab/>

Openlab provides a meeting place for London based artists who use and develop open source software as their creative tool. As a result, Openlab organizes performances, workshops, events and meetings in London for the participants to share and exchange ideas and skills.

The Program

The workshops will introduce the participants to a wide variety of open source tools for media production. Each artist brings a different perspective to art and open source. After the 5 sessions each participant will have acquired basic knowledge and skills in open source media production, and will end the workshop inspired and full of new ideas. All participants need is a cd or a usb key, to take everything covered in the 5 sessions home.

The next generation of dyne liveCD, a new FOSS programming environment made by artists for artists has been released and will see its first public launch in the UK as part of this programme of work. It brings a lot of changes in terms of software bundled but also in terms of community effort with new modular approach and definition of what should be a Live GNU/Linux Distribution. Goto10, openlab and dyne.org would like to show/teach/share all the new features and content brought by this new environment.

Each workshop is lead by an expert of the software they will teach. The series will start with a workshop on dyne:il and pure:dyne. All the following sessions will be using pure:dyne as their operating system.

Session One: The introduction to dyne11 and puredyne.

11am – 4.30pm 9th September 2006

Led by Aymeric Mansoux (Hebdon Bridge/UK) and Jaromil (Amsterdam/NL)

Session Two: Realtime audiovisuals (Puredata/Gem)

11am – 4.30pm 30th September 2006

Led By Marloes de Valk (Hebdon Bridge/UK)

Pure Data is a real-time graphical programming environment for audio, video, and graphical processing. GEM is the Graphics Environment for Multimedia to generate real-time computer graphics, especially for audio-visual compositions. Experimentation and patch development demonstrations and skill development for the creation of realtime interactive audio- visual works

Session Three: Realtime animation workshop (Fluxus)

11am – 4.30pm 21st October 2006

Led by Dave Griffiths (London/UK)

Starting with an overview of livecoding practice and abstract animation history, and going on to concentrate on the design of minimal Scheme scripts for reactive animation. The focus is on using livecoding techniques to build up small programs which are driven by organic or digital processes from the outside world (microphone, keyboard, mouse, gamepad, dancemat or network data). Live coding is the name given to the process of writing software in realtime as part of a performance. Historically, this technique has been around since computers were used to produce early computer art, but recently it has been explored as a more rigorous alternative to laptop DJs, whom live coders often feel lack the charisma and pizzazz of musicians performing live. Generally, this practise stages a more general approach of interactive programming, of writing (parts of) programs while they run.

Session Four: Building networked games with SVS.

11am – 4.30pm 11th November 2006

Led by Simon Yuill (Glasgow/UK)

SVS (Social Versioning System) is a framework for creating multiplayer networked gaming and simulation systems. It also provides tools for developers and participants to create game content collaboratively over the internet. This workshop will introduce the basic elements of SVS and take participants through the process of creating their own games using SVS. SVS has been designed so that it can be incorporated into other existing free software gaming or multimedia toolkits (such as Blender or Pure Data), and so is also suitable for people looking to build other kinds of multi-user collaborative projects. The workshop will include an example of how to do this.

Session Five: Home Studio (jack, ardour, weq24, hydrogen, wired...)

11am-4.30pm 2nd December 2006

Led by Antonios Galanopoulos (London/UK) and Chun Lee (London/UK)

While many popular FLOSS music creation software, such as PureData and SuperCollider, have often been regarded as tools to make "experimental" music, some applications have been designed to have a more "familiar" functionality to most musicians. Audio/midi sequencing, drum machines, audio editing/mastering and sound synthesis/effects are just some examples. The aim of this workshop is to introduce and demonstrate such programs, so that artists can set up their own home studio with the option of using only free software.

How to Get Involved:

folly is a non for profit organisation. The GYOML project is FREE to attend.

If participants would like to support the programme financially to aid the development of future GYOML workshops folly would be happy to receive donations. Covering the costs of the workshops enables folly to continue to pay professional artists to transfer their skills, knowledge, expertise and creativity to local audiences in locations where media arts provision is currently underserved. To donate funds please send cheques payable to folly trust to the address below.

To book please complete the mini-application form below. The application form gathers information to ensure the technical experience of the workshop participants matches the delivery level of the GYOML programme

Application Form

Name:							
Email:							
Address:							
Telephone Number:							
Website:							
Briefly describe your interest and experience in relation to this project							
Please check the following boxes							
How would you describe your confidence in stalling and exploring a piece of software?							
Very Confident	<input type="checkbox"/>	Confident	<input type="checkbox"/>	Not Confident	<input type="checkbox"/>	Never tried it	<input type="checkbox"/>
How do you enjoy trying out software?							
Very much	<input type="checkbox"/>	A lot	<input type="checkbox"/>	Sometimes	<input type="checkbox"/>	Not really	<input type="checkbox"/>
Have you ever done any programming before?							
Yes, a lot	<input type="checkbox"/>	Yes, some	<input type="checkbox"/>	I am familiar with it but only tried it a bit	<input type="checkbox"/>	Never	<input type="checkbox"/>

Please send your completed application form to Jennifer Stoddart, Programme Assistant, folly Unit 6.4.4, White Cross, Lancaster, LA1 4XQ or email jennifer.stoddart@folly.co.uk by September 1st.