



07/08/06 immediate release

NEWS

f.city digital art festival launches

Lancaster and online at folly.co.uk, September 29 to October 21, 2006

f.city a new three week festival of exhibitions, events, field trials, workshops, performances, talks, installations, screenings and podcasts will launch in Lancaster and online at folly.co.uk this September.

Reflecting on the effect of digital culture on our lives, this major cultural festival across multiple sites in the city will showcase both art & technology and is presented by folly in collaboration with a network of partners drawn from Lancaster's vibrant arts sector.

f.city will feature the first major field trials of **Frameburst**, a new collective photographic technology developed for mobile phones by Daniel Harris; and Steve Symons' GPS virtual sound environment, **Aura**; the launch of two online works from **boredomresearch** and **Adele Prince**; a collective dance performance developed in partnership with **Ludus Dance**; **Jaygo Bloom's** sound installation **<BUMP...>**; a **3D films night**; **podcasts**; **music events**; **Open Source workshops**; a **touchscreen network** and **rare online treats**.

Working with project partner **Fast-uk** (an artist led organisation dedicated to the exploration of art, science and technology), f.city will feature the exhibition **Perimeters, Boundaries and Borders** at Lancaster City Council's new CityLab development in Dalton Square.

Perimeters, Boundaries and Borders will present the very latest examples of work that blur the conventional boundaries of art and design practice through the use of technology.

Over 20 practitioners including **Human Beans**, **Usman Haque**, **Tavs Jørgensen**, **Justin Marshall**, **Aoife Ludlow**, **Simon Husslein**, **Masaru Tabei & Yasuno Miyauchi**, **Simon Blackmore**, **NIO architecten**, **Brit Bunkley**, **Geoffrey Mann**, **Ben Woodeson**, **Lionel T. Dean** and **Gavin Baily & Tom Corby** will show work that, through the creative use of digital design and manufacturing technologies exists at a point of convergence between the disciplines of art, architecture and design.

Online art and full programme details will be at www.folly.co.uk. **Folly** is a digital arts organisation focused on Cumbria, Lancashire and online.

-ENDS-

For more information contact James Hanks on 01524 388550 or email james.hanks@folly.co.uk.

Continue over for full programme ...

Full Programme (may be subject to change)

Perimeters Boundaries and Borders: **Human Beans, Usman Haque, Tavs Jørgensen, Justin Marshall, Aoife Ludlow, Simon Husslein, Masaru Tabei & Yasuno Miyauchi, Simon Blackmore, NIO architecten, Brit Bunkley, Geoffrey Mann, Ben Woodeson, Lionel T. Dean and Gavin Baily & Tom Corby**

Grow Your Own Media Lab: **Adele Prince**

Prince is influenced by instructional graphics to communicate observations about human nature. For f.city she takes the processes and philosophies of folly's Grow Your Own Media Lab project and makes it her own.

Folly Forum **Boredomresearch**

Launch of a new online forum that aims to captivate the imagination of it's users, expanding the notion of chat-rooms.

Frameburst: **Daniel Harris**

Frameburst is a system enabling the co-creation of images by connecting mobile camera phones. Participants collectively contribute still and video images to create a Frameburst portrait in this first field trial of this new technology.

Squarecuts podcasts

the first in a new series of digital anthologies from Flax Books, the publishing imprint of Litfest. Weekly podcasts will feature writers across Cumbria & Lancashire.

Lancaster Relay **Germaine Koh**

A beacon inside the dome of the Ashton Memorial will flash Morse code signals translated from the public's SMS messages. A reminder that simple on/off binary codes support even the most complex technologies and systems to this day.

Aura: **Steve Symons**

A sonic augmented reality that allows users to create a personal audio landscape through their actions within space. Looped audio is located within the real world and is accessed through wearing an *aura* backpack.

<BUMP...>: **Jaygo Bloom**

<BUMP...> is an online project that translates an online keystroke into an actual real time, physical event. Jaygo Bloom is a UK based multimedia artist whose practice includes; audio visual installation, game hacking, film making and physical computing.

Ludus Dance

An interactive participatory dance piece, dance moves and instructions will be sent to participating members of the public via SMS and other new media formats.

3D Blender Workshop **Julian Oliver**

A free one day workshop focused on the use of Blender, an open source 3D graphics software package used for modelling and animation.

iPOI **Jennifer G. Sheridan, Alice Bayliss, Nick Bryan-Kinns**

Poi is a traditional Maori art form, iPOI is a sensor packed upgrade of the original that can be used to generate and manipulate visual imagery and soundscapes in real time using wireless technology

SoundNetwork

The concept of SoundNetwork is to bring together artists and practitioners using sound in their work from the North West of England and beyond. For one night only, they'll play a free gig to showcase their work.

3D Film Night

A free evening of artist's short films made using 3D graphic creation software or screened using 3D presentation technology, includes *Elephants Dream*, the world's first film made entirely with open source graphics software.

About folly: A media arts organisation delivering creative events, workshops and exhibitions in Lancashire and Cumbria. Specialising in the creative use of technology, **folly** is involved with projects including the web, creative software, mobile communications, sound, animation, photography and moving image. folly has relocated as part of the redevelopment plans for the Storey Creative Industries Centre (SCIC) by Lancaster City Council and is currently delivering a distributed artistic programme, from its new office premises in Lancaster.

About Fast-uk: Based in Manchester, Fast-uk is an artist-led organisation dedicated to promoting and encouraging artists that use digital and or electronic technologies in some part of their practice. Fast-uk specifically supports the creative application of technology to practices stemming from or working between the boundaries of sculpture, architecture and industrial design.