FREE Workshop: Call for participants Grow Your Own Media Lab in 3D
3d Blender workshop, Lancaster 10am – 5pm, 17th October @ St. Martins' College, Lancaster

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.

The aim of GYOML project 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.

Perimeters, Boundaries and Borders is a f.city exhibition from fast-uk and folly from 29 September - 21 October 2006 at venues across Lancaster city centre in the North West of England, presenting the very latest examples of work that blur the conventional boundaries of arts and design practice through the use of technology.

Perimeters, Boundaries and Borders will present an exhibition of both newly commissioned and existing works which explore these creative perimeters, including but not limited to: computer-designed or manufactured objects and environments, visual and audio installations, pervasive and locative interactive pieces, games and game installations and 3D net based works. The GYOML in 3D workshop will be delivered by Julian Oliver exploring the concepts of the exhibition *Perimeters, Boundaries and Borders* using the application 3D Blender.

Blender is the open source software for 3D modeling, animation, rendering, post-production, interactive creation and playback. Available for all major operating systems under the GNU General Public License.

Julian Oliver is a New Zealand born free-software developer, educator, composer and media-theorist. He has presented papers and artworks at many international electronic-art events and conferences and will lead the GYOML in 3D workshop.

Julian has given numerous workshops and master classes in game-design, artistic game-development, virtual architecture, interface design, augmented reality and open source development practices worldwide. In 1998 he established the artistic game-development collective, Select Parks. Julian is currently based in Berlin.

Workshop Programme

10am – 11am	Familiarisation with the Blender interface, including orientation within the 3D viewports, use of the button panel and a cursory overview of Blender menus. You will be taught how to 'think in 3D' using conceptual tools and figures.
11am – 1pm	Learn about the structure of a mesh in Blender, how 'Object' and 'Edit' modes are used and the basics of editing itself. Techniques such as extrusion, rotation, scaling, duplication, joining, separation and various focus and selection models will be covered. In the last quarter of this session you will practice what you have learnt with assistance
1pm – 2pm	Lunch Break
2pm – 3pm	Learn how to animate objects in Blender using keyframes and the IPO animation system. Techniques introduced will include 'Path following' and spline manipulation in the animation window itself. Learn how the same techniques can be used to animate other elements of the scene, such as cameras, lights and object colour.
3pm – 4pm	The last hour of instruction will look at the Blender game engine, which can be used to create rich interactive artworks and games. Topics covered include keyboard and mouse input, physics and collision events, a cursory view of the Python interface, and cross platform publishing of projects.
4pm – 5pm	Julian will give you documentation, code and example files he has produced on CDROM, alongside a brief "where to from here" discussion looking at applications for what you have learnt and trajectories for self-education and skill development with Blender.

GYOML in 3D is FREE to attend but places are strictly limited. To apply for a place please email Programme Assistant, Jennifer Stoddart (jennifer.stoddart@folly.co.uk) with brief details of your background, interest and experience in the field and an indication of your levels of computer literacy.

Useful Links:

http://www.blender.org
http://www.selectparks.net/~julian/
www.folly.co.uk
http://gyoml.access-space.net

GYOML is a project initiated by Access Space, Sheffield and delivered in partnership with folly, Lancaster and The Polytechnic, Sheffield to explore issues of open source, low cost media technologies, creativity and participation.