dLux media arts
presents

futureScreen
screen arts / science / technology

12–28 november 1998

futureScreen is an annual dLux*event* dedicated to exploring the possible futures of screen arts as shaped by the cross-influences of new media art theories and practices, and scientific and technological developments.

This inaugural **futureScreen** highlights some of the stunning advances in visualisation techniques, immersive virtual environments, interactive installations and computer animation art. These constructs are the focus of the day-long forum in which prominent artists and academics will demonstrate and discuss the physiological and spatio-temporal dis/placements, the iconic languages and mimetic realms experienced within various immersive conditions.

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interactive installation

Troy Innocent's ICONICA

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forum

Immersive Conditions

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computer animation art

Mousetrap
presented in association with Cinemedia and Melbourne International Film Festival

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for further information please contact **alessio cavallaro**, director, dLux media arts
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dLux media arts ~ innovative film, video, new media and sound arts
screen arts exhibitions • forums • advocacy • consultancy • research and information

dLux media arts
presents

futureScreen

dLux media arts' inaugural annual event investigates the future of screen arts as defined by the confluence of new media art theories and practices, and scientific and technological developments

• Troy Innocent's ICONICA *interactive installation*

interactive artwork of artificial lifeforms
Australian premiere direct from SIGGRAPH 98, USA
> **thursday 12 – saturday 28 november, Artspace, Woolloomooloo, free admission**

• Immersive Conditions *forum*

> **saturday 21 november, 9.45am – 5pm, Powerhouse Museum, Sydney**
> $25 full / $20 conc / $15 dLux members

09.45 *introduction*
10.00 **Darren Tofts** Chair, Media & Communications, Swinburne Uni of Technology, Melbourne
author of *Memory Trade. A Prehistory of Cyberculture*
'Admiring the Screenery: the past, present and possible futures of intermedia'
10.40 **Justine Cooper** multimedia artist
'RAPT: imaging the virtual body'
11.15 *break*
11.30 **Professor Paula Swatman** Director, Interactive Information Institute (III), RMIT University
'Presenting Virtual Reality: Selecting a VR Display for III'
12.00 **Dr Henry Gardner** Senior Lecturer Dept. Computer Science,
and Supercomputer Facilitiy, Australian National University, Canberra
case study + interactive installation of The WEDGE Virtual Reality Theatre ^
12.40 *lunch break*
02.00 **Troy Innocent** multimedia artist
'ICONICA: knowbots and surreal iconography in cyberspace'
03.00 *break*
03.15 **Dr Anna Cicognani** Researcher, The Key Centre of Design Computing
Faculty of Architecture, University of Sydney
'A Perspective on Design in Virtual Worlds'
03.45 **Char Davies' EPHÉMÈRE** (1998)
'fly-through' documentation of new immersive virtual environment;
exclusive Australian screening of extraordinary work by the Canadian artist (*Osmose*, 1995)
04.20 **panel discussion**
05.00 *close*

^ **specially installed for futureScreen**: The WEDGE is the first walk-in virtual reality theatre in Australia and the first in the world to use Windows-based PC technology. It consists of two vertical screens which are back projected in stereo. The viewing area is big enough to allow several people to view images at the same time. Each person wears a light pair of LCD shutter glasses (which resemble sunglasses) to allow stereoscopic vision and the group leader can use an ultrasonic head mounted tracking device to allow different perspectives to be projected automatically.

• Mousetrap *computer animation art*

curated and introduced by **Ian Haig** — the latest and freakiest international digital screen art
presented in association with Cinemedia and Melbourne International Film Festival
> **monday 23 and tuesday 24 november 5.45pm, Chauvel Cinemas, Paddington**
> $10 full / $8 conc / $6 dLux members