

# EYEBEAM ART & TECHNOLOGY CENTER

## STUDIO-BASED

## SUMMER MASTERCLASSES

Each week-long studio-based class is open to university students and creative practitioners. Registrants will have studio access to relevant tools and equipment during the course period, and get to enjoy being part of our community while making new work during the week spent here.

**Class fee: \$485**

Register until June 14: <http://www.eyebeam.org/events/summer-school-2010>

OPEN ENROLLMENT

### **Silver Surfers (School)** Led by Eyebeam Fellow Jacob Ciocci

Monday, July 12 – Friday, July 16, 2010

Program participants will enter into a creative collaboration with Jacob Ciocci (of Paper Rad fame) and the NYC elders he is currently working with to create video collages that will remix original footage they shoot with the elders, with found material sourced from popular media forms. Students will learn how to use basic green screen techniques and Flash animation, as well as how to archive, edit and remix found footage. Final videos will be screened at Eyebeam as part of our Summer School public program series. Students are encouraged to bring their own laptops with a newer version of Adobe CS installed.

APPLICATION PROCESS

### **Visual Music Collaborative** Led by Eyebeam Fellow Aaron Meyers with collaborator Aaron Koblin

Monday, July 19 – Friday, July 23, 2010

Invited participants will explore the relationship between music, sound and dynamically generated imagery and motion. Topics will include sound analysis techniques, advanced OpenGL programming and interfacing with mobile devices for control. Guest speakers and musicians will provide additional insight. The masterclass will culminate in an event where participants will perform using work created during the week. Participants will be invited via an application process. Applications are due May 21, and participants will be notified by May 28. See website registration page for prerequisites and application details.

OPEN ENROLLMENT

### **Alternative Controls for Games & Play** Led by Eyebeam Fellow Kaho Abe

Monday, July 26 – Friday, July 30, 2010

In recent years, alternative game controls like the Wii, Playstation Eye, and Guitar Hero have changed the way we interact with games. Participants will explore further the possibilities of this vast world of Alternative Game Controls through hands-on demonstrations and exercises using various sensors, switches, computer vision, the Arduino, code and more. Through discussions, critiques, guest speakers and the process of designing their own working prototype, students will develop fundamental knowledge of technologies that can be used for alternative game controls. This course is geared towards game designers. A basic understanding of game design and coding is required. Some knowledge of physical computing is a plus, yet not required.

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