



AKADEMIA SZTUK PIĘKNYCH
IM. EUGENIUSZA GEPPERTA
WE WROCŁAWIU



THE EUGENIUSZ GEPPERT
ACADEMY OF ART AND DESIGN
IN WROCLAW

LIGHT AS A CREATIVE TOOL 2.0

4-9.05.2020

Akademia Sztuk Pięknych im. Eugeniusza Gepperta we Wrocławiu
The Eugeniusz Geppert Academy of Art and Design in Wrocław

4.05.2020 - Międzynarodowa Konferencja Naukowa / International Science Conference

Centrum Sztuk Użytkowych. Centrum Innowacyjności, Akademia Sztuk Pięknych im. Eugeniusza Gepperta we Wrocławiu, #410

CSU. CI, The Eugeniusz Geppert Academy of Art and Design in Wrocław, #410

5-9.05.2020 - Warsztaty dla studentów / workshops for students

Centrum Sztuk Performatywnych Piekarnia, Wrocław

Piekarnia Centre for Performative Arts, Wrocław

Organizator / the organizer:

Katedra Scenografii, Wydział Architektury Wnętrz, Wzornictwa i Scenografii, Akademia Sztuk Pięknych im. E. Gepperta we Wrocławiu / Department of Stage Design, The Faculty of Interior Architecture, Design and Stage Design, The Eugeniusz Geppert Academy of Art and Design in Wrocław

partner organizacyjny / organising partner:

Katedra Sztuki Mediów, Wydział Grafiki i Sztuki Mediów, Akademia Sztuk Pięknych im. E. Gepperta we Wrocławiu / Media Art Department, The Faculty of Graphics and Media Art, The Eugeniusz Geppert Academy of Art and Design in Wrocław

patronat honorowy / honorary patronage:

Konsulat Generalny Niemiec we Wrocławiu / German Consulate General in Wrocław, Poland
dr Edward Wąsiewicz, Konsul Honorowy Republiki Austrii we Wrocławiu/ Honorary Consul of Austria in Wrocław

partnerzy / partners:

Centrum Sztuk Performatywnych Piekarnia, Wrocław / Piekarnia Centre for Performative Art

Instytut Grotowskiego / Grotowski Institute in Wrocław

Fermentownia Renaty Micherda-Jarodzkiej

Art Hotel

Camera Nera

Austriackie Forum Kultury Warszawa

garageCube

Wizyta dr Márton Orosz i Kai Henning van der Puij jest finansowana ze środków Gminy Wrocław w ramach programu Visiting Professors z fundusz Scientiae Wratislavienses. / The visit of dr Márton Orosz i Kai Henning van der Puij is financed

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Zapraszamy studentów do udziału w programie Light As A Creative Tool (LAACT) 2.0 Konferencji i Warsztatów poświęconych light art w kontekście sztuki mediów.

LAACT 2.0 to unikatowe wydarzenie, w którym oprócz wiedzy teoretycznej, zaprezentowanej w formie prezentacji na jednodniowej Konferencji oferujemy studentom także warsztaty, podczas których pracują nad własnym pomysłem z artystami-praktykami.

Wydarzenie odbywa się po raz drugi: w 2018 roku w warsztatach zorganizowanych we współpracy z ASP w Gdańsku wzięło udział 42 studentów i studentek, zarówno ze studiów magisterskich, jak i doktoranckich. Wśród naszych uczestników byli studenci szkół artystycznych, technicznych i innych, zarówno z Polski jak i Europy: w tym studenci z programu Erasmus.

Podczas warsztatów LAACT uczestnicy mają okazję nie tylko współpracować w małej grupie z uznanymi artystami z całego świata, tworząc autorskie instalacje artystyczne i poznając praktyczne umiejętności w wybranych technikach. Nasi studenci mają także możliwość poznania kuratorów, organizatorów i badaczy zajmujących się projektami związanymi ze światłem i nawiązać znajomości, które pomagają w rozwoju kariery.

Elena Vertikova, Samira Arrami, Zuzanna Dolega i Katarzyna Piróg zostały zaproszone do kilku niezależnych festiwali i projektów artystycznych w Niemczech, Tunezji i Rosji po udziale w LAACT 2018. Więcej informacji o pierwszej edycji można znaleźć na stronie www.laact.pl

LAACT 2.0

W tym roku zapraszamy studentki i studentów do zapoznania się i zgłoszenia na opisane poniżej warsztaty. Udział w warsztatach jest bezpłatny - po zakwalifikowaniu się do grupy i podpisaniu Formularza Uczestnictwa.

Aplikacje na warsztaty dostępne są na stronie <https://laact.pl/index.php/2-0-application/> lub na stronie organizatora www.asp.wroc.pl

Aplikację należy wysłać na adres mailowy lightart.wroclaw@gmail.com z tytułem „imię nazwisko_application” do dnia 19 kwietnia 2020.

Wszystkich studentów oraz zainteresowane osoby zapraszamy także do udziału w Konferencji Light As A Creative Tool 2.0, która odbędzie się w ASP Wrocław w poniedziałek 04.05.2020. Wstęp jest wolny i bezpłatny.

Język wydarzenia jak i opis warsztatów LAACT 2.0 to język angielski.

W razie jakichkolwiek pytań prosimy o kontakt mailowy: lightart.wroclaw@gmail.com lub telefoniczny +48 507 104 107

Więcej informacji oraz pełny program: www.laact.pl

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We are inviting all students to participate in the Light As A Creative Tool (LAACT) 2.0 program: Conference and Workshops on light art in context of contemporary media art. We are also asking Academies, Universities and other Schools to share the information about our event.

LAACT 2.0 is a unique event, that is designed to deliver not only theoretical background, but also to give students the opportunity to gain practical skills and work on their own artistic ideas during the workshops led by renewed artists from the field.

This is the second edition of LAACT: in 2018 at the workshops in Gdansk Shipyard, organized with Gdansk Academy of Fine Arts we had 42 students (from MA and doctoral programs). The participants were coming from art academies, technical universities and other schools: both Polish and international.

During LAACT workshops the students have an opportunity to work in small groups with experienced artists: they create original art installations and get to know practical tips within chosen techniques. Our students are also becoming a part of international network conducting of researchers, artists, curators and producers connected to light art and media art area.

Elena Vertikova, Samira Arrami, Zuzanna Dolega and Katarzyna Piróg were independently invited to few various art festivals and projects in Germany, Tunisia and Russia after their participation in LAACT 2018. More info on first edition can be found at www.laact.pl

This year we are inviting students to apply to these workshops (description below). There is no fee for participation - after being selected to one working group and signing Participation Form.

Application form is available here <https://laact.pl/index.php/2-0-application/> or at organizer's web <https://www.asp.wroc.pl>

The application should be sent to lightart.wroclaw@gmail.com with „name_application” title until the 19th of April 2020.

All students and anyone interested is also invited to a Light As A Creative Tool 2.0 Conference that will be held on Monday 04.05.2020 in Wrocław Academy of Art and Design. Entry is free and open.

Official language of LAACT 2.0 event is English.

In case on questions please contact us via email: lightart.wroclaw@gmail.com or call: +48 507 104 107

More info & full program: www.laact.pl

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How to become a participant of Light As A Creative Tool 2.0 workshop?

- Read WORKSHOP info [here](#)
- Choose your first and second option (working groups will be based on the general number of application and individual profiles)
- Download and fill in an application form that is [here](#)
- Send it to lightart.wroclaw@gmail.com titled „yourname_application” before the deadline: 19th of April 2020
- Don't forget to name the application file with „yourname_LAACT20”

Please note:

There is no application fee - the workshops are free of charge - and we will not support financially the participants. We can however assist you with an information on affordable hotels around the workshop place, and provide any documents you might need to get travel grants.

Read carefully what will you need to have or what skills should you have before choosing a workshop. Some workshops will require having a laptop or a photo camera for example. Each application form will be read and reviewed - but due to limited number in each working group (up to 7 participants) only the successful candidates will be contacted via e-mail, until the date of 27.04.2020.

Please note that upon selection you will be asked to come in on the 4th of May to register and sign the form in order to participate in the workshops from 05 to 09 of May 2020. Once your attendance is confirmed you will receive a full program schedule.

Each selected participant will be asked to attend the entire duration of the workshop. Participants in this program are held to a high professional standard, and we will do everything to keep up a productive and vibrant discourse during the event. We are expecting all participants to do the same.

More info needed?

Please do not hesitate to contact us by email lightart.wroclaw@gmail.com or call +48 507 104 107 (Polish/English/French speaking).

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workshop area:

realtime audio-visual performance and projection

LAACT 2.0 workshop - Lamplight Concert

In this workshop we create an installation with different household lamps. Every participant brings 3 old, funny, cool or kitschy lamps: what you find in your cellar, in the house of your grandma or friends or even in the garbage. Big, small, hanging or standard lamp, everything is fine. After a basic introduction to Arduino and programming microcontrollers, we start to connect all lamps through relays to the microcontroller and write a program to create a kind of visual concert by switching on and off the lamplights.

Tutor's bio: dr **Ralph Kistler** - lives and works as visual artist in Munich, Germany. He has a PhD in Fine Arts, Universidad de La Laguna, Tenerife, Spain and a Master of Public Art and New Artistic Strategies from Bauhaus University Weimar, Germany. He participated in international exhibitions and festivals like Píksel Festival in Bergen, Transmediale in Berlin, Japan Media Arts Festival in Tokyo, FILE Festival in Sao Paulo, Share Prize in Turin and the WRO Media Art Biennale in Wrocław.

Website: www.subtours.com

Participant's profile:

This is a basic-level workshop, anyone interested in simple interactive installation made with Arduino software can join.

Please note: for that workshop you will need to bring 3 lamps: from home, the cellar, the grandma, the flea market, the garbage etc. The strangest lamps are the best, no need to buy one, something you find near of you.

Each participant will need a laptop.

LAACT 2.0 workshop - Generative real-time performance 2D+3D

During the class, participants will be able to learn about the Touch Designer environment as a tool for generating visualizations in real time. Participants will learn about the program interface, signal processing options and input data such as audio signals from microphones or audio interfaces,

connecting input signals to graphic elements, creating generative graphics, composing 2D and 3D animations, lighting and texture settings, MIDI controllers, and post-production. The entire course will be conducted in the context of the use of Touch Designer software in generative real-time audiovisual performances using 2D / 3D mapping. Workshop will end with a joint performance / presentation of participants under the guidance of an instructor.

Tutor's bio: **Radosław Deruba** - vj, live visual performer, author of music videos, live visuals, interactive installations, generative creator. He presented his works at numerous concerts and individual exhibitions around the world, including at the Centro Nacional de las Artes in Mexico, Zachęta National Gallery of Art in Warsaw, the European Parliament, TVP KULTURA, the State Art Gallery in Sopot, Szczecin Philharmonic, Brancaloneo in Rome, Auditorium Festival, Tauron Nowa Muzyka Festival, Silesian Stadium, Interference Festival, Royal Palace in Warsaw, Audiovisual Technology Center in Wrocław, Circle of Light Festival in Moscow, Center for Contemporary Art in Gdańsk, Toruń and Warsaw, Polin Warsaw, Intro Festival or in Loophole in Berlin. Winner of the Grand Prix at the WRO 2017 Biennale Draft Systems as the INFER project and the Videozone Festival 2015 for the best visualizations. Finalist of visual festivals: Polish Graphic Design Awards 2018, inSPIRACJE 2014, LPM 2013 Mexico, LPM 2013 Rome, Videozone 2012 and 2013, IN & OUT 2012. Initiator and coordinator of the International VJ Battle at the Interference Festival. Since 2008, he has been conducting workshops and classes in the field of animation and visualization. A resident of noted polish clubs: Sphinx 700, Redlight and B90 clubs.

Participant's profile:

This is a basic-level workshop, any student willing to learn and create a real-time audio-visual performance using TouchDesigner can join.

Please note:

For that workshop you will need a laptop with Touch Designer installed, the non-commercial version is free to download here: <https://derivative.ca/>

LAACT 2.0 workshop - LED ABC

The workshop will consist of learning how to map the leds using MADmapper in combination with advatek PixLite controller. It will include a step-by-step introduction and learning how to connect both hardware and software, then learning how to generate signal on the leds using the program through its built-in generators and also using the video signal from modul8. A final result will use MADmapper to connect the mapping with the projection.

Tutor's bio: **Michał Labijak** - a lighting master, he has built, cocreated and technically supported many concerts, events, and artistic installations in galleries, clubs and festivals. In his practice he

often uses garagecube MADmapper software for LED mapping as well as for combining video and mapping. His software skills, technical experience and deep understanding of the whole context of the event are always resulting in an excellent light work.

Participant's profile:

This is a basic-level workshop, any student willing to learn and built a LED/projection installation can join.

LAACT 2.0 workshop - Light instruments

The workshop will be conducted by two artists from Wrocław: Paweł Lisek, a visual artist and academic teacher and the composer Piotr Bednarczyk, who also uses a visual sphere in his pieces; combining projection with stage lighting and stroboscopes. The installations made during that workshop should be interactive, with the interplay of equally important elements of light and sound. Depending on the group development, a final result might be a range of works: from digital installations, through interactive objects up to a micro concert using created light instruments.

Tutors bio:

Tutor's bio: **Piotr Bednarczyk** - Polish composer born in 1994 in Koszalin. In 2019, he graduated from composition at the Music Academy in Wrocław in the class of dr hab. Cezary Duchnowski. His composing activities are focused mainly on instrumental chamber, electroacoustic and electronic music. In his works, the composer focuses on searching for interesting sound structures using unconventional sound extraction techniques and live electronics. His stylistic interests revolve around noise, glitch and club music. In his compositions he uses performative actions and lighting control. Bednarczyk is also an active performer of his music. He creates the LOUFR one-man project, under which he performs his own electronic music. Piotr is a member of the Sound Factory Orchestra where he deals with the implementation of audio and electronic parts. Bednarczyk is also part of the Wkurvv collective in Wrocław, whose popular activity is the popularization of experimental electronic music. His works were presented, among others during contemporary music festivals such as: Warsaw Autumn, Musica Electronica Nova, Musica Polonica Nova, CROSSROADS, Słuchalnia, Muslab, New Music Week, GAIDA Festival, Idealistic Festival, Klangwerkstatt Berlin - Festival fÅ¼r Neue Musik and SNIM. He collaborated with with NAMES Ensemble, Ensemble Adapter, Garage Ensemble, Sound Factory Orchestra, Ensemble Kompopolex, Ensemble Synaesthesia, SNIM Ensemble, Trio Layers, Ars Nova Ensemble, and Ensemble s201.

Tutor's bio: **Dr Paweł Lisek** - an artist, creator and producer of interactive multimedia projects, in which he combines layers of sound and pictures. As a visual artist he often works with composers

and musicians. He was responsible for the visual sphere in the project "Saved from oblivion - Witold Szalonek and his sounds combined" with the Sound Factory Orchestra. Together with Adam Abel and Cezary Duchnowski he created The Phantom project, that started a series of shows created jointly by visual artists and composers based in Wrocław. At the festival in the Torun's CCA "Lutosławski / Pole Widzenia - Pole słyszenia" he performed in the AVATAR project together with Adam Bałdych and Paweł Hendrich. As part of the fifth edition of the Musica Electronica Nova festival together with the students Lisek created visual improvised impressions of works by Bogusław Schaeffer and Trevor Wishart performed by Belgian band Musiques & Recherches.

Participant's profile:

Students should have some knowledge of MAX, Touch Designer softwares and Arduino environment. The Digital MultipleXed Protocol (DMX) might also be used.

Please note: students should bring their laptops

LAACT 2.0 workshop - Dynamic and Freeform Performance

In this workshop participants will work in two parts: first digitalizing analog content for the purpose of projection. And second part will consist of preparing quality material for an outdoor projection.

Tutor's bio: **Antti Hietaniemi** - trained as a graphic designer and graduated as a master of arts in new media from Aalto University, Helsinki Finland, Antti Hietaniemi has designed and created live visual performances for the past fifteen years in a variety of contexts, from cultural institutions to underground music parties in the Nordic countries and abroad. As an educator Hietaniemi is trying to find and convey meaningful ways of using various visual software tools for the benefit of performing arts, visual communication design and audience enjoyment. He teaches digital media and contemporary design courses at the Aalto University Department of Media, focusing on digital literacy, motion graphics and real-time audiovisual performance. Website: <http://www.anttihietaniemi.com>

Participant's profile:

This workshop requires some knowledge in Motion Design.

Please note: bring your own laptop and digital/analog materials (as illustration, animation, collage pieces) to create content with.

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4-9.05.2020

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workshop area:

light that shifts perception

LAACT 2.0 workshop - Light in Frame

Constructing a film set scene - its space and ambiance - and making observations on how light enhances, shifts and brings the scene to life.

I would like to draw attention to a variety of light sources with some special attention to mirrors and reflective surfaces. Our workshop practice will explore both day and night settings. Each participant/team will have a choice of two fragments from literature and some film references. Following the choice of one of them we will next find right situ / location, that will allow the scene to be shot.

We will use light sources, mirrors, sheets of metal, glass, and other found materials. This workshop will be an inspiring and developing experience, a careful exploration of the subject with sensitive observations that will help each participant to deliver a satisfying material.

Tutor's bio: **Elwira Pluta** - Production Designer, Set Designer, author of installations, born and living in Warsaw, Poland. She studied at the Courtauld Institute of Art and Central St Martins School of Arts and Production Design for Film and Tv, at the School of 3D Design, at Kingston upon Thames University, London UK. Production Designer for nearly thirty feature films. In 2009 awarded for Best Production Design at PFF in Gdynia, for two films : All that I love (Wszystko Co Kocham), and much loved by young audience the Magic Tree. She has worked with many first-time and acclaimed filmmakers alike. She is a regular member of PFF jury in Gdynia film festival.

Participant's profile:

This workshop involves working with camera.

Please note: each participant has to bring a video/ photo camera and/or good smartphone camera. Each participant would need to bring some mirrors, reflective sheets, transparent foils and other reflective materials.

LAACT 2.0 workshop - The use of staging light in artistic creation

With the use of staging light the group will explore light in a direction of creating reflections, shadows and colors that will change the perception of objects. Students will take the time to see and discuss how could the environment of the set be changed by the lighting.

Tutor's bio: **Yoko Seyama** - the Berlin-based Japanese scenographer and multimedia artist specializes in spatial time-based art. Her background is architecture and performing arts. Her works combine digital elements with natural materials which she is working into mutating spaces in Public Spaces, Theaters, Museums, Galleries. Light is one of her primary materials. Her installations have been exhibited throughout the world, Zentrum für Internationale Lichtkunst Unna, EVI LICHTUNGEN Hildesheim, Wood Street Galleries (Pittsburgh, US), Visual Art Week (Buenos Aires, AR), Scopiton Festival (Nantes, FR), STRP, TodaysArt, SonicActsXIII (NL), Pola museum annex, Todays Art (JP), Bangkok Citycity Gallery, MAIIAM (TH) and many others. Her scenographic works often include light and kinetic sculptures. She has collaborated with various choreographers, directors, and composers: Jiri Kylian ('Mémoires d'Oubliettes' by the Nederlands Dans Theater), Dirk P Haubrich, Jean-Philippe Dury ('The Nutcracker' by Leipzig Ballet DE), Giorgio Madia ('Die Fledermaus' by Grand Theatre Łódź PL), Gentian Doda (Berlin Staatsballet DE), Giorgio Madia (Grand Theatre, Łódź), Iván Pérez (Dance Theatre Heidelberg DE), (Norrdans SE, National Dance Company Wales UK), Megumi Nakamura (New National Ballet of Japan) and more. She holds an MA in ArtScience from the Royal Academy of Art / Royal Conservatoire The Hague, and a BA in Architecture from Musashino Art University, Tokyo. Her collaboration work 'Plane Scape' has received the prize Filmhuis Works Space 10 (NL), and a grand from Pola Art Foundation (JP).

Participant's profile:

Students will be asked to bring and prepare some materials - as objects to work on. Upon section we will also distribute a video material as a reference to see prior to workshop

LAACT 2.0 workshop - A fluent relationship between space and light

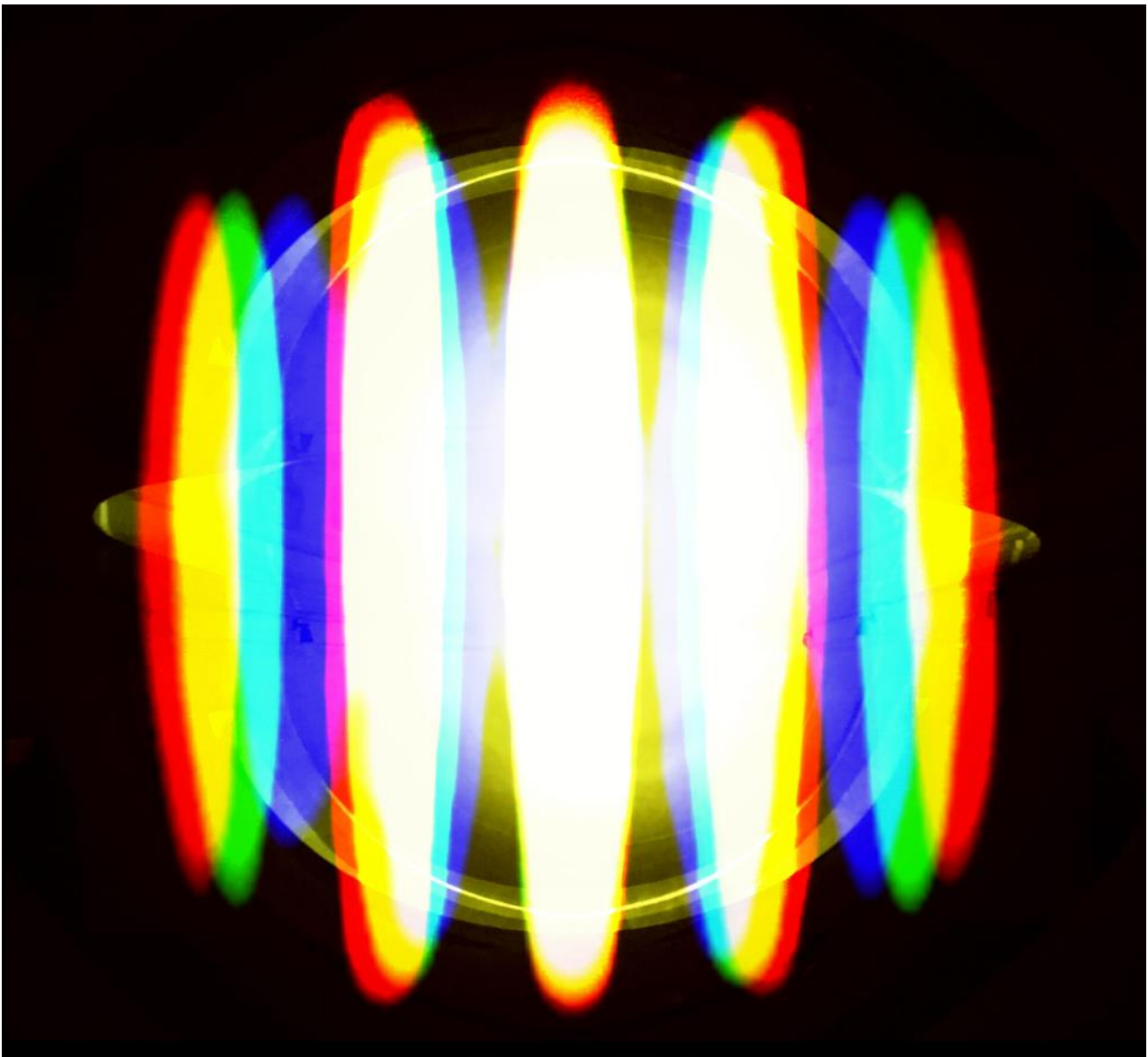
This workshop focuses on the study of space and light. How the light works in space. Students will construct a space out of given materials, focusing on how the light and shadow work in space.

Tutor's bio: **Kai van der Puij** - is a Finnish designer based in Helsinki. His interests lie in architecture, art and furniture design. Has graduated from the University of Art and Design with a master's degree

in interior architecture and from the Helsinki University of Technology with a master's degree in architecture. He has been senior lecturer in Lahti Institute of Design and thesis evaluator in Aalto University. Kai has participated in various furniture exhibitions and worked together with several finish architects. He found his own design firm in 2006. Most recently he has exhibited his installation 1-11,5Hx in RGB Light Experience, Rome, EVI LICHTUNGEN Hildesheim, LUX-IN, Helsinki and at Mexico City Light Festival – Fllux. Website: www.kaivanderpuij.com

Participant's profile:

Anyone interested in light, architecture and design might apply. No previous experience is required.



Please note: Use of hand tools will be required

LIGHT AS A CREATIVE TOOL 2.0

4-9.05.2020

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Conference - Lectures:

Bettina Pelz - Bremen Academy of Arts, Germany

LAACT 2.0 talk: Contexts of Light- and Media Art in the 21st Century

+moderation of Q+A sections of the Conference

Contemporary light and media art works are produced, displayed and discussed in contexts of art museums, art associations and artistic initiatives, in socio-cultural and participative contexts, in public space, post-industrial sites and cultural heritage environments, media or light art festivals, interim and off spaces as well as art galleries and art fairs or natural history or science museums. Each display comes with a unique set of conditions that impact development and display as well as audience response and contextual discourse. In the artistic practice on site, conceptual and esthetic parameters shift along with interests and requirements of the hosting setting as well as technical options, possibilities of maintenance while on display and in accordance to timelines of production and budget frameworks. The lectures discusses how this complex interaction shapes the contemporary light and media art scene, its productivity and outputs. It addresses the want for further documentation and review, research and critical discourse for the vibrant, and innovative scene. It considers the impact of the intermittent interaction with the established art scene, art institutions and the legitimized canon of contemporary art.

prof. Ryszard W. Kluszczyński - Łódź University, Poland
LAACT 2.0 talk: Light as instrument, medium and environment in (post)media art

Interactions between convergence and divergence in the areas of contemporary media technologies have brought about the development of new strategies in media arts. So far divided into separated fields of making artefacts or building experience, media art practices have merged into the form of environment where all so far separated practices come together. Light media remediated by digital technologies also have been part of all these transformations.

In my talk I will present and analyse some of the most interesting forms of such processes taking as examples selected works of Anthony McCall, Luc Courchesne, Rafael Lozano-Hemmer, and Olafur Eliasson.

Dr Martina Tritthart - FH Joanneum University of Applied Science, FH Burgenland University of Applied Science, Austria

LAACT 2.0 talk: Animated urban surfaces - Spatial Augmented Reality in public discourse

The terms "Spatial Augmented Reality" (SAR) and "projection mapping" describe mostly temporary large screen projections on urban surfaces. The façade architecture becomes the screen for the content, mostly projected 2D and 3D animations. Many of these artworks generate mainly illusionistic clips emanating from the existing façade structure that allow reality and fiction to merge

audiovisually. In combination with an interactive component the artwork can become unique and site-specific. Artists, architects, curators and institutions are increasingly aware of their responsibility, related to this form of the mediatization of architecture, as shown, for example, by the German artist group "Urbanscreen". Their members approach their work as a counterpoint to the commercialization of public space in the course of its appropriation by industry, propaganda, and advertising. But on the other hand they also make a living from commercial assignments. Artists often see themselves as pioneers and experimental researchers for a possible future in the coming digitized cities. They try to integrate digital content in the cityscape in a harmonious sense. Amongst other things, temporary façade displays can also pave the way for permanent media façades.

Through the presentation of various examples, the role of light in fine arts in connection with an alternative approach to the concepts of augmented realities within this process of social and urban evolution will be discussed.

Kai Henning van der Puij - Institute of Design, Lahti University of Applied Sciences, Finland
LAACT 2.0 talk: Light as part of art and spatial design.

The lecture deals with light through three personal experiences.
How light affects people above the Arctic Circle. Movement of light in the architectural space. Light as part of art and it's environment.

Dr María Mencia - Kingston College, London, United Kingdom
LAACT 2.0 talk: Bringing up to Light: Women Invisible Voices

Dr Mencia is currently the co-investigator of the AHRC funded project *Memory, Victims, and Representation of the Colombian Conflict*. Her role is leading the creative team working on the artistic research project titled *Women Invisible Voices* and give voice to the women in their participation in the construction of memory. For this purpose, she has led a series of co-creation workshops in Bogota, Colombia, with the participation of the research team and the women community groups of la Ruta Pacífica and Zoscuca. In the co-creation workshops she explored a variety of creative storytelling and artistic approaches to share personal stories, and discuss issues surrounding gender and (in)visibility in museum spaces, websites, and artworks, and with this, raise questions concerning how to address women's voices that have not yet been heard or represented in these official spaces.

In this presentation she will introduce you to research processes and to the digital interactive work developed from the material gathered in the co-creation workshops. 'Bringing up to light' in this case is used more as a metaphor to unveil historical memory, however these stories are coming to light and disseminated through the digital medium as the source of light.

Dr Márton Orosz - Vasarely Museum – Museum of Fine Arts, Budapest, Hungary
LAACT 2.0 talk: What is really light art?

In the final presentation of the Conference dr Orosz will try to ask some provocative questions on the notion of light art and how it connected to contemporary art and its alternative applications in public art as well as in the entertainment sector. What the chances are today to define the boundaries of an art form that hasn't been canonized yet and everybody would take as granted. In

other words, what is the relevance that light is a perfect medium of art and what are the odds about it? Taking perspective from theoretical and epistemological background of luminokinetic art he will focus on the two poles of the medium.

Special lecture for workshop opening 5.05.2020

Prof. Anna Królikiewicz - Academy of Fine Arts, Gdansk, Poland

LAACT 2.0 talk: I saw the light bending on cabbage / Widziałam światło załamujące się na kapuście*

Light as a medium, metaphor and story in the perspective of visual arts, literature and philosophy.

*title travesties a fragment of Miron Białoszewski's prose from Chamowo, 1976, from the volume Rozkurz

Special guest, who will offer her critical feedback and open up discussion for future development of our initiative.

Belyaeva Ekaterina, Head of Digital Art program in School of Digital Economics, Far Eastern Federal University, Vladivostok, Russia