



CENTER FOR RESEARCH IN COMPUTING AND THE ARTS
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Consider an End-of-Year Gift to CRCA

As with any non-profit organization, CRCA may receive charitable gifts towards programs, events and operational expenses. The Center has heightened its development and solicitation activities to accompany our growth, expansion and move into Cal-(IT)² in 2005. Gifts may be unrestricted in use, or you may designate your gift to a specific research project, researcher or one of our top initiatives as outlined below.

- Help us build our Visiting Artists-in-Residence Endowment Fund. Managed by the UCSD Foundation, this endowment was established during UCSD's 25th birthday celebration. Dividends directly support artists in residence at CRCA/UCSD.
- Provide support for us to move into new and expanded new media arts research labs with a gift for equipment and specialty furniture. Areas in need include the Audio Spatialization Studio, the Performative Computing Lab, the Experimental Game Lab or the Digital Art Gallery.
- Or if you want to think BIG, consider discussing a naming gift to one of the many new and unique arts areas of Cal-(IT)². Contact Labrina Harper-Stratton, the Director of Development for Arts & Humanities, at (858) 822-6618.

All gifts are tax deductible and must be postmarked on or before December 31, 2004 and received by CRCA no later than January 5, 2005. Contact Carol Hobson for any end-of-year gift idea you may have at (858) 534-4383, chobson@ucsd.edu.

The Experimental Game Lab at CRCA and Cal-(IT)²

Professor Sheldon Brown, Director of CRCA, has launched a new research studio – The Experimental Game Lab (EGL). In the initial proposal for establishing the California Institute of Telecommunications and Information Technology [Cal-(IT)²], Professor Brown described the importance to future forms of art and culture that were arising from developments in computer gaming and scientific visualization. With the formation of the EGL, Brown is mobilizing industrial support and academic research to create works of art that push forward cultural expression.

Providing the cornerstone support for this lab is a financial gift from the Sammy Corporation. Sammy Corp. is based in Tokyo, and have become an increasingly important company in computer gaming. They recently purchased Sega Corporation, and launched a North American video game studio, Sammy Studios. Sammy Corporations interests in the future forms of computer based culture are well encompassed by the ventures of the EGL.

The support from Sammy, as well as other industrial partners, provides the lab with the leading edge of technology, which becomes the foundation for further research and creative works. The lab provides a framework for student researchers to collaborate in the development of several large scale projects, as well as support their own creative works. Student researchers participating in the EGL include Visual Arts Graduates Alex Dragelescu, Mike Caloud, and Jeff Cole, along with Joey Hammer, an ICAM and Mathematics major, and Jennie Stenhouse from the University of Wellington, New Zealand.

The first large project of the lab is a multi-user environment called The Scalable City. In this work viewers interactively develop landscapes, urban zones, architecture and transportation systems with an unusual interplay between local object based knowledge, existing conditions and large scale decorative desire. While the development cycle for the project is extensive, ongoing spin-off projects consisting of animations, installations and prints are being exhibited. Recent venues have included The Kitchen in NYC and Columbia University. Aspects of this project are developed in collaboration with other initiatives: i.e. Professor Alejandro Hinojosa of the Centro de Investigación Científica y de Educación Superior de Ensenada (CISESE) is working with the EGL to develop GIS data techniques for landscape visualization with support from UC MEXUS and CONACYT, and the NSF funded Cal-(IT)² Optiputer is supporting research in high bandwidth storage and cluster computing. This combination of academic scientific visualization research with state of the art gaming technology, provides a powerful foundation for the labs work in creating avant-garde culture.

The Experimental Game Lab engages gaming as a defining cultural form of the 21st century. The southern California region is fast becoming a global center for game development. By creating an effective mechanism for industrial and academic discourse, the EGL looks to provoke ongoing consideration of extending and deepening the expressive capacity of game technologies. The artistic and technological research environments of CRCA and Cal-(IT)² provide the rich frameworks for this multi-disciplinary effort.

Parties interested in supporting the Experimental Game Lab, its student researchers, or projects, should contact CRCA at (858) 534-4383 or crca@ucsd.edu, or Professor Brown at sgbrown.ucsd.edu.

<http://www.experimentalgameclub.net>

<http://www.calit2.net>

• FEATURES

Three New Media Art Faculty Join UCSD

Shahrokh Yadegari ('03??) has recently joined the faculty of the department of Theatre and Dance. He holds a BS in Electrical Engineering from Purdue University, a Master's in Media Arts and Sciences from MIT's Media Lab, and a Ph.D. in music from University of California, San Diego. He has studied computer music with Tod Machover, Miller Puckette, F. Richard Moore, and George Lewis. He also has studied santur with Esmael Tehrani and Radif-shenasi (understanding the Radif) with Hossein Omoumi. He has collaborated with such artists as Peter Sellars, Hossein Omoumi, Vibeke Sorensen, Michael Dessen, Ivan Manzanilla, Keyavash Noura'i, and Siamak Shajarian. Yadegari has worked at Institut de Recherche et Coordination Acoustique/Musique (IRCAM), founded by Pierre Boulez, in the years 1987 and 1989. He is one of the founders of Persian Arts Society, and Kereshmeh Records, organizations dedicated to advancement and preservation of Persian traditional music. Yadegari's areas of research include the use of interactive computing for live music and theatre performances, spatialization, and applications of non-linear dynamical systems for synthesis. Among his recent projects are the sound design for The Children of Herakles directed by Peter Sellars, and the music for the video installation The Sanctuary by Vibeke Sorensen.

crca.ucsd.edu/~yadegari/

Ricardo Dominguez is a new faculty member with the Visual Arts department. He is a co-founder of The Electronic Disturbance Theater (EDT), a group who developed Virtual-Sit-In technologies in 1998 in solidarity with the Zapatista communities in Chiapas, Mexico. He is Senior Editor of The Thing (bbs.thing.net). Former member of Critical Art Ensemble (1987 to 1994 - developers of the theory of Electronic Civil Disobedience in the late 80's). Currently a Fake-Fakeshop Worker (www.fakeshop.com), a hybrid performance group, presented at the Whitney Biennial 2000. Ricardo has collaborated on a number of international net-art projects: with Francesca da Rimini on Dollspace (www.thing.net/~dollyoko), and with Diane Ludin on the Aphanis Project. His essays have appeared at Ctheory (www.ctheory.org) and recently in "Corpus Delecti: Performance Art of the Americas" (Routledge, 2000), edited by Coco Fusco. He is the Editor of EDT's forthcoming book Hactivism: network-art-activism, (Autonomedia Press, 2001).

www.thing.net/~rdom/

Philippe Manoury, one of the world's leading composers and computer music researchers, joined the Music Department this fall. Manoury studied composition with Michel Philippot and Ivo Malec at the Conservatoire National Supérieur de Musique de Paris, and went on to study computer-assisted composition with Pierre Barbaud. Most significant is his long association with the world's leading center for computer music research, IRCAM (Institut de Recherche et Coordination Acoustique/Musique) a branch of the Centre George Pompidou in Paris where he has worked as a Research Scientist since 1984, and as a Professor of Composition since 1993. It was at IRCAM where Manoury composed Zeitlauf, a work for mixed choir, instrumental ensemble, synthesizers, and tape. Mr. Manoury will have an immediate impact on the department's composition, computer music, and undergraduate ICAM programs.

music.ucsd.edu/fac/bio.php?fn=Philippe+Manoury



• BYTES

International Computer Music Conference (ICMC) 2004

ICMC 2004 was held in early November at the University of Miami in Coral Gables, Florida, USA. The annual conference features multi-track technical programs of papers, demonstrations, posters, and exhibitions multiple plus daily concerts of computer music. This year's conference theme explored **Expanded Horizons** in the creative and technical examination of the confluence of music and technology. It had a particular emphasis on performance and research with new musical interfaces, and ways the field can grow by bringing its music and technology to new audiences.

CRCA researchers participating in the Technical Program included: CRCA Associate Director Miller Puckette presenting a paper on "Audio Segmentation by Singular Value Clustering", and music faculty member Shlomo Dubnov presented "Optimal Filtering of an Instrument Sound in a Mixed Recording Given Approximate Pitch" with CRCA research associate Ted Apel. Music grad researchers and alumni involved in the conference included Cristyn Magnus, Joe Sarlo, Momilani Ramstrum ('04), Michael Theodore ('xx), Andrew May ('xx), Eric Lyon ('xx), Mark Applebaum ('xx), Christopher Penrose ('xx), and past composer/scholar-in-residence Roberto Morales (Mexico).

www.icmc2004.org/



Innovation has many forms in Sixth College

Heather Raikes is the new Coordinator for Innovation in the Culture, Art and Technology program of Sixth College. As a new staff member, Heather has been bringing the dynamic potential of new media arts to Sixth College students through workshops in digital video and art and culture Boot Camps. An artist herself, Heather works in the realm of technology and movement. Her multimedia performances are a collage of dance, images and electronics bring new meaning to the concept of dance performance. Her works such as "Wave", "Cosine" and "Sine", have been performed in New York, Philadelphia, Miami and Nebraska.

www.sixth.ucsd.edu
www.heatheraikes.com

Arshia Cont, a new graduate student research in music, has won the 'Audio Engineering Society's Educational Grant' to study at CRCA. This grant is international and highly competitive. The AES Educational Foundation is dedicated to encouraging the entry of talented students into the profession of audio engineering and related fields.

www.crca.ucsd.edu/arshia

CRCA visual arts researcher Rachel Beth Egenhoefer was featured in the September/October 2004 issue of Fiber Arts Magazine. Rachel Beth had participated in the *Space Between: Textiles, Technology, and Art Conference* in Perth Australia last spring where she presented *Foundations: Textiles as Tangible Codes* and was approached by *Fiber Arts*.

www.rachelbeth.org

CRCA grad researcher from Visual Arts, Alex Dragulescu will be representing Romania, CRCA and UCSD at the 6th International Digital Art Exhibit and Colloquium in La Habana, Cuba.

www.artedigitalcuba.cult.cu
www.sq.ro



RESPAM, a project by visual arts grads Timothy Jaeger and Alex Dragulescu, is a net.art platform for the collection, implementation, and cultural integration of unwanted, abject data in the form of solicitous messages (heretofore referred to as spam). In an age of unparalleled digital communication, spam accounts for up to 65% of all email. Research into this phenomenon is world wide as it threatens to turn a once utopian cyber landscape into an abyss of junk emails, adverts, and attempts to harvest an individuals data for malicious use. The focus of RESPAM includes a repository, research into spam art, and a portal to the latest in research, articles, legislation, tools and tutorials.

www.respam.com