

UPCOMING EMPAC EVENTS ::
 EMPAC *plus* ZKM: **bubbles** :: German artists Wolfgang Munch & Kiyoshi Furukawa present bubbles, an interactive installation for the whole family. NOW thru Jan, 17 2006 :: Location:: Schenectady Museum
 EMPAC Presents: **Rock My Reality** :: The surreal side of music video and film. Fri 02.24.2006 :: Time TBA :: Location :: UPAC/DCC

www.empac.rpi.edu

Johannes Goebel, Director
 Kathleen Forde, Curator, Time-Based Arts
 Dara Greenwald, Research Assistant
 Shannon Johnson, Web Director
 Hélène Lesterlin, Associate Curator, Dance
 Jason Steven Murphy, Project Manager
 Elizabeth Palazzo, Business Coordinator
 Todd Vos, 3rd Floor Elf



EMPAC PRESENTS:

FORWARD GAMING

>>> **the art of video game engines** <<<

quake and unreal tournament on monster screens

artists that don't shoot and splatter...



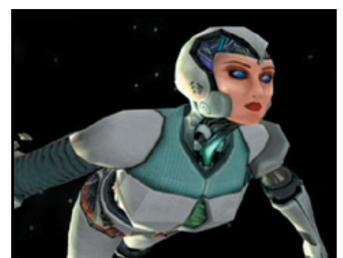
workspace unlimited



kurt hentschläger



friedrich kirschner



paul marino + the ill clan

Fair Game Participants:

Kurt Hentschläger – Kurt Hentschläger was invited by the Ars Electronica Center in Linz to create a new interactive 3D environment for the CAVE during this year's Ars Electronica Festival from 2 - 7 September 2004. The CAVE (Cave Automatic Virtual Environment) creates the illusion of immersion into a virtual space. Visitors look through electronic shutter goggles at projections on the walls and floor of a room-sized cube experiencing the projections as stereoscopic images in space.

Karma starts from a moment of « unreal death » It's never quite clear whether the characters inhabiting the void are dead or alive. Karma is like an amusement park in the dark, a behavioural training ground for a questionable army. The characters appear frozen in a perpetual moment of loss of control, creating an uncomfortable relationship with viewers. Spectators may walk around merely studying the scenery, or interact with it by grabbing, pushing and throwing the characters - influencing the overall mood of the environment. Karma is also the name of the physics simulation module within the Unreal Tournament (UT) real-time game software, used by the artist for simulating the death throes of 3D characters that have been killed. Physics simulation introduces physical properties, like gravity, to the virtual environment.

Friedrich Kirschner – is currently working as a senior researcher for Immersive Narration at the Ars Electronica Futurelab in Linz. He is actively pushing forward a new form of animated movies using computer game engines (machinima) and has a background of traditional short movies and programming. He's also the editor of an online magazine called machinimag, focusing on the development of this emerging artform.

Paul Marino – is an award-winning Machinima director and designer, having worked in this medium for the past seven years. He leads the Academy of Machinima Arts and Sciences, a non-profit organization to promote Machinima, as its executive director and oversees the Academy's annual Machinima Film Festival. He's the author of the world's first book about Machinima: 3D Game-based Filmmaking: The Art of Machinima (Paraglyph Press, August 2004) and has recently collaborated with Rooster Teeth Productions (Red Vs. Blue) on a series of Machinima shorts for the Independent Film Channel.

Paul is the co-founder of the pioneering Machinima team, the ILL Clan, who combine Machinima production with live improvisation. Paul has been interviewed for numerous Machinima articles by the New York Times, USA Today, Entertainment Weekly, NPR, Wall Street Journal, PBS, ARTE, G4TechTV, the Economist and CNN. Additionally, Paul has led Machinima presentations at the Stuttgart FilmWinter, SF-MoMA, the Florida Film Festival, the Edinburgh Interactive Entertainment Festival and the Austin Game Conference. This past January, Paul moderated the first Machinima panel ever at the Sundance Film Festival.

Prior to his involvement with Machinima, Mr. Marino was a broadcast graphics and animation professional for 14 years, winning a number of industry awards, including an Emmy for his animation work with TBS.

The ILL Clan – is an independent animation studio based in New York that uses 3D computer game technology to create animated shorts. This process is known as Machinima (pronounced Ma-sheen-eh-ma). Currently the ILL Clan uses a modified version of the Torque engine by Garage Games, to create their animation. Because the Torque engine license is made affordable by Garage Games to independent game producers, the ILL Clan programmers can access and change the underlying programming as needed. All existing 2D and 3D art within the off-the-shelf Torque game is replaced with original art and animation created by the ILL Clan, or by other designers who contribute to our projects.

Workspace Unlimited – The international artist collective Workspace Unlimited explores the creative potential of multiplayer game technology in relation to digital art and architecture. In their artistic practice they focus mainly on immersive environments, experience design, hybrid space, information architecture and networks. The collective's main project, Virtual World of Art (VWA), is a series of networked virtual environments connected to different new media centers in Europe and North America. The goal of this project is to create an open-ended artist driven network for game engine based art.

Along the permanent visibility of VWA, Workspace Unlimited is frequently invited to lectures and exhibitions in Europe and Canada. In 2004 Workspace Unlimited was the first Belgian collective to be commissioned by the V2_, Institute for the Unstable Media, in Rotterdam, to create a unique work for the Dutch Electronic Art Festival (DEAF04).

Workspace Unlimited was founded in 2002 by Thomas Soetens (BE) and Kora Van den Bulcke (CA). Thomas Soetens graduated with a master in visual arts from the St-Lucas School of Art In Belgium. Kora Van den Bulcke was born in Belgium and studied architecture at the University of Montreal in Canada. Both are leading artists of the Virtual World of Art project.