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// CRIAÇÃO DIGITAL

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Workshop PROCESSING > Marius Watz 11-15 October, 2004 at Espaço Atmosferas in Lisbon, Portugal

> About the Workshop

In the past few years a new movement of designers and artists has emerged, who recognize the potential for using programming as their main tool of expression, rather than as an obstacle to creativity. Their work builds on the realization that software is not a neutral tool, but rather shapes and constrains the work that is produced. The ideal for creatives working in digital media should be a new form of literacy, both "reading" (using) and "writing" (coding) software.

Processing is a new tool developed for designers and artists to learn about and experiment with computational form in a visual context. A simplified but powerful programming language built on top of Java allows easy sketching with software processes, while the simple user interface hides the complexities of setting up and compiling code.

This workshop will give an introduction to computational design and generative art. We will use Processing to look at computational strategies for the creation of static, animated and interactive forms. We will consider principles such as animation and composition, behavior and interaction. The focus will be on practical work, rather than theory. Each participant will be allowed to progress according to his or her own level of expertise, with the goal being that everyone should produce a computational piece by the end of the 5-day workshop.

The workshop language will be English.

> Schedule

11-15 October

11 October- Public Presentation on Processing and Principles of Computational Design/Generative Art – time to be confirmed (late afternoon)

12 to 15 October– Workshop from 10-17h, 1h lunch break.

15 October– Public presentation of the workshop results

> **Info processing**

www.processing.org

Processing is a project initiated by [Ben Fry](#) and [Casey Reas](#)

> **Info Marius Watz**

Marius Watz (NO / DE) works with the computational generation of form. His signature style is a particular brand of visual hedonism, marked by organic shapes and a "more is more" attitude. He lives in Berlin, where he teaches Computational Design at the Universität der Künste.

www.unlekker.net/

processing.unlekker.net

www.evolutionzone.com

> **Target**

People interested in computational design and generative art. No prior knowledge of coding is necessary.

> **Price**

210 Euros

> **Pre-Insription**

The workshop has a maximum number of 16 participants. You will be contacted for a selection interview.

> **Place and Dates**

The workshop will take place at Espaço Atmosferas, Rua da Boavista, 67 (continuation of Rua de São Paulo) in Lisbon, Portugal, phone +351 321 30 40, email processing@atmosferas.net

ABOUT ATMOSFERAS

Atmosferas is a cultural project that stands at the intersection of the arts, the sciences and the technologies.

Within this framework Atmosferas is engaged in promoting a cultural dialogue between these different areas trying to bring forward an understanding on the relatedness of their practices.

To achieve this objective Atmosferas will organize a number of different events

(conferences, exhibitions, etc) and support the production and the distribution of relevant artistic work done for the digital realm.

Rui Trindade
2004

Credits

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