

**Computer Space 2012**  
**International computer arts forum**  
**Programme**  
**www.computerspace.org**

Central Military Club “Concert” hall – official awarding ceremony  
The official awarding ceremony in the frame of Computer Space 2012 will be held at the closing of the festival (Sunday, October, 28<sup>th</sup>).

Czech Center – seminars, installations, an exhibition  
Hungarian Cultural Institute – workshops, installatins

FRIDAY (October, 26<sup>th</sup>)  
Czech Center, 100, “G.S. Rakovski” str.

10:00 – 10:10	Opening of the seminars
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**DIGITAL AND ANALOG FILTERS**

10:10 – 10:50	<p><b>Digital Photographic Filters and Plug-ins in Photoshop</b> – Daniel Yordanov, Bulgaria</p> <p>Daniel Yordanov has experience in the field of digital and analog photography and apart from that he also collects cameras. In his presentation he will talk about contemporary photography and tell us more about editing images with digital photographic filters. He will also present how some wide known plug-ins are being used by the Adobe Photoshop users - Tiffen Dfx, Nik Software, Topaz Labs.</p>
10:50 – 11:30	<p><b>Using Photographic Filters from an Aesthetic Perspective</b> – Nikolay Treyman, Bulgaria</p> <p>Nikolay Treyman is a leading Bulgarian photographer. He is the manager of “Treyman Brothers” photo studio and the leader of the photo club “Paraklis/Chapel”. Made a lot of photo exhibitions among which “The Marsh” and “Orthodox Bulgaria”. He is also organizing a lot of training courses related to different aspects of photography.</p> <p>In his presentation he will talk about turning reality into image, the strive for authenticity and expressiveness, special filters, the term “previsualization”, the film and the matrix as raw materials, filters as being an artistic method, concrete practical examples.</p>

**PRINTING PHOTOGRAPHS ON SILVER GELATINE PHOTOGRAPHIC PAPER PART 1**

11:30 – 12:00	<p>This two-day photography workshop is being organized by SCAS and Kevork Vanlyan from “Treyman Brothers” photographic studio. <b>The first part of the workshop will be dedicated to taking photos on photographic plates and with a medium-format camera.</b> During the second part of the workshop the photographic plates will be contact printed on a special cotton paper ILFORD ART 300. This is an entirely new kind</p>
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	of special ART paper which will be shown in Bulgaria for the first time.  (in the lobby)
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12:00 – 13:30	Lunch
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### THREE ASPECTS OF MEDIA LITERACY PART 1

The training seminar “Three aspects of media literacy” will focus on issues such as: **intelligent searching of information** in Internet, **manipulation of information** online, **critical thinking when evaluating information** on the net, **social networks and forming young people’s identity** and more. In this particular part of Computer Space 2012 programme there will be presentations by young experts and representatives of youth organizations from the United Kingdom, Poland, Italy and Spain. The seminar is organized with the support of “Youth in Action” programme of EU.

13:30 – 14:00	<p><b>Using Situational Video to Challenge Young People’s Perceptions –</b> Jacqueline Seaman, De Montfort University, United Kingdom</p> <p>The first presenter in the frame of the media literacy seminar will talk how 3D graphics and video can encourage young people to think critically, open their minds and enrich their knowledge regarding information on the Internet.</p>
14:00 – 14:30	<p><b>Media Literacy of Young People through the Sharing of Images in Social Networks -</b> Demelza Hall, De Montfort University, United Kingdom</p> <p>This presentation will deal with visual methods through which young people could express their sense of belonging and communal life (e.g. through photographs). The presentation will also focus on themes around use of public space and development of identity. Last but not least, the presentation will explore the media literacy employed by young people to present themselves through the sharing and uploading of edited images onto social network sites. It will argue that through this medium young people are already skillfully creating and producing messages about themselves.</p>
14:30 – 15:00	<p><b>The Role of Social Media in Facilitating Social Change in an Era of Increasing Social Surveillance and Control –</b> Christopher Herriot, De Montfort University, United Kingdom</p> <p>This presentation will focus on manipulation in the social networks and how these are being used for organizing protests and civil unrest. The presenter will after that talk about the state response to all these campaigns. Concrete examples from the recent events in Europe and around the world will be also presented.</p>
15:00 – 15:30	<p><b>Positive Aspects of Modern Media and Computer Activities –</b> Benjamin Rossi, De Montfort University, United Kingdom</p> <p>In the last presentation for the first part of the seminar the focus will be on the positive aspects of social networks and online communities as well as</p>

	how youth workers and trainers in youth organizations could use the advantages of these tools to involve young people.
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15:30 – 16:00	Coffee break
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### THREE ASPECTS OF MEDIA LITERACY PART 2

16:00 – 16:20	<p><b>WikiWorld – Truth, Reality and Other Illusions in the Age of WEB 2.0</b> - Anna Pawlak, MANKO Association, Poland</p> <p>The second part of the seminar will start with a presentation about Wikipedia as a tool for image-making, advertising and promotion. The Polish presenter will try to answer the question – what is the meaning of Wikipedia in the 21<sup>st</sup> century?</p>
16:20 – 16:40	<p><b>Manipulation of Information in Media</b> – Ewa Smutek, MANKO Association, Poland</p> <p>The problem of manipulation in the media will be illustrated by presenting and following the events around the introduction of a smoking ban at public places in Poland in the year 2010.</p>
16:40 – 17:00	<p><b>mHealth</b> – Katarzyna Koralewska, MANKO Association, Poland</p> <p>mHealth (Mobile Health) is a growing field that takes advantage of mobile communications devices- mostly cell phones- to enhance access to health information, improve distribution of routine and emergency health services, or provide diagnostic services. A few case studies based on mHealth project will be presented.</p>

### 3D MODELLING AND CHARACTER DESIGN PART 1

This slot in the programme is practically oriented. It consists of presentations of famous 3D artists from different countries. The first two presentations aim at introducing the audience to some main steps in the development of a project (3D character) as well as presenting the process of characters design for computer games and movies. The next presentations will focus on 3D modeling for the fields of architecture and medicine – two extravagant topics which are a lot less familiar for the audience. Presentations won't be strictly theoretical, quite the opposite – practical – including examples from real-life experience in developing a 3D character or a model from beginning to end.

17:00 – 17:40	<p><b>Freelance - Successful Practices</b> - Nikola Dechev, Bulgaria</p> <p>Nikola Dechev is a freelance 3D artist and graphic designer who has been widely acknowledged and awarded in the field of computer graphics. He is actively working in the field of advertising. In his presentation he will talk about what's necessary in order to create a whole project, where personal creativity ends and client's demands begin as well as what the technical methods used by the experts are. All this will be illustrated by graphics and video materials.</p>
17:40 – 18:20	<p><b>Character Design – from 2D to 3D</b> – Martin Punchev, България</p>

	<p>Martin Punchev is a freelance 3D artist, specializing in character design. He has worked for the Bulgarian game studio "Masthead Studios" in the production of the mass online role playing game "Eartrise". Martin will cover in detail the process of creating characters for computer games and movies, from sketch, through the different variations and concepts (drawing anatomy, using colors and shapes) to finished 3D models.</p>
18:20 – 18:45	<p><b>Presentation of the exhibition of Maya Bocheva and meeting with the author</b></p> <p>Maya Bocheva (also known as Wiki) will present to the audience selected illustrations from her personal project "This and that", as well as many other famous tales.</p>
10:00 – 18:30	<p><b>Interactive installations</b> - students from the National Arts Academy, as well as other young Bulgarian artists will present their projects.</p> <p><b>“Destination”</b> – Nikoleta Boncheva  <b>“Efface”</b> – Stefan Donchev  <b>„Heart“</b> – Ekaterina Danilova  <b>„Balance“</b> – Nellie Borisova</p> <p><b>3D Projection of Taj Mahal</b> - MP Studio, Bulgaria</p> <p>(in the lobby)</p>
10:00 – 18:30	<p><b>Maya Bocheva</b> – computer graphics exhibition.</p> <p>Maya Bocheva (also known as Wiki) will present to the audience selected illustrations from her personal project "This and that", as well as many other famous tales.</p> <p>(in the lobby)</p>

FRIDAY (October, 26<sup>th</sup>)  
Hungarian Cultural Institute, Sofia, 16 Aksakov Str.

Hungarian Cultural Institute is the site where Computer Space visitors can go and enjoy a quieter but also a more interactive impression from computer arts and contemporary art forms. What we mean by this? There you can go and watch the screening of computer animation movies, try out some of the installations in the lobby or just enjoy and have a look at the antique types of paper (linen paper, cotton paper etc.) and examples of engravings, etchings and lithos. Here is what we offer:

11:00 – 18:30	<p><b>Screening of computer animation movies</b> from Computer Space 2012 – „Trapped“ (Alexander Dietrich and Johannes Flick, Germany), „Zing“ (Kyra Buschor and Cynthia Collins, Germany), „366 Days“, „DER BESUCH (The Visit)“ and „Heldenzkanzler“ (Neuer Oesterreichischer Trickfilm, Austria), „Bach“ (School-Studio "SHAR", Russia), „Birdboy“ (Abraham Estudio, Spain), „Caldera“ (Evan Viera, USA), „Krake“ (Regina Welker, Germany), „Meet Buck“ (Denis Bouyer, Australia), „There is no</p>
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	planet B“ (Teodor Hristov, Bulgaria), „Podium“ (Pawel Synowiec, Poland), „The Rusty“ (Ivan Sashov, Bulgaria) and others.  (in the hall)
13:30 – 14:10	<b>DIY Electronics</b> – Andreas Monopolis, MoCM, Greece  Andreas Monopolis is s composer and performer of electronic and computer music. He also collaborates with the Department of Music of the Ionian University and is a member of the Electro-acoustic Music Association of Greek Composers. For many years he was event manager with his own productions house, being at the same time the coordinator on many festivals, and the Founder of O.S.C.S. NCO. From 2010 he is producing prototypes and custom made sound devices branded as MoCM.
14:10 – 15:00	<b>Presentations of Computer Space 2012 awarded projects</b>
15:30 – 18:30	<b>Ebru – art or magic</b> – workshop and demonstration of Nikolay Petrov, Bulgaria  Nikolay Petrov - known as Flak. He is a member of "140 ideas" crew, young artist and calligraph. In this year's edition he will organize a workshop on "Ebru - art or magic" or "Ebru on paper". Ebru is one of the ancient arts and could be used for decoration in letters and books. The magic is both in the creation process, as well as transferring the art on paper. (in the lobby)
11:00 – 18:30	<b>Exhibition of different types of paper</b> (in the lobby)

SATURDAY(October, 27<sup>th</sup>)  
Czech Center, 100 G.S. Rakovski Str.

10:00 – 10:10	Opening of the seminar part
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### THREE ASPECTS OF MEDIA LITERACY PART 3

10:10 – 10:40	Manuel Ángel Pereda Viña, La Tierra Verde, Spain  Manuel Ángel Pereda Viña loves art, nature and extreme sports. Throughout his life he had tried not to turn his back on the creative. He will talk about his work as a graphic designer, in the area of online marketing, as a smartphone game developer and more other interesting projects related to modern media.
10:40 – 11:10	<b>Internet in daily life, for students and young workers</b> – Francesca Cuccu, Giulia Mura, Alessio Schirru, Davide Schiavone, Associazione Orientare, Italy  The Orientare organization representatives will talk about how the youngsters in Italy use the internet in their everyday life, for specific purposes, related with finding information about career guidance and further education.
11:10 – 11:30	<b>Interactive Online Games for Media Literacy</b> - Dr. Rosen Petkov and

	<p>Elitsa Licheva, SCAS, Bulgaria</p> <p>Within this presentation, representatives of SCAS will talk about a previous project they have worked on - "The Violence of Information" and demonstrate the training electronic games developed in the project. These games are designed for use during trainings and workshops for young people in four key areas: searching for information on the Internet, evaluating information on the Internet, manipulation of information and safety in the Internet.</p>
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## PRINTING PHOTOGRAPHS ON SILVER PHOTOGRAPHIC PAPER PART 2

11:30 – 12:00	<p>This two-day photography workshop is being organized by SCAS and Kevork Vanlyan from “Treyman Brothers” photographic studio. <b>The first part of the workshop will be dedicated to taking photos on photographic plates and with a medium-format camera.</b> During the second part of the workshop the photographic plates will be contact printed on a special cotton paper ILFORD ART 300. This is an entirely new kind of special ART paper which will be shown in Bulgaria for the first time.</p> <p>(in the lobby)</p>
12:00 – 13:30	Lunch

## 3D MODELING AND CHARACTER DESIGN PART 2

13:30 – 14:10	<p><b>Exploration // Exploitation , from Idea to Conception</b> - Pedro Fernandes, United Kingdom</p> <p>Pedro Fernandes is a 3D artist and architect, specializing in architectural visualization, "environment art" and "matte painting". He has worked for many of the best companies in Australia, United Kingdom, Germany and Portugal. His personal website is: <a href="http://www.arqui9.com">http://www.arqui9.com</a></p>
14:10 – 14:50	<p><b>An introduction to 3D medical illustration and animation</b> – Matt Briggs, United Kingdom</p> <p>Matt Briggs graduated "Traditional Scientific Illustration" in 1999. Since then, he continues to expand the range of his skills in the field of digital media. Currently, his skills include everything from "matte painting" to 3D modeling and animation. He has many years of experience in working as a medical illustrator at the National Health Service in the UK. His personal website is: <a href="http://www.3dmedicalillustration.com">http://www.3dmedicalillustration.com</a></p>
14:50 – 15:30	<p><b>V-Ray in the visual effects and 3D graphics</b> – Simeon Balabanov, Chaos Group, Bulgaria</p> <p>Simeon has been working as a 3D artist and digital compositor for over 7 years in several visual studios. He is a new addition to the Chaos Group team, bringing production experience and technical knowledge. He will talk about the most interesting technical features of V-Ray and will also show lots of examples and visual materials.</p>

15:30 – 16:00	Coffee break
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### 3D MAPPING TECHNOLOGY

16:00 – 16:40	<p><b>3D Mapping technology</b> - Marin Petkov, MP Studio, Bulgaria</p> <p>Marin Petkov from MP Studio will talk about the origin of the 3D Mapping technology, it's application and the preparation for such a project on behalf of the unique for Bulgaria 3D Mapping company.</p>
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### FONTS – DESIGN AND DEVELOPMENT

This seminar focuses on traditional and modern topics such as design and font development, logo design and advertisement, book cover design, ornaments and letters. Several experts will talk on the subject. Among them are notable names in the field, proven over the years, as well as younger artists very popular in the field of street art and graphic design.

16:40 – 17:20	<p><b>Free form</b> - Kosio Kokalanov, Bulgaria</p> <p>Kosio Kokalanov - a young specialist in the field of graphic design, specializing in calligraphy and it's use in modern graphic design. He works for a leading advertising agency, as well as alternative arts such as street art.</p>
17:20 – 18:00	<p><b>Ornaments and letters over the centuries</b> - PhD Rosen Petkov, SCAS, Bulgaria</p> <p>The author of the book "Old books and computer arts" will present the development of fonts and ornaments over the centuries, various styles and features of the form of the letters. He will also show examples from Bulgarian and Latin books and engravings.</p>

10:00 – 18:00	<p><b>Interactive installations</b> - students from the National Art Academy, as well as other young bulgarian artists will present their projects.</p> <p><b>“Destination”</b> – Nikoleta Boncheva  <b>“Efface”</b> – Stefan Donchev  <b>„Heart“</b> – Ekaterina Danilova  <b>„Balance“</b> – Nellie Borisova</p> <p><b>3D Projection of Taj Mahal</b> - MP Studio, Bulgaria</p> <p>(in the lobby)</p>
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SATURDAY(October, 27<sup>th</sup>)  
Hungarian Cultural Institute, Sofia, 16 Aksakov Str.

COMPUTER ANIMATION – THE MAKING-OF

This seminar consists of presentations by the directors of two of the computer animation films, taking part in the Computer Space 2012 competition, “computer animation” category. Their presentations will take place right before screening of the films themselves in order to introduce the audience to the world of computer animation. They will show you behind the curtains of the computer animation film making process, starting from the very idea and going all the way to the post-production.

10:30 – 11:10	<p><b>How to produce (or not) animation films: the rise and fall of a Spanish animation producer</b> – Pedro Rivero, Spain</p> <p>Pedro Rivero is a director and producer of computer animation films in the Spanish animation studio “Abrakam Estudio”. In his presentation he will talk about how risky the initiative of a computer animation film could be. He will give concrete examples with his most successful films, won many awards, but he will also talk about some unsuccessful endeavors of his.</p>
11:10 – 11:50	<p><b>“Lucky Day Forever”- making-of and behind-the-scenes of today’s independent filmmaking</b> – Alek Wasilewski, Poland</p> <p>Alek Wasilewski is an author, director and producer of computer animation films. In his presentation he will talk about his latest project „Lucky Day Forever“ – from the inspirations, conceptual and artistic journey through development, down to the hard, painful down-to-earth facts of making it to production stage and end up with a film you wanted to make in the first place.</p>

12:00 – 15:00	<p><b>Screening of computer animation movies</b> from Computer Space 2012 – „Trapped“ (Alexander Dietrich and Johannes Flick, Germany), „Zing“ (Kyra Buschor and Cynthia Collins, Germany), „366 Days“, „DER BESUCH (The Visit)“ and „Heldenzkanzler“ (Neuer Oesterreichischer Trickfilm, Austria), „Bach“ (School-Studio "SHAR", Russia), „Birdboy“ (Abrakam Estudio, Spain), „Caldera“ (Evan Viera, USA), „Krake“ (Regina Welker, Germany), „Meet Buck“ (Denis Bouyer, Australia), „There is no planet B“ (Teodor Hristov, Bulgaria), „Podium“ (Pawel Synowiec, Poland), „The Rusty“ (Ivan Sashov, Bulgaria) and others.</p> <p>(in the hall)</p>
12:30 – 15:30	<p><b>Art of calligraphy</b> – workshop/demonstration, Kosio Kokalanov, Bulgaria</p> <p><b>Kosio Kokalanov</b> - a young specialist in the field of graphic design, specializing in calligraphy and it's use in modern graphic design. He works for a leading advertising agency, as well as alternative arts such as street art. In the workshop he will demonstrate different calligraphy techniques. After the workshop he will make a detailed presentation on the topic in the Czech Centre.</p>



15:30 – 18:00	<p><b>Ebru – art or magic</b> – workshop and demonstration of Nikolay Petrov, Bulgaria</p> <p>Nikolay Petrov - known as Flak. He is a member of "140 ideas" crew, young artist and calligraph. In this year's edition he will organize a workshop on "Ebru - art or magic" or "Ebru on paper". Ebru is one of the ancient arts and could be used for decoration in letters and books. The magic is both in the creation process, as well as transferring the art on paper.</p> <p>(in the lobby)</p>
18:00 – 18:30	<p><b>Cadaver</b> – interactive dance performance</p> <p><b>Martin Penev</b> – idea, software, hardware  <b>Stanislav Genadiev</b> – performance, choreography</p> <p>“Cadaver” is an improvisation-performance, built of interaction between biological body and software. The body of the dancer has electrodes attached to it, which transfer the electrical impulse of the movement of the muscles to a special software, which transforms the data into manipulated sound.</p>
11:00 – 18:30	<p><b>Exhibition of different types of paper</b> (in the lobby)</p>

SUNDAY (October 28<sup>th</sup>)  
Central Military Club “Concert” Hall, 7 Tsar Osvoboditel Blvd.

17:00	<p>Awarding Ceremony (invitations only, please take your seats before 16:45)</p> <p>The winners in the nine categories of the competition (computer animation, computer graphics, computer and electronic music, offline multimedia and web design - with five sub-categories) will be awarded. There will also be given special prizes and you will be able to see many of the most interesting projects in the competition.</p>
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**\*Entrance free of charge. Advance registration required. Please send your name, e-mail, telephone number and profession to [entrance@computerspace.org](mailto:entrance@computerspace.org). After registration you will receive an invitation via e-mail. Please bring this invitation with you when attending Computer Space 2012 events.**