

Here are some of the main topics in "Computer Space" 2013 programme. Of course, there will be more events that will be announced later on.

1. International seminar "Computer animation – the making of an animated movie"

This seminar consists of presentations by authors of projects in the "Computer animation" category in the "Computer Space 2013" competition. Their presentations will be followed by a screening of the movies, introducing the audience to the world of computer animation, allowing them to look into the very process of creating an animated movie, starting from the idea and going to the post-production.

2. 3D art and visual effects

This seminar includes presentations and workshops on topics such as "Matte painting and compositing", "Particle effects and fluid simulations" and "3D art and digital sculpting" with some of the best artists from Bulgaria and abroad.

3. Workshop "Photography - now and before"

The main aim of this seminar, and the workshops that go together with it, is to show the link of modern media, computer arts and design with the classical and traditional methods for content visualization, as well as traditional print forms. Different methods for print of high-quality images will be demonstrated - lithography, gravure, offset, serigraph, modern "ink-jet" methods and others.

4. Exhibition of interactive installations

Every year "Computer Space" gives the chance to young artists and students from the National Academy of Art Sofia and Sofia Technical University to display their interactive installations. The installations are a mix of science, technology and art. Every visitor of "Computer Space" could test and interact with them. Every installation has its own history and concept, which are to be presented to the audience during the exhibition.

5. Exhibition reflecting the development of displays over the years

The exhibition will be showing the development of microcomputer technology in Bulgaria, starting from the first Elka 6521 (1965) with electronic lamps display, IMKO 1 (1980), IMKO 2 with monochromatic televisions, Pravetz 82, Pravetz 16 and VGA, SVGA, LCD displays and modern 3D monitors.

6. Computer graphics exhibition

Traditionally, "Computer Space" audience will be introduced to the best projects of Bulgarian and foreign authors in the field of two-dimensional and three-dimensional graphics.

7. Calligraphy and miniatures

The link between traditional and new media is one of the most interesting topics in "Computer Space" festival. Miniatures, such as ornaments, signs, ex-libris and others could be made both by hand and using a computer. This workshop will demonstrate the traditional techniques for making miniatures, as well how modern graphics software can be used in this field.

Other key events, together with those described above, are the Awarding ceremony (27.10.2013), as well as the presentations of the nominated projects in the 9 competition categories.

If you are interested in organizing other events in the frame of "Computer Space" or if you want to participate in the seminars and exhibitions described above, you can contact the organizers until 30.07.2013.