

**Computer Space 2014**  
**International computer art forum**  
**31/10 - 02/11**

**Programme**  
**www.computerspace.org**

**Central Military Club - Concert hall** – awarding ceremony

The official awarding ceremony in the frame of Computer Space 2014 will be held at the closing of the festival (Sunday, November 02nd).

**The Red House**  
seminars / exhibitions / screenings

Computer Space 2014 is being organized under the patronage of the Mayor of Sofia Municipality Mrs. Yordanka Fandakova

The forum is under the auspices of the Minister of Defence.

**FRIDAY (October, 31st)**  
The Red House, 15 „Lyuben Karavelov“ str.

**Red hall**

10:00 – 10:10	Opening of the seminars
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3D PRINTING

10:10 – 10:45	<b>3D printing - application in the present and future - Dimo Dimov, /SolidFill, Bulgaria/</b> This presentation will focus on the current applications of 3D printing in Bulgaria. It will pay attention to the tendencies which we might expect in near future, by making a comparison with the technology advanced West markets. During this presentation, will be made an objective analysis of the growing market of 3D printers and their advantages and disadvantages.
10:45 - 11:20	<b>Project N3xt 27th Cube /Bulgaria/</b> The project which combines the innovative technologies in the field of 3D prototyping, 3D scanning, 3D visualization and 3D printing.
11:20 – 11:55	<b>Make your own 3D printer - Daniel Georgiev /Bulgaria/</b> Founder of Printrido. Printrido is organization whose goal is to make software, hardware and other solutions for 3D printers. Dani constructed his own 3D printer with electromotors, electronic boards and metal parts. He understands in depths how 3D printers work on software and hardware level.

11:55 – 12:15	Coffee break
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## ENTREPRENEURSHIP

12:15 – 12:50	<p><b>The modern entrepreneurship as way of life - Stoyan Angelov /Start It Smart, Bulgaria/</b>            Successful and unsuccessful attempts for making business. Examples and practices.            Start It Smart is an entrepreneurship organization created to spread and develop the entrepreneurial way of thinking, while it supports the young people who want to start their own business. The team consists of young, proactive entrepreneurs with different skills and knowledge, united around the goal of waking up and developing the new generation of entrepreneurs in the country.</p>
12:50 – 13:25	<p><b>For startups with love - Vladimir Aleksiev /Bulgaria/</b>            One thrilling story, filled with suspense, twists and romance, for the hard way to building something own. Vlado will tell how from “simple” programmer he became “simple” entrepreneur.</p>

13:25 – 14:25	Lunch
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## INTUITION IN ART AND SCIENCE - COMMON AND DIFFERENT

14:25 – 15:00	<p><b>The photography – technique, reflex or intuition? - Dr. Katerina Gadzheva /Bulgaria/</b>            Thanks to its technical nature, defining the absence of own handwriting, inevitably left by the hand of the painter, the photography unambiguously enforces itself as realistic representational method. It is accepted, that the camera has the ability to document the world truthfully, objectively and impartially. The camera becomes a metaphor for the rational knowledge, independent from the subjective and imperfect sensory perception. In the same time however, many of the famous photographers share that some of their best works have been captured like “by miracle”, unexplained and unexpectedly. They just have been at the right place, in the right moment, when in front of them the deciding moment of balance has revealed itself. Just a chance or something more? How important is the intuition and can it be developed and “trained” in favor of the photographer – this are questions, which answers we will try to find in the history of the pictorial means.</p>
15:00 – 15:35	<p><b>The art and the psychology of the abstract intuition - Prof. Dr. Peter Tzanev /Bulgaria/</b>            The presentation looks at, from point of view of the modern psychology of art, the assumption of Jung about the existence not only of abstract thinking, but also an abstract sense, feeling and intuition.</p>
15:35 – 16:10	<p><b>From abstractions and mathematical formalism to forms and colors - Prof. Jordan Tabov /Bulgaria/</b>            From side it seems that the “pure” mathematics works only with abstract objects and mathematical formalism, with axioms, theorems and proofs. Many of the mathematical theories have real contribution to the practice. Does mathematics has something in common with arts?</p>

	This lecture offers a look into the vision of some mathematicians about the harmony of the shapes and colors in art with ideas from the mathematics.
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16:10 – 16:30	Coffee break
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### THE MAGIC OF BLACK AND WHITE PHOTOGRAPHY

16:30 – 17:05	<p><b>The black and white image - synonym for the classic photography - Nikolay Treyman /Treyman Brothers, Bulgaria/</b></p> <p>The black and white image is synonym for classic photography. Not only because such are the first pictures, but because to this day the monochrome range is more laconic, expressive and popular. If we should make a statistic about which photography prevails – black and white or color in the sphere of photographic art, then undoubtedly the first one will prevail. Despite the powerful advance of digital technology, the negative – positive process, the use of interesting black and white films and the manually copied copies bring the spirit of the real photography.</p> <p>There are many other reasons to consider that this topic will be up to date and attractive despite its “backwardness”.</p>
17:05 – 17:40	<p><b>B&amp;W photography in the digital world - Ivan Maslarov - Jumbo /Photo Café, Bulgaria/</b></p> <p>In the modern digital colorful world it is challenge seeing the life around you only in shades of gray. We more easily perceive the color, but we sincerely admire the good black and white mastery. In this presentation we will talk about how to create black and white photography with our digital photo cameras. What is needed to do this? Is there cameras shooting in black and white? Should we shoot directly in black and white, or we should leave this task to the software with which we process photos? Which is the appropriate software for creation and processing of photo images?</p>
17:40 – 18:15	<p><b>B&amp;W photography in the advertising - Encho Naydenov /Bulgaria/</b></p> <p>When we use black and white images for advertising materials? The absence of color like means of expression. Which photos have more influence in color and which in black and white? The modern black and white advertises – nostalgia or the old in the modern vision?</p>

### EXHIBITIONS

#### “Gulliver” hall

10:00 – 19:00	<p><b>The history of computer displays, illustrated with a collection of Apple computers</b></p> <p>Will be presented emblematic models such as: iMac G4, Power Mac G4, iBook G3 Green, Macintosh Classic, 20th anniversary Macintosh, iMac 2008 Intel and others.</p>
10:00 – 19:00	<p><b>Demonstration of 3D printing by SolidFill, 27<sup>th</sup> Cube and Daniel Georgiev.</b></p>
10:00 – 19:00	<p><b>Zone of Olympus Bulgaria</b></p>

### “Nameless” hall

10:00 – 19:00	<b>Exhibition of computer graphics by different authors /Bulgaria/</b> The works could be bought. <b>Presentation of the authors – 18:15h</b>
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### “Andrey Nikolov” hall

10:00 – 19:00	<b>Screenings of computer animations /International/</b>
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**SATURDAY (November, 01st)**  
The Red House, 15 „Lyuben Karavelov“ str.

### Red hall

10:00 – 10:10	Opening of the seminars
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### ROBOTICS

10:10 – 10:45	<b>Arduino as a teacher for engineers - Simeon Yanchev /Robotev, Bulgaria/</b> In his presentation he will tell about how Arduino had helped an engineer by soul, but not by education, to enter the world of robotics and electronics. Simeon also will present the philosophy of Arduino and will tell about the challenges in developing interactive installations. You will learn details around some of the latest projects of Robotev, in which electronics and art are intertwined. Part of the projects are for international companies.
10:45 – 11:20	<b>Lego Ev 3. Possibilities, features, prices - Ivan Bozhilov /Robopartans, Bulgaria/</b> Ivan Bozhilov is part of the team of school for robotics Robopartans, from more than 3 years. During these 3 years he had been part of the teachers, he had took part in the development of the educational content, he had been organizing the regional part of the international competition for robotics FIRST LEGO League and is behind the project for video lessons – FLLCasts.com.

11:20 – 11:40	Coffee break
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### “FANTASTIC WORLDS” - DIGITAL ART AND 3D GRAPHICS

11:40 – 12:25	<b>Sci-Fi and the making of a simple 3D game - Brajan Martinovic /Croatia/</b> <b>Language: English</b> What is game engine? The possibilities which it gives to the artists. Creation of levels – from small objects to characters, mainly directed to the Sci-Fi theme.
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	Usage of UDK and Unreal Engine 4, artist – friendly programming.
12:25 – 13:10	<b>Future Soldiers - Richie Mason /United Kingdom/</b> <b>Language: English</b> Richie Mason is freelancer, dealing with design of characters – monsters, humans, robots. Typical for his projects are the great renders by which he presents them. He will reveal his works step by step, emphasizing on the inspired designs of “soldiers of the future”. At the end he will share different specific techniques which he uses for modeling of hard bodies and rendering until reaching finished product.

13:10 – 14:10	Lunch
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14:10 – 14:55	<b>Sci-Fi Vehicle Design - Imagination of 2150 Aircraft - Stefano Tsai /United Kingdom/</b> In this lecture Stefano Tsai, artist with more than 10 years of experience in CG industry, will show what techniques he uses in the process of designing futuristic vehicles. As a man with great passion about science fiction, he will show the audience how he passes through the different stages of creating finished conceptions – from idea through sketch, to the final models.
14:55 – 15:40	<b>IP visualization - Michal Kus /Netherlands/</b> As a conceptual artist in EA Games (Great Britain) Michal Kus is person with huge experience in the sphere of digital arts. He will present broad set of concepts, developed in three different areas – professional, personal and fan-based. How you should approach when working for project of big company, in personal projects, or whenever you are inspired by already created product and want to add something own in the same style? What skills are important to have, in order to build many different objects which are part of the specific environment?

15:40 – 16:00	Coffee break
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### COMPETITION PROJECTS

16:00 – 16:40	<b>Decomposing Landscape – Budhaditya Chattopadhyay /Denmark/</b> <b>Language: English</b> The project is nominated for award in category “Computer and electronic music” from the contest of “Computer Space” 2014. “Decomposing Landscape” presents deep audio – visual connections between decomposing landscape and original sound compositions. The project is interactive multi – channel audio – video installation.
16:40 – 17:20	<b>Presenting of “The Centipede and The Toad”</b> <b>Anna Khmelevskaya /France/</b> <b>Language: English</b> The project is nominated for award in category “Computer animation” from the contest of “Computer Space” 2014. It’s selected for participation in many prestige international film festivals and festivals about animation, among which are these in Seoul, Cleveland, Rhode Island, Palm Springs, Los Angeles, Brussels, Berlin, Geneva, Frankfurt and so on. The project won “Award for the best animation for youths” of ITFS – the international

	festival about animation in Stuttgart. It's included in Animation Magazine.
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## MODERN TECHNOLOGIES AND CULTURAL AND HISTORICAL HERITAGE

17:20 – 18:10	<p><b>Modern technologies and cultural and historical heritage – Dr. Rosen Petkov, Elitsa Licheva, Martin Simeonov</b></p> <p>- <b>Mobile applications – Invisible Serdica /<a href="http://www.invisibleserdica.org/">www.invisibleserdica.org/</a></b> The mobile app tells about the invisible roman objects in Sofia through the books. Will be presented modern aspects from the creation of mobile applications, including the server side, the map and the multimedia resources.</p> <p>- <b>BBinding project – interactive 3D visualizations /<a href="http://www.bbinding.org/">www.bbinding.org/</a></b> BBinding supports the progress of the design and development of hand – made bindings of books and albums, through various training tools. Presented are the modern aspects from the preservation of the literary heritage. To the participants will be given book, created by the project.</p>
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### “Andrey Nikolov” hall

10:00 – 18:00	<b>Screenings of computer animations from the competition</b>
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## SUNDAY (November, 02nd)

Central Military Club, Concert hall, 7 “Tsar Osvoboditel” blvd.

17:00 – 19:00	<p>Awarding ceremony (invitations only, please take your seat before 16:45) The winners in the nine categories of the competition (computer animation, computer graphics, computer and electronic music, mobile art applications)</p>
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	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.
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**\*Entrance free of charge. Advance registration required. Please send your name, profession, telephone number and which events would you visit to [entrance@computerspace.org](mailto:entrance@computerspace.org).**

**\*\*All presentations are in Bulgarian, except for those where the language is stated as English.**

**The forum is organized by Student Computer Art Society.**

**The educational seminars are being organized with the support of America for Bulgaria Foundation.**

**Partners: The Red House - Center for Culture and Debate, Host.bg (Hosting Ltd.), Sofia Municipality, Ministry of Education and Science, Ministry of Defence, Olympus Bulgaria, Creative Center Ltd., National Student House.**

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