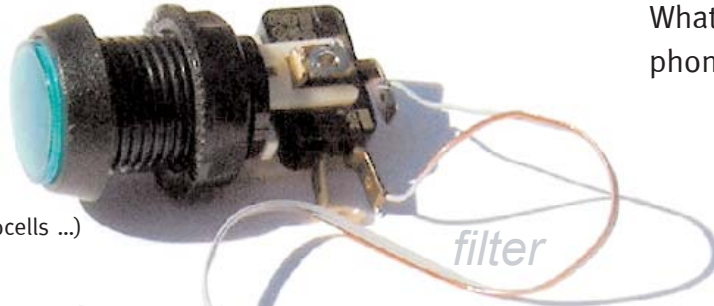


[BETWEEN IMPULSE AND DISPLAY]

Workshop, Olaf Val 2004



Sensors
(push-buttons, microphones, photocells ...)

[IMPULSE]

What is your source? Television, phone, or a meeting with friends ...?

interfacesmapping

Microcontroller
(ATMEL Mega8)

Programming environment for the
Microcontroller (Bascom AVR)

[PLAYER]

Which impulses of this source are important for you?
How do you handle with it?
What is your taste or comment?

sets of instructions

DJ / VJ - machines

Display units
(monitors, loudspeakers, light diodes ...)

Interface for Micromedia Director

[DISPLAY]

How do you show the result?
Which ways can be found for the realization? How does your action get understandable for others? How does your work become a product?

CONSTRUCTION OF A MICROCONTROLLER WITH
THE HELP OF A PREPARED BOARD / FIRST STEPS IN
SOLDERING / CONNECTION WITH THE COMPUTER /
INTRODUCTION TO THE PROGRAMMING

Between Impulse and Display

Workshop proposal, Olaf Val, Cologne 2003

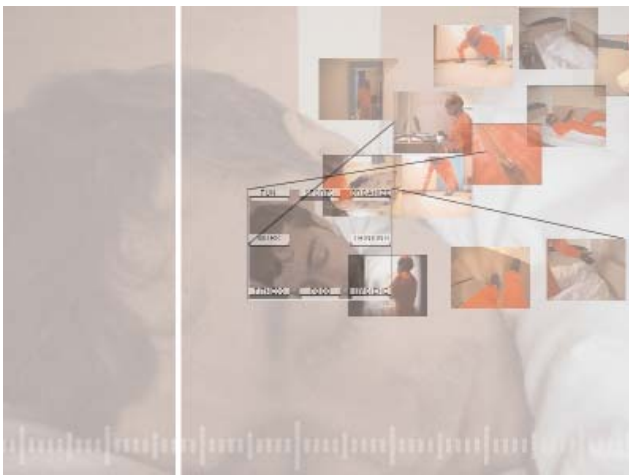
In the workshop "Impulse and Display" it is possible to experiment with artistic working methods - the process of developing a work can be explored hands-on. The aim of the workshop is to become familiar with various working methods and technical skills. My proposal deals with the question of motivation behind an artistic activity. Which impulses lead me to want to realise this particular work in exactly this moment?

The workshop aims to clarify which areas of conflict exist between the diffuse impulses to make a work and the completed coherent artwork. Of importance in this context is the search for ideas, strategies and mechanisms which determine the artistic process. The workshop focuses on developing concepts which can be central to an artistic practice and which establish what kind of art will be produced: "The idea becomes the machine that makes the art" (Sol Le Witt 1967).

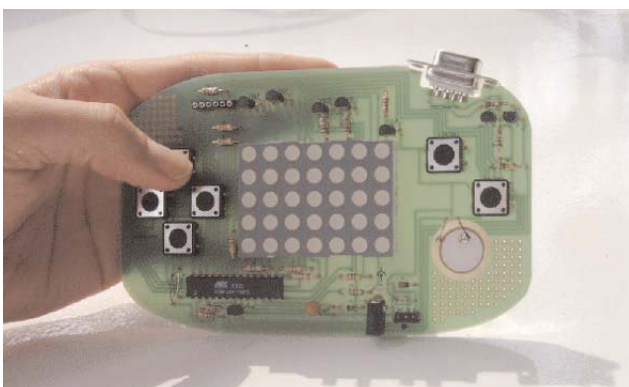
The core of my workshop proposal is based on the attempt to find an analogy in technical gadgets for reflections on the creative artistic process. The terms "Impulse" and "Display" in the title of the work were therefore consciously borrowed from the field of electronics. In this analogy the personally felt, emotional impulse becomes an electronic impulse - an analogous signal which is picked up by a push-button, a microphone or another kind of sensor. The incoming impulses are computer processed: filtered, interpreted, combined anew, commented and the result reproduced on a display unit. The artistic concepts become programs which don't only - as in "Sets of instructions" (seventies performance and concept art) - evolve in the interpretation of the viewer but which already function as software and are autonomous.



Kit: "Display"



Software for linking videos by sensors
"TwoWayMovieLinker"



Kit: "Mignon Game Kit"