



Bulletin 49 Newsletter  
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Image: Beewoo

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#### Welcome back!

On behalf of Studio XX's Team and Board of Directors, welcome back to our exciting season ahead!

In 2009-10, Studio XX will host visits, events and collaborations with: **Mary Armstrong, Kat Baulu, Isabelle Bernier, Myriam Bizier, Christine Brault, Natacha Clitandre, Ginger Coons, De Geuzen (Netherlands), Heba Farid (Cairo), Melissa Forero, Andrew Forster, Skawennati Tricia Fragnito, Miriam Ginestier, Salah D. Hassan, Darsha Hewitt, Ximena Holuigue, Sandra Lavoie, Jonathan L'Écuyer, Allison Moore, Sophie Le-Phat Ho, Aurélie Pédron, Sara M. Tizhouch, Sophie Ventas, Valérie d. Walker and The From China to Québec Collective** among others...



Images from Digital Ludology 2008-09 Commission Projects, by Myriam Bizier, Stéphanie Lagueux & Jonathan L'Écuyer and Allison Moore.

Artists in Residence: **Jessica MacCormack, Janna Graham, Audrey Samson.**

Instructors: **Julien Beauséjour, Jean-Pierre Caissie, Gregory Chatonsky, Patrice Coulombe, Françoise Doherty, Jessica Field, Anne Goldenberg, Michele Ann Jenkins, Heather Kelley, Marie-Jo Leroux, Cindy Poremba, Alexandre Quessy, Tinasoa Ramahali, Marc Roberge, Peg Serena.**

.dpi Editorial Committee : **Marianne Cloutier, Émilie Houssa, Paule Mackrous, Léna Massiani, Amélie Paquet, Tania Perlini, Sophie Le-Phat Ho.**

Programming Committee : **Mouna Andraos, Natacha Clitandre, Helena Martin Franco, Hélène Prévost, Nelly-Ève Rajotte, Tamar Tembeck.**

Partnerships: **Artivistic Turn On, CKUT 90.3FM, Contemporary Image Collective (Cairo), Dazibao, Eastern Bloc, F.A.C.E, GIV, Koumbit, The National Film Board of Canada, OBORO, RCAAQ, Service à la famille chinoise du Grand Montréal, Studio 303, Urbanink.**

Studio XX Team: **Paulina Abarca-Cantin, Izaak Brandehorst, Annie Briard, Melanie Cuffey, Stéphanie Lagueux, Bérengère Marin-Dubuard and Gisèle Séguin.**

Board of Directors: **Natacha Clitandre, Alexandra Guité, Mél Hogan, Julie Leblanc, Corina MacDonald, Lucie Marchand, Hélène Prévost, Deborah VanSlet.**

See you soon at the Studio or at our **Annual General Assembly on October 8, 2009!**

Paulina

## Workshops at Studio XX this Fall

### Registrations are accepted now!

For information: 514.845.0289 or via [email](#)

-- Please note that you must be or [become a member](#) of Studio XX in order to enroll in our workshops.



### Workshop with Senior Animator Peg Serena

With **Peg Serena**

This workshop will be given in English.

This class will explore abstract and character animation, using stop motion animation techniques. Using webcams, free software and paper, the class will create a collaborative short film using table top style animation. Participants will begin by creating flowing shapes and colours, and work up to characters walking and interacting. Whether participants are a beginner animator or advanced, this course will be fun and fully creative.

**DAY ONE:** An overview of the course, goals, and procedures. A quick history of animation, and examples of different styles and inspirations will be presented. Peg will do a demo of some basic animation principles and how to use the software. Participants will then follow along, with handouts, using bits of paper to create flowing movement and designs.

**DAY TWO:** Review and handouts with description of lessons for the day. Participants will expand on what was learned in the last class, incorporating colour and more advanced movement and designs.

**DAY THREE:** Review and handouts with descriptions of lessons for the day. Participants will begin to learn basic character animation using paper dolls with simple replaceable faces.

**DAY FOUR:** Review and handouts with descriptions of lessons for the day. Participants will expand on character animation, and incorporate some abstract background animation with techniques learned in previous classes.

All work from classes will be cut together as a short film and available for participants.

The course is limited to 8 people.

**Peg Serena** is a Canadian animator with 7 years in the industry. She originally studied classical animation at Sheridan College, and most recently worked on the acclaimed stop motion animated feature film "**Coraline**". Peg has also worked on many television series, music videos and short independent films. Peg is presently freelancing in Montreal and developing a number of projects.

\* **Dates:** Thursday evenings from 6:00 – 9:00 PM // **September 24th - October 15th, 2009**

\* **Cost:** \$225.00 (includes GST and TVQ)

## Five Professional Development Training Workshops for Artists and Cultural Workers

Studio XX will offer five professional development workshops to be given by experts in the field of art and multimedia, intended for artists and cultural workers from Montréal. **1**

These professional workshops offered at Studio XX are generously sponsored by Emploi Québec and are offered at a 10th of their market price.



CINDY POREMBA, 2009  
PHOTO: BEEMOO

### 1. Digital Ludology: Artistic Exploration of Creativity in Video Games with Blender 3D and its Open Source Game Engine

**This workshop offers participants the opportunity to broaden their understanding of digital art by developing the interactive components of their work. Participants will explore specialized tools from the world of video gaming.**

Participants will have the chance to explore the different components of an interactive game project. Theoretical aspects of design relating to the construction, content and interactive concept development will be explored to optimize the game structure in the artist's works. Those who wish to broaden their proficiency with moving images using Open Source software will be thrilled by the versatility of Blender 3D and its game engine.

The workshop is ideally suited for artists who have practical experience in media arts (web, video, audio and installation) wishing to develop interactive components and expressive content for their work through game play structure.

Topical presentations by professionals from the industry will be scheduled to coincide on appropriate dates during the course. Presentations by artists like **Heather Kelley** and **Cindy Poremba** from Kokoromi.com, **Marc Roberge** from INIS, **Gregory Chatonsky** artist and teacher at le Fresnois, and **Isabelle Arvers** game art curator, will address interactive scriptwriting, critical and theoretical issues.

\*Format: Artists will acquire a solid foundation in animation, 3D character modeling, texture environments and an initiation to the "Open Source" play generator of Blender 3D.

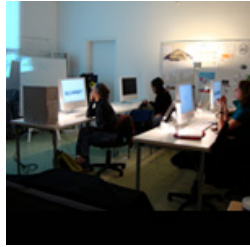
Participants will learn the key technical components required for a 3D production:

- o **Modeling** : Lighting, texture, materials and colours.
- o **Animation**: Armature and animation techniques
- o **Real-time workflow** incorporated into the game engine for Blender 3D and Proce55ing

\* Prerequisite: Basic computer knowledge and the desire to have fun!

\* **Dates: Wednesday evenings from 6PM to 9PM // from September 30th to December 16th, 2009 and from January 6th to March 24th, 2010**

\* **Cost: \$225 per session** (includes GST and TVQ)



## 2. Autonomy and Activism: Multimedia authoring with Linux and Open Source Software.

**The workshop will give artists the opportunity to discover and develop the creative potential of multimedia design on the Linux platform.** Participating artists will conceive and create a project and become proficient with the latest and most popular multimedia Open Source applications (freeware with Open Source code). Participants will work in a quickly evolving and dynamic creative space adapting the tools that are appropriate for them. Workshop sessions will feature talks, demonstrations and directed work.

**Introduction to image processing with The Gimp (12h)** : An introduction to image processing and image manipulation with GIMP freeware.

**Linux Training and UbuntuStudio "Install fest" (12h)** : This introductory course aims to demystify the Linux operating system as well as other Freeware. By the end of this course, participants will be able to configure and adapt their operating system and be able to acquire and install the freeware that corresponds to their needs. The aim of this course is to make Linux more accessible to artists by giving them the opportunity to immediately put into practice what they have learned. Participants will also learn how to obtain a « Live » operating system like UBUNTU and UBUNTUSTUDIO which runs from a CD.

**Initiation to creating Web pages with WordPress (30h)** : Introduction to creating Web sites with WordPress, the system for dynamic content management. Participants will produce a Web site to showcase a portfolio of their work such as: digital images, animations, video and sound.

\* Prerequisite: The desire to work with free software.

\* **Dates: Thursday evenings from 6:00 – 9:00 PM // October 22nd to December 18th, 2009 and from January 7th to February 19th, 2010**

\* **Cost: \$200 each session** (includes GST + TVQ)



## 3. Media Space: Instruction on MAX-MSP and Micro-controllers

With **Patrice Coulombe**

**This workshop will give artists the chance to realize a multi-media artwork while learning theoretical and practical knowledge of the multiple components in a multi-media work:** sound, video, interactivity, Internet, programming software (MAX/MSP Jitter) and physical programming (electronic circuit, ARDUINO micro-controller).

Instructor and media artist **Patrice Coulombe** will guide participants through the process of learning the software. Emphasis will be on the essential techniques and notions of MAX/MSP and participants will learn and master elements including: sound options, video manipulation, and physical interactivity. Any formatting or practical creative questions that arise during the workshops will be discussed. Artists will have free time access in the laboratory to fully develop the media components of their works. By the end of the workshop, artists will have mastered the necessary tools and skills to fully develop all the media components of their work.

Format: \* Courses have a supervised workshop component. 2 sessions of 10 classes are offered. The first session will focus on learning MAX/MSP and Jitter through projects that implement sound and video. The second session will primarily focus on learning programming and concentrate on the technical aspects (sensors and electronic circuits) at an intermediate level of MAX/MSP.



Patrice Coulombe, 2008  
Photo : Stéphanie Lagueux

\* Prerequisite: A basic knowledge of computers and multimedia applications is recommended. Programming experience is an advantage. Participants should have a simple project they will work on during the workshop.

\* **Dates: Sunday afternoons from 1:00 – 4:00 PM // from October 4th - December 6th, 2009 and from January 10th to February 14th, 2010.**

\* **Cost: \$225 per session** (includes GST + TVQ)



## 4. Digital Audio Workshop: Open Source with Ardour2

**During this workshop participants will discover and develop the creative potential of Ardour2, the Linux-based Open Source software for digital audio processing. Participants will create and design a sound project using free tools they will learn to use.**

Each aspect of the program's functionalities will be covered: Editing, mixing, recording, audio mastering and synchronization with other software as well the use of free plug-ins. The filters and plug-ins included in Ardour2 are written by hundreds of programmers around the world in the freeware community and offer users a much wider and original range of effects than with the substantially more expensive proprietary software. Participants will learn how to configure all the audio tools to use Ardour and be introduced to reliable peripherals supported by Linux for studio work with Ardour2. Audio cards, MIDI keyboards and surface controls will be presented during this workshop geared for participants familiar with digital audio creation

and wishing to upgrade their skills.

\* Format: Instruction will be in a workshop setting, where each participant will create audio edits using the techniques taught by the instructor. All stages involved in the production of a complete audio work will be covered.

\* Pre-requisite: Basic computer skills, notions of digital audio are a plus.

\* **Dates: Friday evenings from 6:00 - 9:00 PM // from November 6th to December 18th, 2009 and from January 7th to February 19th, 2010.**

\* **Cost: \$155 per session** (includes GST + TVQ)

### 5. Dynamic Website Conception (Web 2.0) with the Drupal Content Management System.



Why make a static website that requires expensive tools when you can make a dynamic one using online Open Source software? In this workshop dynamic websites made with web-based applications called content-management systems (CMS) will be introduced and explained. Participants will learn to install, customize and style an easy-to-update and maintain website using Drupal, a well-known Open Source software.

<http://drupal.org/>

\* Pre-requisite: Basic knowledge of computers and the Internet

\* **Dates: Tuesday evenings from 6:00 - 9:00 PM // from October 6th to December 8th, 2009**

\* **Cost: 225\$** (includes GST and TVQ)

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**A selection of the works created in the context of these 4 workshops will be presented over the course of the upcoming year during Salons Femmes br@nchées and/or the international Biennale HTMiles at Studio XX.**

For information: 514.845.0289 or via email : ateliers at studioxx.org

1 Men are welcome on a space-available basis.

### Journées de la culture 2009 at Studio XX From China to Quebec



**Saturday, September 26 from 2:00 PM to 4:00 PM  
at Studio XX, 4001 Berri, Suite 201**

In collaboration with Studio XX and Chinese Family Service of Greater Montreal, artist **Christine Brault** initiated this co-creation project in 2008 with a group of Chinese women now living in Montreal. The **From China to Quebec Collective** draws from Chinese traditional arts integrating them into contemporary art.

In celebration of the Journées de la culture, the collective will present a performance where cultural blending unites singing with human weaving. To learn more about the project, please visit <http://www.studioxx.org/en/node/2035>.



Impassioned by Chinese culture, in May 2008, Christine Brault realized an artist residency in Beijing and participated in an international event in Shanghai.

从中国到魁北克  
2009 九月二十六号 十四点至十六点

在XX工作室和满城华人服务中心的支持下, Christine Brault于二〇〇八年发起了这一由一群生活在满城的华裔女性共同参与的集体创作项目。“从中国到魁北克”创作组从中国传统艺术当中汲取灵感, 将其与现代艺术相结合, 编排了一场将歌唱和编织动作融为一体的跨文化表演。热爱中国文化的Christine Brault曾于二〇〇八年五月作为艺术家栖居于北京, 并参加了一场于上海举办的国际展览和表演。

Montréal

Culture,  
Communications et  
Condition féminine  
Québec





## The XX Files Radio Project Begins!



We're proud to announce the beginning of *The XX Files Radio Project*, made possible with the support of the **Department of Canadian Heritage through the Canadian Culture Online Strategy, CKUT 90.3, F.A.C.E., Koumbit** and **Urbanink**. Project Director and Studio XX Webmistress **Stéphanie Lagueux**, will be joined by *The XX Files* inceptive and current host **Valérie d. Walker** and **Sara M. Tizhouch**, an instrumental collaborator in the creation of our *Matricules* Archives over past last two years. *Matricules* is an online digital archive comprised of a dynamic database housing all of the images, artists and events that making up Studio XX's remarkable history. The team looks forward to taking this exciting next step towards documenting the complete Studio XX archives!

*The XX Files Radio Project* consists of the digitizing, interpreting and online publishing of *The XX Files* radio show. We'll finally reveal all the intriguing contents of *The XX Files* past and present; interviews with artists in new media and activism, discussions about the social, political and economic impacts of information and communications technology on our community, our country and our world...

Originally conceived by **Deborah VanSlet** and **Kathy Kennedy**, *The XX Files* first aired on May 29, 1996 on CKUT Radio McGill 90.3 FM and has been going strong ever since thanks to the work of talented producer/hosts: **Valerie d. Walker, Anita Cotic, Beewoo** and **Britt Wray**. The show airs every Wednesday from 11:30 AM to 12:00 PM.

Artists will later be invited to delve into the archives and produce choice thematic selections offered to the public via podcasts. Additionally, workshops in electronics, audio and radio production will enable youth and the public to gain awareness about electronic art and open source software in a dynamic, playful way.

The project is expected to conclude the end of March 2010 will allow *The XX Files* radio show to renew itself with a new visual identity and website linked to *Matricules*, as well as constructing a long-term archiving strategy for all the show's content.

Stay tuned for more announcements soon...

### + CALL OUT

Here is your great chance to contribute to the programming and production of *The XX Files*, THE Radio show about women and technology on Montreal's community stellar radio CKUT 90.3 FM [www.ckut.ca](http://www.ckut.ca). For more information, contact: xxfiles at ckut.ca.

## Jessica MacCormack, Artist in Residence at Studio XX



Late August, Studio XX welcomed artist **Jessica MacCormack** the 09/10 season's first Artist in Residence. During her residency, Jessica will create an experimental animation called **PSYCHIC CAPITAL**.

The soundtrack will be generated through collaboration with musician and sound artist **Rae Spoon**. The goal of this project is to combine experimental animation and sound, to explore how identity development is informed (and sometimes controlled) by psychiatry's relationship with capitalism and it's broader political objectives. Using various imagery and sound from both archival and contemporary sources, she will develop three experimental stop-motion animations. The video trilogy will focus on three main themes: the history of psychiatry etand capitalism/consumerism in North America, the **MKULTRA** in Montreal during the Cold War, and patient rights within the health care system in Canada today.

During her residency, Jessica will collaborate with Rae Spoon to create the soundtrack for the animation. She hopes to produce a non-linear narrative by mixing samples of recordings (such as interviews, music, or sound tracks off of stock footage) as well as by generating electronic sound and noise by manipulating sound waves or acoustic signals on computer programs. Experimenting with innovative combinations of stop-motion, graphic animation, cutouts and hand-drawn processes to explore the visual material, she hopes to expand her understanding of animation and its artistic potential.



**Jessica MacCormack's** art practice combines various elements of interactivity, performance, intervention, installation and video. Her projects aim to disrupt concepts of normalcy and function as catalysts for dialogue while also being attentive to a social critique of institutional structures that propagate systematized oppression, with a self-reflexive criticality, so as not to reproduce these same power structures. Collectivity and community have also largely informed her practice, taking an active part in artist-run center culture, performance collectives and collaborations. This has also included an ongoing commitment to working with women and youth who are dealing with issues of criminalization through the creation of art projects in prisons as well as at *Crossing Communities Art Project* in Winnipeg. She is keenly interested in the transformative potential of art to confront issues of poverty, homelessness, aboriginal colonization, criminalization, mental-health, trauma and issues relating to queer identities.

In 2008, she completed an MFA through the *Public Art and New Artistic Strategies* program at the Bauhaus University (Weimar, Germany).

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## REMINDER : Call for Papers: .dpi #16. Theme: "Resistance & Time"



### Deadline for submissions: September 21, 2009

Final texts must be submitted (about 2250 words) by: **October 19, 2009**

Public launch: **End of October 2009**

Editor-in-Chief: **Emilie Houssa**

There's never enough time, or so we're told. However, all we really have is time. The impression that time's a-wastin' comes from our stressful and time-obsessed environments. To resist time is to transcend it. Time can be transcended by an immediate resistance to the structure of society: only then can we understand that our day-to-day lives are only one form of time. Time can be transcended by resisting the spatial, because we know that time and space are two parts of the same force. Artists have always wanted to create the effect of playing with gravity and thereby giving their audience a sense of time that is beyond our perception normally. Time can be transcended in maintaining inertia. By putting the body to the test of patience, we can experience time in another way. Paradoxically, we live at a time where speed and slowness are equally popularized. The ideas expressed in the Resistance & Time issue will also include the principle of Obstinate Memory (film by Patricio Guzman on the Chilean dictatorship), meaning that we can't just let time pass. We must resist those that forbid memory; that force us to forget. To resist time is to create a collective memory that resists oblivion.

We encourage artists and theorists inspired by this theme to send a short summary of a proposed article (300 words) accompanied by a short biographical paragraph (100 words). All types of texts will be accepted (essay, critique interview)

Your final paper (roughly 2000 words) must be submitted by the date mentioned. A stipend of \$150 will be given to the authors whose papers will be selected.

Please send your proposals to: [programmation@dpi.studioxx.org](mailto:programmation@dpi.studioxx.org)

[dpi.studioxx.org](http://dpi.studioxx.org)

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## Presented by the Festival du nouveau cinéma : THE FNC LAB



The FNC Lab continues its exploration of the future of cinema in 2009, by a series of activities, professional encounters and artistic performances relating to cinema and New Media at its official headquarters: AGORA du Cœur des Sciences de l'UQAM. Most of these activities are FREE and open to all!

A FEW CONFERENCES AND ENCOUNTERS NOT TO BE MISSED...

**The Archive We Don't Know** - The American archivist, writer, theorist and filmmaker Rick Prelinger, will create, exclusively for FNC, a live "film on demand" that demonstrates both the problems of the archive and its utopian potential.- **October 9th, 5pm**

**Participative production** - Whether looking for additional funding or a volunteer editor, it's becoming easier all the time to use the Net to make films collaboratively. Is this the next film revolution? - **October 10th, 5pm**

**Beyond Locative Media: Mapping the New Public Sphere, with Steve Dietz** (USA).- Presentation of projects around the world which use the capabilities to overlay virtual and physical space to map a new and contested hybrid public sphere. - **October 12th, 5pm**

**The Paradigm of Numeric Production** -Rebel Alliance presents John Scheele veteran visual effects supervisor from feature films such as Tron, Blade Runner to World Trade Centre and Alexander. **October 16th, 3pm**

**Interactive scriptwriting and new production modes** - The interactive revolution has produced new languages and new ways of telling stories. But what about the production process? **October 16th, 5pm**

For more information on the other endifferent events of the FNC Lab : [www.nouveaucinema](http://www.nouveaucinema)

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## WIDC 2010 - CALL FOR APPLICATIONS



Led by award-winning actress, director, producer, **Helen Shaver** (Castle, The Bridge, Summer's End), mid-career women directors advance their story-telling and leadership skills at the acclaimed Women In the Director's Chair Workshop in Banff. ACTRA actors, professional and volunteer crew are also invited to apply. WIDC 2010 Director deadline: September 30, 2009 WIDC 2010 Actor / Crew deadline: October 31, 2009

CTV WIDC CAREER ADVANCEMENT MODULE (CAM) @ THE WFF

Held in collaboration with and at the St John's International Women's Film Festival, October 20 to 24, 2009, four mid-career women filmmakers are selected for an intensive mentoring workshop with 6 months follow up towards their career goals.

For more information about applications and scholarships contact: **Carol Whiteman**, WIDC Producer Toll Free: 1.877.913.0747, [carol@creativewomenworkshops.com](mailto:carol@creativewomenworkshops.com)  
[www.creativewomenworkshops.com](http://www.creativewomenworkshops.com)

## Become an XX member !



Membership fees are:

Regular Membership \$40,00  
Community Membership\* \$60,00  
Supporting Member \$100,00 or more

\* Reserved for non-profit organizations.  
All community memberships include 3 regular registrations.  
\*\* Includes GST + TVQ

Your membership will allow Studio XX to pursue pertinent and innovative projects and respond more adequately to the needs of people such as yourself. Members enjoy privileges such as:

- o Small workshops in a friendly and supportive environment
- o Technical assistance
- o Customized courses
- o Open Access to The XX Computer Lab
- o Private and personalized workspace on our local server
- o Free or reduced admission to all Femmes Br@nchées Salons, mini conferences and the HTMLles Festival
- o Newsletter informing you of all of our other activities and preferred information regarding equipment sales.
- o Right to vote at our Annual General Assembly

To become a member of Studio XX : [Download](#) (PDF file), print and fill out the registration form and send it along with your cheque made to the order of Studio XX. You will receive a membership card and become a part of a great community.



4001 Berri Street, Suite 201 . Montréal . Québec . H2L 4H2 . Tel: 514-845-7934  
ateliers : (514) 845-0289 / <http://www.studioxx.org>

Founded in 1996, Studio XX is Montreal's foremost feminist digital resource centre. Through a variety of creative activities and initiatives, the Studio works with women to demystify digital technologies, critically examining their social aspects, facilitating women's access to technology and creating and exhibiting women's digital art.

Studio XX thanks its members and Partners for their generous support: The Canada Council for the Arts, The Conseil des arts et des lettres du Québec, Canadian Heritage, the Conseil des arts de Montréal, The City of Montréal, Emploi Québec and The Conseil québécois des ressources humaines en culture.

Studio XX is a member of and active in the following associations and organizations: Independent Media Arts Alliance (IMAA), Conseil québécois des arts médiatiques (CQAM), Culture Montréal, English-Language Arts Network (ELAN), Regroupement des centres d'artistes autogérés du Québec (RCAAQ), Koumbit, La table des groupes des femmes



Canada Council  
for the Arts

