the creators project
a partnership with Intel and Vice

Fort Mason, San Francisco | March 17-18
The Creators Project is a global celebration of art and technology.

Founded by a revolutionary partnership between Intel and VICE, The Creators Project supports visionary artists across multiple disciplines who are using technology in innovative ways to push the boundaries of creative expression.

The Creators Project is proud to have supported and united more than 150 artists from all around the world.

Now entering its third year, The Creators Project includes an online community of millions, documentary videos, a content-creation studio, and a traveling event series which kicks off 2012 with its first-ever San Francisco event. From the Bay Area, The Creators Project returns to Paris, Sao Paulo, Beijing, Seoul and New York.

We invite you to get involved. Make art. Enjoy art.

#Creators

Cover photo by Bryan Derballa
ORIGIN
by United Visual Artists with score by composer Scanner

Landmark Lot

UK’s United Visual Artists (UVA) can best be described as architects of light—merging art, design, and digital installation to create awe-inspiring light sculptures and live performances. *Origin* is UVA’s largest interactive work to date, the culmination of a year-long project produced by The Creators Project that started at Coachella and went on to travel the world with us. This latest version features an original environmental score from experimental electronic musician Scanner and debuted at our New York event in October. The towering 40-foot by 40-foot audiovisual cubic lattice of light, metal, and sound is painstakingly programmed using UVA’s bespoke D3 technology, controlling each individual LED pixel.

LIFE ON MARS REVISITED
by David Bowie, Mick Rock and Barney Clay

Firehouse

Film director Barney Clay teams up with iconic rock photographer Mick Rock to uncover and remix classic footage of David Bowie performing “Life on Mars.” After 30 years spent in a cookie tin stashed in the back of Mick Rock’s garage, the original 16mm film footage was cleaned and restored at Cineric, then scanned into a digital format, retouched, and re-colored by The Mill before being reworked into a warped, glitched-out sensory deluge. Making its West Coast debut after touring the world as part of The Creators Project 2011, this immersive installation completely reinterprets Bowie’s visual world. It’s “Life on Mars” as you’ve never seen it before.
THE TREACHERY OF SANCTUARY
by Chris Milk

Herbst Pavilion

Experimental filmmaker Chris Milk was the mastermind behind the installation *Summer into Dust*, AKA Arcade Fire’s epic ball drop at Coachella last year, as well as their groundbreaking interactive music video for “Wilderness Downtown” (developed with fellow Creator Aaron Koblin). Milk’s latest project, *The Treachery of Sanctuary*, is a Creators Project-produced, large-scale interactive triptych that makes its debut in San Francisco. Viewers power and control the installation with the help of motion-sensing Kinects, making their way through three transformative experiences of flight.

PROCESS 16 (SOFTWARE 3)
by Casey Reas

Herbst Pavilion

Generative artist Casey Reas uses custom-made software to create beautiful imagery through code, working primarily with Processing, the open source programming language he helped create. Following in the tradition of artists like Sol LeWitt, Reas’ projects set up a series of logical rules, or processes, for the software to follow. The result is a series of fluid, organic, expressionistic forms that emerge from the machine-made technique. The imagery evokes transformation and visualizes systems in motion and at rest.
My Secret Heart
by Mira Calix + Flat-e

Herbst Pavilion

My Secret Heart is a music and film installation commissioned by Streetwise Opera and written by Warp artist Mira Calix, video artists Flat-e, and sound designer Dave Sheppard. The piece was inspired by Gregorio Allegri’s 17th-century choral work “Miserere Mei,” a piece so protected by the Vatican that it was put under embargo. Mira Calix and Flat-e used this theme of secrecy to explore movement and song with Streetwise participants to create this century-leaping work.

Overscan
by Sosolimited

Herbst Pavilion

Overscan is television like you’ve never seen it before. Developed by data-loving Cambridge-based design studio Sosolimited, this video artwork is like Big Brother personified—perpetually watching, deconstructing, and transforming a live television broadcast. Composed of five screens, the leftmost screen displays the original TV footage, while the remaining four screens cycle through a series of visual and typographic transformations. Custom software searches for patterns in the video and the closed caption feed is extracted and analyzed with language processing software to reveal the emotional and thematic layers of the broadcast.
What if pixels could break free from the confines of the screen and enter into our physical environment? That’s the idea behind *Six-Forty by Four-Eighty*, an interactive lighting installation composed of magnetic, physical pixels developed by two artist-researchers from MIT’s Media Lab. The work explores the evolution of human-computer interaction and the physical properties of digital information. The brightly colored pixels are programmed using custom software to change color in response to touch and communicate with each other using the body as a conduit.

---

*OctoCloud* is a interactive sculpture and multi-player game developed for The Creators Project by Brazilian creative atelier and tech lab, SuperUber. Bringing mobile apps to life in a physical space, it allows users to control a virtual slingshot via mobile devices, flinging “arrows” that activate the installation’s designs. Up to eight players can compete to trigger the sculpture’s projected animations, and the friendly rivalry makes this installation one of the most fun art experiences you’re likely to have today. *OctoCloud* is a study of minimalist, multi-player interaction, and will be making its US debut.
#CREATORS LIVE
by Social Print Studio + Intel Labs

Herbst Pavilion

#Creators Live is an interactive video installation commissioned specifically for The Creators Project. The piece aggregates photos taken in real-time at the event and presents two interaction paradigms, allowing visitors to engage with the ever-expanding photo set. The project is the result of a collaboration between the San Francisco-based creative agency Social Print Studio and a team of research scientists from Intel Labs. It showcases Intel’s investigation into new visual computing experiences as well as the continuous flow of geo-located social photos.

Bryan Derballa

Winners of Art Hack Weekend: San Francisco

Herbst Pavilion + Fleet Room

Earlier this month we partnered with San Francisco’s Gray Area Foundation for the Arts to host an Art Hack Weekend focused on unearthing new creative opportunities for the web afforded by HTML5 and WebGL. The two winning projects and the runner-up will be presented at Fort Mason as works-in-progress.

Audio Shader Toy by Syed Reza Ali, Gabriel Dunne, and Ryan Alexander

soundQuake by Danny Bowman, Kyle Warren, Lisa Hiatt, Chris Delbuck, and Barry Threw

Partyline by Casey Rodarmor, Brandon Liu, Elle Sakamoto, and Angelo Hizon
MEDITATION
by Minha Yang

Fleet Room

Korean artist Minha Yang creates emotionally charged interactive multimedia experiences and is making his San Francisco debut with Meditation, which previously toured our events in Seoul and New York. Responding to the demanding and hectic pace of city life, Yang created a space for reflection and contemplation. Three red, reactive projections pull audiences in as the installation’s ripples respond to passersby, triggered by the slightest motion and accompanied by soothing sounds. Infrared cameras and sensors are embedded into each speaker, capturing the viewers’ movements through high-speed, multiple-channel video encoders that translate the motion into fluid, entrancing visuals.

STRATA #4
by Quayola

Fleet Room

Quayola is a UK-based visual artist whose practice investigates the improbable tensions and collisions that exist between the old and new. His Strata series studies the visual language of classical paintings and architecture. Taking the works as raw materials, he uses custom software to analyze and deconstruct these historic pieces. In the multi-channel immersive video installation Strata #4, which made its US debut at our New York event, he takes inspiration from the altarpieces of Flemish masters Rubens and Van Dyck, cloaking them in an undulating, tessellated digital skin that playfully distorts their geometric planes. The overall effect creates an unlikely harmonious dialogue between classic and digital aesthetics.
Selected Works from Rafaël Rozendaal

Rafaël Rozendaal is an everywhere-based visual artist and founder of the DIY curatorial series BYOB (Bring Your Own Beamer). He creates artistic mobile app experiences and uses the Internet as his canvas and gallery, building colorful and interactive works that lie somewhere in the space between animation and digital painting.

Basketbelle by Mr. Bean

Indie game developer Mr. Bean’s Basketbelle explores the importance of family ties, personal struggle, and the idea of solving personal problems through sport, all against the backdrop of Paris’ Eiffel Tower. Play a little 1-on-1 ball with a giant purple blob as your opponent in order to rescue your kidnapped little sister. You know, normal everyday kind of stuff.

ASDFPLANE by Mark Essen

Mark Essen builds deceptively simple 8-bit masterpieces using MS Paint. His award-winning indie games traveled the world with our 2010 event series, allowing players to splatter paint while shooting baskets in Jetpack Basketball and dodge monsters while sword fighting in NIDHOGG. At Fort Mason, he’ll be presenting ASDFPLANE, a new multiplayer “party game” that will draw viewers in to his absurdist altered realities.

Inside A Star-Filled Sky by Jason Rohrer

The world of Rohrer’s game is a fractal maze in which the small, Pac-Man-esque protagonist advances by entering his enemies, himself, and items within the world, each of which is a navigable map. When you’re not firing arrays of bullets at your enemies, the macro/micro movement is a reflective, meditative experience.
The Creators Project works with and features musicians from all genres whose creative processes rely on new technologies to push the bounds of creative expression. Whether they innovate through collaboration, production techniques, mind-bending live performance setups, creative distribution methods, or inventive music videos, all our musicians unite on one common ground—pioneering the sound of the future.

YEAH YEAH YEAHS
The Yeah Yeah Yeahs need no introduction. Mixing equal parts post-punk, dance-ready melodies, and the spine-tingling vocal stylings of lead singer Karen O, they ushered in a new era of rock music in the early 2000s. We’ve been helping the band find an outlet for their other creative tendencies—touring a photography-based installation from guitarist Nick Zinner and premiering his rock symphony, 41 Strings, as well as working with Karen O to develop the epic psycho-opera Stop The Virgens, which premiered at our NYC event in October. You could say they’re practically family now, and we’re excited to bring the band back to San Francisco for the first time since 2009.

SQUAREPUSHER
Constructing dynamic, fast-paced breakbeats and genre-bending electronic tracks since 1996, Squarepusher, AKA Tom Jenkinson, pioneered electronic music alongside his contemporaries on Warp Records, leaving a legacy in his wake. The Creators Project is excited to bring Squarepusher over for his first two US shows in seven years. He’ll be unveiling yet another reinvention of his sound along with a spectacular new live setup—a preview of his new album (his 15th!), coming out this May.

JAMES MURPHY, PAT MAHONEY + NANCY WHANG (DJ SET)
LCD Soundsystem is best known as the band that made it cool for kids to dance again, revamping disco for the 21st century. When the group disbanded last year, they left the music game on a high note, with legions of devoted fans, massive influence, and a sold out concert series at Madison Square Garden that resulted in an absolute frenzy. The band’s final days were commemorated in the film Shut Up And Play The Hits, released in early 2012, which The Creators Project helped produce (you can catch clips of the epic final show throughout the evening). James Murphy, Pat Mahoney, and Nancy Whang are back together to do what they do best—get you on your feet.

THE ANTLERS
Built around the somber intensity of founder and front man Peter Silberman, The Antlers’ melodic indie rock sound first won over fans with 2009’s theme album Hospice. Combined with atmospheric melodies and eclectic instrumentation, Silberman’s impassioned falsetto vocals and narrative lyrics make for one of the most emotive and captivating sounds of any band in the Brooklyn scene they emerged from.
HEALTH
HEALTH emerged from The Smell, a DIY venue that is home to a distinct component of LA's punk, noise, and experimental music scene. It was there that the band developed their signature raucous, smash everything, no-holds-barred live performance. In addition to their albums, live shows, and massively popular remix albums, HEALTH has taken to scoring video games, composing music for Rockstar Games' newest title in the Max Payne saga.

SHABAZZ PALACES
Seattle's Ishmael Butler, AKA Butterfly of the Digable Planets, has effortlessly transformed himself for the new era in hip-hop. Fifteen years after "Rebirth of Slick," Butler emerges with an evolved take on his format. His new project, Shabazz Palaces, is lyrical and abstract, retaining the basic elements of traditional hip-hop and incorporating unconventional samples and vocal effects, all punctuated by discordant clumps of sound. Shabazz Palaces' stage show features live percussion, vocal distortion on the fly, and button boxes galore.

NEW PANTS + FENG MENGBO’S BRUCE LEE VJ PROJECT
Beijing’s New Pants, a band that enjoys superstar status in China's indie rock scene, found a kindred spirit in new media artist Feng Mengbo, whose distorted Bruce Lee projections fit perfectly with the band’s famously quirky live show. The band and the artist showed an installation version at The Creators Project: Beijing in 2011, and they’re reuniting to perform the collaborative audiovisual experience live today.

THE HUNDRED IN THE HANDS
"Dressed In Dresden" was the song that took this duo of Eleanore Everdell and Jason Friedman to new heights. Now on the Warp Records roster, the band’s productions are driving and powerful, with a post-punk sound augmented by electronics. On stage in San Francisco, expect to see Friedman on guitar and Everdell on synthesizer, belting out funky, energetic songs that beg you to dance.

TEEN DAZE + SPECIAL GUEST
Through several EPs and a full-length album, Teen Daze’s music is the true sound of optimism. With airy shoegaze melodies and pounding, resonant drums, the Vancouver-based producer attempts to create a utopian atmosphere. At The Creators Project: New York, Teen Daze’s beat induced a collective pulsating energy that he will recreate at our San Francisco event.

ZOLA JESUS
Combining influences of opera, goth, and a childhood spent surrounded by nature in rural Wisconsin, Zola Jesus debuted in 2009 when the singer was only 20. She quickly gained a grassroots following that brought her to the world's attention as one of today’s most innovative artists. Using home-grown production methods that yield an unbelievably textured and sophisticated sound, Jesus crafts a dark and gloomy vibe that somehow remains uplifting. Her philosophical lyrics and operatic vocal stylings make Jesus a performer like no other.
CASEY REAS (ARTIST TALK + CONDITIONAL DRAWING WORKSHOP)
Software artist Casey Reas will present an overview of his Processing-based body of work and lead participants through a conditional drawing workshop exploring the main concepts of drawing with code using pen and paper.

THE ARTIST AS RESEARCHER (PANEL)
Today’s artists engage in a process of creative exploration with modern technology that’s not too far removed from the kind of inquiry-based experimental methods employed by scientists in the world’s laboratories. This discussion pairs United Visual Artists, Casey Reas, Quayola, and Sosolimited, all of whom investigate technology’s various potentialities within their creative process, with an engineer from Intel to explore how artists are playing a critical role in making technology more human, and discovering the human within technology.

THE DIGITAL MUSEUM (PANEL)
Museums are going through some major changes these days, their status quo disrupted by technology. Whether it’s questions about how to extend their collections into the virtual space, how to supplement exhibitions with interactive experiences, or how to tackle the integration of technologically-powered art work into their collections—it’s clearly no longer business as usual. Representatives from the Hirshhorn Museum, SFMOMA, the Exploratorium, and more will discuss how they are evolving in this new landscape, and how these shifts affect museums and art lovers alike.

DESIGNING PLATFORMS AND EXPERIENCES FOR CREATIVITY (PANEL)
Platforms like Facebook, Twitter, and Instagram make the process of sharing, discovering and combining ideas easier than ever before, and artists are taking to these tools to create dynamic experiences that promote creativity and engage their fanbase in new ways. Meanwhile, the people behind today’s top social platforms are continuing to design new tools to optimize the processes of sharing and discovery. This panel looks at both the development of these sites, and the ways in which they encourage and enable creativity.

INTERNET SENSATIONS: HOW CREATIVES ARE BUILDING ONLINE AUDIENCES (PANEL)
The democratization of the web means that just about anyone—from an eight-year-old musician to an up-and-coming filmmaker—can produce high quality work with almost zero overhead, and connect with an audience without the help of a major label or distributor. Meridith Valiando leads a conversation with Jessica Frech, Alison Watson, and Tamara Conniff, about building an artistic career (and audience) from internet success.

THE CREATIVE POTENTIAL OF THE MODERN WEB (PANEL)
New web-based technologies like HTML5 and WebGL are making the web more interactive than ever before and enabling designers to transcend the 2D limitations of the browser. Earlier this month, The Creators Project partnered with Gray Area Foundation for the Arts (GAFFTA) to host a weekend-long art hackathon focused on exploring these new creative possibilities. Aaron Koblin will lead a conversation with the winners of the hackathon, whose works are presented at Fort Mason, about how these new developments are affecting artistic projects on the web.

EXPLORING BJÖRK’S BIOPHILIA MOBILE APP (ARTIST TALK + WORKSHOP)
Last year, Björk released Biophilia, the world’s first “app album,” in collaboration with a multi-disciplinary team of designers and developers that included Scott Snibbe and Max Weisel. Conceived as a suite of 10 song-specific apps, each app links music composition and scientific concepts through unique audiovisual experiences. The developers behind the project will talk about their work and lead a hands-on exploration of Biophilia.

ZIGELBAUM + COELHO (ARTIST TALK)
Cambridge-based design duo and MIT Media Lab alums Zigelbaum + Coelho will go over the unique design and fabrication techniques behind the custom pixels they created for the installation Six-Forty by Four-Eighty. They’ll cover broader ideas on contemporary digital/physical design, based on their research at MIT, and do a live demo with the pixels.

EXPLORING PROJECTION MAPPING (WORKSHOP)
Mary Franck, new media artist and an Interactive Art Engineer at Obscura Digital will lead a creative coding workshop on projection mapping using the TouchDesigner video programming environment. In this crash course, she’ll cover the essentials, from manipulating texture coordinates to having the model correspond with the projection and creating real-time video effects. Attendees should bring their own laptops with TouchDesigner installed and have a basic familiarity with how to navigate and create operators in TouchDesigner. Registration required*

AUDIO SHADER TOY (WORKSHOP)
One of the winners of the HTML5/WebGL Art Hack Weekend will showcase their Audio Shader Toy. The project combines a WebGL shader editor with audio spectrum data, allowing users to drag an MP3 into their browser window and start manipulating the audio visualizations in real time. Attendees should bring their own laptops (with Chrome installed) and have a basic familiarity with programming. Registration required*

*To attend, please email create@thecreatorsproject.com, subject SF Workshops
FILMS

The Creators Project presents shorts, documentaries, and features from an international group of filmmakers, all who are inspired by, and use, technology in different ways. There will be additional special screenings of films not listed here, so please check the on-site schedules and thecreatorsproject.com/sanfrancisco for updates.

FACTORY FIFTEEN SHORTS - Schooled in architecture, Factory Fifteen are not architects in the traditional sense; they’re filmmakers who use architecture to explore ideas surrounding technology. With a combination of surreal imagery and stunningly realized futuristic cityscapes, their short films imagine the future of architecture and speculate on its role in our society.

BEHIND KAREN O’S STOP THE VIRGENS - We go behind the scenes of Karen O’s psycho-opera Stop the Virgens to see how this unique piece developed from a record written seven years ago into a live, unprecedented emotional journey. The documentary follows the cast and crew, including O, co-creator K.K. Barrett, Director Adam Rapp, and Music Directors Sam Spiegel and Nick Zinner, from the first workshops to opening night, and includes a look at the original songs.

INTERNET RISING - Not just another documentary about the Internet, Internet Rising ventures into heady theoretical space, exploring the evolving relationships between the Internet and the collective consciousness of humanity. And it does so with a filmic style steeped in the vernacular of the web, using found footage, webcam interviews and glitch effects to tell its tale.

FOLLOW FOLLOW - According to Chinese rock god and New Pants frontman, Peng Lei, Follow Follow represents a leap in his grown-up mind. Spiritually led by Kurt Cobain, he recruited an all-star cast sourced from Beijing’s rock scene to create an open, honest look at the rock culture he’s helped to create.

NIGHT FISHING - Park Chan-wook may be best known for intense, perfectly-crafted features like Oldboy, but for Night Fishing, he tried a different approach: shooting entirely on iPhones. Working with his brother as PARKing CHANce, the thriller revolves around a man who may or may not have killed a woman while fishing.

ON MY WAY BACK HOME - This intimate documentary by Brantley Gutierrez—filmed in and around Big Sur, California—chronicles Band of Horses as they prepare for a show at the Henry Miller Library. It sees the band playing intimate versions of their songs, including a performance for Al Jardine at his famed Red Barn Recording Studios.

4 - Paris-based filmmaker Edouard Salier is best known for the dark, fantastical computer animated universes he creates in music videos for Justice and Massive Attack. In his own work, such as the mysterious short film 4, he takes a similar aesthetic, but applies it to questions of life, love, and humanity.

In 2011 The Creators Project collected thousands of photos from event attendees around the world. Now we’re asking you to add to this narrative by tagging your tweets and Instagram photos with #creators—by doing so you’ll also contribute to the photomontage projected here today.

More ways to unlock creativity:

More ways to unlock creativity:

Available for iPhone and Android at thecreatorsproject.com/apps

In 2011 The Creators Project collected thousands of photos from event attendees around the world. Now we’re asking you to add to this narrative by tagging your tweets and Instagram photos with #creators—by doing so you’ll also contribute to the photomontage projected here today.

More ways to unlock creativity:

Available for iPhone and Android at thecreatorsproject.com/apps

#Creators
### SATURDAY, MARCH 17

**FESTIVAL PAVILION**

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>1:30pm</td>
<td>The Hundred in the Hands</td>
</tr>
<tr>
<td>2:45pm</td>
<td>New Pants + Feng Mengbo’s Bruce Lee VJ Project</td>
</tr>
</tbody>
</table>

**MUSIC (SAT. ONLY)**

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>1:30pm</td>
<td>The Hundred</td>
</tr>
<tr>
<td>2:45pm</td>
<td>New Pants + Feng + Mengbo’s Bruce Lee VJ</td>
</tr>
<tr>
<td>3:00pm</td>
<td>Shut Up and Play The Hits by Pulse/LCD</td>
</tr>
<tr>
<td>4:00pm</td>
<td>The Artist as Researcher withases</td>
</tr>
<tr>
<td>5:00pm</td>
<td>Selected Shorts from Factory Fifteen</td>
</tr>
<tr>
<td>6:00pm</td>
<td>Behind Karen O’s Stop The Virgins</td>
</tr>
<tr>
<td>7:00pm</td>
<td>On My Way Back Home by Band of Horses</td>
</tr>
</tbody>
</table>

**CONFERENCE CENTER**

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>1:30pm</td>
<td>WORKSHOP + PANEL Artist Talk + Conditional Drawing Workshop with Casey Reas</td>
</tr>
<tr>
<td>3:00pm</td>
<td>THE DIGITAL MUSEUM with representatives from the Hirshhorn Museum, SFMOMA, and the Exploratorium</td>
</tr>
<tr>
<td>4:00pm</td>
<td>BUILDING ONLINE AUDIENCES with Meridith Valiando, Jessica Frech, Alison Watson, and Tamara Conniff</td>
</tr>
<tr>
<td>6:00pm</td>
<td>DESIGNING PLATFORMS AND EXPERIENCES FOR CREATIVITY with Syed Reza Ali, Gabriel Dunne, and Ryan Alexander</td>
</tr>
</tbody>
</table>

**SOUTHSIDE THEATER**

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>1:00pm</td>
<td>NIGHT FISHING by PARKing CHANce (PARK Chan-wook and PARK Chan-Kyong)</td>
</tr>
<tr>
<td>5:00pm</td>
<td>SELECTED SHORT FROM FACTORY FIFTEEN</td>
</tr>
<tr>
<td>7:00pm</td>
<td>ON MY WAY BACK HOME by Brantley Gutierrez and Band of Horses</td>
</tr>
</tbody>
</table>

**HERBST PAVILION**

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>4:00pm</td>
<td>THE CREATIVE POTENTIAL OF THE MODERN WEB with Aaron Koblin and the winners of Art Hack Weekend SF</td>
</tr>
</tbody>
</table>

### SUNDAY, MARCH 18

**FILMS + PANELS**

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>4:30pm</td>
<td>NIGHT FISHING by PARKing CHANce (PARK Chan-wook and PARK Chan-Kyong)</td>
</tr>
<tr>
<td>5:00pm</td>
<td>SELECTED SHORTS FROM FACTORY FIFTEEN</td>
</tr>
<tr>
<td>7:00pm</td>
<td>ON MY WAY BACK HOME by Brantley Gutierrez and Band of Horses</td>
</tr>
</tbody>
</table>

**HERBST PAVILION**

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>4:00pm</td>
<td>PANEL with Zigelbaum + Coelho</td>
</tr>
</tbody>
</table>

### THE CREATORS PROJECT

**PAVILION**

- **WORKSHOP**
  - Exploring Projection Mapping with Mary Franck of Obscura Digital

- **PANEL**
  - The Digital Museum with representatives from the Hirshhorn Museum, SFMOMA, and the Exploratorium
  - Building Online Audiences with Meridith Valiando, Jessica Frech, Alison Watson, and Tamara Conniff
  - Designing Platforms and Experiences for Creativity with Syed Reza Ali, Gabriel Dunne, and Ryan Alexander
  - The Creative Potential of the Modern Web with Aaron Koblin and the winners of Art Hack Weekend SF

- **WORKSHOP**
  - Exploring Björk’s Biophilia Mobile App with Scott Snibbe and Max Weisel
  - Audio Shader Toy with Syed Reza Ali, Gabriel Dunne, and Ryan Alexander

- **PANEL**
  - The Artist as Researcher with United Visual Artists, Casey Reas, Quayola, Sosolimited, and Intel
  - Behind Karen O’s Stop The Virgens by The Creators Project
  - On My Way Back Home by Band of Horses

- **ARTIST TALK + WORKSHOP**
  - Exploring Björk’s Biophilia Mobile App
  - Audio Shader Toy

- **WORKSHOP**
  - The Hundred in the Hands

- **WORKSHOP**
  - New Pants + Feng + Mengbo’s Bruce Lee VJ Project

- **WORKSHOP**
  - Shut Up and Play The Hits by Pulse/LCD

- **WORKSHOP**
  - The Artist as Researcher with United Visual Artists, Casey Reas, Quayola, Sosolimited, and Intel

- **WORKSHOP**
  - Behind Karen O’s Stop The Virgens by The Creators Project

- **WORKSHOP**
  - On My Way Back Home by Band of Horses

- **WORKSHOP**
  - 4 by Edouard Salier

- **WORKSHOP**
  - Internet Rising by Andrew Kenneth Martin, Marina Eisen, and Alex Eisen
HERBST PAVILION

My Secret Heart by Mira Calix + Flat-e
The Treachery of Sanctuary by Chris Milk
OctoCloud by SuperUber
Six-Forty by Four-Eighty by Zigelbaum + Coelho
Overscan by Sosolimited
Process 16 (Software 3) by Casey Reas
Partyline by Casey Rodarmor, Brandon Liu, Elle Sakamoto, and Angelo Hizon
#Creators Live by Social Print Studio + Intel Labs

Game Station

ASDFPLANE by Mark Essen
Selected works from Rafaël Rozendaal
Inside A Star-Filled Sky by Jason Rohrer
Basketbelle by Mr. Bean

LANDMARK LOT

Origin by United Visual Artists

FIREHOUSE

Life on Mars Revisited by David Bowie + Mick Rock + Barney Clay

FLEET ROOM

Meditation by Minha Yang
Strata #4 by Quayola
Audio Shader Toy by Syed Reza Ali, Gabriel Dunne, and Ryan Alexander
soundQuake by Danny Bowman, Kyle Warren, Lisa Hiatt, Chris Delbuck, and Barry Threw

FESTIVAL PAVILION

Music programming on 3/17

CONFERENCE CENTER + SOUTHSIDE THEATER

Films and Panels on 3/17 & 3/18

Exterior lighting and projection design for Festival Pavilion designed by Alex Lazarus. Content creation by Ben Stokes.

Eventbrite is proud to be the official ticketing sponsor for The Creators Project: San Francisco 2012
See original artworks, live performances and exclusive interviews from today’s most compelling artists.

Playing now:
Karen O in *Stop the Virgens*, Li Wei, Hussein Chalayan, Jamie xx, Lumpens

TheCreatorsProject.com