

# SEAFair 99

SKODIC ELECTRONIC ART FAIR



# SEAFair 99

SEAFair is conceived to be a serial of international events, exhibitions/web conferences, which explore the creation and existing of new media and electronic arts and their newly developing venues. SEAFair serves as an international and intercultural meeting point for arts and technologies. SEAFair urges discussions about the artistic, philosophic, educational and other aspects of the processes in electronic culture. It promotes communication between the international and regional electronic & media artists. SEAFair, which began in 1997, has established a great regional importance by being the central focal point in the Balkans to disperse and expand electronic art knowledge.

<http://seafair.scca.org.mk>

## ORGANIZER

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Published by CAC-Skopje <[www.scca.org.mk](http://www.scca.org.mk)>

# WORKSHOP

September 23 - September 30, 1999  
Hotel GRANIT - Ohrid

## e-FUSION: Hands-on VR/Web3D Workshop

Twenty local and international artists, and interested audiences, are selected to participate in this development of complex media projects. The workshop has already a 3 years old history and has been initiated in collaboration with VAN GOGH TV.

The workshop serves as a theoretical and practical introduction in the creation of VRLM worlds by the participants of the workshop.

### Participants of the workshop:

Andreja Kuluncic <andreja.kuluncic@zg.tel.hr>, Croatia  
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Stevan Saskov <gugu@soros.org.mk>, Macedonia  
Zarko Jakimovski <zarna\_mashroom\_mkd@yahoo.com>, Macedonia

**Workshop Instructor:** Darko Disoski <darko@eccf.ukim.edu.mk>

**Workshop Assistants:** Goran Slakeski <slake@soros.org.mk>, Aleksandar Kolov <alek@c2.soros.org.mk> and Nikola Pisarev <npisarev@scca.org.mk >

# EXHIBITION

**October 1 - October 8, 1999**  
**Museum of the City of Skopje**

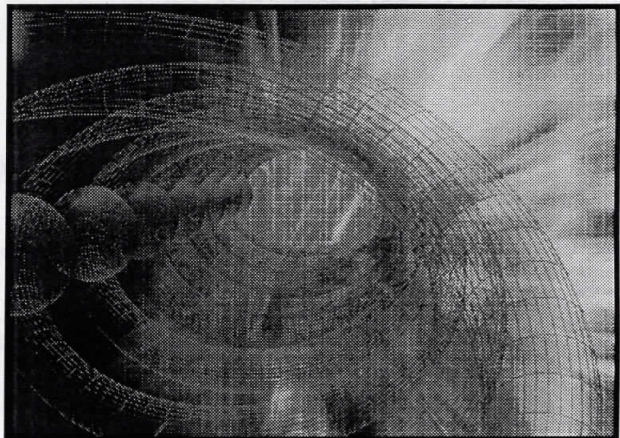
e- FUSION, exhibition, will focus on the complexities, achievements and limitations of the electronic arts, with projects that emphasize virtual reality, VRML (virtual reality modeling language), and 3D web technology. e-FUSION deals with the themes of individual identity, culture and technology. e-FUSION will demonstrate the digital language of international artists, who express themselves with dynamic interactive simulations of physical systems. The exhibition is envisioned as a focal point for the meeting of artists, visionaries, and technical experts, all exploring the technologies of communication in dialogue and exchange.

## **List of the projects:**

1. Andy Best - Avatar Builder  
<http://meetfactory.com>  
featured at Blaxxun's Sci Fi VRML community  
<http://www.cybertown.com/>
2. Dietmar Offenhuber - Isotope  
<http://mail.fl.aec.at/~didi/wittgenstein>
3. Frederic Fenollabbate - Project Pluri - Disciplinaire  
<http://www.multimania.com>
4. Jean-Paul Thomin - Dust & Tango  
<http://www.avalonworlds.com/dnt>  
videos: <http://www.avalonworlds.com/dntep>
5. Jeff Knowlton - Text for the Navigational Age  
<http://www.calarts.edu/~knowlton>
6. Linda Vigdor - Celestial Cathedral  
<http://www.paraspace.com/pages/>
7. Margaret Jahrmann/Max Moswitzer - Linx3d  
<http://linx3d.konsum.net>
8. Mark Rudolph - Jamal: Components, Frameworks and Extensibility  
<http://www.web3D.org/TaskGroups/x3d/lucidActual/jamal/Jamal.html>
9. Nancy Paterson - DOS: THE LIBRARY (Six Degrees of Separation)  
<http://www.bccc.com/nancy/Website/TheLibrary.wrl>



10. NICOLE STENGER - TO DREAM OR NOT TO EAT" 1998 (and/or) "L.ASIA" 1999  
<http://nicole.netgate.net>
11. Sherry Mayo - The Realization of Zephyr Layer #9  
[http://www.nyu.edu/education/art/smwww/nxt\\_index.html](http://www.nyu.edu/education/art/smwww/nxt_index.html)
12. Tania Fraga - The Xamantic Journey  
<http://caiaa-star.soc.plym>
13. Tina LaPorta - Future\_body version 1.0  
<http://www.users.interport.net/~laporta/futurebody.html>
14. Steve Guynup - kosovo unfinished  
<http://www.pd.org/~thatguy/kosvo/gallery.wrl>
15. Van Gogh TeleVision - Kurt Schwitters Virtual Museum, Sprengel Muesum  
<http://www.kurt-schwitters.com> or (<http://www.kurt.schwitters.org>)
16. Zvonimir Bakotin - Kurt Schwitters Merzbau  
<http://www.merzbau.org>
17. Arghyro Paouri - Boxing Match - Besides, they are friends...  
<http://top.inria.fr/paouri/autant/aut-en.htm>
18. Silvia Wyder - round and round we go  
<http://www.cern.ch/~doser/perforations/perforations.html>
- Projects from SEAFair99 Workshop  
<http://seafair.scca.org.mk/workshop/projects.htm>



# CONFERENCE

October 1 - October 4, 1999  
Museum of the City of Skopje

e-FUSION: **Real/Virtual the environments we choose.**

A meltdown dialogue exchange and international lecture and presentation series of projects by the selected artists, and invited theoreticians.

e-FUSION: **VR Community**

During the SEAFair conference, and workshop, an online dialogue will be conducted in various 3D communication spaces. In these areas, selected artists will conduct guided tours and explain the virtual territory.

# EVENTS

## Friday, 01.10

20.00      Opening  
              *e-FUSION*

## Saturday, 02.10

12.30      **Luzius BERNHARD & Elisabeth HAAS**  
              *VR is in y/head*

13.45      **Tania FRAGA**  
              *Telematic Art: Exploring Allegorical Realms*

15.00      **Jay DILLEMUTH**  
              *Writing Narrative Worlds*

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17.00      **Roy ASCOTT**  
              *In Advance of the Moist: art @ the edge of the Net*

18.15      **Maja KUZMANOVIC**  
              *GoTo0. Immersive Storytelling: Hypermedia and VR*

19.30      **Arghyro PAOURI**  
              *Boxing Match - Besides they are friends...*

22.30      PARTY

## Sunday, 03.10

- 11.00 **Kathy Rae HUFFMAN**  
*Virtual Play & Romance: the search for identity in cyberspace*
- 12.15 **Karel DUDESEK**  
*VMS (Virtual Museum System) - Sprengel Museum, Hanover*  
*VMS - Skopje Museum of Contemporary Art*
- 13.30 **Zvonimir BAKOTIN**  
*Kurt Schwitters Mersbau*
- 
- 17.00 **Timothy DRUCKREY**  
*Opening the Third Window or 'We gotta get outa dis space'*
- 18.15 **Mark RUDOLPH**  
*The New Medium of X3D*
- 19.30 **Goran Slakeski and the participants of the workshop**  
*Hands-on VRML/Web 3D*

## Monday, 04.10

- 18.00 **Nikola Pisarev & Kristina Miljanovska**  
*ZAYAC*
- 19.15 **Radio 103** *an internet community consisted of technophiles communicating mostly with IRC, ICQ communication*
- 22.30 PARTY

### **PARTNERS/SPONSORS:**

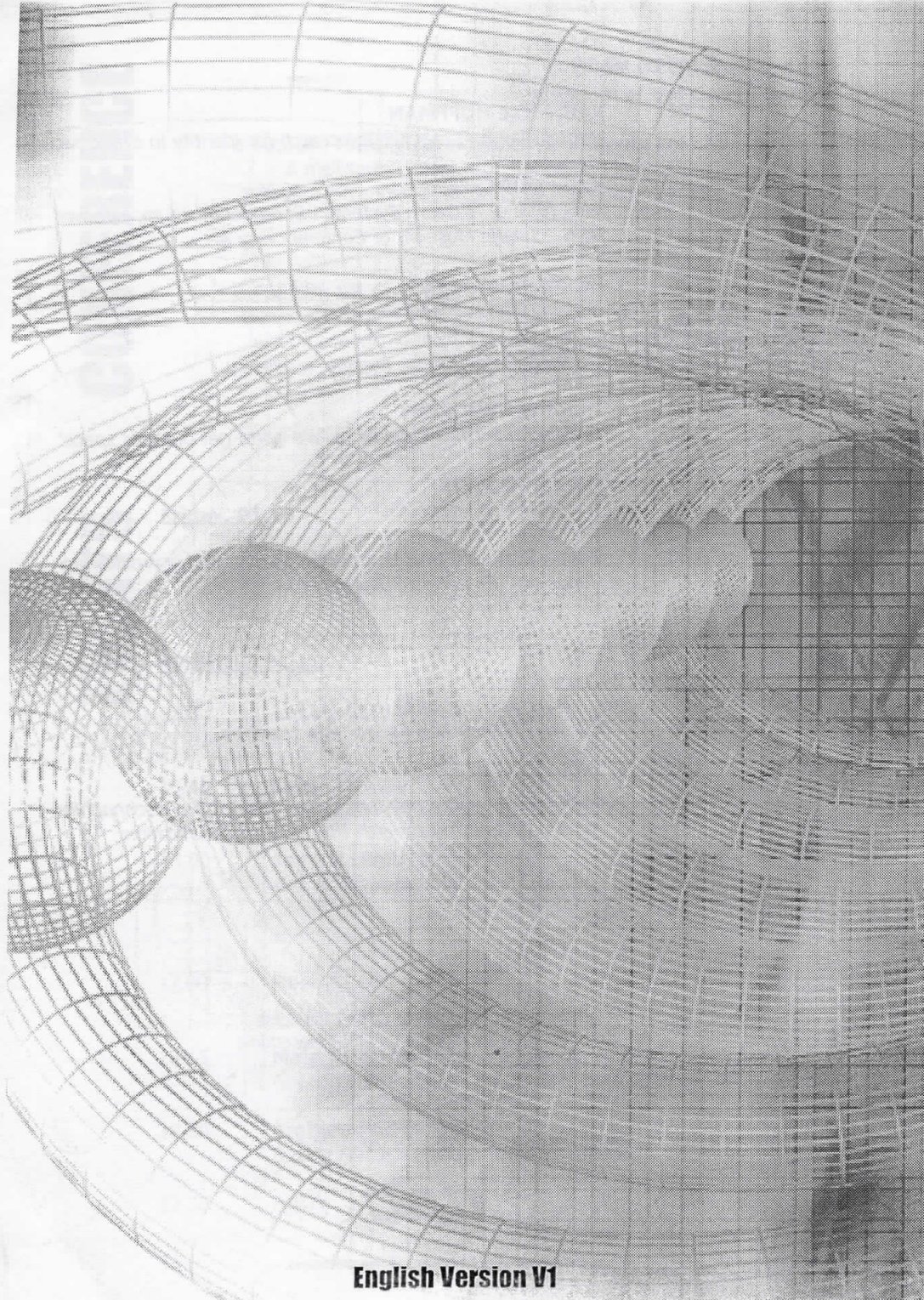
Cultural Link Program of OSI - Macedonia  
Internet Network Program of OSI - Macedonia  
Museum of the City of Skopje  
ProHelvetia Reseaux Est - Ouest  
Van Gogh Television  
Neocom computers - Skopje



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**English Version V1**