2016
artfutura

From Virtual Reality to 3D Internet

- ALICANTE
- BANGKOK
- BARCELONA
- BERLIN
- BOGOTÁ
- BUENOS AIRES
- GRANADA
- IBIZA
- LONDON
- MADRID
- MIAMI
- MÉXICO DF
- MONTEVIDEO
- MURCIA
- PARIS
- PUNTA DEL ESTE
- SAINT BRIEUC
- SANTIAGO DE CHILE
- TENERIFE
- TORINO
- ZARAGOZA

PRESS KIT v. 3

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ARTFUTURA 2016
From Virtual Reality to 3D Internet

The festival opens on October 28 with special activities in London (The Attic - Hackney Picture House), Barcelona (Arts Santa Mònica), Madrid (Espacio Fundación Telefónica) and Alicante (MACA / Centro Las Cigarreras).

ArtFutura reaches its twenty-seventh edition in more than twenty cities including: Alicante, Barcelona, Buenos Aires, London, Madrid, México, Paris and Torino.

Virtual Reality Second Wave and 3D Internet

By the end of 2016 the new Virtual Reality interfaces will be massively marketed. What makes them special? It is the improvements in computer graphics and its combination with the technology of the smartphones. In the next 12 months is predicted that more than 15 million of these devices will be sold.

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THE FUTURE
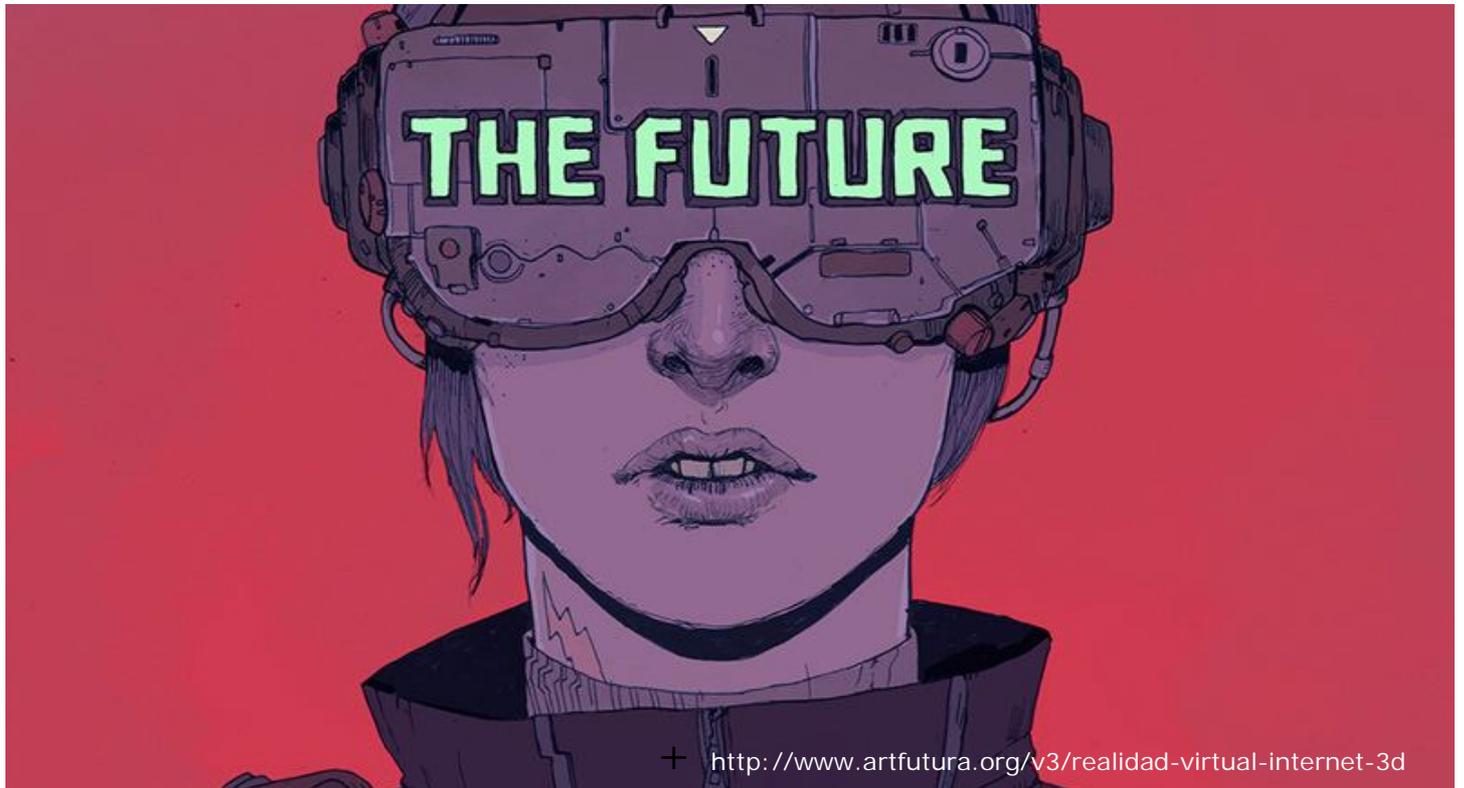
2016 marks the beginning of a second and great wave of Virtual Reality.

The First Wave

Immersive Virtual Reality was born in the Sixties with Ivan Sutherland. And exploded in the early 90 in what is considered the first wave of Virtual Reality to hit the mainstream.

ArtFutura 1990

At ArtFutura 1990 in Barcelona, the first Virtual Reality interfaces were shown in Europe with the presence of pioneers like Scott Fisher (NASA) and the writer William Gibson (creator of the term "cyberspace").

TheSecond Wave

We are now in 2016 and we are immersed in the second great wave of Virtual Reality. With large substantial changes that have developed in the two and a half decades that separate them.

A crucial element has been the full development of the smartphone, which integrates processor, screen, gyroscope and an Internet connection in a single device, and is considered an ideal base for the full development and commercialization of Virtual Reality.

Towards a 3D Internet

In parallel we are building a 3D Internet, a digital and a real space at the same time. With the transformation of our two-dimensional Web in another fully three-dimensional with immersive experiences in real time.

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The festival opens on Oct. 28 with special activities in London, Barcelona, Madrid and Alicante.

LONDON

With the presence of William Latham presenting his work "Mutation Space".
+ https://live.newscientist.com/mutation-space-william-latham
And Jake Williams with "Fragments" a full-dome generative 3D ambisonic live performance created at SAT Montreal.
+ http://www.jakeone.co.uk/fragments

BARCELONA

Virtual Reality and art with Fabien Siouffi, Fabbula Magazine chief editor .
And the premiere of "Lo and Behold, Reveries of the Connected World", a film by Werner Herzog about the impact of Internet in our lives.

+ http://www.loandbeholdfilm.com

MADRID

Roundtable at Espacio Fundación Telefonica with Laura Raya (Director of the Master in Graphic Simulation and Computing), Alejandro Sacristán (Vector 001) and Nicolas Alcala who will talk about the new 360° narratives and his latest production "Ray", a Virtual Reality experience iwith stereoscopic images that combine photogrammetry techniques and special effects.

+https://espacio.fundaciontelefonica.com/evento/artfutura-2016-de-la-realidad-virtual-al-internet-3d

ALICANTE

With the presence of Nuria Oliver (MIT Media Lab) and an opening party with music and visuals at Cultural Center Las Cigarreras and MACA, Alicante Museum of Contemporary Art.

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The audiovisual program of ArtFutura 2016 is shown at all the cities where the festival takes place and includes the latest in Digital Creativity: 3D animation, music videos, motion graphics and everything related to the new aesthetics.

An Expanded Reality

From Virtual Reality to Expanded Reality. A special program on the theme of the year. Virtual Reality and Augmented Reality in films, video games, art, music, animation, education and storytelling.

Including segments on the recent work of Mediamonks, Tippet Studios, Arnold Abadie, John Carmack, Sentient Flux, Keiichi Matsuda, "Uncanny Valley", Clyde DeSouza, Pattie Maes, Xavier Benavides and Judith Amores (MIT Media Lab).

+ http://www.artfutura.org/v3/2016

3D Futura Show

Works by large studios, specialized schools and graphic freelancers. Everything has a place in this genre that surprises us every year with its originality and technical capability.

Including new shorts by Studio Smack, James Cunningham, Seccovan, Tomer Eshed, Bose Collins, Camille Chaix, Hugo Jean, Juliette Jourdan, Marie Pillier, Kevin Roger and others.

Futura Graphics

Digital animations, experimental shorts, videoclips and mixed works in the pursuit of new languages. With works by Aardman Studios, Moth, Julius Horsthuis, Stéphane Aubier, Vincent Patar, Kris Merc, Hannes Knutsson and others.

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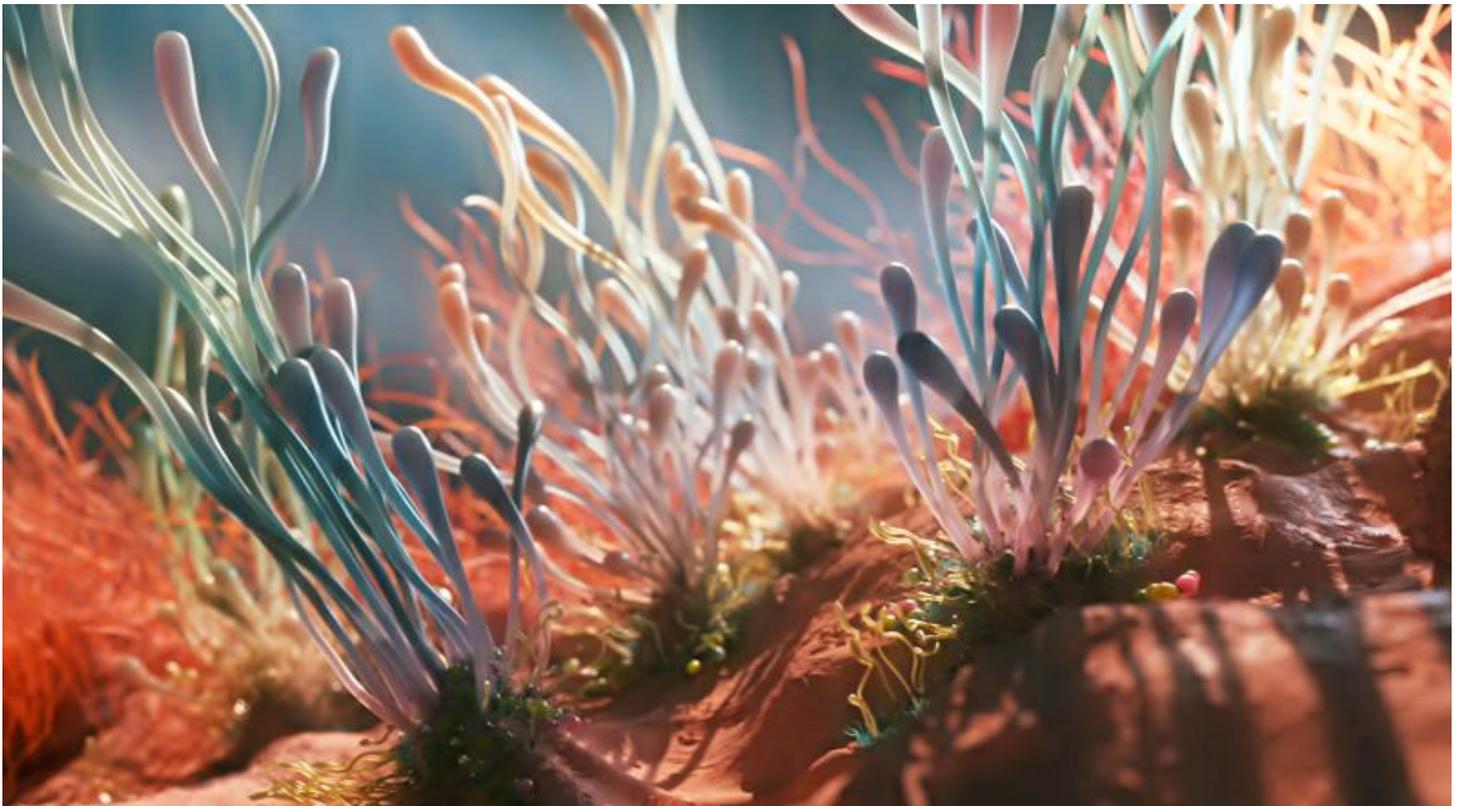
PlayGround

PlayGround is a new medium that speaks to a new generation. They communicate the news in a creative and unapologetic way.

With more than 9 million followers on Facebook, their videos are mini-documentaries ferociously quick and designed to be consumed by the smartphone and to be viralized immediately.

At ArtFutura we wanted to show the videos that we feel closer to our themes: Art, Technology, Videogames, rights on the Internet, Digital Culture, the Future...

Feeding the Web

A new release of this program dedicated to those messages and audiovisual works produced directly for the Web. A new type of material made exclusively for online viewing.

Including works by Moth, Jim Mortleman, Josan, Gabriel Garcia, David Sandberg, Jonathan Djob Nkondo and many others.

Artworks

A section dedicated to performance, new media installations and other interactive environments through video.

With works by WOW Inc., Théoriz, Sila Sveta Studio, Squidsoup, Stain & Lazyfish, Patrick Shearn and Daniel Canogar.
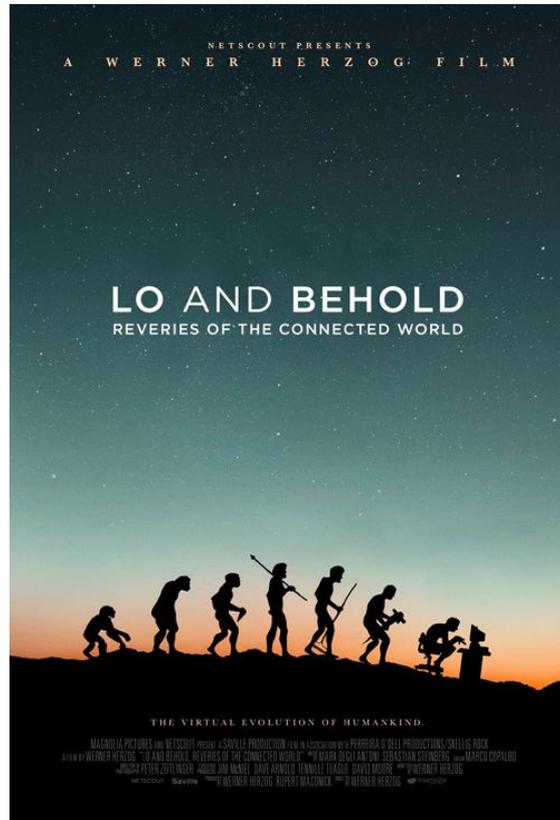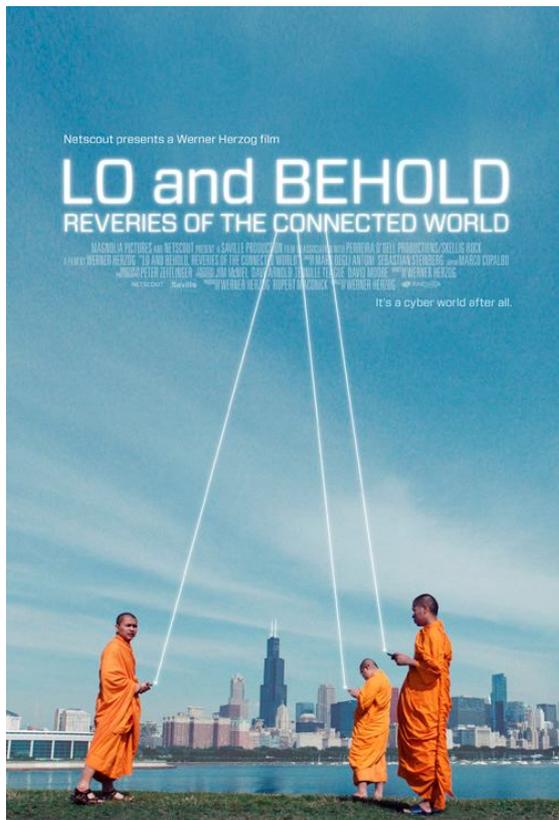
ArtFutura presents for the first time in Barcelona (Arts Santa Mònica) the documentary "Lo and Behold, Reveries of the Connected World", directed by Werner Herzog.

In 1969, the first brief message to be transmitted over the Internet was sent from a modest computer lab at UCLA to eagerly awaiting scientists a few hundred miles away at Stanford University, launching an astonishing revolution that has woven itself into every aspect of modern life.

Since that day, the boundaries of cyberspace have expanded into a complex web that ties together almost every piece of information in the world. Majestic, enigmatic, sometimes dangerous and seemingly infinite, the connected world has, almost unnoticed, redefined life for humankind.

Herzog leads viewers on a journey through a series of provocative conversations that reveal the ways in which the online world has transformed how virtually everything in the real world works - from business to education, space travel to healthcare, and the very heart of how we conduct our personal relationships.
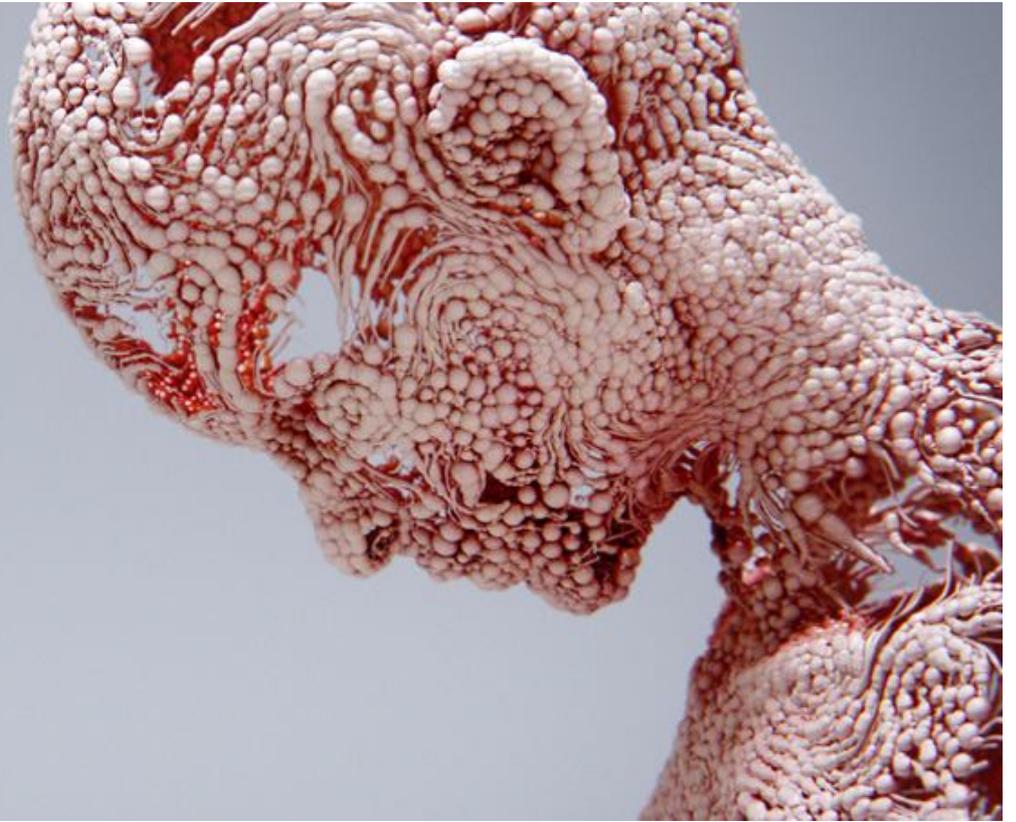
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- **Twitter**
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- **Facebook**
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- **Videos - Vimeo**
- https://vimeo.com/artfutura

- **Link Media – Web ArtFutura**
- http://www.artfutura.org/v3/prensa-media

- **Images - Download**
- http://www.artfutura.org/v3/project/fotos-prensa-2016

- **Videos - YouTube**
- https://www.youtube.com/user/ArtFuturaonline

- **Television Pack**
- https://we.tl/lxKULdfPoc