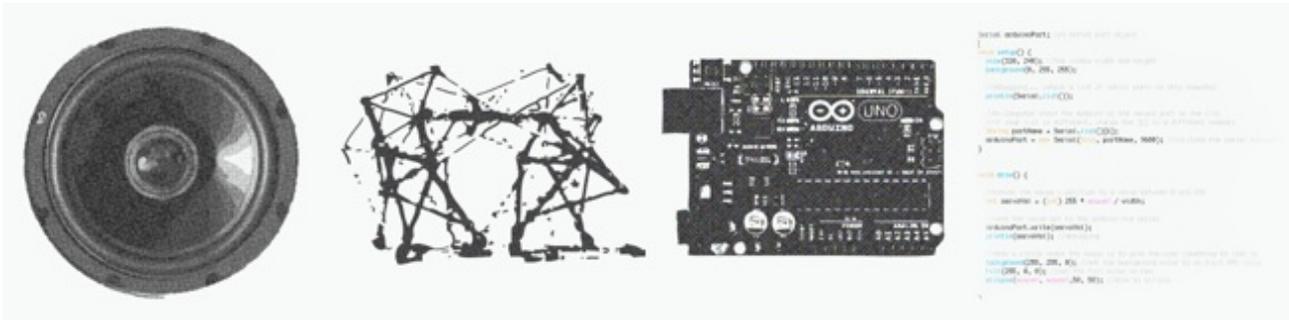




SOUND TECTONICS

WORKSHOP 2013

Athens, Greece



Sound Tectonics Workshop 17 – 24 November 2013

Space Under organizes international cross cultural conventions, workshops, and collaborative projects to address and reinforce points of intersection between creative fields. This year, Space Under runs the 1st Interdisciplinary workshop under the title **Sound Tectonics**, inviting different experts from various professional backgrounds to collaborate. The workshop will take place at The British Hellenic College, Athens, Greece.

The research will focus on the relationship between sound art and architecture; how could we redefine the boundaries of architecture, using sound as a medium to identify public and private space, aesthetics and architectural action. The city of Athens has an exceptionally inert public space that fails to become a functional communicative and networking system for its inhabitants. From 17 – 24 November 2013, the workshop will explore the potential of activating public space through the strengthening of the collaborative capabilities of the inhabitant but also ways to redefine our spatial perception through our visual and acoustic environment.

The workshop will give participants the opportunity to explore different ways to deal with sound as an analytical tool via experimental proposals. The new, easy and affordable technologies producing computer-based interactive environments, have recently become the point of interest in various fields and moreover in architecture. We will therefore get to work on methods on how to respond to such technologies as tools for connecting different practices, which can enable the transmission of urban scale to the scale of an interactive construction.

Major Workshop Features

- Collaboration with an renowned group of artists and architects from Spain, Great Britain, USA and Greece.
- Participants will join an active learning environment, which enables one-to-one teaching, seminars and discussions.
- Lectures and the round table offer a wide range of different approaches towards interdisciplinary production.
- The presentation of design techniques and methodologies promote critical thinking through lectures and studio workshops.
- Analysis on hardware and software such as processing, arduino, super collider and field recording.
- Analysis of kinetic models as structures with interactive features.
- A collaborative and educational model, which promotes research-based theoretical training, interactive design and 1:1 construction.

For more information please visit www.soundtectonics.com



COLLABORATORS



SPAIN

Daniel Canogar (Madrid, 1964) received an M.A. from NYU and the International Centre for Photography in 1990. His work as a visual artist focuses on photography, video, and installation art.

Daniel Canogar has created numerous public art pieces, including *Waves*, a permanent sculptural installation made with LED tiles, for the atrium of 2 Houston Centre, Houston; *Travesías*, a flexible LED screen commissioned for the atrium of the European Union Council in Brussels during the Spanish Presidency of the European Union in 2010; *Constelaciones*, the largest photo-mosaic in Europe created for two pedestrian bridges over the Manzanares River, in MRío Park, Madrid; *Nodi*, two photo-murals in the Arensa Train Station in Naples; *Clandestinos*, a video-projection presented on various emblematic monuments including the Arcos de Lapa in Rio de Janeiro, the Puerta de Alcalá in Madrid and the church of San Pietro in Montorio in Rome.

His recent work includes *Asalto New York*, a video-projection on the façade of an abandoned factory in Brooklyn, NY; "Latidos", a solo exhibition at Espacio Fundación Telefónica Buenos Aires; "Vórtices", an exhibition exploring issues of water and sustainability at the Fundación Canal Isabel in Madrid; *Synaptic Passage*, an installation commissioned for the exhibition "Brain: The Inside Story" at the American Museum of Natural History in New York; and two installations at the Sundance Film Festival 2011 in Park City, Utah.

He has exhibited in the Reina Sofia Contemporary Art Museum, Madrid; the Palacio Velázquez, Madrid; Max Estrella Gallery, Madrid; bitforms Gallery, New York; Filomena Soares Gallery, Lisbon; Guy Bärtschi Gallery, Geneva; Mimmo Scognamiglio Artecontemporanea, Milano; the Santa Mónica Art Center, Barcelona; the Alejandro Otero Museum, Caracas; the Wexner Center for the Arts, Ohio; the Offenes Kulturhaus Center for Contemporary Art, Linz; the Kunstsammlung Nordrhein Westfalen, Dusseldorf; Hamburger Bahnhof Museum, Berlin; Borusan Contemporary Museum, Istanbul; the American Museum of Natural History, New York; the Andy Warhol Museum, Pittsburgh and the Mattress Factory Museum, Pittsburgh.

Publications by Canogar include "Ciudades Efímeras: Exposiciones Universales, Espectáculo y Tecnología", Julio Ollero Editor, Madrid, 1992; "Ingrávidos", Fundación Telefónica, Madrid, 2003; as well as numerous essays on architecture of the image, contemporary photography and media art.

Javier Pena Galiano (Murcia 1966) Architect graduated from the ETSAM in 1992. Founder of XPIRAL *Innovative answers* in 1997 with headquarters in Murcia and Barcelona. He is a professor at the IAAC *Institute for Advanced Architecture of Catalonia* in Barcelona.

During the last 15 years, he has worked as a university professor directing his own Units and Workshops in universities such as MIT, IAAC, UIC-Esarq, University of Alicante and University of Alcalá de Henares. He has recently become director at the IAAC of the Self-sufficient Buildings Master and professor of OTF, as a continuation of his intense teaching during the past 12 years at the University of Alicante, where he undertakes the research project about pedagogical teaching in architecture 'Taller YRBG, para el futuro del Proyecto de fin de carrera'. Among the highlighted workshops are the 5th Biennial of Architecture and Design in Sao Paulo 2003, '7 Ideas of Beauty' Madrid 2005, 'Talento y Talante' in Santander 2005, SAW 2011 in Sofia and MIT-IAAC workshop with Andrew Scott in 2012.

Since 1997 he manages XPIRAL *Innovative answers* firm, leading the development of several proposals that explore alternatives to non-discipline problems, supported by new technology and multimedia resources, beyond architecture, urbanism and design. Assuming the criteria of lifelong learning and the creative evolution the fact to be constantly moving around different countries, and the 'Tuning' concept like attitude to the existing reality, as architectural improvements, urban or territorial, a design process that connects models, prototypes and factories, production formats are working simultaneously with material production. He develops his critical practice participating in diverse conferences, round tables and exhibitions in cities such as Barcelona, Lima, London, Moscow, Madrid, Sao Paulo, Panama, Algiers and more. Some of the most important exhibitions he has displayed his architectural works are the VIII Venice Architecture Biennale 2002, Spanish Architecture Exhibition 'On Site' held at MoMA in New York 2006, the Spanish architecture exhibition *Innovación Abierta* held in Panama 2011 and the exhibition '100 architects of the Year' in Seoul 2012. He has received numerous awards, among the most highlighted the competition

European 6 won and built, Finalist at FAD Awards 2000, Finalist SALONI Awards, First Prize of *Barrio de la Paz* Murcia 2006, Selected in the Mies van der Rohe Award 2009, finalist in the ONE PRIZE New York 2011, finalist at AIT Awards of public space 2012 and selected for his career in the Iakov Chernikhov prize 2012.

Santi Vilanova (Vila-real, 1980) Educated as both graphic designer and musician, Santi develops art projects based on software programming, interactive design and sound research, taking a special interest in the intersection between the languages of music and image. An active member of the the Telenoika Audiovisual Open Creative Community, Vilanova has brought his creativity to audiovisual mapping projects, the application of interactive technologies in theatre, the creative recycling of technological waste, robotics and experimental music. He also teaches in these fields.

His works have been shown in exhibitions and festivals such as Sónar (2006 and 2009), Palace Euskalduna of Bilbao, Kunst Akademie of Berlin, Mapping Festival Geneva, Primavera Sound (Barcelona), CCCB (Barcelona Centre for Contemporary Culture), CaixaFòrum, Laboral, MIAC, VAD Festival and Kernel Festival 2011 (Italy), among others. Vilanova currently works at various Catalan universities, teaching subjects related to interactive design and audiovisual research.

UNITED KINGDOM

Jon Goodbun studied architecture at the PCL, UEL and the Bartlett, and in addition to basic architectural training he completed masters courses in computer scripting and design, and architectural history. In practice he has worked in London and Berlin, on projects ranging from the Millennium Dome to a refurbishment of Norman Foster's penthouse! He co-founded the practice WAG in 2002, which has completed a series of small research, competition and building projects (often focussing on ideas around ecological design and spatial interface.) He joined the department of architecture in 1999, and for five years taught a diploma design studio, with students winning the RIBA Silver Medal, as well as a series of smaller competitions (Pilkington, Corus and Concrete Centre). He took a two year sabbatical from teaching (2006-8), during which he started work on his PhD research, which draws together material from ecology, cybernetics, cognitive science and extended mind theory. He returned to teaching at Westminster in 2009, and he also run a diploma design studio at the University of the Creative Arts (UCA) in Canterbury. He currently teaches at the Royal College of Art, running one of the architectural design studios.

GREECE

Manthos Santorineos (Athens 1954)

He studied painting at the Ecole Nationale Supérieure des Beaux-Arts (Paris) , Film and Audiovisual Media at the Department of Mass Media / Multi Media at the University of Paris VIII. At the same University did Maitrise on research: " The position of the artist in society in relation to technological progress" (1975 -83) He directed movies and shows for the television, created a series of video art works played at various festivals and museums in Greece and abroad as well as video installations (Argos Festival , Roma Europa, Festival Locarno, Video fest , etc.).

Since 1984, after his return to Greece develops multiple activities to promote art and technology through the establishment of the Department of Art and Technology Center for Contemporary Art Ileana Tounta and Centre for Audiovisual Research and Application Icons. In 1991 he founded with Dodo Santorineou and directs the Center for Art and New Technologies OVEN and 1998 International Festival for Art and New Technologies MEDI @ TERRA.

Since 2000 he has been elected Lecturer and teaches This course of Multimedia in the School of Fine Arts in Athens, and is in charge of video art in the Master section. He has worked with the Council of Europe expert on digital culture .He is an expert consultant to the GSRT on art Technology and Education, and the Ministry of Culture.

Nota Tsekoura, is an Architect Engineer. She holds a masters in Advanced Architecture from Universitat Politècnica de Catalunya | IAAC Barcelona Spain, focusing on architecture and urbanism, ranging from large-scale environments to digital fabrication. She is a graduate of the University of Patras with a 5-year degree in Architecture [BSc. Arch & M.Arch joined diploma]. She is a registered architect at the Technical Chamber of Greece. Among others, her education includes visual arts and theatrical studies. She is the founder and general director of SpaceUnder and Sound Tectonics international workshops. Before founding SpaceUnder, she was a co-Director and a Founding Partner of Bethelines. Prior to that, Nota was the academic coordinator of the Institute for Advanced Architecture of Catalonia [IAAC], the main collaborator for the design of the exhibition "Fully Print3d. Printing objects" at Dhub Barcelona. As an architect at Willy Muller Architects in Barcelona [WMA] she has worked in large scale projects and proposals around the world. Nota has participated in different international exhibitions among others at the Spanish

pavilion | academic lab of the Venice Biennale 2012 “Common Grounds”. Nota explores the dialogue between arts and architecture from spatial, environmental, cultural, philosophical and practical aspects of everyday life.

Nastazia Spyropoulou received a BA (Hons) in Architecture from the University of Greenwich in 2001, followed by the Diploma in Architecture at the University of Westminster in Studio 10, where she also completed her Professional Studies in Architecture (RIBA Part 3) in 2008. Since 2005, she has been collaborating with several architectural award-winning practices both in London and in Athens, where she is now based. The projects she got involved vary from high-end residential projects to mixed-use developments and international competitions. In 2013 she got involved with Bethelines, until she became a collaborator of SpaceUnder and co-ordinator of Sound Tectonics international workshops. Her interests lie with ephemeral structures, freight containers and the realm of real time - real space. She is a freelance architect and founder of “Cocoon Modules”.

Tassos Kanellos is an architect and has received his Diploma (2006) from the NTUA School of Architecture. He holds an MSc in “Adaptive Architecture and Computation” (Distinction, 2007) from the Bartlett School of Graduate Studies, UCL. He has worked as a Design Systems Analyst for the “Specialist Modeling Group” at “Foster + Partners” in London and has collaborated with several architectural practices in Athens. He is a registered architect in Greece, currently working as a freelance in Athens, while pursuing a PhD at the NTUA School of Architecture and teaching at the ASFA Greek-French Postgraduate Programme “Art, Virtual Reality & Multi-User systems of Artistic Expression”. His academic interests lie in the area of computational design and his research focuses on physics simulations.

Anna Laskari- Architect Engineer, is a graduate of the NTUA School of Architecture, where she received her diploma in Architecture (Distinction, 2004) and her Postgraduate Degree from the Postgraduate Programme “Architecture Space Design” (Distinction, 2006). She holds an MSc in “Adaptive Architecture and Computation” (Distinction, 2007) from the Bartlett School of Graduate Studies, UCL. She has worked as a Design Systems Analyst for “Foster + Partners” in London and has collaborated with several architectural practices in Athens. She is a registered architect in Greece, currently working as a freelance in Athens, while pursuing a PhD at the NTUA School of Architecture, where she is lecturing as a Teaching Assistant. She is also teaching at the ASFA Greek-French Postgraduate Programme “Art, Virtual Reality & Multi-User systems of Artistic Expression”.

USA - ESTONIA

John Grzinich (New York - 1970) lives and works in Estonia. He is a sound and video artist and a project coordinator. He has worked primarily with sound and video since the early 1990s and performed and worked on projects throughout Europe and North America. In recent years he has concentrated on giving workshops on various aspects of sound that encourage collaboration through social communication, performance, mapping, recording and editing.

A number of cd with his compositions have been published on such labels as SIRR (PT), Staalplaat (NL), Edition Sonoro (UK), Mystery Sea (BE) CUT (CH), CMR (NZ), erewhon (BE), Intransitive Recordings (US), Orogenetics (US), Elevator Bath (US), Pale-Disc (JP), Digital Narcis (JP) Taalem (FR), and Cloud of Statics(CH). Currently I am a project coordinator for MoKS- Center for Art and Social Practice, an artist-run international residency center and project space in southeast Estonia. His varied artistic approaches to sound generation, recording and production work with techniques that range from the construction of original instrument devices and the capture of acoustic phenomenon through environmental field recordings to digital multi-tracking and manipulation. The resulting compositions are often studies in extended evolutionary permutations of a selected set of sound sources. These sources can concentrate on different properties of sound instigation and emanation that can range from the textural animation of inanimate objects or an open-air mechanical noise field to overtone resonances.

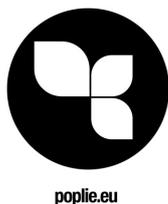
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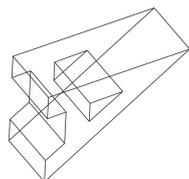
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