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Full text: Open(Art) exhibition and workshops info

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## Open(Art) – Creative platforms for the open web

July 12 - August 11, 2013

Opening Reception: Friday, July 12, 6-8pm

Workshops: Saturday, July 13, 12-3pm

Eyebeam is pleased to announce the **Open(Art)** exhibition and workshop series, which marks the culmination of our Open(Art) Fellows' projects.

Join the Fellows, Forrest Oliphant, Toby Schachman and Nordt Labs, for a reception on July 12 and workshops on July 13. Both events are free and open to the public.

[Open\(Art\)](#) is a joint initiative launched by Eyebeam and Mozilla to support creativity at the intersection of art and the open web. It offers a unique opportunity for artists and technologists to collaborate on work that catalyzes participation on a global scale, and engages audiences through innovation, transparency, and utility.

### Workshop Schedule: July 13

12pm: Short presentations and Q&A with all three Fellows

1-3pm: Individual workshops

3pm: Re-group to share insights and eat pizza!

[Click here for more information and to register for a workshop.](#)

## About the Projects & Workshops

### [Forrest Oliphant - Meemoo](#)

"I want to blur the line between developer and user and allow more people to create different kinds of media."

Meemoo brings the power of app development to everyone. It is an HTML5 data flow programming environment with an emphasis on realtime audio-visual manipulation. Using an intuitive visual interface that lets users connect modules together using colorful "wires," Meemoo lets anyone remix and build apps right in the browser.

Join us for a Meemoo Hackable Web Apps Workshop on July 13, in which Forrest will give a crash-course on his project, as well as share some "hacktivities" for incorporating Meemoo's powerful and accessible animation tools into classrooms or learning at home. For art, media, and tech educators or those interested in technology & education. No prior programming experience required.

### [Toby Schachman - Pixel Shaders](#)

"This is one of the key areas where the artistic community can contribute to the computer science communities."

Pixel Shaders is an interactive book, platform, and community centered around harnessing the graphics processing unit (GPU) for artistic purposes. It aims to make GPU programming accessible to artists in the same way that tools like Processing made CPU programming more accessible to digital creators.

Toby will lead a Pixel Shaders Workshop on July 13 in which he will introduce the basics of shader programming and demonstrate some mind-bending hacks for creating real-time visual effects and interactive and generative visuals. No prior programming experience required. Please bring your own laptop.

### [Nordt Labs \(Addie Wagenknecht and Stefan Hechenberger\) - BOMfu](#)

"Making all of the tools better pushes up what can be built. The better the tools are, the more complex the projects."

BOMfu is a collaborative web repository for open hardware projects. It aims to increase the ease of use and quality for the "bill of materials" or "BOM" - the list of raw materials required to build a finished product. The goal is to open up new and more complex forms of open hardware creation.

On July 13, Addie will lead the BOMFu-Beta-Thon for open hardware developers and enthusiasts who will help create a new system of sharing BOMs. Following an introduction to the BOMfu platform, participants will create accounts and beta test this brand new system. Please bring your laptop and any small/fun open hardware projects you would like to share with the community!

For more information about the Fellows and their projects, please visit: [openart.eyebcam.org](http://openart.eyebcam.org) and the Open(Art) blog.

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