

# Fab (Filters and blockers)

Fab (Filters and blockers) is a collaborative art project launched by co-Lab Basel, Switzerland together with an international group of selected artists, technicians and designers. Fab focuses on artistic and human conscious ways of merging art, the human body and new technology.

The development of new technologies, especially in the area of information and telecommunication technology shall give human beings the flexibility and independency they desire. On one hand we ask access to the convenience and efficiency the new technologies provide but at the same time we desire protection from the "unseen" forces these developments bring along.

Within this development Fab opens up an experimental and interdisciplinary field where the handling of new technology can be explored with a focus on the protective/adaptive function of our modern surroundings.

A dense workshop series as well as a series of lectures taking place at VIPER BASEL built the base where international scientists, researchers met together with artists and designers to reflect the development of new technologies. Hereby Fab concentrated on two main topics: Within the workshop 'Transparencies' we discussed the advantage of information technologies as well as the need for protection from the transmissions, carriers, and emissions these technologies emit. Within the workshop 'Speed-O-Mat' the accelerative dynamics of our modern urban live was explored. For these Workshops we could welcome: John Klima, Artist in NY, USA / Prof. Dr. M. Schmutzer, TU Vienna, Austria / Prof. Peter Gross, HSG, St. Gallen, Switzerland / Frau Dr. D. Reichert, Zurich, Switzerland, die Artist group F18 from Hamburg, D and AnyAffair, Basel, Switzerland as well as the Writer Birgit Kempker, Basel, Switzerland.

This active interdisciplinary exchange and the collaborative experiments in the two workshops built the base for a continuous and constructive collaboration within the discussed context.

The highlight of Fab will be a three day event in Fall 2003. In this vivid happening, organized by co-Lab Basel, the developed installations, performances, objects and products resulting from the Fab-Workshops as well as a selection of research and art projects related to Fab will be presented to a large public. This happening will demonstrate the creative and experimental approach in redefining the usage of New Technologies. It will address visitors from a cultural and artistic context as much as representatives from research and development.

### **The Motivation for Fab :::**

"new technologies are no fetish nor capable of acting; only through acceptance and their utilization by human beings they become social and significant variables." (Daniel Diemers, Die virtuelle Triade, Haupt, 2002 ) With the project Fab (Filters and blockers) co-Lab focuses on artistic and human conscious ways of merging art, the human body and new technology to redefine the protective/adaptive aspect of our surroundings. In a variety of experiments and art projects Fab explores border-lines between protective covers, adaptive materials, communicating systems and intelligent rooms in order to redefine the protective function of the environment for our era.



Fab as Guest at [plug in]

### **Fab Preview :::**

Fab (Filters and blockers) was guest at [plug in] on April 3rd 2002 within the event series :::verführen / reisen / navigieren ::: Fab guided the visitors through a warm and playful world of Fashion, Wearables and New Technologies. 'Body Sounds' designed by Kold.



Fab as Guest at [plug in]



## Workshop 'Transparencies'

Within the workshop 'Transparencies' we discussed the advantages and problematics of information technologies and the phenomena of 'observation' as well as the need for protection from the transmissions, carriers, and emissions these technologies emit. By simply raising the awareness of the fact of our being watched, we can react to it in a playful way. One way to combat and protect oneself is to establish one's own personal data tracking that, on one hand, contradicts and, on the other, clarifies the data that others are collecting about us. An other way could be to consciously stage our observed actions.

Date: October 04th - 11th, 2002

Location: co-Lab Basel, Switzerland

Workshop Adviser: John Klima, N.Y.



John Klima demonstrates the different tools that will be used in the workshop

## Workshop 'Transparencies'

### Speeches:

'Xcult - Art laboratory or Art Archiv?'

Public Speech by Reinhard Storz,  
Founder of Xcult, Basel, Switzerland  
Date: October 05th 2002, 6 PM  
Location: co-Lab Basel

### 'I Cyborg'

Public Speech by Dr. Daniel Diemers,  
Institut für Soziologie, SFS-HSG Universität St. Gallen  
Date: October 06th 2002, 2 PM  
Location: co-Lab Basel

### Hands-On:

The Workshop Adviser John Klima introduced the participants into the world of electronic engineering. In the context of data accumulation and visualisation we tested a variety of experiments such as personal acquisition of data in space (communication sensors <--> micro controller), Body Suit (applying sensors to body for data communication), acquisition of personal data (infra red communication sensors <--> micro controller) as well as communication of personal data (communication micro controller <--> Web)

Besides the intensive work on projects there was time for relaxing moments at lunch time.

### Public 'Transparencies'-Presentation

Date: October 11th, 2002, 6PM  
Location: co-Lab Basel, Switzerland

On the last day of the workshop the developed projects where presented to the public.

**Body Suit:** Two suits with integrated flex sensors at each joint capture the movement of two performer. These data are sent to the internet. Only through synchronised movements of the two performers a figure on the Internet starts moving, too.

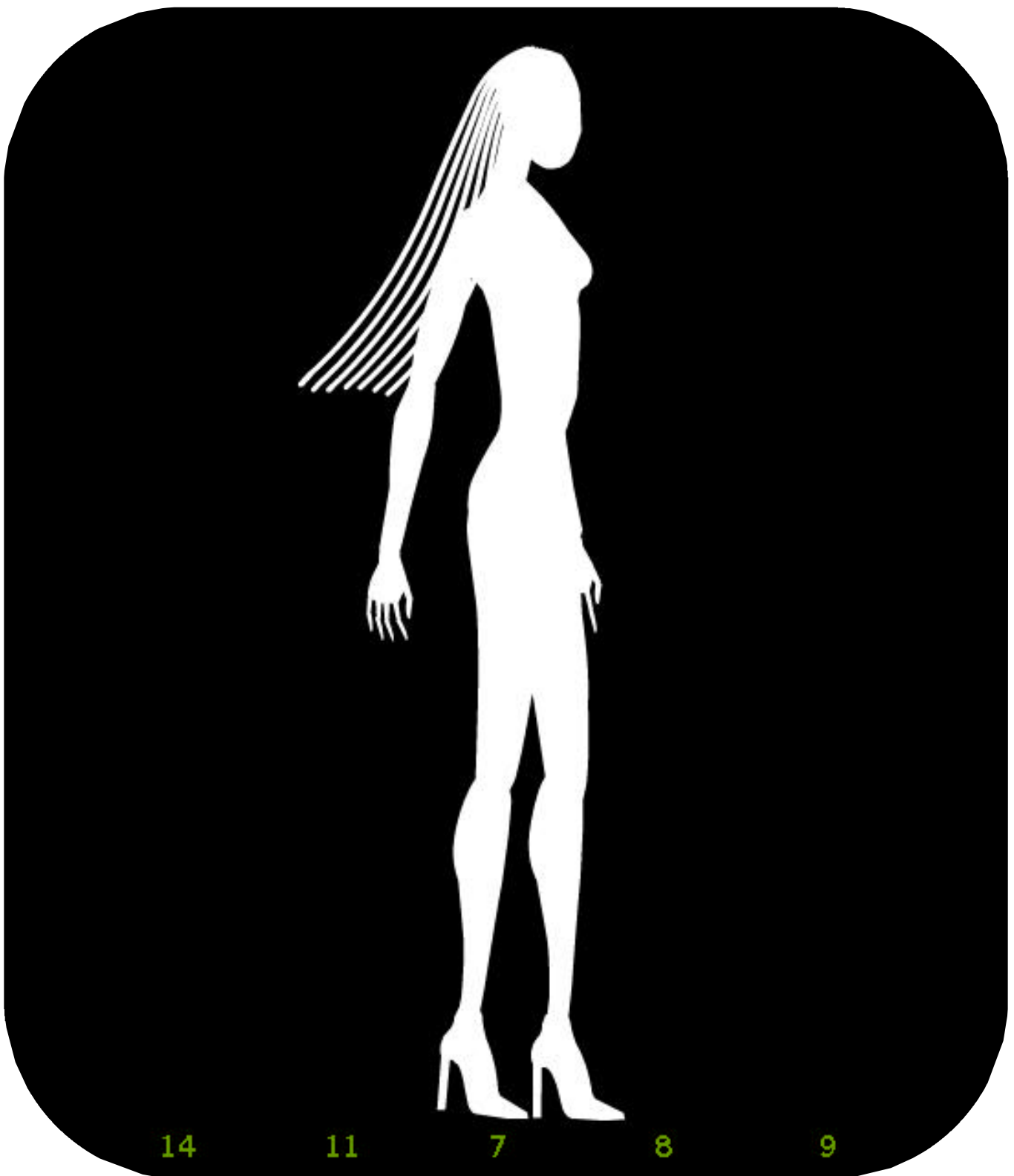
**Miser Bar:** A 'miser' Bar keeps guests away by playing unpleasant sounds when approaching.

**Virtual Borders:** A virtual room, defined by 'walls' of sounds. The scale of this virtual space is additionally visualised in a projection on the ground..

**Digital Perfume:** Project Sketch. 'Digital Perfume' is an Aura that surrounds its owner. The colour of the odour and its intensity can be varied depending on the mood of the user. The virtual charisma of the person can be captured digitally.

A more detailed workshop documentation can be viewed online on: [www.co-lab.ch/fab](http://www.co-lab.ch/fab)





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Body Suit Installation: Figure on the Web

## **Workshop 'Speed-O-Mat'**

Within the workshop Speed-O-Mat we explore the accelerative dynamics of modern urban living. In hands-on-sessions we experimented with the perception of speed and in the context of movement and interaction we developed and realized short projects. Within a circle of speeches, organized in collaboration with VIPER BASEL (International Festival for Film, Video and new Media Basel, Switzerland), we looked at the phenomena 'time' from different perspectives.

Date: October 25th until November 01st 2002

Location: co-Lab Basel, Switzerland, Cercle of speeches at VIPER BASEL, Theater Basel

Workshop Adviser: John Klima, NY, USA



Propeller, part of the Speed-O-Mat Installation

## Workshop 'Speed-O-Mat'

### Speeches:

'Am sausen den Webstuhl der Zeit'

Public speech by Prof. M. Schmutzer

Date: October 25th 2002, 5pm

Location: VIPER BASEL, White Box, Theatre Basel, Switzerland

'Eine Welt ist keine Welt'

Public speech by Prof. Dr. P. Gross

Date: October 26th 2002, 5pm

Location: VIPER BASEL, White Box, Theatre Basel, Switzerland

'Momente im Zeitraum (eine persönliche Sammlung)'

Public speech by Dr. Dagmar Reichert

Date: October 27th 2002, 12am

Location: VIPER BASEL, Theatre Basel, Switzerland

### Reading:

'Die Sphinx von Pontresina'

Public reading by the Sphinx, Birgit Kempker

Date: October 28th 2002, 8pm

Location: Lounge, nt/Areal Basel, Switzerland

### Project Presentations:

Katherine Moriwaki, Fashionable Technology

Collaboration Studio, Parsons School of Design NY, USA

Presentation of selected projects and experiment

AnyAffair, Basel, Switzerland

Presentation of 'Instant City' and 'Sound Lounge'

f18, Hamburg, Germany

Demonstration of electronic tools and presentation of recent projects

### Hands-On-Session:

Within only a few days the workshop participants developed the collaborative project 'Speed-O-Mat'.

Picture on the right:

Midnight Dinner after a long, intensive working day...

### Public 'Speed-O-Mat' Presentation

Date: November 01st, 2002

Location: co-Lab Basel, Switzerland

In the final presentation the interactive Installation 'Speed-o-Mat' was presented and tested by the visitors. More info on 'Speed-O-Mat' can be viewed on:

[www.cityarts.com/speedo](http://www.cityarts.com/speedo)

A more detailed workshop documentation can be viewed online on: [www.co-lab.ch/fab](http://www.co-lab.ch/fab)





'Speed-O-Mat' Installation

## Fab Workshop Adviser, Guest Speakers & Project Groups :::

**John Klima**, artist in the fields of interactive media, NY, USA

**Dr. Dagmar Reichert**, cultural studies, lecturer at HGK Zurich, Switzerland and Salzburg, Germany

**Birgit Kempker**, 'Die Sphinx von Pontresina', Writer and artist, Basel, Switzerland

**Prof. Dr. Peter Gross**, Institute for Sociology, SFS-HSG University St. Gallen, Switzerland

**Dr. Daniel Diemers**, Institute for Sociology, SFS-HSG University St. Gallen, Switzerland

**Prof. Dr. Manfred Schmutzer**, Technical University Vienna, Institute for Technology and Society, Austria

**Reinhard Storz**, Founder of Xcult, Basel, Switzerland

**Katherine Moriwaki**, Fashionable Technology Collaboration Studio, Parsons School of Design, NY, USA

**AnyAffair**, Daniel Reichmuth & Sibylle Hauert, art und performance, Basel, Switzerland

**f18**, Institute for Art, Information und Technology, Hamburg, Germany (request)

## Fab Partner :::

**UIPER BASEL** International Festival for Film, Video and new Media Basel, Switzerland

UAD Basel / **Department of Fashion Design** Figure + Form (K&K), Basel, Switzerland

**BeyelerSaameli**, specialized in web-based working environments and interaction concepts, Basel, Switzerland

**BoomBox**, Online Soundsystem, Live webcasts, Zurich, Switzerland

**c-shop**, Claudia Guedel, Basel, Switzerland

**VIA**, AudioVideoPhotoArt co-operative, Basel, Switzerland

**iaart**, art engineering lab, Basel, Switzerland

**TweakLab**, tools for media and art, Basel, Switzerland

## Fab Godfather :::

**Xcult**, Kultural-Forum on the Internet, Basel, Switzerland, [www.xcult.org](http://www.xcult.org)

## Fab Team :::

**Claudia Guedel**, fashion, costume and web designer, event organisation and management, Basel, Switzerland

**Daniel Diemers**, sociology, specialized in virtual communities/knowledge management, Zurich, Switzerland

**Viola Zimmermann**, graphic and web designer, Zurich, Switzerland

**Doris Koepfli**, architect, specialized in interactive concepts, Basel, Switzerland

**Claude Hidber**, artist and light designer, specialized in interactive concepts, Basel, Switzerland

## Fab Contact :::

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## Fab Support :::



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