LABoral TO HOST A PROGRAMMING WORKSHOP FOR ARTISTS NEXT WEEK

From Monday, February 2nd, to Friday, February 6th, participants will be introduced to the use of the tool openFrameworks.

Next week, LABoral Centro de Arte y Creación Industrial will host a programming workshop for creators in which participants will be introduced to the use of openFrameworks, an open code software tool for creative programming. The sessions will be held from Monday, Februrary 2nd, until Friday the 6th, during the afternoon, and will be given by the artist and programmer of interactive media Chris Sugrue and by the computer engineer Arturo Castro.

This workshop is part of the educational programme organised by LABoral and is intended for artists and people interested in the use of new tools for digital creation. In fact, openFrameworks is a platform designed with artists and designers in mind. It is a perfect starting point for those who would like to being programming in C++, while, at the same time, it allows for very advanced projects to also be developed. During the workshop, the openFrameworks bookshop will be presented as well as different techniques for creating pieces that go beyond the screen, intervening in the real world using, amongst other things, the media of artificial vision, algorithmic animation or physical interfaces. Participants will carry out different experiments and build creative prototypes.

Chris Sugrue is an artist and programmer of interactive media. His interactive installations and audiovisual *performances* give rise to unique worlds that explore the frontier between the virtual and the real. Chris has a Master's degree in Design and Technology from New York. He has worked as a programmer and researcher in Ars Electronica Futurelab and has been a resident of production in the Eyebeam Art and Technology Center, New York, in Hangar, Barcelona and in Casa de Velázquez, Madrid.

For his part, Arturo Castro is a licensed computer engineer. Since 2004 he has been building interactive installations, virtual environments and other creative projects. He is currently a member of the openFrameworks programming team, maintaining a linux version of this tool, leading the openFrameworks work group in Hangar, Barcelona.

LABoral Centro de Arte y Creación Industrial
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