"Share" at Fly Utopia!
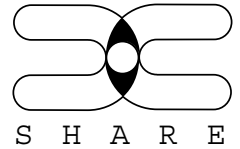# at the Clubtransmediale festival.

3-4 feb, 004 @maria am ostbahnhof
open jam. feb. 3rd 22:00. feb 4th 21:00.

club transmediale | SHARE

::: Welcome :::

Welcome to "Share" at the clubtransmediale festival. We are holding an open jam for audio / video artists with portable gear. Please have a seat, and enjoy unique multichannel audio / video improvisation. Feel free to take a walk around the room and observe, but take care not to disturb equipment, cables, or artists who indicate they are too busy to talk. If you brought portable audio / video gear, read below to learn how to participate.

::: About Share :::

"Share" is an open jam and forum for audio / video artists, held Sunday evenings at Openair in Manhattan's East Village. A multi-channel system for audio and video allows many artists to play together, or across different rooms. A wireless network and free internet access encourage communication and collaboration, and the audio / video jam is broadcast live every Sunday night. Featured sets give local and visiting artists a chance to play solo.

Certain utopian flavors arise from the collaborative action of sharing. By entering into the mix participants relinquish their claim of sole authorship, in favor of creating a unique, site- and time-specific collective work. The site is extended by means of a network, presenting participants with enhanced communal reality, distorted by telepresence - taking you out of the room but into the mix. Lag time and complexity, opened by alternate communication channels, fuels discord and harmony. Cacophony is mitigated by surprisingly intricate comprovisation (sic.) as people experience their unique vision and music in the collaborative context.

Share has collaborated with other events, including international festivals in New York, Montreal, Bordeaux and a streaming internet jam with artists in Vienna.

Share was founded by Daniel Smith, Rich Panciera and Geoff Matters. Since its inception in 2001, Share has been coordinated and run largely by an ad-hoc group of volunteers who donate time, skills, energy and equipment to expanding and improving the event. The jam at the Transmediale festival is the fourth mobile Share event, where we team up with an alternate venue to provide a multi-channel audio / video system, and an open invitation is extended to the community in berlin and networked artists in remote locations.
Join us in a massive jam!

For more information about "Share", visit us in person or on the web:

"Share"
@ [*]PENAIR
Sundays 5pm - close
121 St. Marks Place (near Avenue A) NYC | 212-979-1459
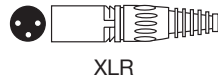http://share.dj
share@gmx.li

::: Thanks :::

newclueless, geoffGDAM, lloop, ecume des jours, eyescratch™, o.blaat, Ilan Katin, LU[X]Z, seemonkey, doktorp, hellbender, Henry M. Jones, naturalsphere, Kurt Przybilla (tetratops), skyvat, Jason Blackkat, Joshua Goldberg, Jasmin Zorlu, Amalia Cordova, Honeychild, Jane D'Arensbourg, solu, Nana, Peter and Fox (Quickhoney), Ben Dierckx, Giles Hendrix, firehorse, Haeyoung Kim, Daniel Vatsky, ej, Isabelle Jenniches, burun, Chris Burke, Mike Berk, secret agent gel, qpe, Akida & Jolynn, Kenard Meyers, Koosil-ja, David Last, Dennis Delzotto, Shelley Hirsch, Owen Vishwanath Bush, fake human, goodtime karl, Aaron Spectre, unit, jenghizkan, clone, karthik, Chiaki Watanabe, Nicholas D Kent, society cleaners, Gregor Asch, Jon Keith Brunelle, criterion, doily, timeblind, n_kra, Paul Paradiso, Jeremy Bernstein, parmentier, Ritsko Uchida, Chai Uchida, Anthony Huberman, Peter Schmideg, John King. ClubTransmediale festival, you and the extremely, amazingly patient greatest supporter James Healy + Will, Jan and Greg @ [*]penair,   all the people who participated in, visited to, streamed from share.
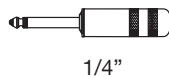
::: Instructions :::

To participate, find one of the volunteers. Hopefully you brought 1/4" or XLR audio and s-video or composite RCA cables.If not, describe what gear you have, and what connectors you need. The volunteer will find you a place and get you plugged in. Once you are set up and ready to play, alert a volunteer and they will raise your volume or video level. Depending on the number of participants waiting to jam, we may ask you to give up your spot after 15 or 30 minutes. Otherwise you may play as long as you feel appropriate. After playing, before unplugging any gear, alert one of the volunteer so they can disable your feed. This way we can avoid loud flashes, pops and buzzing sounds. When packing be careful to claim all your gear, cables and power supplies. Also be careful not to pack anything which you didn't bring, in particular any cables given to you by a volunteer. Please note that each participant in Share represents and warrants that he or she has the full right, power and authority to perform or display the work that the participant chooses to display or perform. If you have any questions or problems, please speak with a volunteer.
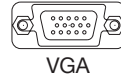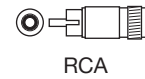
Thanks for sharing!

XLR   1/4"   VGA   RCA

::: Suggestions :::

The jam is unstructured, work out a plan with your neighbors and other participants, by speaking with them and by your contribution to the mix. With many people playing together, there is danger of unplanned cacophony. Consider the following suggestions for a successful jam session:

[->] Avoid system sounds.

Avoid system sounds. Turn off audible alerts. When changing the volume on a macintosh, hold down the shift key so the bell doesn't ring each time the volume changes.

[->] Determine what to play before being plugged in.

We don't have a setup to allow audio artists to cue with headphones. Before you are plugged into the system, take the opportunity to listen in headphones and plan your contribution. Those with multi-channel soundcards or gear with a headphone out can cue at any time, but always pay attention to your volume in the room.

[->] Don't overplay.

When people are trying to hear themselves in the mix, it is easy to keep raising your own volume louder and louder. Aim for a volume at which you hear yourself as an integrated part of the total mix. If you can't find yourself in the mix, try lowering your level rather than raising it, and listen for the part which drops out, also feel free to ask for assistance. When jamming with other video artists, try to find a balance between strong, full motion imagery and material that is slower, easily keyable and/or scalable in order to allow space for someone else's signal to show through.

[->] Pay attention to others' contributions.

Try to match, complement or contrast the current mood, sounds, and images. When a new sound or image is introduced, consider making space for it in the mix.

[->] Communicate.

Ask what tempo people are working in, what parts are missing, if they want to coordinate a change. For visuals this is especially crucial since different video sources cannot simply merge together as effectively as in the audio realm.

[->] Find space in the mix.

Rather than playing full songs or loops which feature many instruments, try adding a single element at a time. Identify which elements are missing, and play one of those. Another way to fit into the mix is to pay attention to frequency space... if the mix is bass heavy, add some sounds in higher frequencies. Another way to fit into the mix is to leave space over time... rather than a full melody, add one riff to the end of each bar. Or try bringing your full melody in for a minute, then out again.

[->] Tempo is optional, but if you have one coordinate with others.

You can ask around you for what tempos people are working in. If you have the ability to cue with headphones, get in sync before turning up. Another option for synchronization is to free-trigger sounds and images in time with what you see and hear. And of course, not every contribution needs to be (or can be) synchronized.

[->] Don't unplug your gear unless a volunteer says it is ok.

[->] Do Not Leave your gear unattended! We'd hate to see you lose anything!

[->] Count on there being one electrical socket available to you.

(Bring your own power strip if you need more &/or if you have the wall-wart type of adaptor which typically occupies more than one socket.)

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4

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4   4

BAR