

21:15 -!- Irssi: #sufloss: Total of 1 nicks [1 ops, 0 halfops, 0 voices, 0 normal]
18:15 -!- Channel #sufloss created Thu Oct 26 18:15:45 2006
18:15 -!- Irssi: Join to #sufloss was synced in 0 secs
21:00 -!- gisle [n=gif@191.80-202-240.nextgentel.com] has joined #sufloss
21:01 <gisle> yo!
21:16 <@xname> yo
21:16 <@xname> hola
21:16 <@xname> sorry
21:16 <@xname> for being late,
21:16 <@xname> i just had an house meeting
21:17 <gisle> that's ok
21:17 <gisle> I'm getting a new kernel
21:18 -!- kysucix [n=kysucix@213-140-22-74.fastres.net] has joined #sufloss
21:18 <@xname> hola kysucix
21:18 <gisle> hola kysucix!
21:18 <kysucix> hola! :D
21:18 <kysucix> :)
21:18 <@xname> kysu
21:19 <@xname> can you save the log
21:19 <@xname> of this chat?
21:19 <@xname> my connection is crappy
21:19 <kysucix> ok
21:20 <gisle> ok, fire away..
21:20 <@xname> so, gisle,
21:21 <@xname> how did the piksel start?
21:21 <@xname> i know its root is actually mob, the software, right?
21:21 <gisle> just remember I'm a very slow typer :)
21:21 <gisle> specially when I have to think...:)
21:21 <kysucix> haha
21:21 <@xname> no problems type as you like
21:21 <gisle> yep, it all started with MoB
21:22 <gisle> back in 2002
21:22 <gisle> after the first prototype we wanted to do a workshop
21:23 <gisle> and also I wanted to invite other developers, not just artists
...
21:25 <gisle> back then there was only **freej**, **effectv** and **veejay** with similar stuff, I think
21:27 <gisle> so, I contacted first Jaromil [1], cause I was following the freej list/project
21:28 <gisle> and he pointed me to Kentaro [2], Niels [3] and others
...
21:28 <gisle> but I also wanted to have pd people involved so contacted Tom [4] and Yves [5] too
...
21:32 <gisle> yep, the first idea was to focus on development and join our efforts
21:32 <gisle> but also to have input from artists
21:32 <@xname> very interesting
21:32 <gisle> yep, the first phase was very enthusiastic
21:32 <@xname> do you know of any other meeting that has this characteristic?
21:33 <gisle> eh, not at the time, no...
21:34 <gisle> we started the piksel list, and there was a huge flurry of idead going around
21:34 <gisle> ideas
21:34 <@xname> like, for example...?
21:34 <gisle> main focus was **interoperability**
21:35 <gisle> how to combine/expand the different applications
21:35 <gisle> this was the main focus of piksel in 2003
21:35 <gisle> when **Livido** was born :)
21:36 <@xname> god bless livido
21:36 <@xname> so you first created the list
21:36 <@xname> and then arranged the festival/meeting ?
21:36 <gisle> yep, we had the list for almost a year before the first workshop
21:37 <gisle> another important guy back then was Artem [6]
21:37 <gisle> very active on the list
21:38 <@xname> so you created a 'community' ?
21:38 <gisle> sure, piksel is also very much a community :)
21:39 <@xname> :)
21:39 <gisle> a very loose one ;)
21:39 <@xname> kysucix ask you before how did arrange the funding and the practical stuff to start ...
21:40 <gisle> yes, we used the normal BEK channels - mainly applied for funding from the Arts Council in Norway
21:41 <gisle> and through PNEK - the production network for electronic arts
21:41 <gisle> PNEK also funded MoB in the beginning
21:42 <gisle> actually the only way to get funding for development...
...
21:43 <gisle> was through PNEK
21:43 <kysucix> ok
21:43 <kysucix> and
21:43 <gisle> now PNEK is reorganizing, and no more money :(
21:44 <kysucix> how do you see piksel evolving through 4 editions ?
21:44 <kysucix> how did it changed? how do you see it now ?
21:44 <@xname> and the community, how did it change...
21:45 <gisle> well, we keep a community 'base' through the original

developers

21:45 <gisle> some of which has participated in all editions

21:46 <gisle> but also expand with more people coming and going through the artistic program

21:46 <gisle> the main community channel is still the mailing list

...

21:47 <gisle> we have in a way moved more in the direction of festival

21:48 <gisle> with a larger focus on the artistic program

21:48 <gisle> this is also a result on the development focus not going anywhere

:(

21:49 <@xname> so, from the focus on development, with the artist as a user and creator

21:49 <@xname> to the artist as a sort of scientist... or what?

21:50 <gisle> yes, the scientist approach is interesting

21:50 <gisle> specially piksel06 is moving in that direction, with xxxxx collaboration

21:51 <gisle> and more

...

1:52 <@xname> why do you say that the focus on development did not lead anywhere?

21:53 <gisle> well, that's a bit pessimistic maybe, since a lot has been done like **Frei0r**, **Livido**, **vjack** and so on..

21:53 <gisle> but there's not much momentum behind it

21:54 <gisle> and the original collaborative spirit went away

21:54 <gisle> fast

21:54 <@xname> ah! why? what do you mean?

21:55 <gisle> I'm not sure, but I guess developers are even more stubborn and hardheaded than artists are ;)

...

21:55 <kysucix> well, free software development is a really complex phenomenon

21:56 <gisle> yes, that's what we discovered during the 1st piksel

21:56 <kysucix> and yes, to be a free software developers 'in my humble opinion' you *must* be a difficult person ;)

21:57 <kysucix> that gives you the will to go ahead ;)

...

21:57 <gisle> also there's also things like the pd world vs. the other applications

21:57 <@xname> competition, you mean?

21:57 <@xname> or just parallel worlds?

21:58 <gisle> lots of different approaches - parallel worlds

21:58 <@xname> who knows whether they will ever meet

21:58 <gisle> and no-one have the time/energy to care about the whole system

21:58 <kysucix> competition is a good thing

21:59 <@xname> it depends

...

21:59 <gisle> competition is good if we all share the same goal

...

22:00 <gisle> and use the competition to reach it

22:00 <@xname> so do you think at the certain point the goals where not anymore a common shared field?

22:01 <gisle> yes, it kind of drifted in different directions

22:01 <@xname> which directions?

22:03 <gisle> some want fast results (like me) and some want everything to be discussed in all details

22:03 <gisle> the work done defined directions

22:04 <gisle> like frei0r as a fast result focused on simplicity

22:04 <gisle> fast

22:04 <gisle> kind of proof of concept

22:05 <gisle> and Livido trying to cover all needs, but ends as different forks

22:05 <gisle> also videojack seemed to me first as an easy task

22:06 <gisle> but that shows how naive I am ;)

22:07 <@xname> is the piksel art all floss?

22:07 <gisle> yes and no

22:07 <@xname> ...

22:08 <gisle> ideologically it's all floss, and that's the condition in the call for participation

22:09 <gisle> but this year we expanded to hardware as well

22:09 <gisle> and wanted to keep a broad interpretation of the term 'open hardware'

22:09 <@xname> like hackable hardware, for example...

22:09 <gisle> jepp, all the crazy stuff you can do with a soldering iron

22:10 <@xname> do you think floss is important in art? why?

22:10 <gisle> yes, I think floss is very important in digital art

22:11 <gisle> free art needs floss

22:11 <gisle> in the digital domain

22:11 <gisle> too many artists have no clue about the premises for doing what they do

22:12 <gisle> they are dictate by M\$ and Apple

22:12 <gisle> and the rest of the industry

22:12 <@xname> a liberation that starts from art?

22:13 <@xname> art as an example ?

22:13 <gisle> no a liberation of society _including_ the arts

...

22:17 <gisle> yes, you have to be able to change the code if you care to

22:17 <gisle> also all the so called 'tools' for artists are made for commercial design

22:18 <gisle> and the 'art' looks according to it

22:18 <@xname> so it is better for art to be autonomous ...
22:18 <gisle> sure, up until now almost all digital art has been crap
22:19 <gisle> the whole 'multimedia' thing...
22:19 <@xname> is influenced by the market...
22:19 <gisle> absolutely!
22:19 <@xname> what are the main results from the pasts festivals?
22:20 <gisle> main results? I don't know...
22:20 <gisle> it's more a development of consciousness
22:21 <@xname> interesting
22:21 <gisle> I think also we have paved the way for others
22:21 <gisle> which I like very much
22:21 <@xname> to pioneer
22:21 <gisle> we are gaining interest by lots of people around the world
22:22 <gisle> and some of them are doing similar things
22:22 <gisle> which is good!
22:22 <@xname> is there any festival inspired by the piksel?
22:22 <gisle> yes, just been one in ljubana - by Andraz and others...)
22:22 <@xname> called?
22:22 <gisle> and **makeart, xxxxx**
22:23 <gisle> moment, have to check
22:23 <@xname> k
22:23 <@xname> xxxxx is inspired by piksel?
22:25 <gisle> HAIP 06 - <http://www.kiberpipa.org/~haip06/>
22:25 <@xname> thanks
22:26 <gisle> yes, xxxxx and crash started after piksel and with many of the same people
22:26 <gisle> plus we are planning more collaborations xxxxx/makeart
22:26 <@xname> why did you decide to introduce the piksel exhibition?
22:28 <gisle> well, I found out it's much easier to make art happen in a short time than code ;)
22:29 <gisle> we needed a stronger focus on the artistic bit, and an exhibition works well as a 'window to the outside world'
22:29 <gisle> we had a problem of nerdiness
22:30 <gisle> not getting through to the local public
22:30 <gisle> it's still there, but the exhibition helps...
...
22:46 <@xname> and what about music,
22:46 <gisle> what about it?
22:46 <@xname> the focus from video processing is now more including audio
22:46 <@xname> isn't it?
22:47 <gisle> yep
22:47 <gisle> we needed some fresh blood ;)
22:47 <gisle> repeating ourselves too much, so I decided to loosen up a bit
22:48 <@xname> what the importance of music in a festival like piksel
22:48 <gisle> and also invite some artiste directly based on quality
22:48 <@xname> sorry i have bad connection
22:49 <@xname> ok
22:49 <@xname> but isn't this a risk in maintaining a certain identity?
22:50 <gisle> it's important to have a high quality artistic program with an non-compromising attitude
22:50 <@xname> :D
22:50 <@xname> wise
22:50 <gisle> I think that's the vibe of piksel
22:50 <@xname> gisle
22:50 <@xname> it is friday night
22:50 <@xname> i want to ask you a last question
22:50 <gisle> k
22:51 <@xname> what is the future of piksel?
22:51 <@xname> or, how do you imagine it?
22:51 <gisle> by the way, friday is tomorrow ;)
...
22:53 <gisle> yes, the future...
22:53 <@xname> yes
22:53 <gisle> not sure, it's a bit early
22:53 <gisle> to think about next year
22:53 <@xname> to imagine?
22:54 <gisle> well, I like the compact form this year with things happening in parallel
22:54 <gisle> but some things got a bit lost
...
22:55 <gisle> yes, we have to think more about how to do things like that
22:56 <gisle> but I like it as a direction
22:56 <@xname> ubiquitas?
22:56 <@xname> multi-presenza?
22:56 <@xname> ;p
22:56 <gisle> more theoretic/practical/philosofic/scientific aspects
22:56 <gisle> code and art in closer relations
22:57 <@xname> they might kill each other
22:57 <@xname> eheh
22:57 <gisle> sure, the big piksel bang ;)
22:57 <@xname> ahaha
22:58 <@xname> ok
22:58 <@xname> so the future is a big explosion
22:58 <gisle> we'll see, next week I might have totally different views
...

22:58 <@xname> off course
22:58 < gisle> ;)
22:58 <@xname> but do you think anyone will survive?
22:59 < gisle> now it's just good to be over with it..
22:59 <@xname> eh
22:59 < gisle> who's the last survivor, you mean?
22:59 < gisle> ;)
22:59 <@xname> yess
22:59 < gisle> definitely salsaman [7] ...:))
22:59 <@xname> ahah
23:00 <@xname> well
23:00 <@xname> i meant the survivor between art and code
23:00 <@xname> not between coders
23:00 < gisle> by the way - will the interview be translated?
23:00 <@xname> but
23:00 <@xname> well
...
23:01 <@xname> maybe... it will just born something else
23:01 <@xname> between code and art
...
23:02 <@xname> so, gisle, code or art?
23:02 < gisle> it will be a brundlefly!
23:03 < gisle> the newborn codeart...
23:03 <@xname> brundlefly?
23:03 < gisle> yes, from the film 'the fly'
23:03 <@xname> ah ok
23:04 < gisle> ;)
23:04 <@xname> i dont know how to translate it
23:04 < gisle> please don't ;)
23:04 <@xname> HAHAHHA
23:04 <@xname> ok
23:04 <@xname> i will say a butterfly
23:05 < gisle> ah, much better! :)
23:05 <@xname> eheh
23:05 <@xname> a little bit of make up
23:05 <@xname> you know
23:05 <@xname> and the world looks better
23:05 < gisle> sure, you should use lots on this :)
23:05 <@xname> but still
23:05 <@xname> the monster idea
23:05 <@xname> fits
...
23:06 <@xname> ok
23:06 <@xname> i think that is it
...
23:06 < gisle> I hope you and kysu will put in a lot of your own piksel impressions
23:06 * xname shakes gisle's hand
23:06 < gisle> more interesting to me ;)
23:07 <@xname> lets see
23:07 < gisle> ok, thanks!!
...
23:07 <@xname> see you gisle
...
23:09 <@xname> thanks again
...
23:09 < gisle> ok, I'll get some food now, bye!
23:10 <@xname> bye
...

<http://www.piksel.no/piksel06/about.html>

<http://www.piksel.no/piksel04/software.html>

<http://mob.bek.no/>

<http://freej.org/>

<http://effectv.sourceforge.net/>

<http://veejay.dyne.org/>

[1]Denis Roio

[2]Fukuchi Kentaro

[3]Niels Elburg

[4]Tom Schouten

[5]Yves Degoyon

[6]Artem Baguinski

<http://xxxxx.1010.co.uk/>

<http://makeart.goto10.org/>

[7]Gabriel Finch