

TOPICS: WOODY VASLUKA
ARTS AESTHETICS AND SOCIETY

1) CREATIVE SPACE IN TECHNO CULTURE

AND CREATIVE REALM OF
2) ARTIST AND CREATIVE SPACE IN TECHNO
CULTURE

~~STEINA~~

CORPORATING TIME AND SPACE

POLYPHONIC, POLYTOPIC, POLYCHRONIC
ELEMENTS OF COMPOSITION.

WOODY & STEINA VASLUKA

PART ONE: ~~THE~~ RECENT WORKS
IN PROGRESS

STEINA: SOUND INTERACTION WITH
VIDEO

WOODY: THEATRE OF HYBRID
AUTOMATA
(REDEFINING INTERACTIVE
MEDIA SPACE)

PART TWO: AN RETROSPECTIVE OF PAST
WORK AREA IN RELATION
TO SOUND - IMAGE - SPACE
INTERACTION.

First section:

Works in progress:
stein

~~Voice~~ Sound interaction with video

(Voice Windows ETC)

Woodly:

Theater of hybrid automata
(re-defining of media space.)

SECTION

Second part:

~~part~~ retrospective of ^{part} works
interaction of

related to sound image and space

INTERACTION

W=

Individual as a creator in techno-

culture

the environment of
electronic

Art and Craft in techno culture

The role of the Artist as a protagonist
in/craft ~~art~~

creative
the direction ~~of~~ ~~creative~~ of an
individual in a techno-culture
ages

Is technology ~~a~~ determine future
art forms?

Should artists sacrifice his/her traditional
role as

Polyphonic polytopic polychronic
element of composition