

Transmit

Transmit

díky Peťovi Holobriadkovi

an educational platform for digital culture, art and technology

artists, coders, designers, makers, thinkers, researchers, curators,
inventors, producers and other professionals

workshops

workshop / operative images / computer vision / openCV

workshop / operative images / computer vision

Matthieu Cherubini



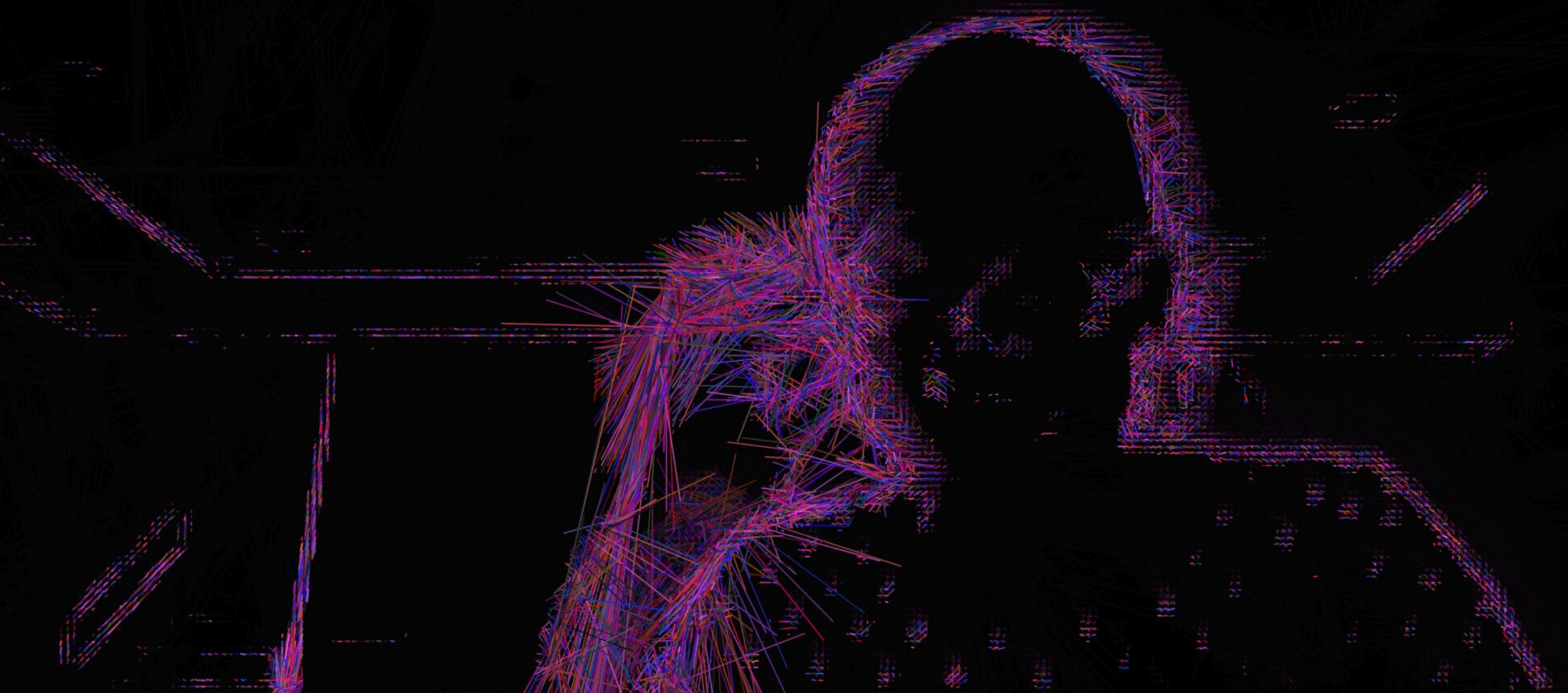
workshop / operative images / computer vision



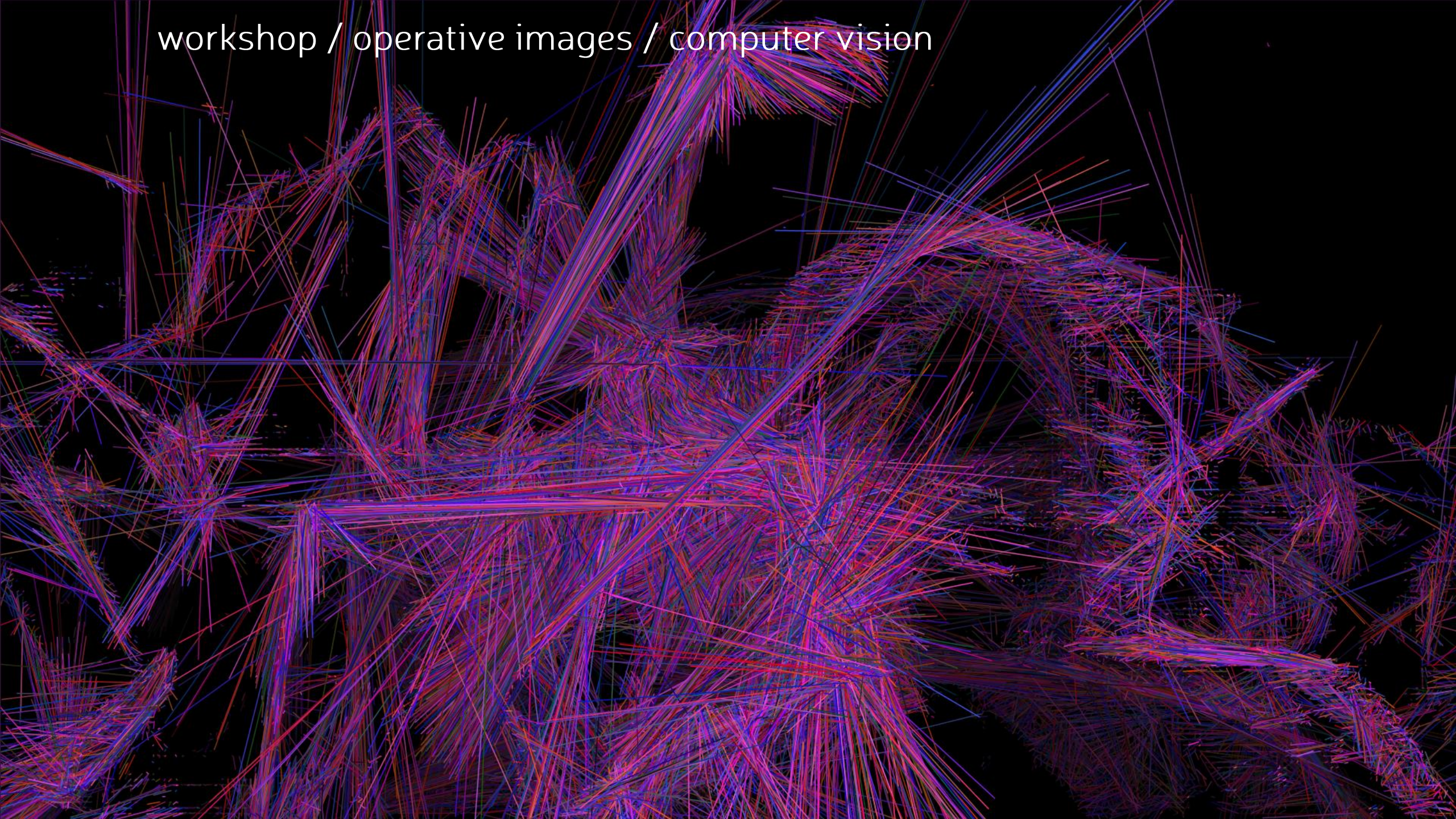
workshop / operative images / computer vision



workshop / operative images / computer vision



workshop / operative images / computer vision



workshop / make it physical / 3d visualizations

Joshua Noble + Tim Zurmöhle / Teague



transmit conference / talks + panel discussions

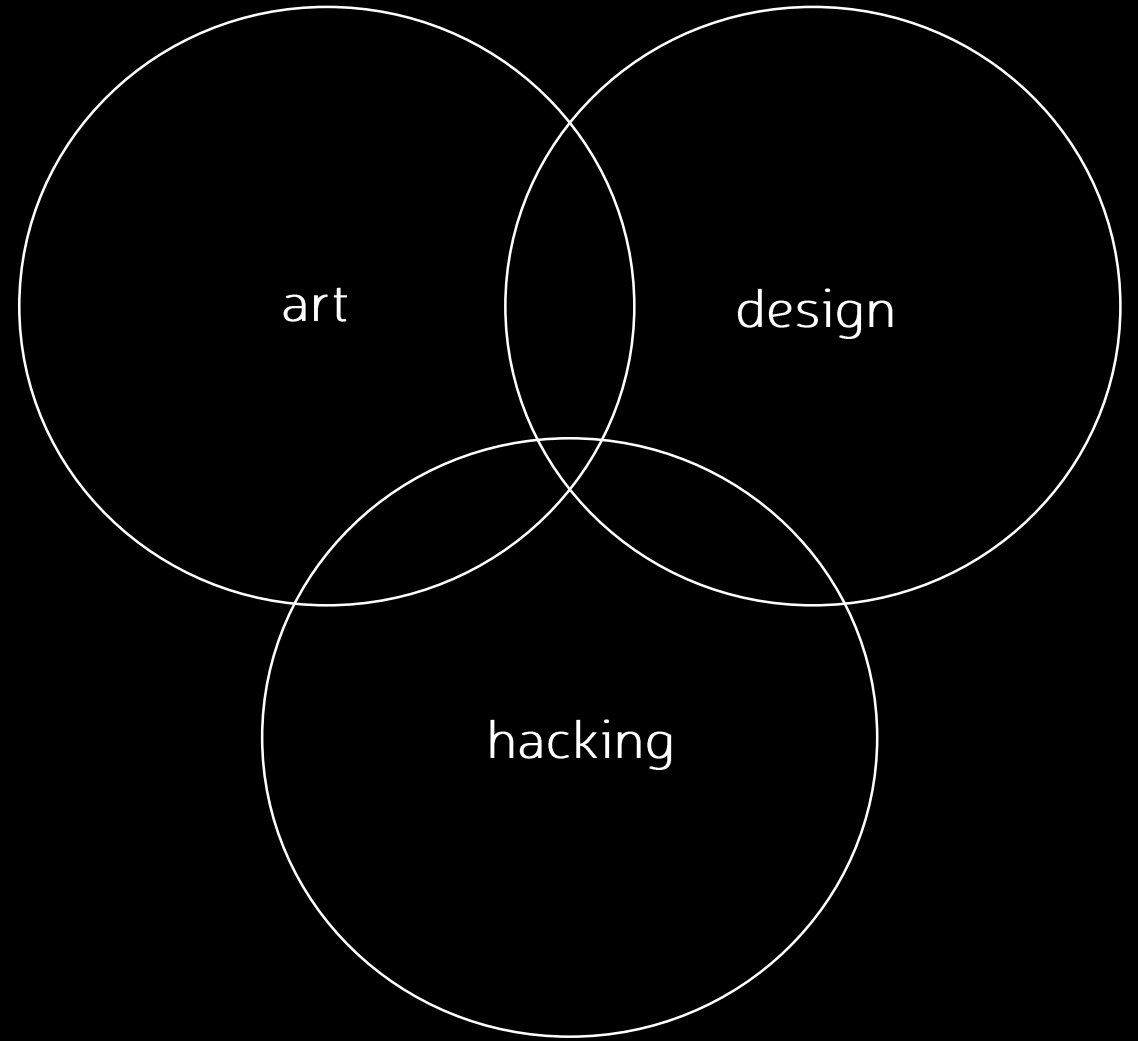
Joshua Noble

Joshua Noble

writes code and prose

author of books on code and electronics / Programming Interactivity, Arduino in Action ...

Joshua Noble



Joshua Noble

“Everyone takes something seriously the moment they put it on their body.”



Joshua Noble

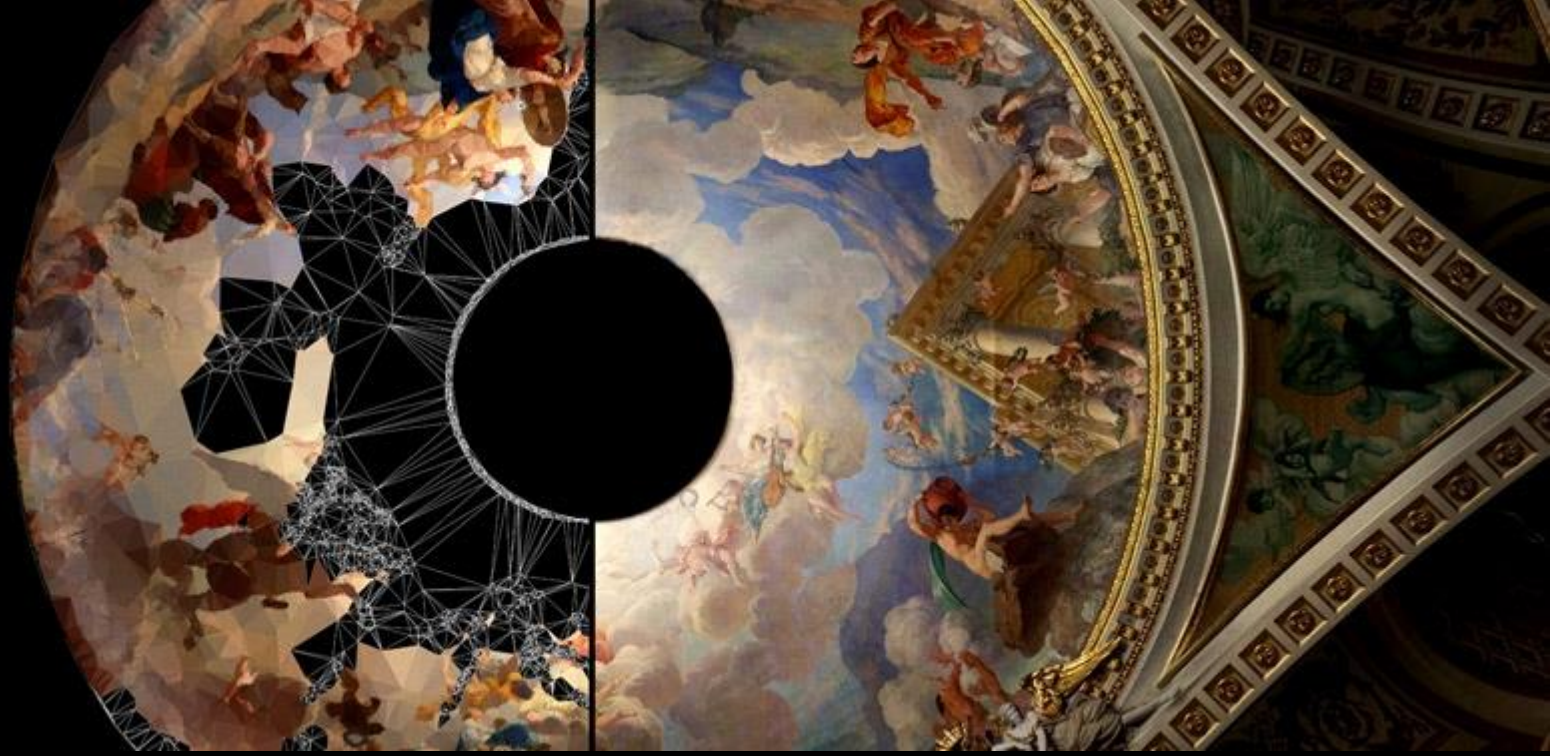
explore
experiment
be honest
be human

Janet Echelman



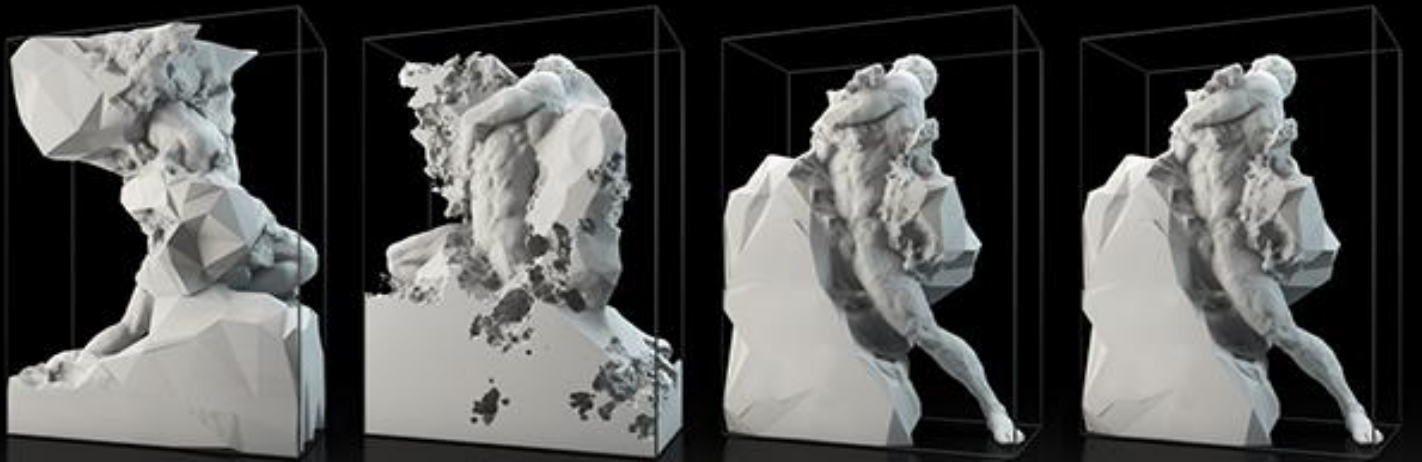
Janet Echelman





Quayola

tensions and equilibriums between real and artificial, figurative and abstract, old and new



<http://www.quayola.com/>

<http://cargocollective.com/elmsly/Captives-Quayola>

Quayola

research
reproduce

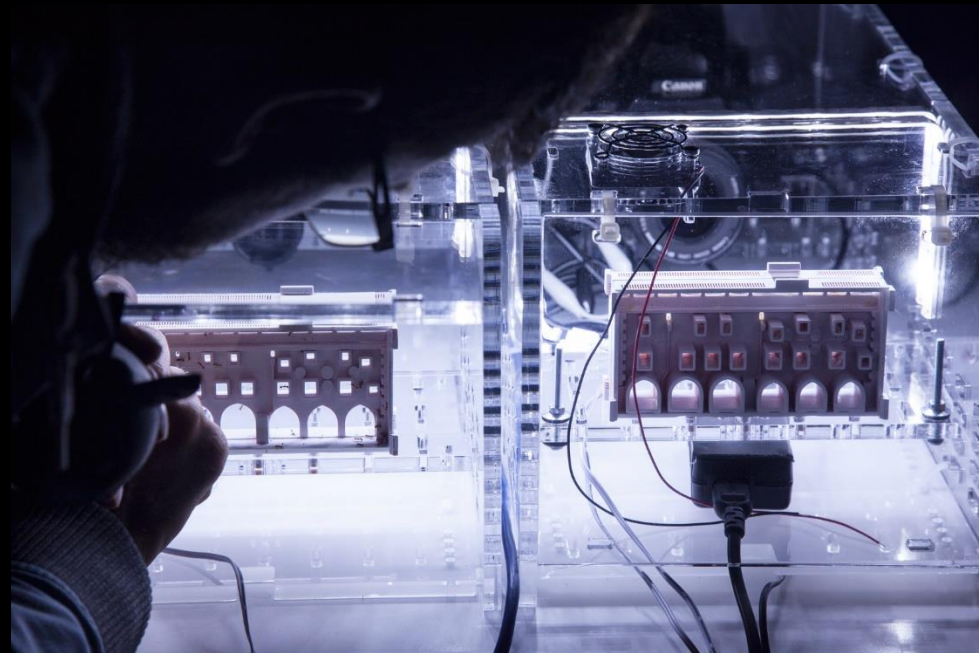
“new projects as a system that would allow me to research”

get inspired by nature



Andrej Boleslavský

<https://vimeo.com/105120515>



Niklas Roy

diy particle physicist, conceptor
and inventor of useless things

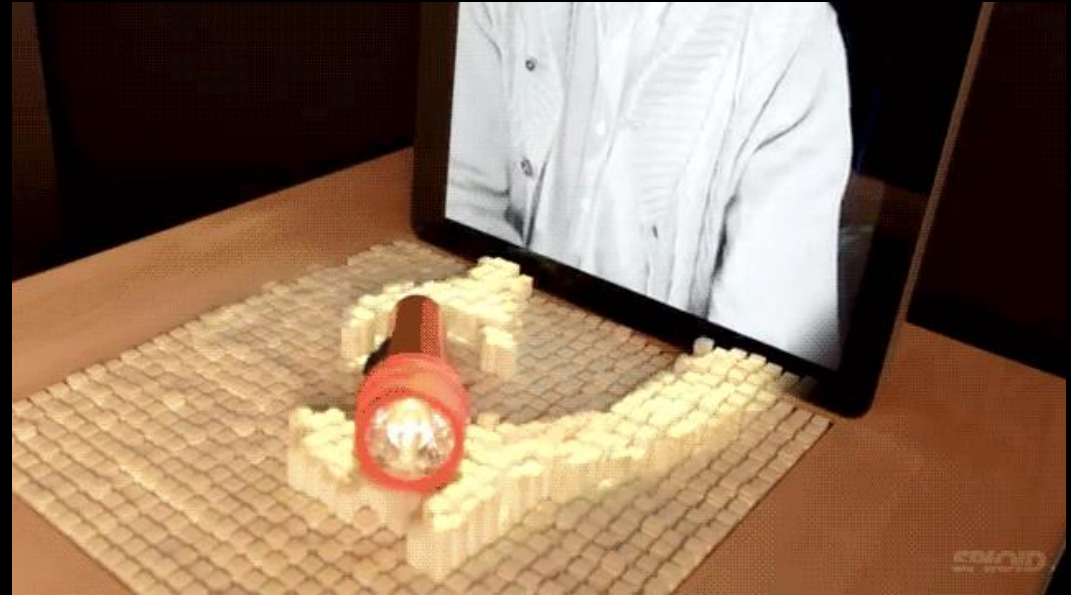
<https://vimeo.com/99175591>



Daniel Leithinger

hands are underrated

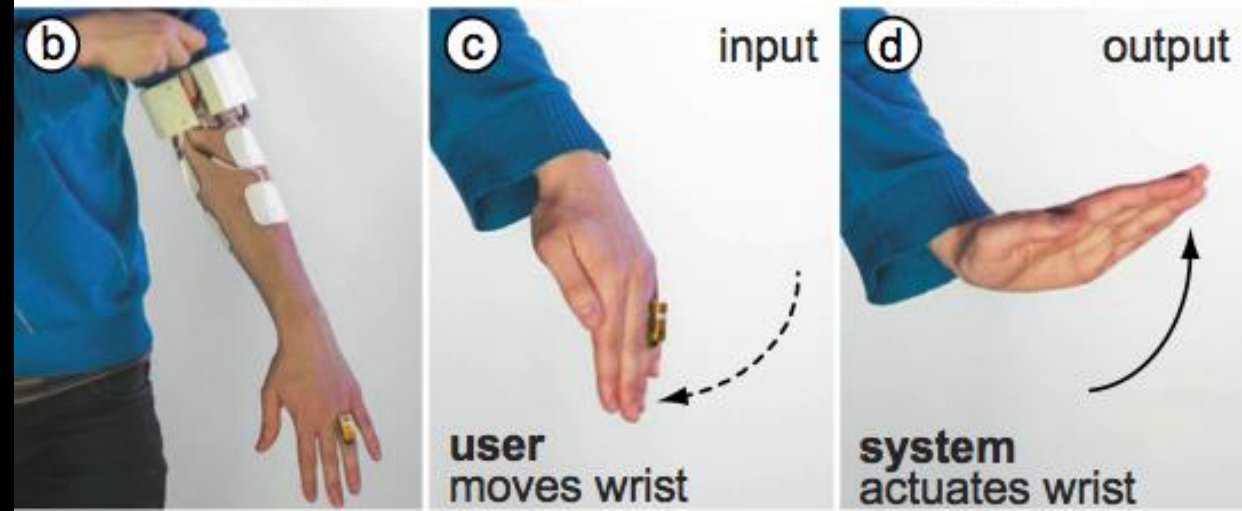
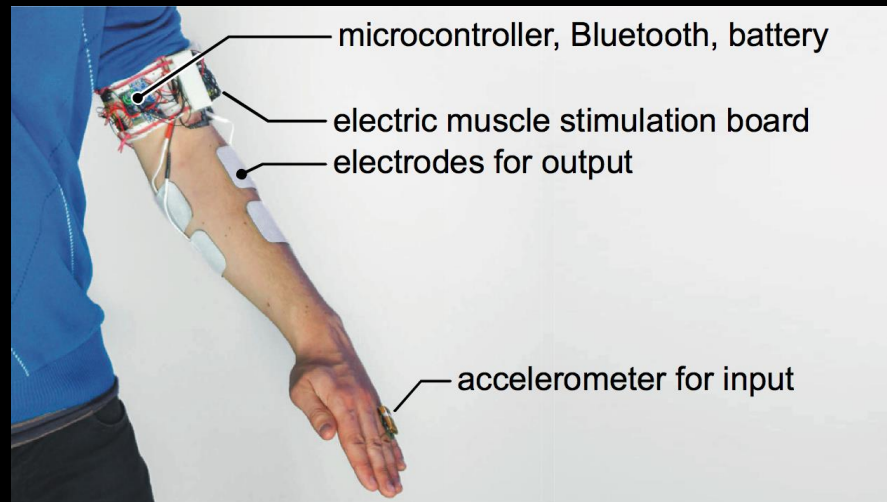
https://youtu.be/lvtfD_rJ2hE



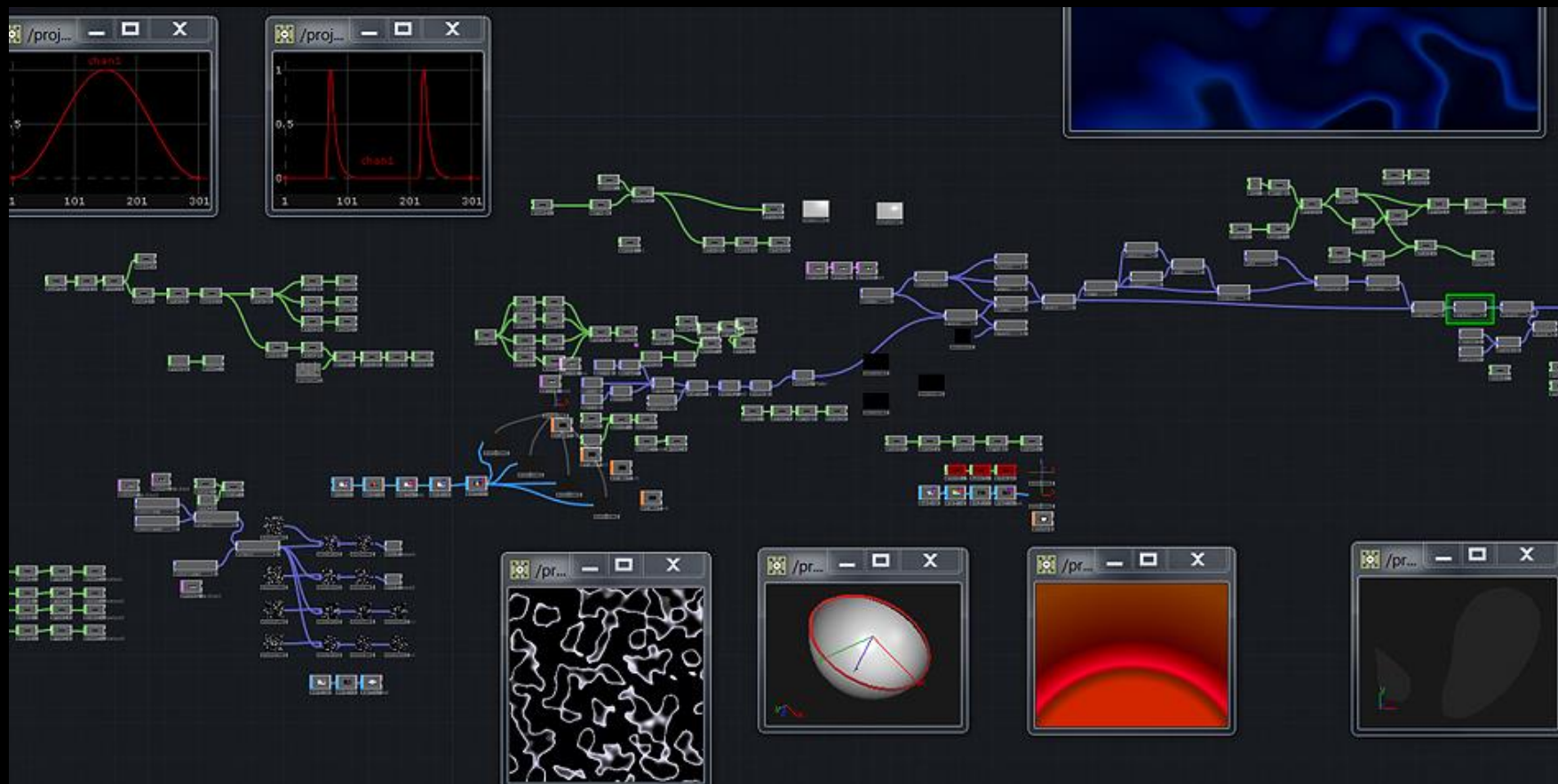
<https://youtu.be/KMxlfj7zhlw>

Pedro Lopez

proprioceptive interaction



Stanislav Glazov
TouchDesigner



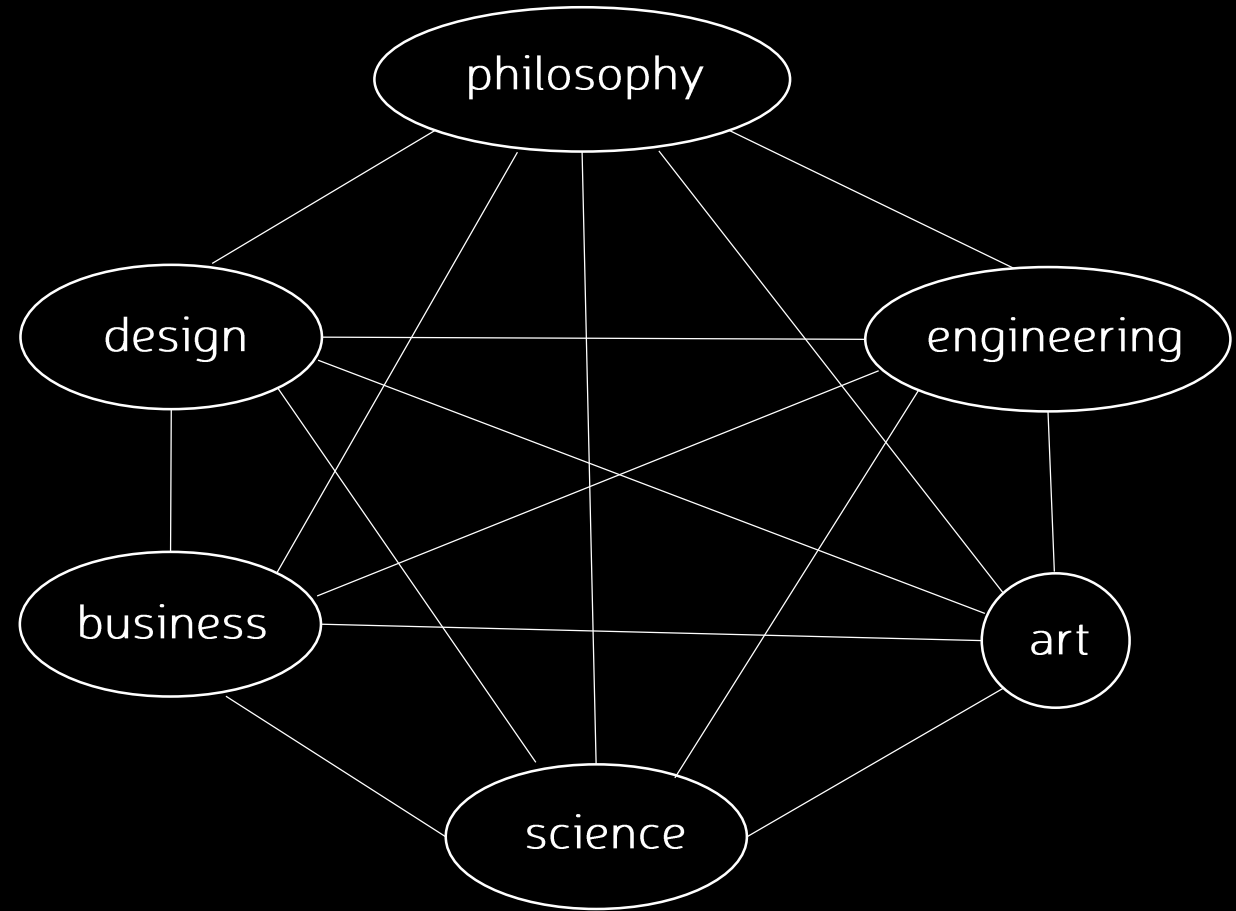
Osman Koc

mechatronics engineer / interactive designer from Istanbul
Embracing obsessions

iskele47 / co-working space



Osman Koc



iskele47 / co-working space

Osman Koc

excuses for not making

how to make

idea

interaction

functionality

experience

know-how

diy / open source / creative commons

criticism

prototyping / version / iteration

failure

passion / obsession

facility

neighboring / crowd sourcing

procrastination

environment

Osman Koc

If you are doing
something,
you can achieve it
only once,
but you fail many
times.



Nohista



k.