

# **DIGITALBIGSCREEN**

## **2020**



**360°**

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REPUBLIKA SLOVENIJA  
MINISTRSTVO ZA KULTURO



# DIGITALBIGSCREEN 2020 Delavski dom Trbovlje, 15.-17.10. 2020

Mednarodni festival DigitalBigScreen se letos predstavlja že v deseti izdaji. Pred dvema letoma smo v njegovem okviru na osnovi natečaja prvič predstavili 360-stopinjske video posnetke. Letos smo stopili še korak naprej in k sodelovanju povabili več umetnic in umetnikov, ki se ukvarjajo s 360-stopinjskim videom oziroma z virtualno resničnostjo. Predstavljajo se domači in tuji umetniki, ki svoje ustvarjanje na področju videa nadgrajujejo z inovativnimi tehnologijami. Nova tehnologija poleg gledanja gledalcu omogoča tudi poseg v video, tako da nekako postane del njega. Vsa razstavljenata dela povezuje skupna tematika, ki se osredotoča na raziskovanje samopodobe in občutenja narave.

Na mednarodni natečaj za 360-stopinjski video se je z desetimi video deli, ki posegajo na področja animacije, dokumentarnega filma in umetniškega videa, prijavilo devet avtorjev. Strokovna žirija v sestavi mag. Špele Pavli Perko, Andreja Uduča in Barbare Jazbec jih je med njimi izbrala pet. Njihova dela so na ogled v času trajanja festivala z očali za virtualno resničnost.

Poseben gost festivala je Društvo slovenskega animiranega filma (DSAF). Predstavljamo devet programov sodobnih slovenskih animiranih filmov, prikazanih na velikem platnu Kino Trbovlje. Trenutno najvidnejši med njim so Dušan Kastelic, Špela Čadež, Kolja Saksida, Leon Vidmar, Timon Leder in Grega Mastnak, ki za svoja dela prejemajo priznanja po vsem svetu. Festival vključuje tudi dela študentov smeri mediji in umetnost Univerze uporabnih znanosti iz mesta Tampere na Finskem in študentov Akademije umetnosti Univerze v Novi Gorici.

Kljub trenutnim življenjskim razmeram ostajamo ustvarjalni in še naprej pišemo nova poglavja, iščemo nova obzorja in sledimo novim trendom v tehnologiji.

Barbara Jazbec, kuratorica

Welcome to the tenth edition of the DigitalBigScreen Festival. Two years ago, we presented 360-degree videos selected through open competition. This year, we went a step further and invited several artists who either make 360-degree videos, or work with virtual reality. The festival displays works of Slovenian and foreign authors well-versed in the use of innovative technologies that not only allow the spectators to watch and observe the video, but also enable them to interact with it, thereby becoming integrally interconnected to its unfolding. All exhibited works are connected by two common themes; exploration of the self-image and compassion to nature.

Out of nine international artists who, with ten works from the fields of animation, documentary film and art video, participated in our open 360-degree video competition, our selectors M.A. Špela Pavli Perko, Andrej Uduč and Barbara Jazbec chose five. Their works are available on VR goggles throughout the duration of the festival.

A special guest to the festival, Slovenian Animated Film Association DSAF, presents nine programs of contemporary Slovenian animated films that will be shown on the big screen of Kino Trbovlje. Currently, the most prominent among the authors are international accolades winners Dušan Kastelic, Špela Čadež, Kolja Saksida, Leon Vidmar, Timon Leder and Grega Mastnak. The DigitalBigScreen Festival also features works of Media and Art students of the Tampere University of Applied Sciences, Finland, and students of the School of Arts of the University of Nova Gorica.

Despite the conditions in which we currently live, we remain creative and continue to write new chapters, seek new horizons and follow new trends in technology.

Barbara Jazbec, curator

# TEKMOVALNI IZBOR / COMPETITION SELECTION

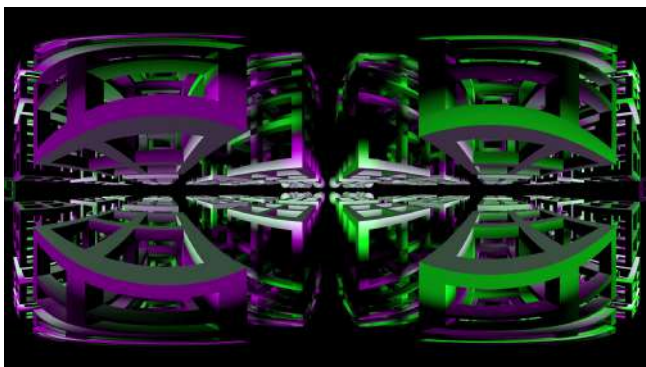
1 



**Yu Husuan Harjula**

Naslov / Title: Revolution  
Trajanje / Duration: 3':39''

2 



**ARCAAN Collective**

Naslov / Title: Emersive  
Trajanje / Duration: 5':21''

3 



**Paul R. Marcano**

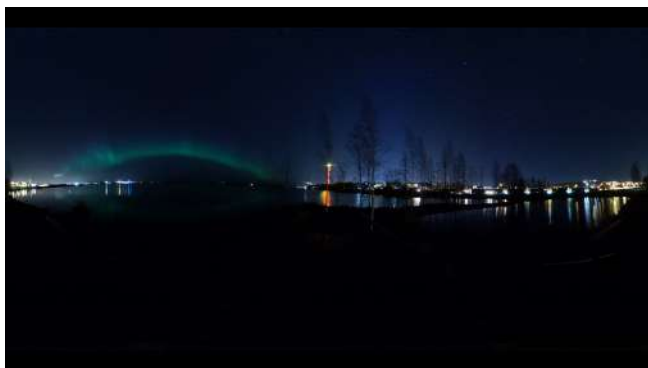
Naslov / Title: Fractal Streambed  
Trajanje / Duration: 3':19''

# TEKMOVALNI IZBOR / COMPETITION SELECTION



## **Bastian Rademacher**

Naslov / Title: The Weird Dragon  
Trajanje / Duration: 2':56''



## **Janna Lumiruusu**

Naslov / Title: Tampere DayNight  
Trajanje / Duration: 2':52''



# RESNIČNOST-INTIMNI VRT / REALNESS-INTIMATE GARDEN

## SANDRINE DEUMIER (FR)

Realness - Intimate Garden, senzorična potopitev v kibernetični vrt je raziskovanje možnih identifikacij z mutirano naravo. V presečišču umetne narave in ponaravljenega človeštva (umetno povezanega v prednarejeni naravni svet) so te pokrajine - niti človeške, niti nečloveške - potopitev v artefakt narave.

Sensory immersion in a cybernetic garden, Realness - Intimate Garden is an the exploration of a possible identification with a mutant nature. At the interstices of an artificial nature and a renatured humanity (artificially reconnected to a prefabricated natural world), these landscapes, neither human nor non-human, are a dive into an artefact of nature.



# V ISKANJU 'Ō'Ō / SEARCHING FOR 'Ō'Ō MIHA GODEC (SLO)

V iskanju 'Ō'Ō je 360-stopinjska fotografsko-zvočna instalacija. Uporabnik se sooči s sferično 360-stopinjsko fotografijo kraja, ki danes še obstaja, vendar ne več za dolgo: otoka Naranjo Chico, enega od tristo sedemdesetih nizko ležečih otokov otočja San Blas. Štiri otoke arhipelaga San Blas naseljuje staroselsko ljudstvo Guna. Govorijo lasten jezik, na voljo pa jim je avtonomno ozemlje v Republiki Panama. Strokovnjaki menijo, da bi zaradi podnebnih sprememb do leta 2100 morska gladina lahko narasla za dva metra in potopila otočje. Nekateri znanstveniki celo trdijo, da bodo otoki čez dvajset do trideset let neposeljeni. Čeprav ljudstvo Guna z naraščajočo morsko gladino ne bo izginilo, se bo njihov način življenja korenito spremenil. Preseliti se bodo morali na celino in se spoprijeti z novimi, drugačnimi težavami, kot je na primer malarija. Če dobro prisluhnete, boste zaslišali ptičje petje. Omamno lepoto ljubezenske pesmi, izgubljene v predirljivem hrupu komercialnega izkoriščanja, pesmi ptice z imenom kaua'i 'Ō'Ō iz družine avstralsko-tihomorskih medarjev. Ta vrsta je do danes zaradi človekovega poseganja v okolje izumrla. Pesem, ki jo slišite, ne obstaja več. Zadnjič je zazvenela leta 1987. Ptič popolnoma sam, zadnji svoje vrste, kliče družico, ki je nikoli ne bo.

Searching for 'Ō'Ō is a 360-degree photo and sound installation. The user is confronted with a 360-degree spherical photograph representing a place that still exists today, but will not be here for much longer; an island called Naranjo Chico, which is one of 370 low-lying islands of the San Blas archipelago. Four of the San Blas islands are inhabited by indigenous people called Guna. They speak their own language and enjoy an autonomous region inside the country of Panama. Researchers say that, by the year 2100, due to climate change the sea could rise by 2 meters, and sink the islands. Some of them even claim that, in 20 to 30 years' time, the islands will be uninhabited. The Guna people will not disappear, but the rising of the sea level will significantly change their way of life. They will have to move to the mainland and face new problems, such as malaria. If you listen carefully, you will hear a birdsong. It's the haunting beauty of a love song lost amidst the shrilling sounds of commercial exploitation. It is a song of a kaua'i 'Ō'Ō bird from the family of Australian-Pacific honeyeaters, a species extinct due to habitat destruction caused by human intervention. The bird song you can hear does not exist anymore and was last heard in 1987. All alone, the last of its kind, the bird is calling out for a female that will never come.



# DAN V VRTU GOSPODA WOODWICKER

## A DAY IN MR. WOODWICKER'S GARDEN

### AMAR A. FERIZOVIĆ Str.0.mae (BIH) & ALESSANDRO PEROSA (IT)

Vrt gospoda Woodwickerja je izolirano naravno gozdno okolje v okolici Udine v Italiji. Projekt so navdihnili slapovi, gosti gozdovi, reka, zvoki narave in nepopisno prijetna tišina.

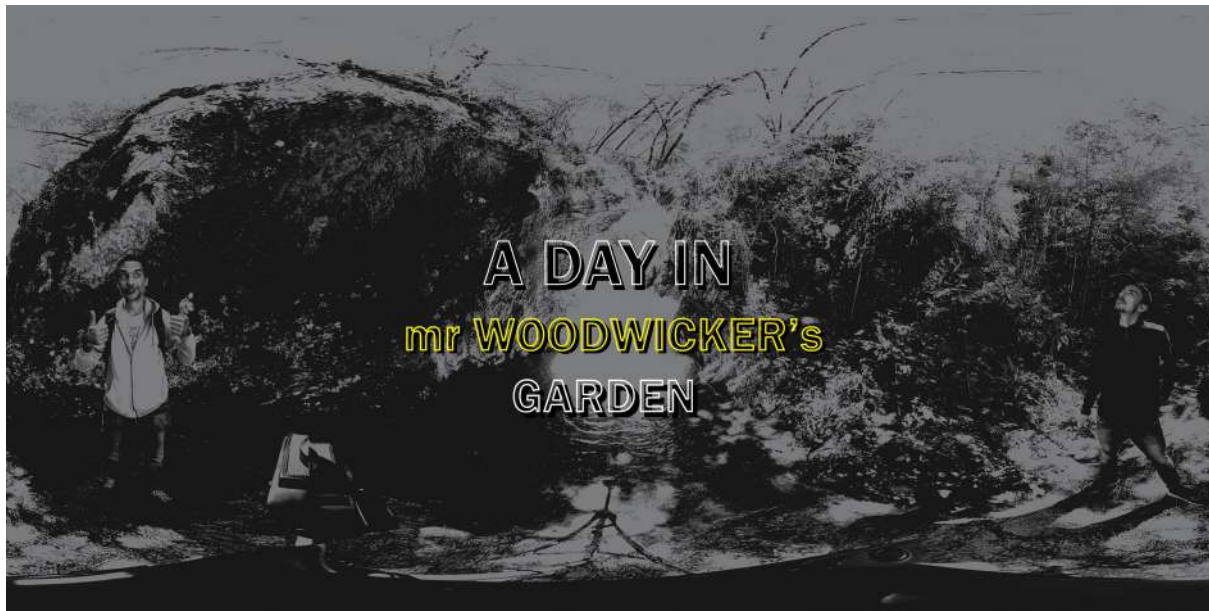
Projekt je nastal v želji doživeti izkušnjo drugačno od običajnega urbanega življenja, ki ga živimo.

Tako smo se odpravili v vrt gospoda Woodwickerja (Digital Dub Producer), ki ga obdaja neizmerna lepota. Med snemanjem smo se odločili ustvariti izkušnjo, ki bi opazovalca iztrgala iz njegove običajne realnosti in ga prestavila v tih prostor, kjer si lahko vsaj za nekaj minut spočije misli.

Mr. Woodwicker's garden is an isolated natural environment in the forests around Udine in Italy. Waterfalls, dense forests and a river surrounded by an unimaginably pleasant silence and sounds of nature served as the inspiration for this project.

The project was born from the idea to give the chance to live some different experience from the usual urban life that we all live nowadays.

We decide to move to Mr. Woodwicker's (Digital Dub Producer) garden to enjoy the beauty that surrounds it, which enticed us to create an experience that transposes the observer from his everyday reality into a quiet place where he can stay for some minutes and relax his mind.





# UJETI V VMESNEM / CAPTURED IN-BETWIXT BARBARA JAZBEC (SLO)

Kaj se zgodi, ko se nekaj namesto v virtualnem zgodi v fizičnem svetu? Če obstaja v obeh okoljih, ali lahko to še vedno razumemo kot virtualno? Kakšna je razlika med tem, kar je resnično v virtualni resničnosti in kar je umetno?

Že od pradavnine ljudje uporabljajo maske za obrede ali kot utelešenje naravnih sil. Maske so na nek način avatar (inkarnacija, reprezentacija). V svetu sodobne tehnologije so avatarji lahko virtualno zgrajena telesa – maske, ki zajamejo našo celotno podobo. Takšni avatarji so pogosta orodja za samoprikazovanje na spletu in v virtualnem svetu, kjer občinstvu kažejo, kakšen je prikazani lik. So reprezentacija entitete, človeka - vas - v virtualnem prostoru. So nekaj, kar uteleša nekaj drugega.

V svojem delu uporabljam maske kot tranzicijsko orodje, ki omogoča igre vlog in spremembe identitete. Sprašujem se o moči virtualnega in utelešenega ter o tem, kako resničen in imerziven postaja virtualni svet ter kako zlahka se v naših možganih zabrišejo meje zaznavanja, kaj je resnično in kaj umetno. Virtualni svet je v mojem delu zelo povezan z opazovalčevim notranjim svetom in njegovimi emocijami. Gledalec je utelešen v telesu, kakršnega si je zamislil, in virtualno okolje izzove resnična čustva, ki so osnovana na gibanju v virtualnem okolju 360° videa. To mejo poskušam najti z mešanjem premikajoče se slike in novega imerzivnega 360° videa, s čimer ustvarim virtualno izkušnjo, ki opazovalca postavi v samo središče zgodbe. Tako tudi sam postane del videoposnetka, namesto da bi ga zgolj gledal.

What happens when something that should be made virtually is instead made in the real, physical world? If it simultaneously exists in both the virtual and the real environment, can it still be considered virtual? What is the difference between what is real in virtual reality and what is artificial?

Since ancient times masks have been used by human beings for ritualistic purpose and to embody the forces of nature.

They can be, therefore, considered as ancient forms of avatars. In the modern age of technology, an avatar can be a virtually-built body – a mask that grew to encapsulate our entire form. Such avatars are often used as a tool of self-presentation online and in the virtual world. They speak to the audience about what kind of character is being portrayed. They are a representation of an entity, of a person, of you – in a virtual space, a something that embodies something else.

In my work I use masks as a transitional tool that facilitates role-play and identity shifts. I question the power of virtuality and embodiment and ponder how real and immersive the virtual space is becoming and how easily the perception of what is real and what is false is lost. The virtual world in my work is deeply connected to the viewers' inner world and their emotions. For a viewer embodied in an imagined body, the virtual environment provokes real emotions, based on the movements in a visual surrounding of the 360-degree video. I explore this boundary of perception by combining the moving image with a new immersive 360-degree video. This combination creates a virtual experience that puts the viewer in the very center of the story, where he becomes a part of the video rather than a mere spectator.



# DRUŠTVO SLOVENSKEGA ANIMIRANEGA FILMA (DSAF) SLOVENIAN ANIMATION FILM ASSOCIATION

Društvo slovenskega animiranega filma (DSAF) je stanovska organizacija, ki združuje avtorje, ustvarjalce in druge strokovnjake s področja animiranega filma z namenom zastopanja skupnih interesov v domačem in mednarodnem prostoru. Od ustanovitve leta 2011 izvajamo številne promocijske dejavnosti za splošno in strokovno občinstvo, gradimo dialog z javnimi institucijami in odločevalci, podeljujemo nacionalne stanovske nagrade na področju animiranega filma in prirejamo srečanja za naše člane. V domačem prostoru se povezujemo s sorodnimi organizacijami, od leta 2017 kot soustanovitelji in člani generalne skupščine Zveze društev slovenskih filmskih ustvarjalcev. Povezujemo se tudi v tujini: kot nosilci projektov v mednarodni iniciativi CEE Animation skrbimo za razvoj projektov ter njihov dostop do mednarodnih trgov in izobraževalnih dogodkov, pri tem pa nas podpira tudi Evropska komisija.

Slovenian Animated Film Association is the rank organisation uniting authors, creators and other experts from the field of animated film, with the intent to represent common interests domestically as well as internationally. Since its inception in 2011, we have conducted several promotion activities for the general and professional audience; we are building a dialog with public institutions and decision makers; we award national rank awards in the fields of animated film and organise meetings for our members. Domestically, we cooperate with similar organisations and, since 2017, we have been co-founders and members of the general assembly of The Slovenian Federation of Filmmakers' Guilds. We are also connecting internationally: as leading partners, and with support of the European Commission, of projects in the CEE Animation international initiative we are ensuring the development of projects and their access to international markets and educational events.



**DSAF**  
DRUŠTVO SLOVENSKEGA  
ANIMIRANEGA FILMA

VELIKO PLATNO / BIG SCREEN

# SLOVENSKI ANIMIRANI FILMI NA FESTIVALU DIGITALBIGSCREEN

## SLOVENIAN ANIMATED FILMS AT DIGITALBIGSCREEN

Povabilu festivala DigitalBigScreen k pripravi obsežnega programa slovenskih animiranih filmov smo se z veseljem odzvali. Slovenski animirani film je namreč v zadnjih petnajstih letih dobil nov zalet, kar dokazuje naraščajoče število izvirnih ustvarjalcev in ustvarjalk ter vznik novih produkcijskih hiš na področju animiranega filma. V okviru festivala si boste lahko ogledali devet programov sodobnih slovenskih animiranih filmov profesionalne produkcije. Prikazanih bo sedeminštirideset naslovov domačih avtorjev in avtoric. Trenutno najvidnejši med njimi so Dušan Kastelic, Špela Čadež, Kolja Saksida, Leon Vidmar, Timon Leder in Grega Mastnak, ki za svoja dela prejema priznanja po vsem svetu. S ponosom torej predstavljamo sodobno produkcijo slovenskega animiranega filma in vas prisrčno vabimo k ogledu. Programe smo oblikovali tako, da so primerni za vse generacije.

We were happy to respond to the invitation of the DigitalBigScreen Festival and the preparation of an encompassing program of Slovenian animated films. After all, Slovenian animated film resurged in the last fifteen years, as is shown by an increase in the number of original creators and emergence of new production houses. Nine programs of professionally produced modern Slovenian animated films of domestic authors will be available at the festival. There will be a total of 47 titles of Slovenian authors shown. The most prominent of whom Dušan Kastelic, Špela Čadež, Kolja Saksida, Leon Vidmar, Timon Leder and Grega Mastnak have received accolades from around the world for their work. It is therefore our honor and pride to present, and invite you to see the modern production of Slovenian animated film. Programs are appropriate for all ages.



Špela Čadež, Nočna ptica / Nighthawk, 2016



Dušan Kastelic, Celica / The Box, 2017

# TAMK - Univerza uporabnih znanosti Tampere

## TAMK - Tampere University of Applied Sciences

### Fine art - Moving Image Productions - TAMK 2020

Video dela so nastala spomladi 2020 v okviru študijskega modula Premikajoče se slike. Študijski modul je del kurikuluma dodiplomskega programa umetniškega študija medijev in umetnosti. TAMK - Tampere University of Applied Sciences (Univerza uporabnih znanosti v Tampere) je polnopravna članica univerzitetne skupnosti Tampere na Finskem. V naših umetniških delih je poudarek na sodobni umetnosti in nastajajočih tehnologijah.

Avtorji teh del so študenti prvega letnika umetnosti ter tuji študenti. Namen je bil raziskati premikajoče se slike znotraj konteksta umetnosti in ustvariti kratka video dela na temo trajnostnega razvoja.

Fanni Niemi - Junkola

Vodja umetniške študijske poti

TAMK - Tampere University of Applied Sciences, Finska

### Fine art – Moving Image Productions – TAMK 2020

The video works were produced during the Moving Image Study module in Spring 2020. The study module is part of the Fine Arts Study path's curriculum in the Degree Programme in Media and Arts. TAMK – Tampere University of Applied Sciences is a full member of Tampere Universities community in Finland. In our art studies the emphasis is on contemporary art and emerging technologies.

The authors of these video works are fine art first year- and exchange students. The aim was to explore the practice of moving image within fine art context, and to create a short video work. The theme was sustainability.

Fanni Niemi-Junkola

Head of Fine Art Study Path

TAMK – Tampere University of Applied Sciences, Finland



VELIKO PLATNO / BIG SCREEN

# ŠTUDENTSKA DELA / STUDENTS WORK

Diego Zalovich

Naslov / Title: Vázquez Toured UPM Building

Trajanje / Duration: 1':50''

Tuisku Nieminen, Mariana Santos, Julia Pabst

Naslov / Title: Pollutio

Trajanje / Duration: 2':14''

Isa Kiviaho, Silja Tusa

Naslov / Title: Back To Nature

Trajanje / Duration: 5':35''

Saga Tähtinen, Emmaline Ewe

Naslov / Title: Broadcast

Trajanje / Duration: 4':57''

Yu Hsuan Harjula

Naslov / Title: The Metamorphosis

Trajanje / Duration: 2':19''

Tuisku Nieminen, Juuso Martikainen

Naslov / Title: Seeking the Nature

Trajanje / Duration: 3':51''

Bastian Rademacher

Naslov / Title: Wedgie Day

Trajanje / Duration: 1':50''

Soyoung Chung, Yu-Hsuan Harjula and Diego Zalovich

Naslov / Title: The 20 Breaths

Trajanje / Duration: 1':07''

Saga Tähtinen, Emmaline Ewe

Naslov / Title: Left Behind

Trajanje / Duration: 3':50''

Julia Pabst, Tuisku Nieminen

Naslov / Title: Division

Trajanje / Duration: 3':32''

Yu Hsuan Harjula

Naslov / Title: Yellow

Trajanje / Duration: 1':51''



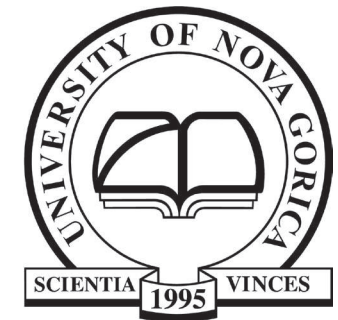
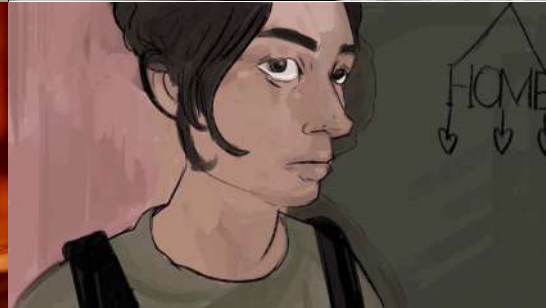
# AKADEMIJA UMETNOSTI, UNIVERZA V NOVI GORICI SCHOOL OF ARTS AT THE UNIVERSITY OF NOVA GORICA

Akademija umetnosti Univerze v Novi Gorici se osredotoča na razvoj avtorskih osebnosti, ki ustvarjajo na različnih umetnostnih področjih in v različnih medijih, kot so film, animacija, fotografija, novi mediji in sodobne umetniške prakse. Za interdisciplinarno in intermedijsko naravnost izrazito praktičnega študija v kakovostnem akademskem okolju skrbi bogat nabor strokovnih sodelavcev in gostujočih mentorjev. Študentje so ob raznolikih možnostih mobilnosti vključeni v projekte in sodelovanja tako z lokalno skupnostjo kot s širšim mednarodnim družbenim okoljem.

Kot za vse, je bilo tudi za nas letošnje leto seveda posebno in težavno. Srečevali smo se z drugačnimi družbenimi vprašanji kot sicer. Koronavirusna kriza se odraža tudi v ustvarjalnem delu naših študentk in študentov.

University of Nova Gorica School of Arts focuses on the development of author personas, savvy in several complementary artistic fields and media – film, animation, photography, new media and contemporary art practices. The interdisciplinary and intermedia features of these explicitly practical study programmes delivered in a quality academic environment are guaranteed by a rich pallet of referenced collaborators and visiting mentors. Besides multiple mobility options, students are included in international projects and collaborations with the local community as well as with a wider social context, especially the cultural and creative industries.

Of course, this year was special, difficult for all of us, and with many unanswered questions of our changing society. The Corona crisis has influenced the creativity of our students as well.



# ŠTUDENSKA DELA / STUDENTS WORK

Ana Prebil

Naslov / Title: Kadirka // Smoker's delight

Trajanje / Duration: 1' 33''

Ezgi Sakin

Naslov / Title Memory,

Trajanje / Duration: 2' 22''

Miha Reja

Naslov / Title: Za zaprtimi roletami // Behind closed shutters

Trajanje / Duration: 3' 07''

Anja Paternoster

Naslov / Title: Družina prstov // The Finger Family

Trajanje / Duration: 2' 16''

Ana Prebil

Naslov / Title: This guess is as good as any

Trajanje / Duration: 2' 29''

Ece Horasanlı

Naslov / Title: Rhythm of the soul

Trajanje / Duration: 2' 35''

Katja Pivk

Naslov / Title: Pipi in Popi // Pipi and Popi

Trajanje / Duration: 2' 51''

Vasily Kuzmich

Naslov / Title: 4\_4

Trajanje / Duration: 2' 00''

Rok Urbanček

Naslov / Title: The Clean Windows

Trajanje / Duration: 2' 20''

Vasily Kuzmich

Naslov / Title: Home

Trajanje / Duration: 3' 58''

Rok Urbanček

Naslov / Title: Anticommercials

Trajanje / Duration: 1' 14''

Luka Carlevaris

Naslov / Title: #stayathome

Trajanje / Duration: 2' 32''

Natalia Moiseeva

Naslov / Title: Away From Keyboard

Trajanje / Duration: 4' 34''

Irena Gatej

Naslov / Title: Vožnja, pesem za očeta // Drive, a poem for my father

Trajanje / Duration: 13' 04''

Parisa Zaeri

Naslov / Title: Make it true!

Trajanje / Duration: 1' 26''

Ece Horasanlı

Naslov / Title: Stay at Home

Trajanje / Duration: 00' 38'

Vasily Kuzmich

Naslov / Title: Točka podaljšanja - avdiovizualni performans // Extension Point - Audiovisual Performance,

Trajanje / Duration: 3' 49''

Boris T. Matić

Naslov / Title: Strah // Fear

Trajanje / Duration: 4' 38''

