

**Call to venues  
The Art Collider**

The Art Collider is the successor of IN/OUT project. The Art Collider is a platform for connected creation of time based art aiming towards a collaborative approach of media art creation through a system of Peer-to-Peer or Artist-to-Artist production.

**Call for venues**

Key words: open source, streaming, network, P2P, media art, Internet, real time, collaborative, exhibition,...

**The Art Collider**

This call is launched for national and international innovating venues for digital arts. In 2008, 5 venues had been connected for a week and proposed artistic projects exchanging data flows.

The concept :

Artists and researchers exchange data flow (audio, video, control) in real time to present their artistic ideas. Each project receives streams from the network and can either use, ignore or divert them. In exchange, each project imperatively must send back its composed output back to the network. Thus, creation is fed by the flow. Contrary to well spread P2P CONSUMPTION, P2P CREATION is designed to spread only content produced by the contributing artists. The technological platform is developed according to precise specifications, favoring open-source standards and implementations to realize DECENTRALIZED CREATION for the implementation of the authoring system and building blocks. This device will permit the interconnection between the artistic projects and the venues of diffusion.

The Art Collider has to be considered more as a participative project than a collective piece or art. In particular, each author retains control for its project and is responsible for it. Each venue is a commissary with responsibility for its selection.

The Art Collider connects a network of artists and their vision with projects shown physically in the space. Common moments allow the several venues to participate in the synchronized event: presenting installation, creations, performances, and thus actively interact with the network.

The connected venues are totally autonomous towards the artistic project they choose to exhibit. They also propose artistic projects to develop for the next event.

The goal is to find a common point in time during April 2010 maximizing the number of different venues to be connected across various timezones.

Simultaneously to this call for venues, a call for online participation is being spread to artists.

Internationally widespread, this IN/OUT edition will benefit from strong visibility.

The Art Collider is launched by CITU (Maurice Benayoun), in partnership with the San Francisco Art Institute (Lecture by Lynn Hershman and Paul Klein), the Kunst Universität Linz (Laurent Mignonneau and Christa Sommerer), PUF and FACE programs and the project Sebastian.2 (Cap Digital cluster).

**Appliance deadline**

January, 15 2010

Send a reference or ask for Information at : [in-out@cituu.info](mailto:in-out@cituu.info)

**Links :**

You'll find information about :

- \* INOUT research program: [http://www.citu.fr/index.php#projet\\_106\\_1](http://www.citu.fr/index.php#projet_106_1)
- \* the previous event INOUT x.0 : [http://www.citu.fr/index.php#projet\\_123\\_1](http://www.citu.fr/index.php#projet_123_1)
- \* public email list: <http://lists.citu.fr/?0>
- \* the online platform for artistic projects : <http://theartcollider.net/>