

art+science

support and promotion

cutting edge technology

information flow

state-of-the-art

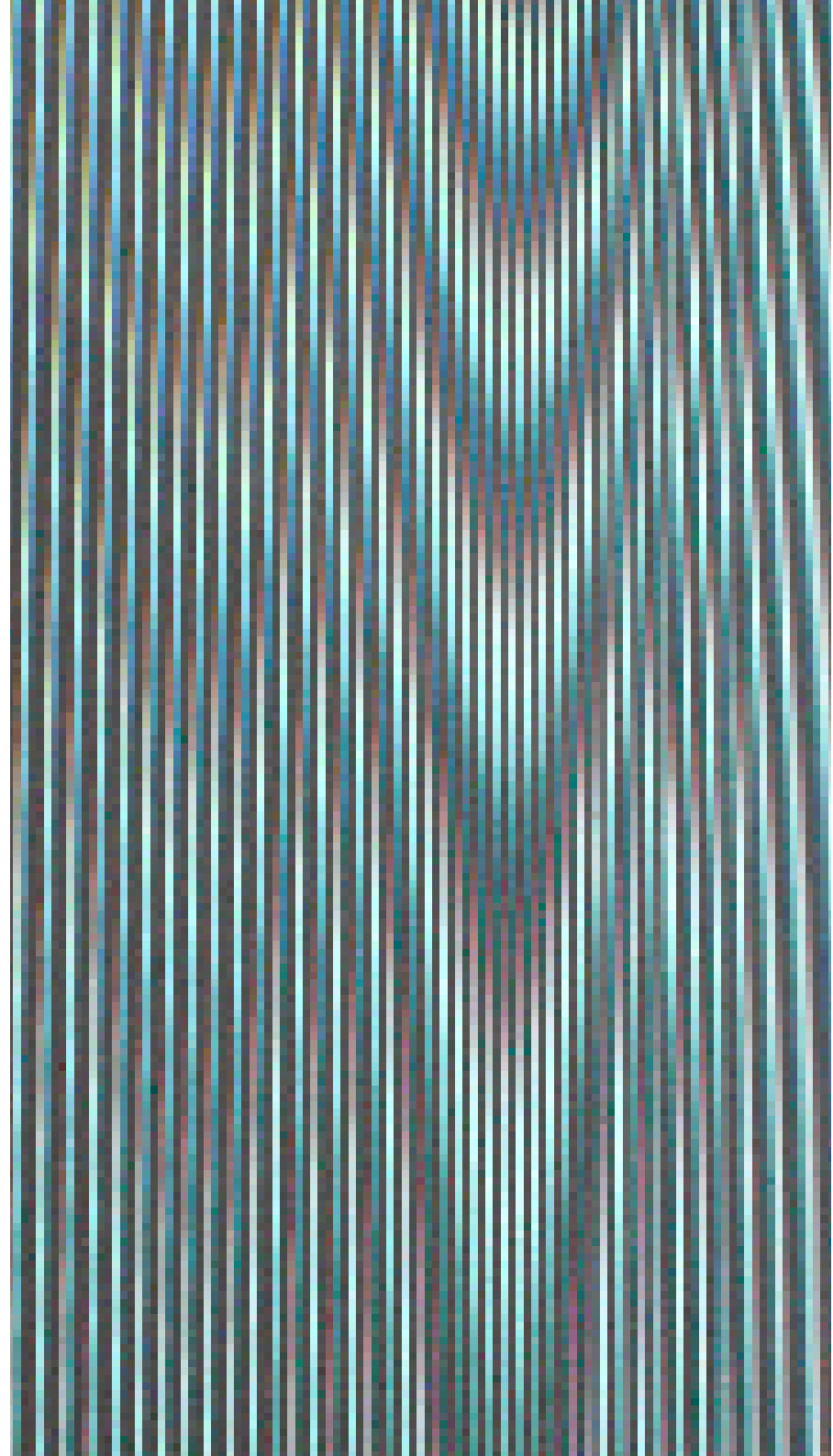
meeting point

human | computer interface

interactive experience

mobile activism

LABMIS

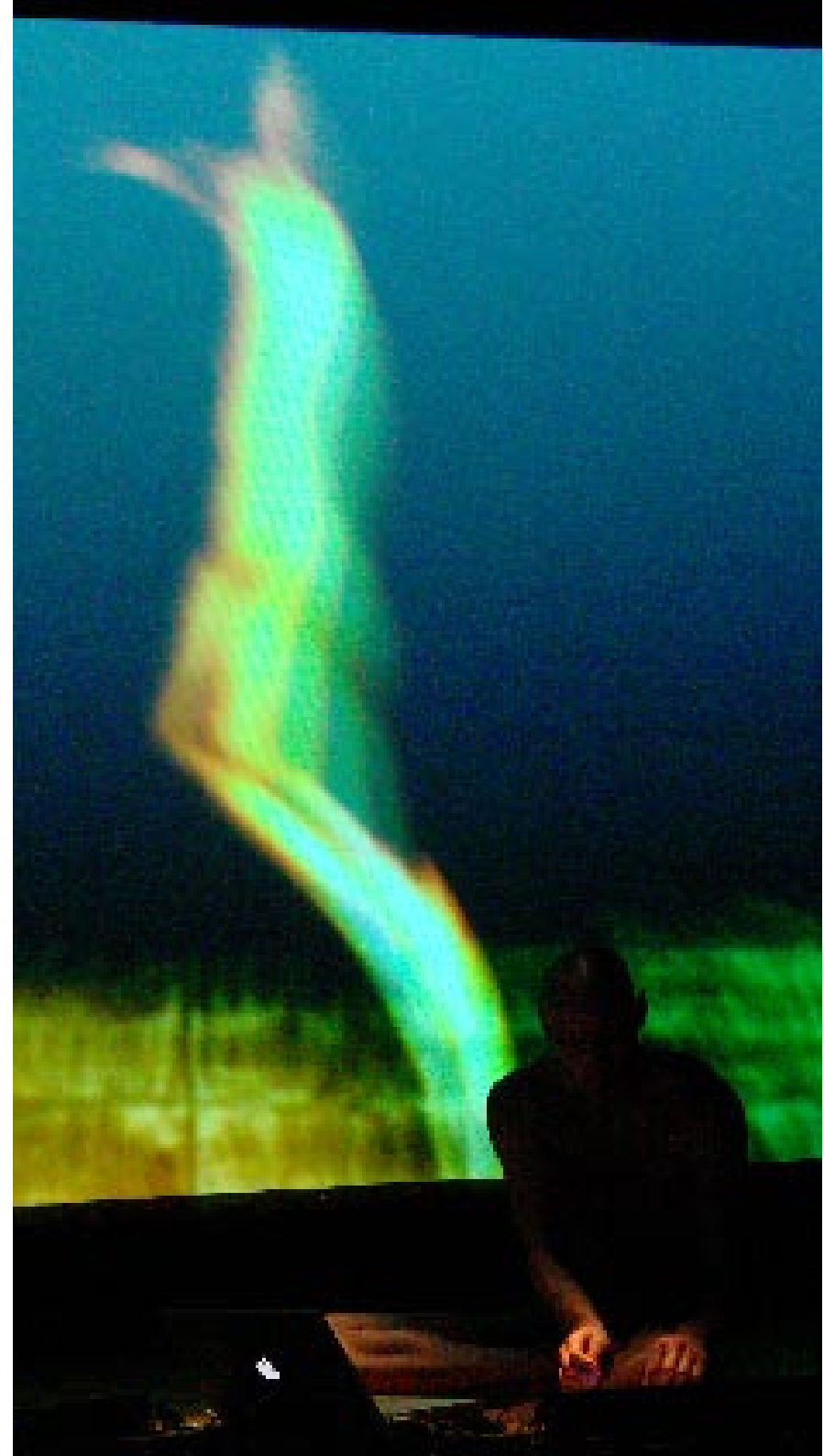


The **LABMIS** is a space dedicated to the research and production of contemporary practices in digital media, acting in the intersection of art, science, technology and society.

An environment focused on the discussion and experimentation around the possibilities generated by technology, the **LABMIS** will encourage free collaboration, as a meeting point for artists, curators, technicians, programmers, researchers, students and the interested public. Besides the infra-structure, the laboratory-atelier will offer both practical and theoretical support for the development of projects that answer to the standards of innovation, quality and social interest.

Every three months, a new generation of **LABMIS** users will be selected by application—groups that will share the space providing it a character and rhythm of its own and avoiding an accommodation or reduction of the cultural dynamism in the environment. It is a physical space where social networks connect in a continuous flow of information, through the exchange of multidisciplinary experiences.

LABMIS



LABMIS also counts with an **exhibition area, the Espaço Redondo**, showing works of commissioned artists, as well as the annual residency results exhibition, where the artwork will be presented **with debates and public explanations of its creative process**. There will also be talks and debates on **a regular basis, where artists, curators and collaborators will contextualize creation in new media**.

Our intention, besides pointing cultural and artistic tendencies, is to connect with the public **through an effective experience**, aiming the **improvement of their perceptive system** and highlighting how **technological innovations affect our lives and change our daily routine**. Exhibitions, installations, performances, events or interventions may also occur in other areas of MIS, as well as in public and virtual spaces.

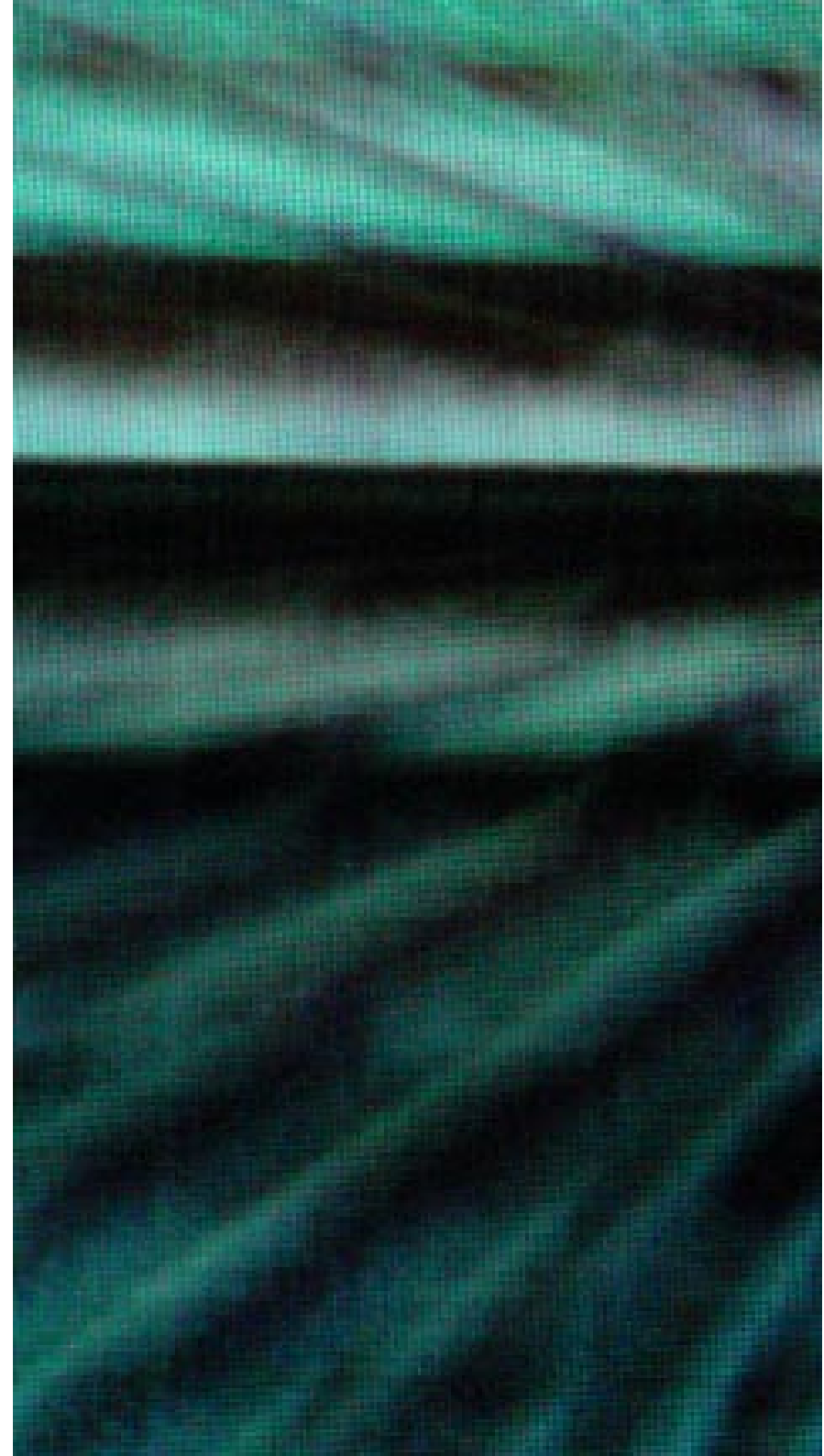
LABMIS aims to set **collaborations with international institutions and organizations** in the elaboration of projects and cultural events. Part of our agenda is to address contemporary productions of digital media in national and international levels, addressing their different practices, languages histories and perspectives.

LABMIS 



The research area of **LABMIS** will be composed of a classroom, a sound studio, an interfaces workshop and a video post-production area. The classroom will count with **12 computers Apple IMac 20"** with softwares for sound and video editing(**Final Cut 2 and Logic**), programming & development (**Pure Data, MAX/MSP, Processing**), besides an **Adobe Creative Suite 3** package. The sound studio will be equipped with a **C24 Digidesign table, Protools HD, Genelec reference monitors and Sennheiser, AKG and Neumann microphones**. In the interfaces workshop we will find **Arduinos, protoboards, sensors, GPS devices and computers with Linux**, besides tools like **welding irons and Dremmels**, etc. The post-production room will have **Apple Mac Pro 2.8 GHZ with two 23" Apple Cinema displays and a Sony 17" WXGA High Grade LUMA each**. This room will also count with a **4GB optic fiber network, Q-logic cards** for better performance and **Apple 12TB Xserve** for storage that allows **simultanueous access to the same content from different stations**.

LABMIS



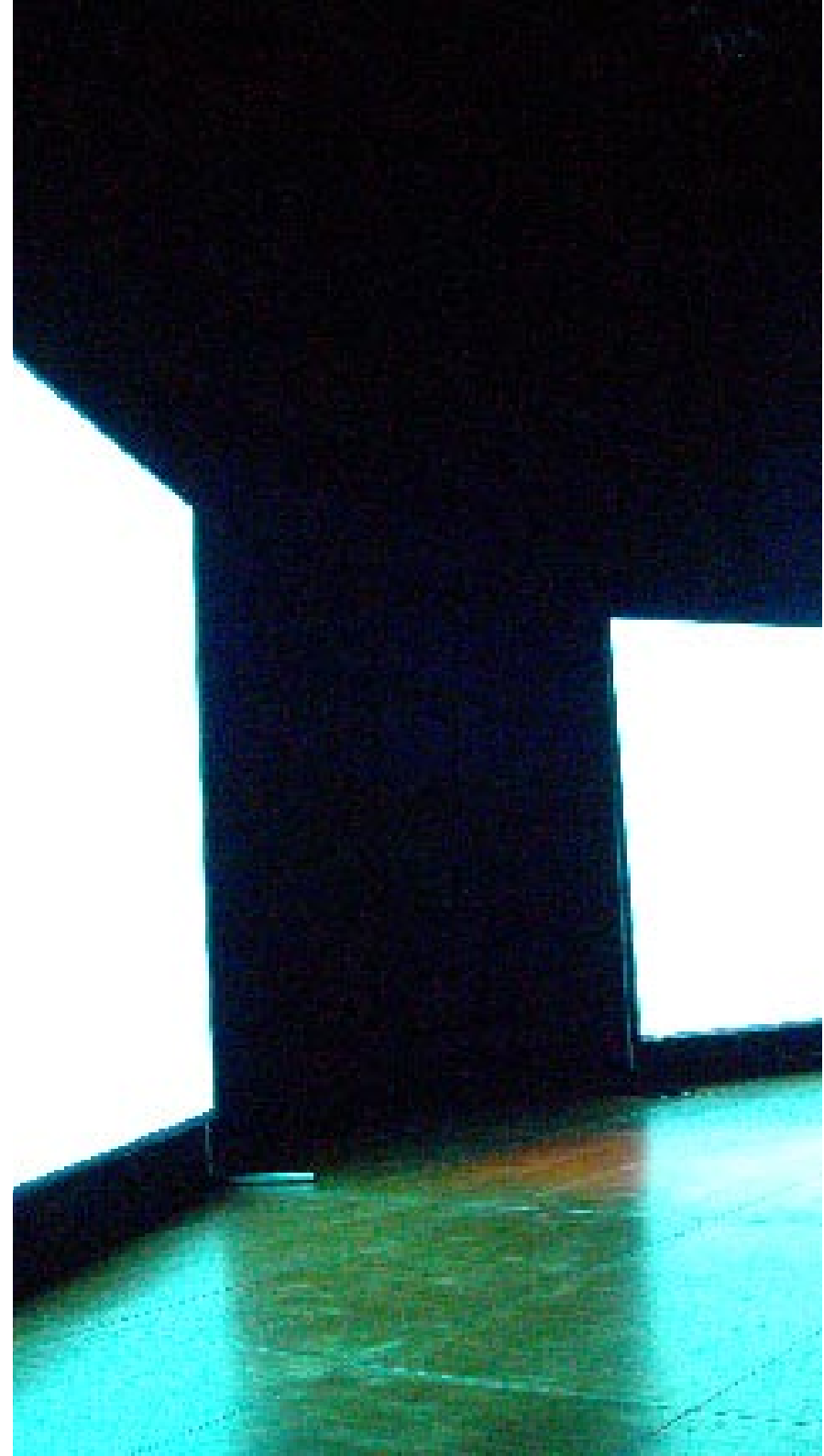
Research areas:

Digital Aesthetics—photography, video, audio, interactive narratives, web art, software art, live cinema, games, CGI, animation, virtual reality, etc.

Interface design and computing—human computer interface, robotics, intelligent materials, physical computing, ubiquitous computing, intelligent environment, mobile interfaces, experience design, artificial intelligence, data portability, user directed information design, etc.

Net technologies—digital communities, collaborative software, data mapping, social software, web3.0, semantic web, geospatial web, independent information nets, etc.

LABMIS



LABMIS will address, basically, **five layers of public:**

- Commissioned artists
- Resident artists
- Recently graduated in fine arts and related disciplines— architecture, design, music, cinema, performance, etc.
- Artists in general
- Unfamiliarized with digital languages



Executive Director: Daniela Bousso

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Opening times: Tuesdays to Sundays

Tuesdays to Fridays: from 2pm to 10pm

Saturdays and Sundays: from 2pm to 8pm

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