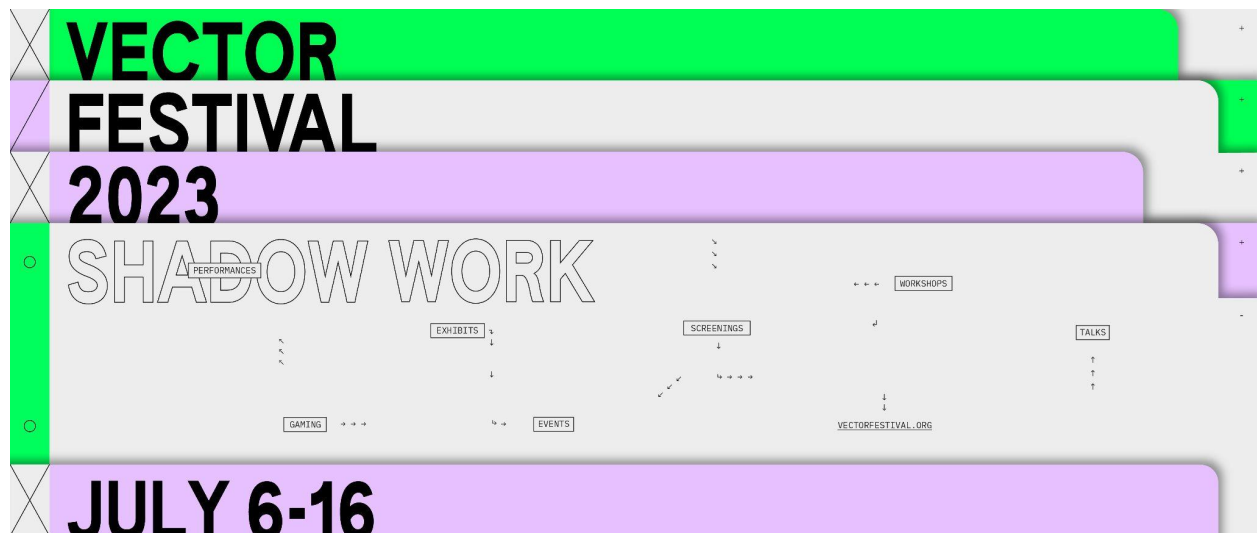




FOR IMMEDIATE RELEASE



Vector Festival 2023: Shadow Work launches July 6, 2023

July 6 - 16, 2023

(June 13th, 2023) – Vector Festival 2023: *shadow work*, curated by **Mitra Fakhrahrashi**, engages the formal and informal and mundane and arcane ways that classification systems attempt to contain the messy realities of our lives and shape our conditions. Confronting the work that both maintains and disrupts these systems, *shadow work* presents interventions on labour, the calculability of human life, the ungovernable, the echoes and reverberations of colonization and propositions for new, “life-giving” languages.

Through a hybrid online and in-person program of exhibitions, performances, screenings, and workshops, this 10-day festival invites artists and audiences to come together as we navigate the systems uninformed of our humanity.

Details will continue to be announced at vectorfestival.org



PROGRAM HIGHLIGHTS

shadow work | Flagship Exhibition | July 6 - August 5, 2023

↗Curated by **Mitra Fakhrahrifi**

Through AR, VR, solar power, and immersive projection, *shadow work* explores classification systems in contrast with the messy reality of our lives.

↗↗ Opening Reception: July 6 | 7 - 9 PM

Worldbuilding towards... | Game Jam | July 7 - 16, 2023

↗Curated by **Bracy Appeikumoh**

This participatory game jam encourages game makers to create worlds radically different from our current realities, ones that foster care, compassion, and community. Together, we'll ask (and work to answer): what world would you like to live in?

[Sign up to take part in the Game Jam and see more details here!](#)

↗↗ Game Jam panel: July 7

↗↗ Game Jam studio sessions: July 10 - 14

↗↗ Game Jam ceremony: July 16

Anthropo-digitalism | Multi-site Exhibition | July 6 - July 16, 2023

↗Curated by **keiko Hart**

How does the digital (re)animate our environments? How do we imprint our humanness upon the digital, and how does digitalness imprint upon us humans? Ruminant on your human/digital reflections with the anthropomorphic inventions of Canadian artists across the city. Locations TBA.

a language of bodies | Screening | July 12, 2023

↗Curated by **Fabiyino Germain-Bajowa**

This screening brings together artists who are each transcending sealed forms and exploding the classification systems which govern "bodies". By engaging physical bodies, bodies of water, and bodies of knowledge, these artists are working in the spaces between, celebrating the undefined and uncontrollable.

a LANpony LANparty | Performance | July 14, 2023

↗Curated by **ponyHAUS**

I/A

In true hybrid fashion, you're invited to a night of moving in and out of screen-based worlds. Contrast and draw parallels between our IRL and URL lives, supported by a selection of experimental music performances. Ticket details TBA.

A Very Human Screening | Screening | July 15, 2023

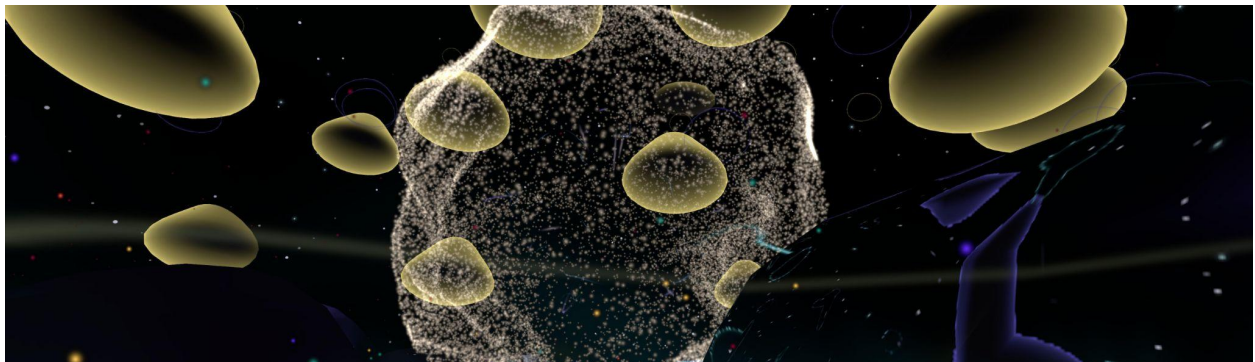
↗Curated by ***Insomniac Film Festival***

Go outside! Touch Grass! Logging off has become harder and harder to do. Our jobs, our social lives and our societal infrastructures have all moved online. Our identities, our bodies even, are shaped by the internet. So what now? Do we fight harder for our three-dimensional lives, or do we submit to the digital one we have? Joining us in pondering these questions with Insomniac in the genuine, outdoor, real life world.

Festival After Party | July 16, 2023

Details TBA, stay tuned.

WORKSHOP SERIES



SinkInSync: Creating Interactive VR with Brainwave Data | Online via Zoom | July 8

↗Facilitated by ***Tiange Wang and Xin Feng***

Explore creating interactive and responsive VR environments leveraging brainwave data using Unity3D, Muse Headband, and Oculus VR Headset (Muse Headband or the VR Headset not required to participate). Upon completion of the workshop, participants will have created a 3D environment with dynamic visual elements responsive to data, and obtained the knowledge to independently implement neurofeedback VR experiences with commercially-available tools.

Making a Solar-Server: DIY Web Design & Eco Media Art | In-person | July 22



↗Facilitated by **Imogen Clendinning**

Learn about DIY Internet technology and solar-powered media with one of Vector Festival 2023's exhibiting artists. Participants will be led through the creation of a static HTML web server hosted on a Raspberry Pi microcomputer and a live demonstration on powering a microcomputer using solar energy.

Tiling into AI | In-person | July 9

↗Facilitated by **Blaine Cambell** and **Mohamed Somani**

Patterning is an accessible activity regardless of age and skill that has deep roots across cultures. It is also a way for people to connect in verbal and non-verbal ways - in the moment of the activity but also across geographies and time. Join us in a freeform pattern making workshop where participants create individual or group patterns using various coloured cut geometric mat board shapes. These creations will be augmented by an AI model which will insert a collaborative 'buffer' to connect our creations and create a cohesive, continuous pattern.

Utopics | In-person | July 13

↗Facilitated by **Geoffrey Pugen**

In this workshop Geoffrey Pugen will demonstrate how to create a labyrinth as a 3d asset and export a rendered video walk through of the scene. Using Unreal engine 5.1 and Blender 3.5

Registration, more details, and updates with workshops soon to be announced at vectorfestival.org/workshops

More programming announcements to come! To learn more about our upcoming programs visit vectorfestival.org.

Join the Conversation

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VECTOR

FESTIVAL 2023

Vector Festival is a participatory and community-oriented initiative dedicated to showcasing digital games and creative media practices. Presenting works across a dynamic range of exhibitions, screenings, performances, lectures, and workshops, Vector acts as a critical bridge between emergent digital platforms and new media art practice. The festival was founded in 2013 as the “Vector Game Art & New Media Festival” by an independent group of artists and curators: Skot Deeming, Clint Enns, Christine Kim, and Katie Micak, who were later joined by Diana Poulsen and Martin Zeilinger.

Vector Festival is funded by the Government of Canada, the Canada Council for the Arts, the Ontario Arts Council, the Toronto Arts Council.

Inter/Access

Founded in 1983, InterAccess is a gallery, educational facility, production studio, festival, and registered charity dedicated to new media and emerging practices in art and technology. Our programs support art forms that integrate technology, fostering and supporting the full cycle of art and artistic practice through education, production, and exhibition. InterAccess is regarded as a preeminent Canadian arts and technology centre.

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