

LABMIS

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, LABMIS encourages free collaboration, as a meeting point for artists, curators, technicians, programmers, researchers, students and the general public. Besides the infra-structure, the laboratory studio offers both practical and theoretical support for the development of projects that answer to the standards of innovation, quality and social interest.

Every year, a selected jury elects 4 projects inscribed by public application for the national residence program. The space then is shared, 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 collaborates with international institutions and organizations in the elaboration of projects, cultural events and an international residence program bringing two residents a year. 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.

As a result of the LABMIS residence programs, an annual residency results exhibition is promoted followed by debates and public explanations from the artists on their creative process.

The LABMIS research area is composed of a sound studio, an interface studio, a workshop room and a post-production studio. The workshop room counts with 12 computers Apple I Mac 20" with quadraphonic sound system and a digital board. The sound studio is equipped with a C24 Digidesign table, Protools HD, Genelec reference monitors and Sennheiser, AKG and Neumann microphones, plus band instruments. The interface studio is equipped with Arduinos, protoboards, sensors, GPS devices and computers with Linux, besides tools like welding irons and Dremmels, etc. The post-production studio has 3 Apple Mac Pro 2.8 GHz with two 23" Apple Cinema displays and a Sony 17" WXGA High Grade LUMA each. A 66 seat auditorium is also available to promote presentations, debates and lectures.

Main 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 addresses basically, five layers of public:

- General Public
- Commissioned artists
- Resident artists
- Students of visual arts and related disciplines— architecture, design, music, cinema, performance, etc.
- Artists in general

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, workshops, events or interventions may also occur in other areas of MIS, as well as in public and virtual spaces.

Address: Av. Europa, 158—Jardim Europa

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Opening Hours: Tuesdays to Sundays

Tuesdays to Fridays: from 2pm to 10pm

Saturdays and Sundays: from 2pm to 8pm