



TRANZ <---> TECH 2001

The Toronto International Video Art Biennial

OCTOBER 11-14 > video art > installation > audio performances > web works > interactive art > international artists participants

That's not
an answer
it would be the
to look a little bit more closely?
To see the world
through the eyes of the person
who has observed my life so closely
I want to ask
what's the point of a web forum
I want to ask
it's so easy to share yet hard
to know
Yet I feel there's a need in me
when this book
with a few other words
changed my life
forever
Questioning my true identity
looking for a better answer
You know, at my best
everything I do has been for
somebody else's benefit
Quadruple and I know
my thoughts are the same
remembering I want to be
everybody's best friend
It's a hard lesson to learn
yet I will never let you know
You can't love
someone who doesn't love
you back
The end



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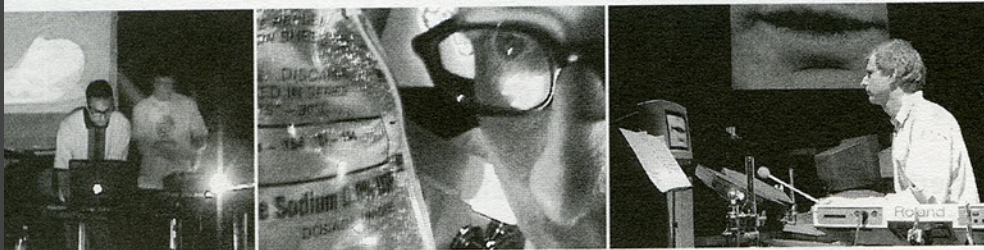
ARRAY_1

Presented by Interaccess Electronic Media Arts Centre

Latvian House, 491 College St.
Saturday, October 13, 2001, 11 pm

Array_1 is a new performance work by *_badpacket_*, with audio by PROJECT. Micro-environments that generate imagery and sounds are scattered throughout the space. Some environments are self-sufficient for a period of time but then break down and require attention from the performers, who are caretakers of this electronic garden. Sounds from the location are brought into the live audio mix, bringing the past into the present and carrying the present into the future. The performance space becomes a technological ecosystem which is held together by the efforts of the performers.

Mike Steventon + Michelle Kasprzak = *_badpacket_*



PROJECT; *_badpacket_*; Paul Litherland

BABBLE

**A performance by Paul Litherland with Alexander MacSween
Screams/Whispers, a Charles Street Video Project**

Steam Whistle Brewery, The Roundhouse, 255 Bremner Blvd.
Sunday, October 14, 2001, 5:30 pm

Visual artist Paul Litherland and musician Alexander MacSween sit down at drum kits equipped with electronic triggers and beat out messages via a computer with a midi connection. Using drum rhythms converted to binary code the drummers can choose to spell out words, control video sequences or create texts from a predetermined list of words. The texts and images are projected onto screens. With *Babble*, Paul Litherland follows his preoccupation in understanding basic human needs: the need to be heard, the need to be understood.