

Liens institutionnels

- La [//Fondation Internet Nouvelle Génération//](#)
- Le [//DICREAM//](#)
- Le [//RIAM//](#).
- Le pôle de compétitivité [//Cap Digital//](#)
- L'[ADIAM 91](#)

Sites d'artistes associés

- [//Quoi de neuf docteur?//](#) Serge Adam
- [//Dispothèque//](#) Samuel Bianchini
- [//Site personnel//](#) de Roland Cahen
- [//Puce Muse//](#) Serge de Laubier
- [//Cie Incidents Mémorables//](#) Georges Gagneré
- [//res publica//](#) Wolf Ka
- [//Art Sensitif//](#) Jean-Noël Montagné
- [//On-off art//](#) Bertrand Planes
- [//CPJH//](#) Cécile Proust et Jacques Hoepffner
- [//SR labo//](#) Sarah Roshem

Ressources arts numériques

- [//Didascalie.net//](#) le numérique temps réel dans le spectacle vivant.
- [//Art sensitif//](#) oeuvres et technologies à interaction sensitive.
- [//Centre de Ressources Art sensitif//](#) Découverte et apprentissage des technologies d'interaction temps réel pour la création contemporaine.

Associations

- [Le projet interactif ArtScienceFactory.fr](#)
- [//ASCI \(Art and Science Collaborations Inc\)//](#) nurturing the intersection of art, science, technology, and the humanities
- [//ISEA Inter-Society for the Electronic Arts //](#) international nonprofit organization fostering interdisciplinary academic discourse and exchange among culturally diverse organizations and individuals working with art, science and emerging technologies.

Digital art exhibits

- [//Tokyo Metropolitan Museum of Photography//](#)
- [//Pace University's Digital Gallery//](#) combined initiative between Pace's Center for Advanced Media (CAM) and Digital Arts. It was inaugurated in Spring 2003 as a collaboration between the School of Computer Science and Information Systems and the Fine Arts Department.
- [//Guggenheim Virtual Museum//](#) The project will consist of navigable three-dimensional spatial entities accessible on the Internet as well as real-time interactive components installed at the various Guggenheim locations.

Labs

- [//ETH Competence Center for Digital Design & Modeling//](#) brings together ETH (Zurich) expertise in the fields of modeling and simulation, visual computing, human computer interaction, architecture, perceptual research, and social science. @ [//ETH Zurich//](#)
- [//Creativity and Cognition Studios//](#) CCS is a interdisciplinary research organisation comprising artists, technologists, curators, sociologists and everything inbetween. @ [//University of Technology Sidney//](#)
- [//Pace University's Center for Advanced Media \(CAM\)//](#) CAM is founded on Pace University's collective faculty experiences in software engineering, human-computer interaction, information visualization, and computer graphics. @ [//Pace University NY//](#)

Scientific Conferences

- [//SIGGRAPH Asia 2008//](#) First ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia, Singapore, December 11-13, 2008
- [//ACM Multimedia 2008//](#) ACM International Conference on Multimedia, Vancouver, Canada, October 27 - November 1, 2008
- [//DIMEA 2008//](#) 3rd International Conference on Digital Interactive Media in Entertainment and Arts, Athens, September 10-12, 2008
- [//Laval Virtual \(VRIC 2007\)//](#) Virtual Reality International Conference
- [//Graphics Interface \(GI 2006\)//](#) recent advances in interactive systems, human computer interaction, and graphics
- [//International Conference on Artificial Reality and Teleexistence \(ICAT 2006\)//](#) A conference generally located in Asian countries
- [//IASTED international Conference on Visualization, Imaging, and Image Processing \(VIIP 2006\)//](#)
- [//IEEE Virtual Reality 2006 conference \(VR 2006\)//](#)
- [//International Symposium on Non-Photorealistic Animation and Rendering \(NPAR 2006\)//](#) a set of techniques for creating representational images in which communication or artistic expression is the ultimate goal, rather than "adherence to reality" or "photorealism."
- [//SIGGRAPH 2006//](#) Rendering, modeling, and animation, + areas that overlap with computer graphics: human-computer interaction, computer-aided design, computer vision, robotics, visualization, and applications such as web graphics and computer games.
- [//International Conference on Virtual Systems & Multimedia \(VSMM 2006\)//](#) New Developments and Solutions for Cultural Heritage, Healthcare, Gaming, Robotics and the Arts
- [//International Conference on New Interfaces for Musical Expression \(NIME 2006\)//](#) interdisciplinary audience of artists, scientists and technologists on the latest developments in musical interface design and musical expression.
- [//International Conference on Design Computing and Cognition \(DCC'06\)//](#) Bringing artificial intelligence, cognitive science, computational theories and advanced digital technologies to design research
- [//Image and Meaning Workshop Series//](#) The Image and Meaning (IM) events are now part of Harvard University's Initiative in Innovative Computing (IIC). The purpose is to help scientists, writers and visual communicators develop and share improved methods of communicating scientific concepts and technical information through images and visual representations.

Digital art events and conferences

- [//ISEA2008//](#) International Symposium of Electronic Art, Singapore, 25th July - 3rd August.

- [//The 2nd Biennial 01SJ Global Festival of Art on the Edge //](#) A Global Festival of Art on the Edge in San Jose, California, June 4-8, 2008.
- [// Technarte //](#) International Conference on Art and Technology, Bilbao, April 24-25, 2008.
- [//ARTCONCEPT International Festival of Tendentious//](#) festival of the syncretic arts. Action, performance, installation, multimedia - considered "boundary" fields in relation to traditional art - demand more serious attention and study. We hope to present, as far as possible, the most tendentious currents in the modern cultural process.
- [//BEAP \(Biennale of Electronic Art, Perth\)//](#)
- [//Digital Art and Culture Conference//](#) theoretical and hands-on approaches to digital experiences and experience design
- [//Electrofringe New Media Arts Festival//](#) Screen and web works
- [//Next 5 Minutes//](#) Next 5 Minutes is a festival that brings together media, art and politics. Next 5 Minutes revolves around the notion of tactical media, the fusion of art, politics and media. The festival is organised irregularly, when the urgency is felt to bring a new edition of the festival together.
- [//Pixxelpoint//](#) festivals of digital art in Slovenia and also abroad. Its purpose is firstly, to bring the information technology and digital art closer to the general public, and secondly, to raise awareness about a different potential to use computer among the young.
- [//RADIATOR Festival for New Technology Art//](#)
- [//PixelAche festival in electronic arts and subcultures//](#) Pixelache presents projects experimenting with media and technology from a broad range of disciplines: artists, engineers, designers, researchers and architects.
- [//MalauPixel//](#) Mal au Pixel is organised by three Parisian organisations - Ars Longa, Confluences and Mains d'Oeuvres with additional events by Institut Finlandais and Project 101.
- [//\(re\)Actor: The First International Conference on Digital Live Art//](#) Digital Live Art is the intersection of human-computer interaction (HCI), live art and computing.

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