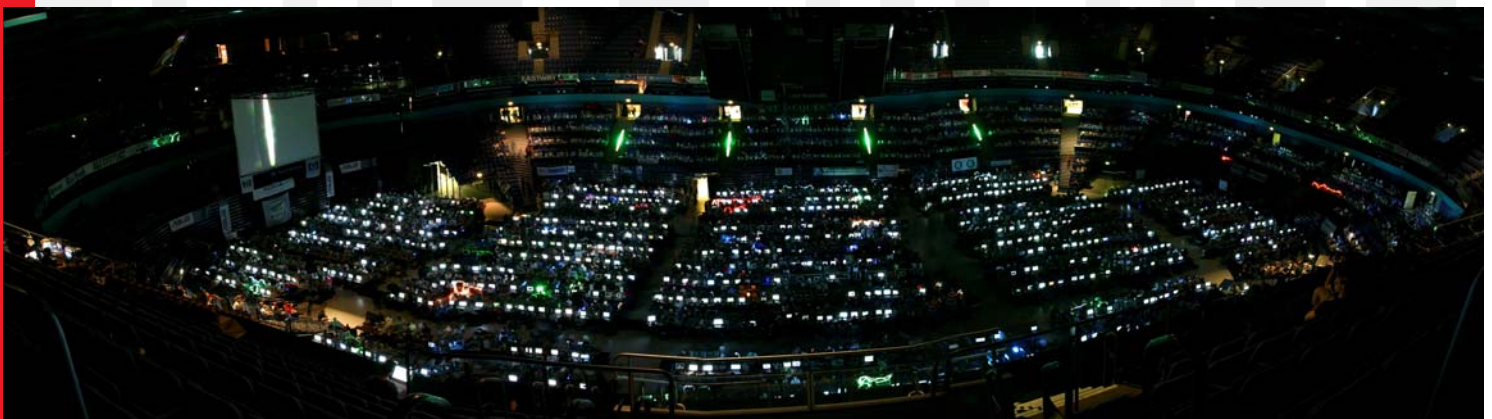
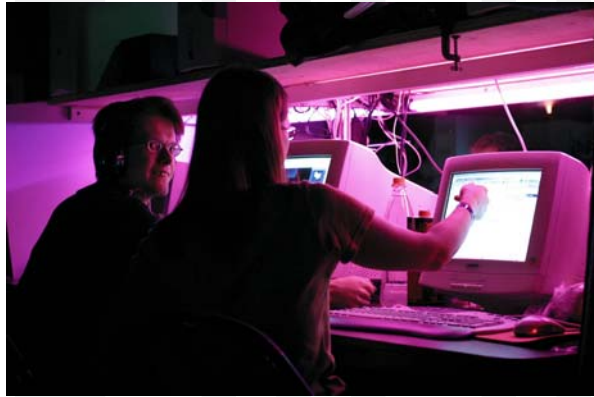
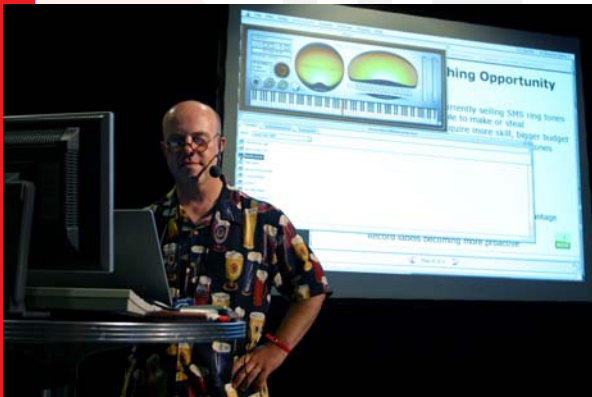


ART TECH

ASSEMBLY'06 SEMINARS

Call for Participation



ARTtech seminars at ASSEMBLY 06
3rd to 6th of August 2006 - Helsinki, Finland

Welcome to the ARTtech '06 seminars

For the first time the ARTtech seminars are held during the ASSEMBLY demoparty, in Helsinki, Finland. Taking place from Thursday the 3rd to Sunday the 6th of August 2006 the ARTtech seminars are all about the fusion of art and technology in the digital media as shown by the demos and games.

ARTtech seminars focus on creation of demos and game development, and the shared interests between the hackers of the demoscene and the professionals of game development. This is not a coincidence as often in Europe many talented game developers have their background in the demoscene. ARTtech is a sandbox for allowing ideas, technologies and techniques from these two genres to grow in interesting directions.



ARTtech is a cool, relaxed seminar series held at and during the ASSEMBLY demoparty, which in year 2006 celebrates its 15th outing. The seminar series is not based on tracks or rigid outlines. It is based solely on the passion of the speakers. We are not looking for anybody to fill a slot, but exceptional, passionate speakers ranging from game developers to demosceners and on to researchers and outspoken ITC industry representatives.

We hope to meet you at ARTtech at the ASSEMBLY 06 demoparty, in Helsinki, Finland from 3rd to 6th of August 2006!

Why participate as a speaker?

Your audience consists of best talent in the demoscene as well as Finnish game developers and ITC industry professionals. It is a chance to address a very exciting audience only reachable at ARTtech.

The venue and the event are unique. The 4500 visitor strong ASSEMBLY demoparty is the largest event of its kind, and definitely worth a visit on its own. Check out the most respected demoscene competitions or chill out with leading minds from the demoscene.



See the world. Finland is far away, so this is a good reason as any to visit the country during the beautiful summer. Have a pint on the terrace with friends and wonder why there's still daylight light at 11pm or 4am.



Who are we looking for?

We are looking for speakers who want to share their unique insights and passion in the fields of game development and the demoscene.

You might have been involved in the making of an obscure, very innovative game, or be the best in optimizing for file space, or you are working on the next big thing for creating content procedurally. Or then your passion is in 3D art, animation or sound design. Or something completely different.

There is no set entry criteria. Let's talk about what you'd like to talk about at ARTtech.



Past speakers at ARTt

The ARTtech seminars are proud to have had the pleasure of hosting seminar sessions by e.g.

Rob Hubbard

Legendary sound & music designer, From the Commodore 64 days, Rob Hubbard is to many a true legend in sound and music design.



David Fox

Game designer, ex-Lucasarts
A design guru behind such games as Zak McKracken and Rescue on Fractalus.



Tim Sweeney

Technology überguru, Epic games
Tim is the man behind the Unreal game engine. Nothing more needs to be said.



Dmitriy Andreev

Demo programming guru
The man who showed what truly can be done in 64 or 4 kilobytes, and left everybody else wondering how he did it.



Steve Chiang

VP Electronic Arts
Co-founder of Tiburon studios best known for the Madden NFL and Nascar game series.



Dierk Ohlerich

Lead programmer, Farb-rausch
Over 15 years in the demoscene from Amiga to PC, Dierk is one of the most respected and talented programmers in the scene.



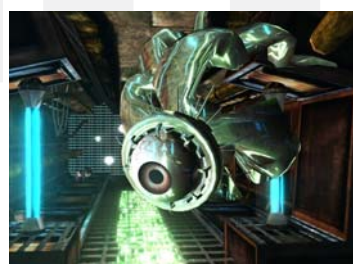
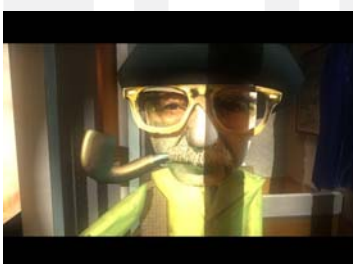
Jeff Minter

Founder, Llamasoft
The real definition of oldschool game development, Jeff is behind such iconic games as Tempest and Llamatron.



Markus Mäki

co-founder, Remedy Entertainment
Remedy was founded by demo scene veterans and Markus is no exception.



ARTtech '06 seminars

A seminar series for game developers and demoscene held at the ASSEMBLY 06 event. Audience consists of young, very talented representatives of the demoscene as well game developers from the Finnish game development community.

Call for participation: Open until 12th of July 2006
To participate: seminar-contact@assembly.org
Seminar dates: 3rd to 6th of August 2006
Location: Hartwall Areena (www.hartwall-areena.com)
Helsinki, Finland (www.hel.fi, www.finland.fi)

Contact information

For contacting about the ARTtech 06 seminars:

Jussi Laakkonen
co-founder
ASSEMBLY Organizing

email: seminar-contact@assembly.org
web: www.assembly.org/seminars



About ASSEMBLY

ASSEMBLY is annual gathering of over 4500 young computer enthusiasts from the demoscene and computer gaming scene. The largest event of its kind held each August in Helsinki, Finland since year 1992, the event attract visitors worldwide to spend a four full days in an around-the-clock computer festival of arts, programming, design and gaming. ASSEMBLY is home to the most respected demoscene competitions in the world, where over 500 competition entries compete for over 35 000 euros awarded annually to the best creations from the demoscene. ASSEMBLY 06 is the 15th event organized and will take place from Thursday 3rd to Sunday 6th of August 2006, at the Hartwall Arena, in Helsinki, Finland.

For more information, please visit www.assembly.org.



About demos and the demoscene

Demos are the art of realtime. Created by young, talented hackers, programmers, graphicicians, musicians and designers to run as executable programs on computers as varies as VIC20 to Amiga 500 to the latest Pcs, game consoles, handhelds, mobile phones and any gadget capable of being programmed. The demoscene is the name for whole the underground movement that took form in the early 1980s, and broke into the awareness in the early 1990s. Still going strong and producing amazing shows of talent and passion the demoscene represents the best young talent in computer art. Many demosceners have since their scene days gone to work in games development and have founded such legendary developers as DICE, Starbreeze and Remedy Entertainment and even morey are employed at game development s finest outfits such as Maxis and Lionhead.

To get your demos, visit www.scene.org.

