Events
///Tech Art Events by Bravo Child

www.bravochild.com
Television Is Dead - 18 Oct 2012
I organised and hosted an event called Television Is Dead which examined technology in the post-TV age. I had a sound artist and digital sculptor creative live art in the lobby and then had speakers present talks on Artificial Intelligence, Sound Design for Video Games, Metaphysics and Going Viral online.

My blog post about the event:
https://televisionmutant.wordpress.com/2012/10/18/a-wake-to-wake-up-from/

Media about the event:
http://www.altmedia.net.au/television-is-dead/63733

“No longer is a one way stream of information sufficient. Our knowledge is not ‘handed down from above’, but shared among peers,” continues Child, and certainly the sharing of knowledge (primarily in the fields of interaction design, game development and AI programming) will be a key component of the evening.

The artists include Matt Barker, a 3D artist who worked on the gaming experience LA Noire; Toby K, a technophile interaction and lighting designer; Vibrasoul, an exciting new dubstep producer and Daughter of Dynamite, best known for her work with a capella group Kaya.”
Pixel. Meat. Space... 4 week Arts Residency, January 2012
Showcase 24 & 25 Aug 2012
A tech art collective I assembled called Television Is Dead was granted an arts residency through Legs On The Wall, to develop a project which aimed to create a work which existed in both the digital and tangible space. We called it Pixel. Meat. Space...

“When we held our end of development showings at the Red Box on August 24th and 25th, audiences scanned and uploaded their faces to the Cloud via helium-filled balloons, after which Matt and Bravo took them on a tour of the pipes and three-dimensional code landscapes that exist behind the flat interface of our online existence.”

Performance moments at 1:33 and 3:41 of the video.
Specimen Exhibition at Carriageworks - 9 Nov 2012
I was part of the exhibition team which staged Billy Blue’s graduation exhibit ‘Specimen’ at premiere venue Carriageworks. I was part of the ideas team which developed the original concept for the event. Once production began I moved to the spatial team, where I ran the experiential part of the night. Helping guide the overall journey of the guest, from their initial point of contact, through to arriving at the venue. My focus however was on the programming for the evening itself; designing the sensory experience through lighting and sound.

The space was set with experience pods which came to life with digital projections and embedded sounds representing each of the design streams. I also created soundscapes and stage managed the live performance for the night.

The event was a technical success and ended up drawing a crowd of over 1,000 people.

My blog post about the event:
http://bravochildtv.wordpress.com/2012/11/12/specimen-2012/
MEMEBRAIN Art Hackfest - 14 June 2013 - 16 June 2013

dLux Media Arts brought me onboard their team to brand, concept, event organise and host their hackfest event for ISEA 2013, (International Symposium On Electronic Art). I worked with Alexia Estrellado to bring artists and technologists from diverse fields together. We worked in collaboration with the new entertainment complex at The Concourse, Chatswood, run by Urban Screens, to run live link-ups to satellite events around Australia. We partnered with The Portals Project (Sydney and Darwin), Dorkbot (Sydney), Darwin Community Arts (Darwin), Kulchajam (Byron Bay), in a cross-locational 48hr hackfest over Friday 14 – Sunday 16 June 2013.

“Bravo describes himself as a ‘cognitonaut’, which he says is “an explorer of ideas”. Essentially — like recent Vivid Ideas guest Jonathan Harris — he’s a storyteller across media. Child splits his time over performance poetry, design work and occasionally cheering up countries one suburb at a time. His technical skills are only a late arrival in an ongoing love of live story. “My art form, if I could whittle it down, would be ideas and experiences.”"

Media, (an interview I had with Concrete Playground in the lead up to the event):

ISEA program feature about the event:
http://www.isea2013.org/events/memebrain-art-hackfest/

A video teaser featuring work by some of the artists who participated:
https://vimeo.com/68093675

One of the art games created during the event:
http://www.mattbaka.com/gameDump/Final.html