

PROVINCIAL ArtCADE

(Art & Community Access to Digital Education)

FEE IS \$150 FOR A GROUP OF UP TO 45 STUDENTS

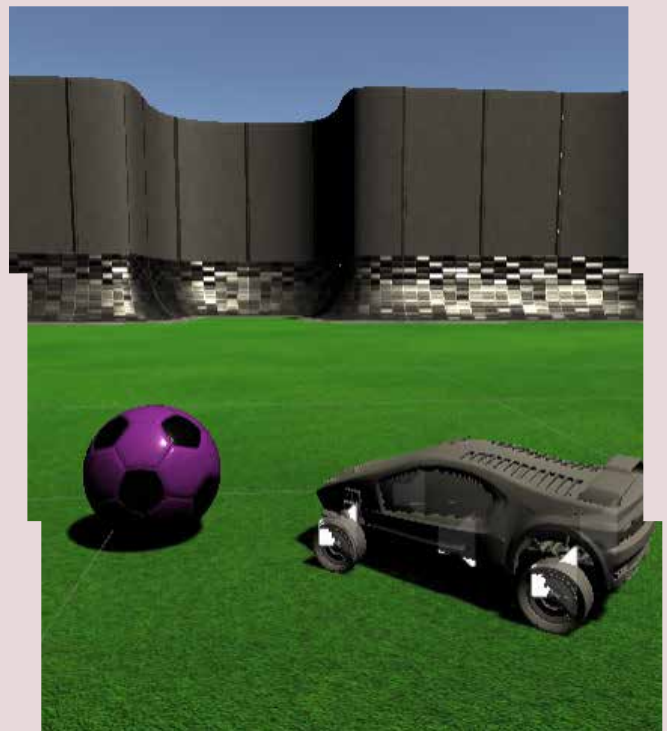
BOOKING FROM 20 SEPTEMBER 2021 – 31 MARCH 2022

The MacKenzie Art Gallery is now offering an exciting new line of workshops featuring digital technology, connecting audiences with artists working directly in the medium.

Building on the success of the Gallery's previous *Artists with Their Work* program in our original Provincial Outreach Program, we are once again connecting artists with communities. The opportunity to see an artist work can be a memorable and transformative experience, one that will inspire the next generation of artists and innovators. We are excited to extend this opportunity to students and participants across the province until 31 March 2022.

One of our talented digital artists will present an overview and demonstration of their work on a live video call. Participants will have an opportunity to see a digital work of art produced right before their eyes, and be able to engage directly with the artist throughout the presentation, including dedicated time for questions and discussion.

All that is required is an internet connection for connecting with the artist, as well as the technology to share the demonstration with the group. We will work with you upon booking to schedule the workshop through either Microsoft Teams or Zoom.



To book contact Ken Duczek, Coordinator of Learning Initiatives, and include a first and second choice for program date. Register your group soon, as spaces are limited.

REGISTER BY CONTACTING

Ken Duczek, Coordinator of Learning Initiatives

E kduczek@mackenzie.art

T 306 584 4250 EXT. 4290

mackenzie.art

ABOUT THE ARTISTS/WORKSHOPS

RENE DUFOUR-CONTRERAS

Rene is a programmer and technical artist with experience as a professional in the tech industry since 2009 developing AR and VR applications. Rene taught at SIAST for 2 years and was part of the North Central Hacker Dojo. The initiative aimed at developing tech talent in north central Regina.

Rene loves to create visual art using traditional methods as well as emerging technology to tinker and express himself. He uses the mediums to explore how people and society change due to changes in technology and what that means to our essence as human beings.

Rene's demonstration has a wide range of possibilities, from exploring TinkerCAD or Unity or glitch art.

TAYLOR MCARTHUR

McArthur (Nakota of Pheasant Rump Nakota First Nation, Saskatchewan) is a digital artist who works at the intersection of 3D animation, video game design and video. Her developing body of work is evocative of Indigenous Futurisms and seeks to situate her Indigenous culture within both the modern and a potential future vision.

Taylor will be sharing an introduction to Blender, a free and open source 3D software toolset, which can be used for visual effects, animated films, 3D models, computer games and more.

DALLAS FLETT-WAPASH

Dallas Flett-Wapash is an Ininev/Saulteaux video game designer, and Interactive Artist. (He/Him) explores forms of XR and other interactive technologies, developing a body of work. This work is an ongoing digital reconstruction of his cultural identity - including cosmology, culture, language, and lifestyle - using video game aesthetics.

Dallas will be delivering an introduction to Unity, a video game design platform.

CYRIL CHEN

Cyril Chen (陳嘉雯, she/they) is an animator and expanded media artist who was born and raised in Regina, Saskatchewan, Treaty 4 Territory, with family from the Guangdong and Hong Kong regions of China. Cyril's work stems from the exploration of migration, separation, and the ways in which we are intertwined with cyberspace. Find more of Cyril's work on her website: <https://cyberspacevoid.xyz/>.

Cyril's demonstration, titled *Animating with Mixed Media*, may include methods on how to mix photographic, scanned and digitally drawn media to create animation. Software such as Photoshop and ToonBoom Harmony Pro will be shown in the process.

FOR FURTHER LEARNING

We are also offering digital art creation workshops conducted over Zoom for up to 5 participants. Participants will have the opportunity to work directly in the specific digital platforms, with the guidance and support of our digital artists. Please call for further details.

BOOK YOUR INTERACTIVE SESSION

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