

# SHOW BUNK

THE ULTIMATE BATTLE OF AUDIO AND VIDEO STYLES

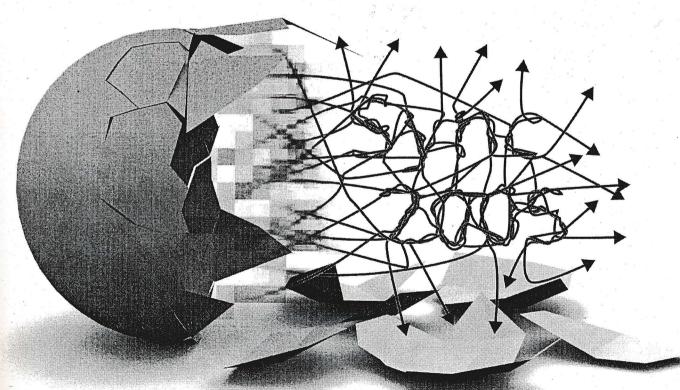
THE ULTIMATE BATTLE OF AU

## SHOWHOWN: ZOO5

an awe-inspiring video and audio battle pitting vjs against vjs, and a/v teams agiainst each other

... march eleven ... two-thousand-five ...

a part of sync '05



The Performances: Paradox Explorer  $\frac{3/10}{20:00}$  Another World  $\frac{3/10}{22:00}$  VJ Battle  $\frac{3/11}{20:00}$  Atmosphere  $\frac{3/12}{19:00}$  S[ni]  $\frac{3/13}{16:00}$  (in the video studio)

The Exhibit: Art that knows the digital experience; 3/8 - 3/16 (in the gallery)

Sync2005 http://sync05.com

[VERSUS] JULIE MEITZ [VERSUS] VISOXO [VERSU: TECHNO VISION DETROIT [VERSUS] DI DR. RO [VERSUS] POTTE BELMAR LABS [VERSUS] VER ERREN VS. BUBB. GONE [VERSUS] THE SHENAN. THE EARTHWURN GANS [VERSUS] DA 7.IZZ ] VISONO [VERSU [VERSUS] JULIEME VF. TECHNO VISION DE VERSUS POTTER-L TNAN ERRENV. BU\_ LEGU GANS [VERS [VERSUS] JU) TECHNO ! [VERSUS] PO ERREN US. BU SANS VERSUS TECHNO VI VERSUS? ERREN. GANS [V. VERSUS TECHNO VERSUS. ERREN VS GANS [VE] VERSUS. TECHNO V. VERSUS P ERREN US. BU GANS [VERSUS] [VERSUS] JULIE ML. TECHNO VISION DELL

it's too good to be true!

# SHUWE UWHIZUUS

#### tonight's schedule:

Show Off Round all VJs & AV acts get 3 min each to show off

Round I topic selected for AV acts

#### Roundi

battle (15 min)
Az V teams battle (20 min)

Round 2 topic selected for AV acts

#### Round 2

VJs battle (15 min)
A/V teams battle (20 min)

Round 3 topic selected for AV acts

#### Round 3

VJs battle (15 min) A/V teams battle (40 min)

Jam Session Blowout

#### tonight's rules:

the VJ Battle:

## THREE SCREENS OF VISUAL DESTRUCTION!

all three VJ's will project simultaneously as DJ Dr. Ron spins three previously chosen beats, or rhythms. The VJ's will be judged on their technical skill, visual aesthetics and ability to match the beat and tempo. There are three rounds.

the A/V Battle:

### FOUR SENSORY-BOMBS SLINGIN' TEAMS!

lucky audience members will choose topics of battle for our four AV teams. The teams will then improvise live audio and video for set periods, attempting to best represent the topic. The AV teams will be judged on their technical skill, visual aesthetics and how well they portray the topic. There are three rounds. All teams will compete on the same topic per round.

#### our prestigious judges:

Jeph Foust aka Teknikal Assassin Sound-Image Artist Sculptor Engineer

#### Chris McNamara

Film & Video Artist
Member of new media collective, Thinkbox
Lectures at the University of Michigan Department of Film-Video Studies

#### Oona Mosna

Artist

Programmer for the Media City Festival of Experimental Film & Video, Windsor Ontario