

UT Austin | Portugal

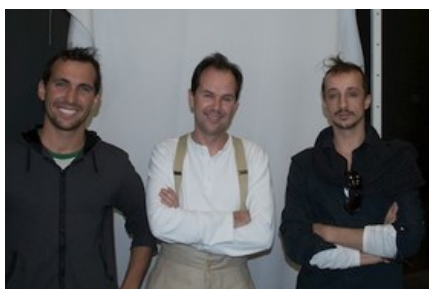
INTERNATIONAL COLLABORATORY FOR EMERGING TECHNOLOGIES, CoLAB

DIGITAL BITS



FCT Plans Call for Research Proposals

The Portuguese Foundation for Science and Technology will issue a call in March for the funding of joint research and development projects in Interactive and Digital Media and Emerging Technologies. Two categories of project proposals will be requested. The first, for Exploratory projects, calls for smaller, highly experimental research lasting 12 to 24 months and should emphasize graduate student involvement. Strategic Research and Development projects, the second category, should focus on the program's strategic research areas and may last from 18 to 24 months. These more comprehensive projects must involve the participation of at least two separate research groups in Portugal and at least one group at UT, as well as PhD students. Partnership with industry is also highly encouraged, and proposals should clearly address sustainability issues. The call will appear on the main program [website](#).



PhD Students Beira and de Quay Take Part in Theater Residencies

João Beira and Yago de Quay, University of Porto students who are pursuing doctoral degrees at UT Austin, participated in an international theater residency at the UT Student Activity Center's Black Box Theater from January 13 to January 24. The residency included Jean Lambert-wild, head of national French dramatic center Comédie de Caen, and Future Perfect, an interdisciplinary production company in New York City. Members of Austin's own Fusebox Festival and software developers from San Francisco and Shreveport also participated. The project focused on automating the emotional expressions of performers with 3D animation character rigging, using depth cameras, and will culminate in a play premiering in 2015.

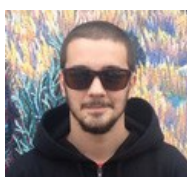
Beira and de Quay also won one of only three commissions for a new work to be premiered at The Ammerman Center for Arts and Technology for the 14th Biennial Arts and Technology Symposium at Connecticut College from February 27 to March 1. Information on some of Beira's most recent work may be found [here](#). Background on de Quay's projects is available [here](#). [photo, left to right: de Quay, Lambert-wild, and Beira]

Visiting Researcher Rodrigo Carvalho Arrives at UT

University of Porto doctoral student Rodrigo Carvalho is spending the spring 2014 semester in Austin as a visiting researcher. Carvalho's work explores potential relationships between visual representation, sound, and movement and includes both a comprehensive history of projects exploring these areas and a practical component focusing on the creation of innovative tools and applications for audiovisual interactive systems. His co-advisors are Carlos Guedes of Porto's INESC Technology and Science and Bruce Pennycook of UT.



During his first weeks in Austin, Carvalho has explored UT's research facilities including the Fine Arts Library and has joined an interdisciplinary project being created for Ears, Eyes + Feet, an annual performance of collaborative, experimental works by composers, choreographers, and visual artists at UT. Information about Carvalho's applied projects is [online](#). He has also made his catalog of historical and contemporary projects exploring sound, visuals, and movement available online as part of his [research blog](#).



New Intern Sebastião Santana at Elephant Productions

This spring, new intern Sebastião Santana is working with a group at Elephant Productions, a longstanding video production company in Austin. Santana comes to UT as an affiliate of the team that won the Prémio ZON Criatividade em Multimédia prize in 2011 for "Ginjas", a digital animation project. A graduate of Lisbon Polytechnic Institute, he has produced work in a variety of media formats including digital animation, music video, photography, and digital illustration. Examples of his projects are available on his [website](#). During his time at Elephant Productions, he plans to broaden his experience in video camera work and learn more about the organization of workflow in US production teams.

