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[www.freeartbureau.org](http://www.freeartbureau.org)  
[www.processingparis.org](http://www.processingparis.org)  
[www.processingcities.org](http://www.processingcities.org)

## Processing Cities Guide

### *1. Finding a space*

This is obviously an important factor and perhaps the hardest part of setting up a Processing City. From experience we have found that there is a demand for content in most cultural centres and schools or universities, especially in the domain of new media art and new technologies. Simply by contacting these places with a proposal will lead to something and they can always point you in other directions if unable to welcome you.

In terms of finance and paying for the space, some places can be happy with a share and share alike agreement in that your event is a vector of communication for the space. This especially works with schools and especially when you can guarantee access for their students to your events. Contacting your local town halls, cultural or educational organisations can be another means for finding help and perhaps financial support if needed. Otherwise a small fee for your event can suffice to pay rental. We ideally want to promote free events but we also realise the difficulties. Your economic model will depend mainly on these factors: Rental, paying contributors and eventual travel costs for these. Ideally, keeping it open, free or at least affordable is what we want to promote. This is not a money spinning affair!

### *2). Finding your format*

A good format that we have worked with is having regular sessions that invite people to present work :

- Project(s).
- Professional work / research
- Libraries.
- A particular coding technique.
- Even just a piece of code.

This can then be followed by a mini-workshop which engages the public and is directly linked with the presentation.

We try to invite a variety of people working in a variety of areas :

- Design
- Art
- Music
- Web
- Architecture
- Video...

The main link being creative coding as the underlying approach and tool.

This is however only one kind of format. For example, Processing Paris is a yearly event (3 days of workshops) but we also have monthly sessions on a smaller scale based on the above model.

We would love to hear more about how other cities are organising their events. So please keep us informed.

[info@freeartbureau.org](mailto:info@freeartbureau.org)

### *3).Creating a network*

This is essential. If you have no contacts with the people in your city, you are going to need to do some research. The first thing to do is to set up a twitter account, get the word around. You can set up a blog / website and all the other various social media tools relatively easily nowadays and we can help spread the word amongst the P5Cities community that is already present on most of those platforms.

### *5).Does a similar event already exist in your area?*

We get asked that question lots. Check the PCities website to see if an event already exists. If not start sending out a few tweets and emails to cultural institutions in your area. There may well be other people interested in setting something up together. It's all about collaboration.

### *6).Which tools ?*

We set up Processing Paris in April 2010 which focused on Processing (hence the name). However, we are conscious that this is only one of many other tools being used and implemented in other P5Cities' events; OF / Cinder / Arduino / vvvv / JS /

We are excited to see that your events can be a motor of both support and education as well as a means of federating strong links with all the above tools. We are however focusing on 'creative coding' and therefore are less interested in Free Software applications such as Gimp for example. Despite our obvious support in free and open source software at large we want to emphasize programming as a creative approach.

### *7).And finally*

We created the web site as a means to centralise information so that people can have one place to go to and find the essentials on who to contact and where to get further info on a city's events. The site is still a work in progress and we are invariably behind on adding things. Please be patient and please realise that we are not a promotional website.

Keep us in the loop and well done to everyone who is organising such fantastic events !

The Processing Cities Project is an initiative set up and supported by the non-profit organisation, Free Art Bureau

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Free Art Bureau (FAB)

FAB is a non-profit foundation active in and promoting new practices in open culture. Through a variety of activities and production practices. We are essentially concerned with technology, research, teaching and disseminating open practices, helping to empower and build creative communities that are free from the restraints of closed systems. We adopt a critical view of future possibilities in art and design in an open, social and gentlemanly manner.

FAB was founded in February 2011 by Mark Webster in a tiny headspace for potential disaster. With the positive help and support from a network of family, friends and busy-body creatives, FAB has grown in to a collaborative community blooming on various celebratory occasions throughout the year.

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## *Manifesto*

Research/Innovate/Create/Educate.  
Openness is our belief.  
Ignorance is not an option.

## *The Bureau*

Mark Webster  
President

Julien Gachadoat  
Honorary Partner  
& Captain Coder

Stéphane Buellet  
Honorary Board Member  
& Researcher at large

Normals  
The Think Tank  
with biscuits.

[www.freeartbureau.org](http://www.freeartbureau.org)  
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