A project by Recombinant Media Labs
A mobile immersive arts facility
RECOMBINANT MEDIA LABS (RML) was founded in 1991 to research the qualities and artistic potential of spatial media: panoramic installations, surround cinema, multichannel a/v performances and interactive exploration.

RML acts as producer and presenter of artworks and performances in its mobile immersive theater project called the CINECHAMBER.

After years of working in a fixed location within the central city of San Francisco, the nomadic CINECHAMBER facility formulates a forum for the increasing requests for international productions at festivals, museums and university. This vanguard hybrid media platform encompasses many presentational options to potential partners, (co)-producers and curators.

THE RML CINECHAMBER

The CINECHAMBER is a large but intimate rectangular surround surface apparatus, capable of scaling its 8 by 12 meter proportions to fit into the auditoriums, theatre stages and concert halls everywhere on the global circuit.

Although one can walk around the flexibly adjoined screen structures and observe the content externally, the main attraction lies within the spacious windows on the world interior, encompassed on all sides by the multichannel audio and image displays in customizable formations.

CINECHAMBER CURRICULUMS:
AN INTERMODAL INCUBATOR

Recombinant Media Labs has generated universal interest as a locative reconfigurable network for artistic, academic and experimental residencies.

Its CINECHAMBER platform offers extensive interdisciplinary staging opportunities and can be utilized by composers, engineers and innovators in a variety of ways for panoramic performance programs, interactive installation, live music, chartered exhibition screenings, conferences and educational workshops.

The CINECHAMBER production paradigm endeavors to capture the technological archived totality of entire 360-degree concert and film experiences for contemporary and future audiences. This kind of approach implements a philosophy of methods, pedagogies, and systems for RML's practice of Experiential Engineering; preserving and presenting real time or simulation content that can be elaborated upon and 'experienced' for generations to come.

Building upon the legacy of realization in the immersive media arts is a collaborative, multidisciplinary undertaking. RML's initiative has interfaced over time with an aggregate of affiliates who are also committed to sharing with open and adventurous minds the instruments, knowledge and resources necessary to create prominent adaptive media that fully engages and challenges the cultures of panoramic perception.
Numerous renowned and emergent artists have created modules, active installs, performances or workshops for Recombinant’s CINECHAMBER or SF Compound.

BIOSPHERE
& EGBERT MITTELSTÄDT
MARYANNE AMACHER
EDWIN VAN DER HEIDE
RYOICHI KUROKAWA
CHRISTIAN MARCLAY
CHRISTIAN FENNESZ
LILLEVAN
MASAKO TANAKA
BLIXA BARGELD
CARSTEN NICOLAI
FRANK BRETSCHNEIDER
OLAF BENDER
RYOJI IKEDA
PAN SONIC
MONOLAKE
JOCHEM PAAP
SCOTT PAGANO
THOMAS KONER
RICHARD DEVINE
HERMAN KOLGEN
DANIEL MENCHE
CHRIS WATSON
DEADBEAT
POLE
AGF
D-FUSE
LI ALIN
SCOTT ARFORD
LAWRENCE ENGLISH
WERNER DAFELDECKER
MARKUS SCHMICKLER
OTOMO YOSHIHIIDE
ANTIMATTER
ROBERT HENKE
TARIK BARRI
FLORIAN HECKER
MARIE BRASSARD
FRANCISCO LOPEZ
PAUL CLIPSON
IKUE MORI

JOE COLLEY
GRANULAR SYNTHESIS
KAFFÉ MATTHEWS
YASUANO TONE
DALGLISH
KANGDING RAY
VLADISLAV DELAY
JOHN DUNCAN
BARRY SCHWARTZ
KODE 9
RAZ MESINAI
LOUIS DUFORT
AMBROSE FIELD
BEN HACKBARTH
NAUT HUMON
FRED SZYMANSKI
BENJAMIN THIGPEN
KARL LEMIEUX
CÉCILE MARTIN
MURKOF
STEVE MASON
SEMI CONDUCTOR
ZBIGNIEW KARKOWSKI
MARKUS POPP
XARENE AND GRANT DAVIS
MIXMASTER MIKE
TIKIMAN & SCIÖN
THOMAS BRINKMANN
PETER REHBERG
JADE
SUTEKH
MATMOS
BJ NILSEN
ULF LANGHEINRICH
SUE CONSTABLE
SOFT MOON
FE-MAIL
ATHEUS
WILLIAM BASINSKI
ALEXANDER RISHAUG
LASSE MARHAUG
KEVIN DRUMM
ALVIN CURRAN
MORTON SUBOTNICK
ANDREY KIRITCHENKO
EUGEN VASHCHENKO
BRIAN JONESTOWN
MASSACRE

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TEAM RECOMBINANT MEDIA LABS (RML)
Artistic Director: Naut Humon
Technical Project Director / Systems Designer: Vance Galloway
Technical programming direction: Barry Threw
Video Consolidation: Masako Tanaka

CONTACT
Naut@rml-cinechamber.org

RML-CINECHAMBER.ORG