

Art Gallery Fact Sheet

Chair: Rochelle Yang, The Chinese University of Hong Kong

Conference: Monday 12 December – Thursday 15 December

Exhibition: Tuesday 13 December – Thursday 15 December

Fast Facts

- The Art Gallery program at SIGGRAPH Asia 2011 provides visitors with an immersive experience created by artistically beautiful and technically sophisticated installations.
- The central theme for the Art Gallery this year is FANTAsia (Fantasy in Asia), showcasing works that provoke the imagination and invite visitors into a world of fantasy and play.
- The Art Gallery Program received 209 submissions this year.
- A total of 24 pieces were selected to be on display at SIGGRAPH Asia 2011. Most of these have not been presented in Asia before.
- Additionally, an innovative and cutting-edge art piece, *Interactive Fashion 'Intimacy'*, has been specially invited to be showcased in Hong Kong this December.

A Quote from the SIGGRAPH Asia 2011 Art Gallery Chair:

"When people think of interactions between humans and technology, they would inevitably come up with a cold and unfeeling image. The Art Gallery Program for SIGGRAPH Asia 2011 will seek to displace that thought, as it embodies the themes of play, fantasy and interactivity, creating a colorful, vibrant and intuitive experience that promises warmth and fun for all visitors.

This year, the Art Gallery committee; comprising of 10 experienced industry players from all over the world, chose leading-edge works that not only embraced our key theme, but also demonstrated the ability to serve as an inspiration to the growing new media art industry in Asia. I am excited and psyched to see the reactions of visitors to the Art Gallery and I hope that they would similarly fall in love with the art pieces as I have."

SIGGRAPH Asia 2011 Emerging Technologies Program highlights include:

- **Interactive Fashion 'Intimacy'**
Daan Roosegaarde, Studio Roosegaarde

Interactive Fashion 'Intimacy' is a fashion project by Dutch Studio Roosegaarde, exploring the relation between intimacy and technology. These high-tech garments are made out of opaque smart e-foils that react to the wearer's body as well as those around her. For example, the dress can become increasingly transparent when the wearer's heart beats faster, indicating her feelings to the person or people around her.

- **The Galloping Horse**
Remi Brun, Mocap Lab

The Galloping Horse sculpture plays homage to the works of Étienne Jules de Marey, a French scientist and chronophotographer as well as Eadward J. Muybridge, an English photographer. This animated sculpture by renowned artist Remi Brun takes technology one step further, using only 18 light diodes to create the image of a galloping horse. The installation pushes visitors to think about how human perceptions can bring objects through life.

- **Miroir/Mirror**
Karleen Groupierre, Adrien Mazaud, Sophie Daste, Université Paris 8

Miroir draws inspiration from Lewis Carol's *Through the Looking Glass*, immersing visitors into a strange universe created by mirrors. Instead of the usual distorted images that visitors usually encounter at carnivals, these mirrors transform the face of anyone looking through them into an animal face. Visitors can then interact with its double anthropomorphic (the image with the animal face), leveraging on augmented reality to bring about a supernatural experience.

- **Lit Tree**
Elliot Woods and Mimi Son, Kimchi and Chips

The tree invites viewers with a choreographed cloud of light that responds to visitors' motion. As visitors approach, the tree can form gestures this way, and can in turn detect the gestures of its visitors. By applying a superficial layer of immediate interaction to the tree, people can better appreciate the long term invisible interaction that they share with it. This is a great example of how animation could be integrated into the natural landscape. Through this impressive projection mapping experiment, *Kimchi and Chips* presents an alternative to the media façade, allowing technology to integrate rather than cause a disturbance into the ambience.