

## Fact Sheet – Art Gallery

Chair : Yingqing Xu, Tsinghua University, China  
Co-Chair : Jing Zhou, Monmouth University, USA  
Conference : Wednesday 28 November – Saturday 1 December 2012  
Exhibition : Thursday 29 November – Saturday 1 December 2012

Naturally occurring phenomena occur in the world we live in. Science, technology and art converge to enrich artistic expressions of nature and provide novel elements for conveying the sophisticated philosophy of existence, growth, and evolution in our natural world. Themed *Echo* this year, the SIGGRAPH Asia 2012 Art Gallery invites artists from around the world to showcase their innovative and leading-edge digital contributions on the aesthetics and meaning of nature through a myriad of mediums and techniques.

### Fast Facts

The Art Gallery committee received 145 submissions for SIGGRAPH Asia 2012 and accepted 17 from around the world. The Echo Art Gallery at SIGGRAPH Asia 2012 showcases a full spectrum of diverse media – such as light, color, sound, material, text, performance etc. – which are synthesized by various digital means creatively.

### Quote from the SIGGRAPH Asia 2012 Art Gallery Chair, Yingqing Xu, Tsinghua University, China

“The Echo between multiple media, discipline and cultures, is never simply repetitive. Each bounce enriches it with wider and deeper meaning. As you will foresee from Art Gallery at SIGGRAPH Asia 2012, this cross-platform Echo is accelerating and will gradually merge into a resonance that pervasively exists in human future.”

“Selected from all over the world, artists and scientists with diverse backgrounds bring us an immersive exploration at the edge where the real and virtual world clash and fuse. I believe these cutting-edge experiments will provide very fresh perspectives for both individuals and industries, to re-think how to balance technology and humanities.”

### SIGGRAPH Asia 2012 Art Gallery highlights:

- **Coronado**, Kian-Peng Ong, UCLA

This Sound Sculpture art work is characterized by the use of simple and open source technology. At the heart of the installation is an ocean drum that plays itself via a microcontroller and three servo motors and this is the source of the sound that feeds the digital input into the computer.

- **Species Series**, Wonbin Yang

Using basic physics, electronics, and mechanics, various digital technologies were combined to create this robotic species. This project explores the different levels of technological complexities

reflecting the evolutionary histories of robotic species. Simple ideas and the principal technologies lead these creatures and relatively advanced technologies are gradually merged into their next generations as a result of struggles for existence and survival.

- ***The Gestus Project***, Hector Rodriguez, City University of Hong Kong

A custom software presentation generates a vector analysis of videos in a data set, and then uses this analysis to search for sequences containing similar movements. It then renders similar sequences side-by-side as a split-screen display, enabling users to compare the movements that occur in them. The software thus brings together scenes from different locations in the story, finding echoes between very diverse moments in the film.

- ***World Eco-tope***, Ayumi Kato, Masahiko Watanabe, Yusuke Fukazawa, Tomomasa Sato, and Taketoshi Mori, The University of Tokyo

An intuitive tele-presence art-work that enables the audience to feel distant country's real time weather personally. There is no need to utilize expressions of letters, weather symbols, or the voice of a weather forecaster. Instead, World Eco-tope simulates the weather using real earth, plants, lighting and water circulation system in the biotope.

- ***The River***, Rui Yi Mui, Adam Aw, Zac Ong, Mithru Vigneshwara, Jacky Boen, Benjamin Low, and Andreas Schlegel, Lasalle College of the Arts

Incorporating sound samples recorded along the Singapore River, these are interpreted and visualized into the form of light by a custom made program. With the use of light representing life along the river, this artwork also provides a new perspective of form and space. Digital and synthetic elements of light and acrylic echo the organic elements of sounds and human activities within the environment of the river.

- ***The Water Project***, Miao Niu, Rhode Island School of Design

This intriguing video installation begins with a physical drip of water, which triggers a glitch in a digital image file of the sea. Digital representations and spectacular images from screens are highly suspect and unreliable to some degree. However, people are growing ever more attached to screens, and they experience intimacy in a virtual world rather than the real world. The Water Project explores the fragile connection between these two worlds.