Digital Art in Place, Place of Digital Art

COMS 1002 - Module 3, Pt 2

Today

1) Examining digital physical art and Place

2) Example Code for Project 3

3) More resources for Creative Coding at Barnard/Columbia

4) Time for questions

Issues of Place

The process by which art can spring from and return to a place, whether geographically or abstractly located.

site-specific art
in the community
in the academy
in the marketplace
in nature
in performance
on body

site-specific
Gameletron

A Gamelatron is a sound producing kinetic sculpture presented as site-specific installations, and stand alone art works by Aaron Taylor Kuffner. Gamelatrons are made from bronze and iron instruments derivative of Indonesia's thousand-year-old sonic tradition Gamelan, retrofitted with mechanical mallets on sculptural mounts. The pieces are connected to a physical computing system that transcribes digital compositions into an array of electrical pulsations that results in a ghostly musical automaton.

in the community

Mooninite Scare

Simple digital art

The place and context is what defined its role

in the academy

Ivy

On one side, Ivy is a representation of an archaic method of electronic music programming for analog synthesizers. On the other side - gigantic scale and obsessive multiplication of simple primitive elements turns this project into an art installation, that is referring to the topic of graphic and physical organization of parameters in electronic music.
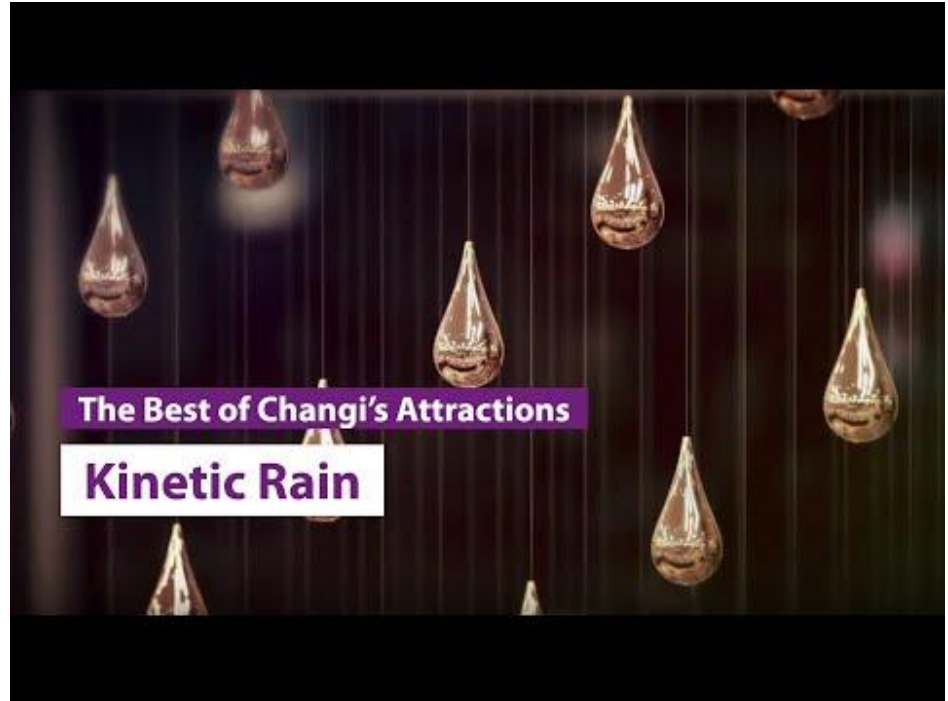
https://vimeo.com/239365055

in the marketplace

Kinetic Rain

Kinetic Rain is an artwork designed for Terminal 1 at Singapore's Changi Airport. The kinetic sculpture adds a contemplative element to the lively transit space of the departure hall.

in nature

ListenTree

A passer-by encounters another in an embrace with a tree, and then another, and another. Puzzled, she stops, and approaches. As she comes closer, she might feel the slightest tremor under her feet. But not until she joins in the embrace does she hear the voices inside the trees.

https://slowimmediate.com/listentree

in performance

Sleep No More

Tod Machover, Punchdrunk, Akito Van Troyer, Ben Bloomberg, Gershon Dublon, Jason Haas, Elena Jessop, Brian Mayton, Eyal Shahar, Jie Qi, Nicholas Joliat, and Peter Torpey

on body
Project Jaquard

"With Jacquard technology woven in, the smart jacket is interactive and lets you connect to your music, navigation and friends — all without having to stop and reach for your phone."

Example Project

Serial Communication: using JSON

Basics physics engines

Collision detection

Further resources

https://cmc.music.columbia.edu/cmc_courses/regularly-offered

https://make.columbia.edu/

https://design.barnard.edu/

https://mediacenter.barnard.edu/

https://hackaday.com/