Prachi Sadhwani

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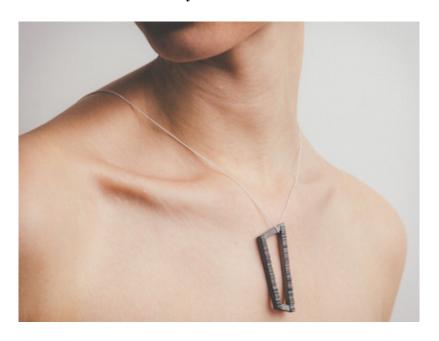
DATT 3700 - Collaborative Project Development

Dan Tapper and Sihwa Park

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Annotated Bibliography

Physicalization



Heinicker, Paul. Good Night Sms. 2015.

good night sms is a 3D-printed rectangular, steel necklace that is meant to be a physical representation of the "good night" text messages exchanged between the artist, Paul Heinicker, and his partner over the course of their 2-year long-distance relationship. To create the necklace, Heinicker used meticulous data mining to obtain every "good night" message he sent over two years. The length of each message was calculated and then represented through an applied line graph which served as the basis for the ridges on the vertical sides. Similarly, the flat, horizontal pieces illustrate the time the two of them spent together symbolising the lack of messages during that time. The resulting rectangular pendant was 3D

printed in high-grade steel after several iterations to clearly and aesthetically physicalize the data.

The piece emphasizes that communication is essential to any relationship. For the artist and his girlfriend, habitual nightly texts resembled diary entries, allowing them to reflect on their day and express their feelings to each other simultaneously. Sending these text messages enabled them to simulate each other's presence despite not being close physically. The necklace is a symbol of their commitment and connection in spite of the distance that separated them.



3D Environments

Quévillon, François. Dérive. 2011.

Dérive is a 3D interactive, audio-visual, art installation that portrays the changes to natural and urban locations according to live environmental data. Using photogrammetry and geomatic data, natural and urban locations are recreated as point cloud models, whose movements resemble a dynamic particle model. The visuals of these clouds are influenced by the meteorological and astronomic data collected from the Internet as a way to simulate them.

For instance, the colour of the points illustrates the temperature while the brightness of the lines during the nighttime depicts the lunar phase. Furthermore, the virtual camera moves as the viewer moves, adding another layer of interaction. Additionally, data from remote environmental sensors combined with atmospheric pressure are 'sonified', creating an immersive environment.

The French word 'dérive' translates to 'drift' in English, which usually happens due to wind — a hint that the piece is related to nature. Created with LiDAR and 3D scanning tools, François Quévillon uses this art piece to communicate the evolution of various geographic locations due to environmental effects. The artist intertwines physical and digital spaces in order to question the audience's perception of mixed reality while encouraging them to notice the changes in nature and their characterization of the world around them.

Listen to Wikipedia outh Dakoia State Buckrabbits football team Amaid Buffum Starrow Star

Data Visualization/Sonification

Hatnote. Listen to Wikipedia. 2014.

Listen to Wikipedia is an open-source data art piece that illustrates various types of edits happening in real time on Wikipedia. Upon enabling sound in the browser or app, the audience hears a collection of tones that signify the type of activity occurring on Wikipedia. Specifically, bells represent the addition of information while string plucks represent the deletion. Furthermore, a string melody plays when a new user joins Wikipedia, and the audience is prompted to welcome them with a simple click.

Beyond the sonification of this data, Hatnote (a duo comprised of Stephen LaPorte and Mahmoud Hashemi) visually represents each edit as a circle. The size illustrates the magnitude and the colour indicates the type of user making the edit – purple depicting automated bots, green depicting unregistered users, and grey depicting registered users. The audience also has a choice to toggle the visibility of the graphics or even choose to display data from the different languages that Wikipedia supports.

Hatnote coded this piece using their Wikimon API with Javascript libraries D3 and HowlerJS, in addition to audio processing software SoX. The creators highlight the vast number of crucial contributions made to Wikipedia, emphasizing the idea that every edit plays a part in the symphony of information.

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Dérive: ISEA2012 Interview with François Quévillon. 9 Dec. 2012,

https://temporaryartreview.com/derive-isea2012-interview-with-francois-quevillon/.

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Heinicker, Paul. Good Night Sms. 2015, https://paulheinicker.com/goodnightsms/.

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