Golan Levin

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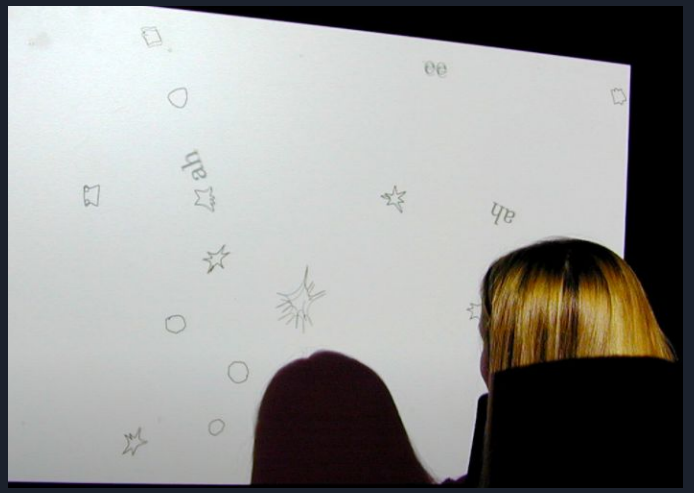
Background

- Bachelor's Degree in Art and Design and Master's degree in Media Arts and Sciences at MIT
- Is currently a Professor of Electronic Time Based Art at the Carnegie Mellon University
- Teaches computation arts and researches interactions between machine code and visual culture
- A lot of his art is interactive

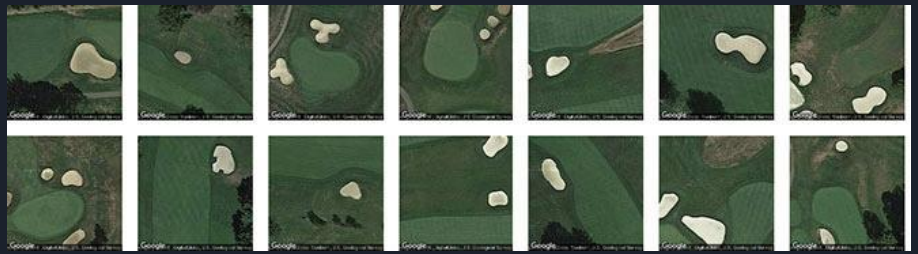
Re: Mark

- This project is based on Phonaesthesia, which is when certain sounds are associated with certain meanings
- In this case humans associate certain sounds with sharp shapes and round shapes with other sounds
- The program will take the sound you make and convert it into shapes that float upward



Terrapattern

- If you choose an image in the satellite map, the program searches through satellite images to find a similar pattern
- Uses deep learning methods to find similar structures around the world
- Built for the future where there will be daily updated satellite images
- For Example the program could find all these golf courses from just one picture



Double-Taker (Snout)

- This project is made up of a gigantic arm that follows you with its eyes
- The way it is built, using some body language, and the placement of the eye makes it look forever curious
- It uses a computer vision system to track the people who are moving the most
- https://www.youtube.com/watch?v=1G0MzlfMPuM (13:39)