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MTEC 2280 – Ins and Outs

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Bitforms Gallery Report

On February 20, I visited Bitforms Gallery in which they had Daniel Rozin's work called "Sol". Despite the gallery being small I was impressed on how he used technology to create unique pieces or art and experiences. As soon as you enter the gallery you quickly notice a television that displays a beautiful sunset. However as soon as you stand in front of the television, you are suddenly reflected into the television and you become the sunset. Your reflection slowly starts to change colors from orange to white, similar to a sunset. This is all thanks to the Kinect camera as it maps your skeleton into the television. Furthermore it returns back to a normal sunset as soon as the Kinect isn't able to "see" you. I would like to know what would have happened if the Kinect sees multiple people, will it reflect everyone's reflection into the television? One thing to note is the use of Kinect to get a response which is also the case with the next artwork. At first you see a drape closed and as soon as you walk in front of it, it starts to close and open depending where the person stands/walks. Moving towards the right of the drape makes the drape's right side open. I was curious to see what would happen with multiple people but I was the only person in the gallery when it opened. Also the Kinect was hidden inside of the drape and there were electronics that made the drape close and open. Finally the last piece of artwork resembles dried mud with the sun hovering above it. What makes this artwork unique is the way it responds to you. When you take a step around its border, the dried mud moves in a wave pattern. After it finished doing the wave it has a delay and reacts to the next step and does

the wave again. I'm not entirely sure but the black border had lenses which could have been Kinects sensing you which would start the wave from that location. I enjoyed this artwork the most because it gave me an idea for future assignments. A combination of for loops and if statements can imitate the cracked mud artwork. An idea for a sketch on processing that I have is having a square that moves around the window away from your mouse cursor. The more you "chase" it, the more the square will start to change its color to red to make it seem that it's getting angry. If you stop chasing the square it will slowly turn to blue to simulate a calm state. At some point the square will explode which will cause a wave of squares across the window. Finally the sketch will reset and the square will reappear. In order for me to this in processing, I would use a for loop for the wave of squares, several if statements, and mouseX/mouseY. Overall I enjoyed the gallery and thanks to the class I was able to see in a way how it works and the unique pieces of artwork combined with technology.

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