# Rayneil Hall

# Prof. Dols

2/23/19

**Bit Forms Gallery**

I recently attended the Bitforms gallery , a small unique gallery that is intended to display exhibitions that portray our new age of media and animation. The artist work that was displayed in the duration I attended was Daniel Rozin. I found out that he had several exhibitions that focused on motion sensors displaying special effects. There were three displays that I saw in the gallery. The first one, as soon as I entered was the ‘Sunset Mirror’. It basically was a motion sensor that displayed a precise mirrored action of you from all the way up close from the monitor screen and about six feet max away. I can tell it was time lapsed, like when we use the software processing to display a time lapsed effect. It was the best display to me to be honest. I like the idea, of the visual effect( saturation of the screen when you moved around. I noticed that a xbox 360 was mounted right next to the monitor. Maybe this was what help the sensor.The next display was the ‘Moving ‘Curtains’. This was also produced by motored sensors, probably with a time sensor. But this was a little different from the first display. In the sense that the curtain was automatically moving no matter what. This reminds of being in a “loop” in processing, which the imagery is continuously in motion. The third display was the “Ceramic Dry Mud’. This display was pretty obvious it was triggered by motion sensors, ,motors. When you walk up to it, all the tiles would tilt and rotate. But once you stay in your position it remained the same. It reminded me of the the mouseclick, mouseWheel options in processing. In the long run, all three displays were similar produced but with different intentions to capture the audience. I defineitely saw how these displays would relate to the actual processing step. I would definitely go back to see more exhibits.