Tamaki Fujino

Andrew Blanton

ART175 Sec 02

January 29, 2020

<div align="center">Experimental Abstract Film</div>

Before I read the essay, I imagined how the content was going to be and guessed I might not know about the content at all. Because I touched a technology and software I had never imagined of me using them on the first day of class. Therefore, I thought the examples of works that are a mixture of sound and visual in the reading would be also something I never heard of or something cutting edge. Considering what I am going to make this class, however, the reading completely changed how I can approach sound visualizing.

For example, I learned Wassily Kandinsky when I was in junior high school. At that time, his works were too abstract compared to other traditional real figure paintings, so I really did not appreciate it. Being honest, I thought he was a person with a crazy perspective. But now I realize that visualizing the sounds and emotions he got from sounds was a great innovation. Throughout the reading, I found different types of sound visualization.

Like Wassily Kandinsky, one of the types would be visualizing the sounds and sensations in an abstract way. I can think of the works of Ryoji Ikeda. I love his work. He is one of the biggest inspirations of me being abstract. He mostly interacts with data signals, but I liked this performance called "Data. Matrix" (https://youtu.be/k3J4d4RbeWc).

Similarly, there is also a way to show sounds like a signal and convert it into color or light signals. I just learned "pulse room" by Rafael Lozano-Hemmer (https://youtu.be/sbiqDufLCDY). This work technically might not sound visualization, but I love the idea of visualizing the beat of pulse and put it all together in a room. I could imagine various extensions of this installation. I would add color depends on the classification of a number of pulse or the area of people participate in this installation if people can participate online.

As I said in the first class, the start point where I found my interest in digital media art is the work created by a Japanese company, Team Lab. Right now the company got popular and only some work got featured. But, I love this piece created in 2013, called "Peace can be realized even without order" (https://youtu.be/-ZVDbyKVy1U). The main concept comes from the traditional dancing of a certain religion of Japan. Each character has a musical instrument and starts playing when viewer get closer.

I really appreciate this work because I don't like going to concerts. I have been to a concert by One Direction and felt like I was not happy at all even they were my favorite artists and paid over $200. I figured out because the music or the performance is going only one-way: only the artists to the viewers. That is one of the reasons to be a digital media artist and the point I want to change.