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Bitforms Gallery

The Bitforms Gallery consists of 3 pieces of art, created by Daniel Rozin. When entering the Bitforms Gallery the first piece you encounter is the Sunset Mirror. The Sun Mirror is a screen that displays a time lapsed of a sunset that allows the individual who is interacting with the art create a manipulation of a sunset. The timing of the sunset is being controlled by the distance of how far or close to the screen the individual is.

The second piece of artwork was the Fabric Mirror. The Fabric Mirror is a piece of artwork that contains a drape of shimmering textiles that is covering a mechanical frame. It is displayed in a setting of low light that helps the fabric portray the effect of liquid gold. Not only that but also the reflection of a sunset. This is done from the 400 motors that senses and sends pixilated information to a 3D that helps manipulate the fabric and interact with the individual in front of it.

The last and final piece of artwork in the Bitforms Gallery created by Daniel Rozin is called Cracked Mud. Displays a dried riverbed with a large scale floor installation that is being illuminated by a ball of light hanging low from the ceiling. When being interacted with, the motion sensors changes the riverbed moves into ripples across the floor.

Questions I have after going to the gallery:

- Why were there only 3 pieces of artwork ?

- Why was the low lighting necessary for all the artwork ?
- Does the artwork interact with more than one individual at a time ?
- Why wasn't there either a employee or a description near the artwork so I could've known what it was suppose to be ?
- Why was only one piece digital ? Unless all the artwork is considered digital?
- The first piece of art in the gallery Sunset Mirror, is it considered a sunset because of the sunset gradient or was it an actual time lapse filmed on a camera and then manipulated in a programming software ?

Considering the Bitforms Gallery only contained 3 pieces of artwork, I believed there wasn't much to influence me and / or inspire me to create any future work. But I would want to know more about the process on how they built and installed each pieces of art. Also what it took to create it via the software that was used. I would especially like to know the process of creating and programming the Fabric Mirror and the use of the 3D camera.

