Art Show Review

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I went to see some art shows were mentioned in class, featuring code-driven art and design. After the visit, I define them as three kinds of interaction: interactive behavior, interactive space and visual interactive, correspond to different exhibition.

First one is ‘Take me (I’m Yours)”, the interactive behavior exhibition at Jewish Museum, made by 42 international and inter-generational artists. I can clearly understand the theme of this work when I was at the door. There are a lot of plastic bags for visitor in order to take home something they see and want except booths. I really took a lot of things because everything for me is novel and attractive. Encourage visitors to participate, touch, and take home work is completely different from other interactive work. In my point of view, direct interaction is more original and nature. At the mean time, compare to the traditional ways, “Take me” can let people remember more details for an even longer time, when they have some souvenirs about the artist's works.

Secondly, Cooper Hewitt has exhibition about interactive space are named “The Immersion Room” and “Process Lab”. Both of these two works give me a lot of feelings. In the immersion room, we can use the pen to make some wallpaper or draw something we want and then see them on the electronic walls immediately. I think I can play it all day in the case of them allow me because it makes me feel immersive when I am standing in the room and surround by my work. It gives the user a chance to play as a designer also inspire they have unlimited imagination. Sometimes someone is not an artist but can create some unpredictable amazing works. Just like the process lab want to convey. Lab is a brainstorm room with a new way to help all the people who sitting at the room enjoy thinking about our life and makes them create and design. As an industrial designer, this is a very effective and creative way to let me think about it. I get a lot of inspiration.

The last one is a visual interactive project from Casey Reas. Bitforms shows six pieces of Casey project by using processing to design. I can see how complicated his work it is and how much code he used. He creates different conventional imagination space. The pattern of the work looks like the human genes, has always in the motion and variation, will nevertheless repeat. Processing is really complicated but also it is very interesting, there are infinite possibilities. I am wondering maybe in the future I can operate the code skillfully.