

(KIM HYE LEE)



(HYE LEE KIM)

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Portfolio for
Media City UK

(KIM HYE LEE)

Experience of directing and planning
Exhibitions & Performances



(1)

(Art & Technology Conference 2015)

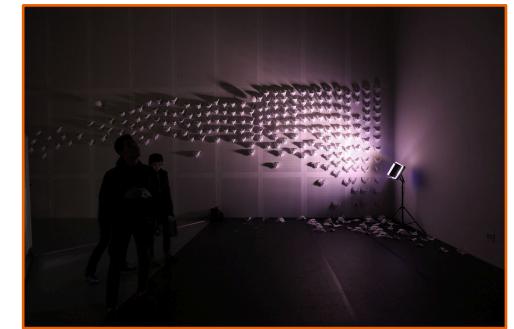


1-1

(Creative Director)

<http://atcofficial.kr/>

- Directed and Curated the annual exhibition of New Media Art held by Art&Technology, Sogang University
- Prepared the whole exhibition, seminar, workshop, and performances by students.



Genres inclusive of the following

Media Art
Sound Art
Generative Art
Interactive Design
Painting & Illustration
Media Performance
Sculpture
Short Films
Virtual Reality
Games

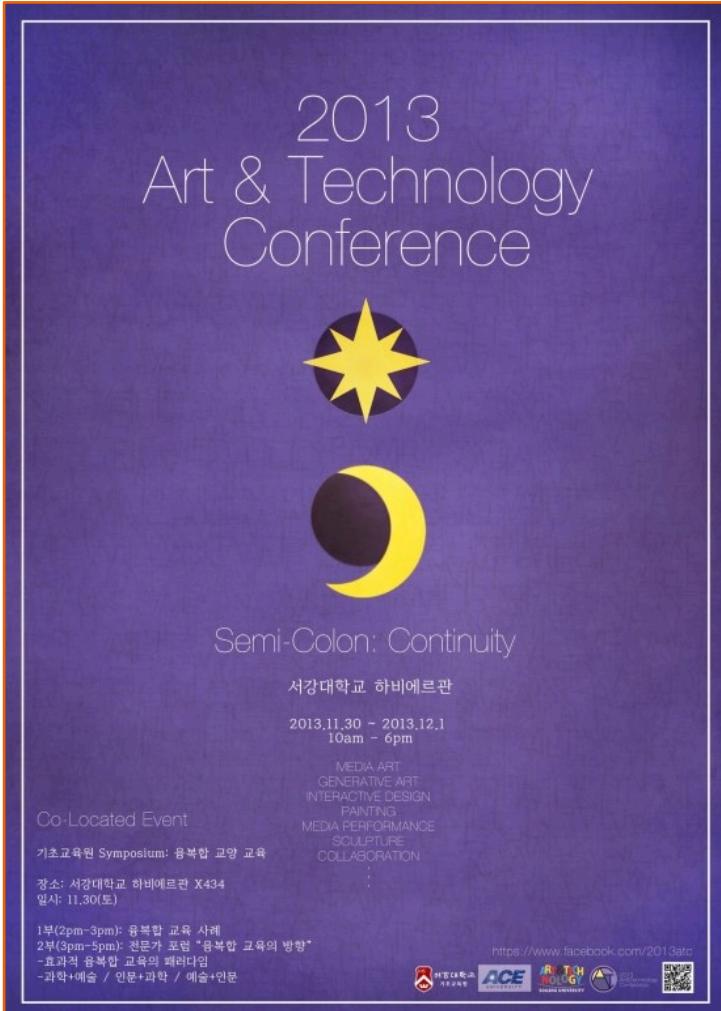


(Art & Technology Conference 2013)

1-2

(Administration Staff)

- Participated as administration staff managind the budget and expenditure

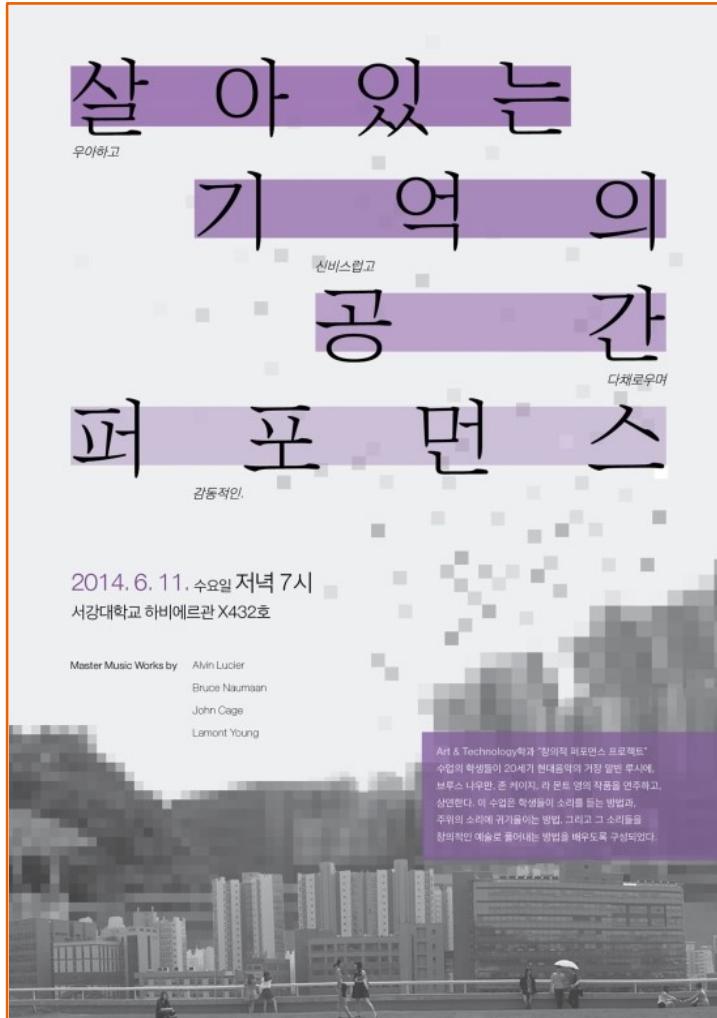


(Creative Performance & Visual Composition)

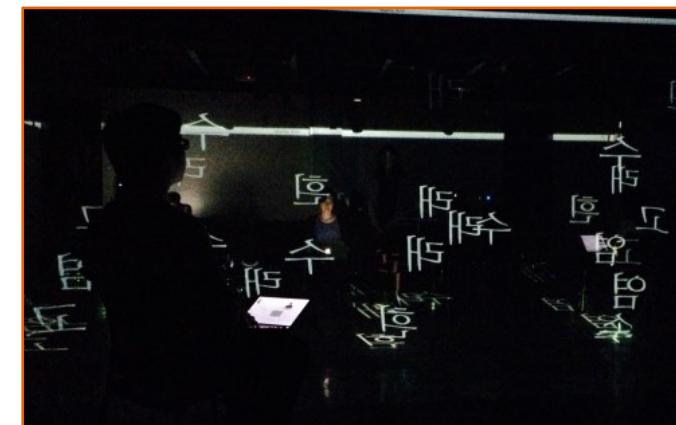
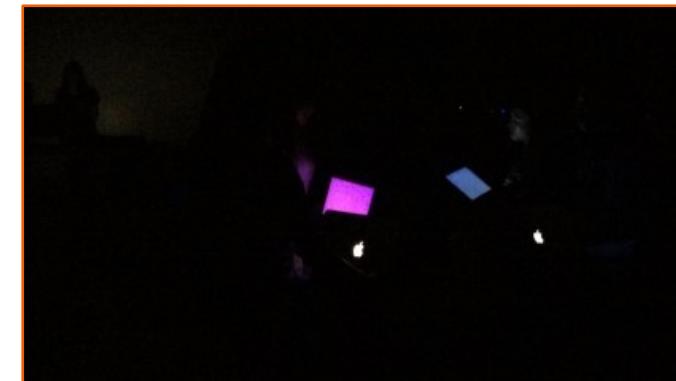
1-3

(Performance Manager)

- Participated as an overall performance manager.
- Performed and Reinterpreted (with Max/msp/jitter) 20th Centuy Contemporary music by Alvin Lucier, Bruce Naumaan, Johan Cage, Lamont.



- Show cosisted of following
- 1. D.E.A.D (by Bruce Naumaan)
- 2. Variation (by Lamont Young)
- 3. Prayer for Whale (by John Cage)
- 4. Memory Space (by Alvin Lucier)

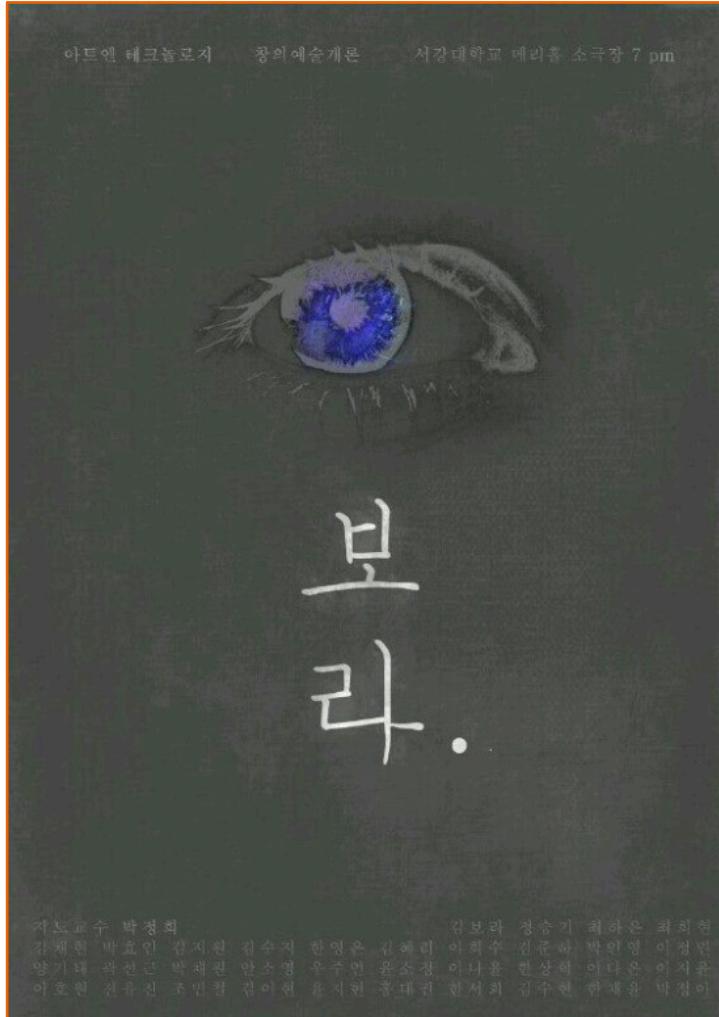


(Introduction to Creative Arts: Experimental Performance “Freud – Trauma”)

1-4

(Assistant Director) & Performer

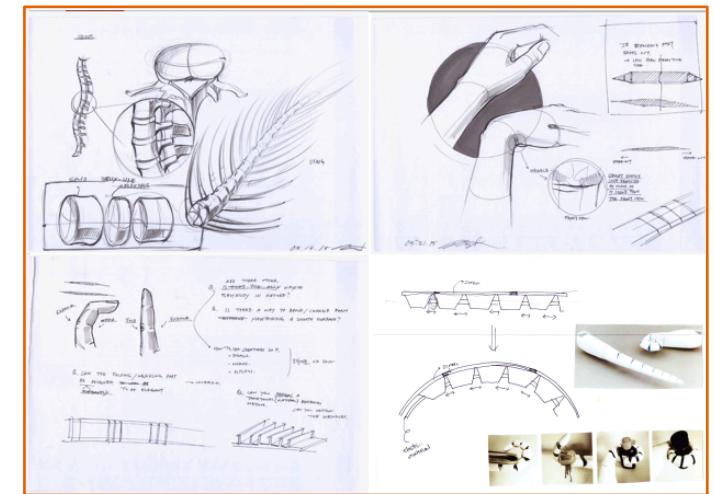
- Participated as Assistant Director of the performance
- Performance was based on the reinterpretation of the Korean Novel “the Door of the Morning” (written by Park Min Kyu) in the context of psycho-analysis.



- Experience in different projects
- : Industrial–educational cooperation
 - : Mobile application & IoT production
- ==

2-1
(3D Modeler,
Designer,
Research Assistant

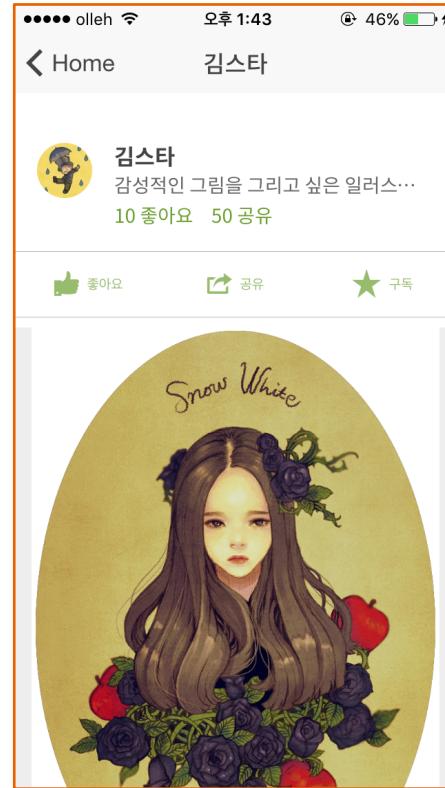
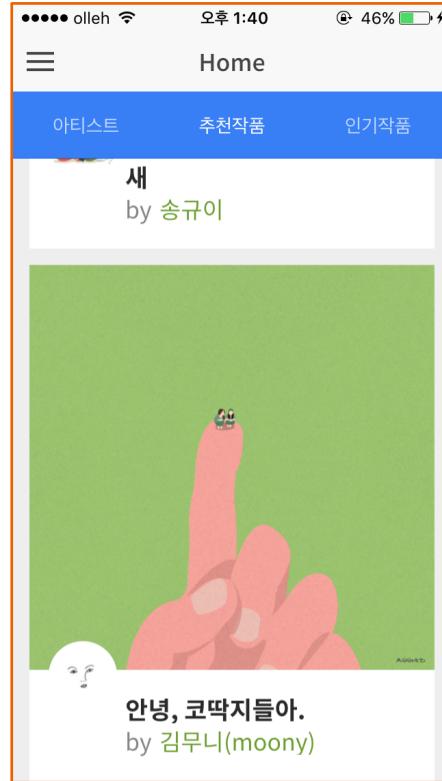
- Participated as intern in Industrial-educational cooperation
- Researched New Concept Wearable Device as a designer, 3D modeler, and research assistant



HMD (Head Mounted Device) Design with portability
: 3d printing mockup production

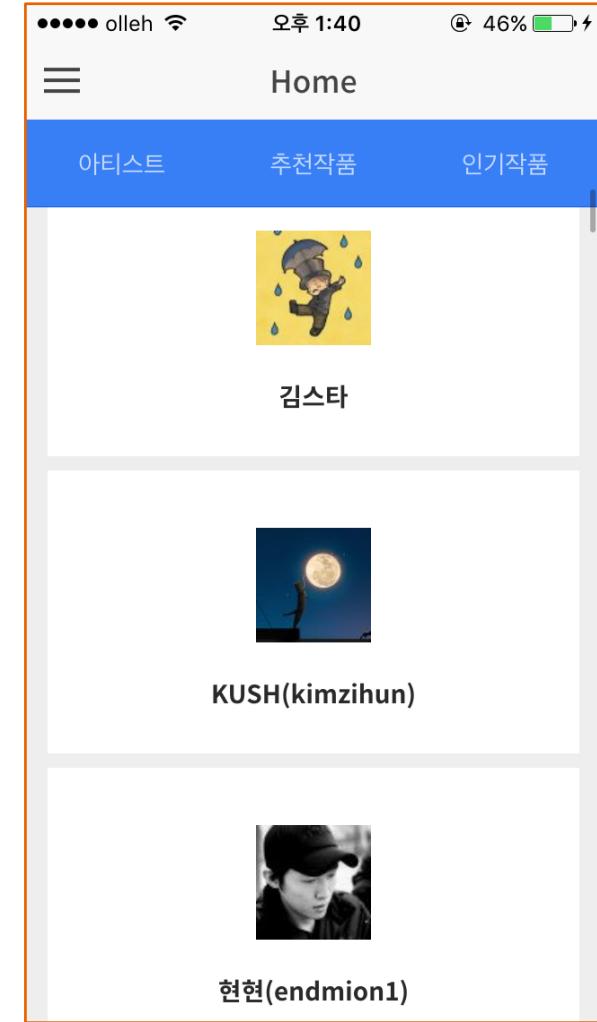
Wrist Device with convertibility
: Image prototype and design mockup

(Mobile Application)



2-2 (Planner, Developer)

Launched Mobile Application providing automatic wallpaper updates service based on user's selected illustration subscription

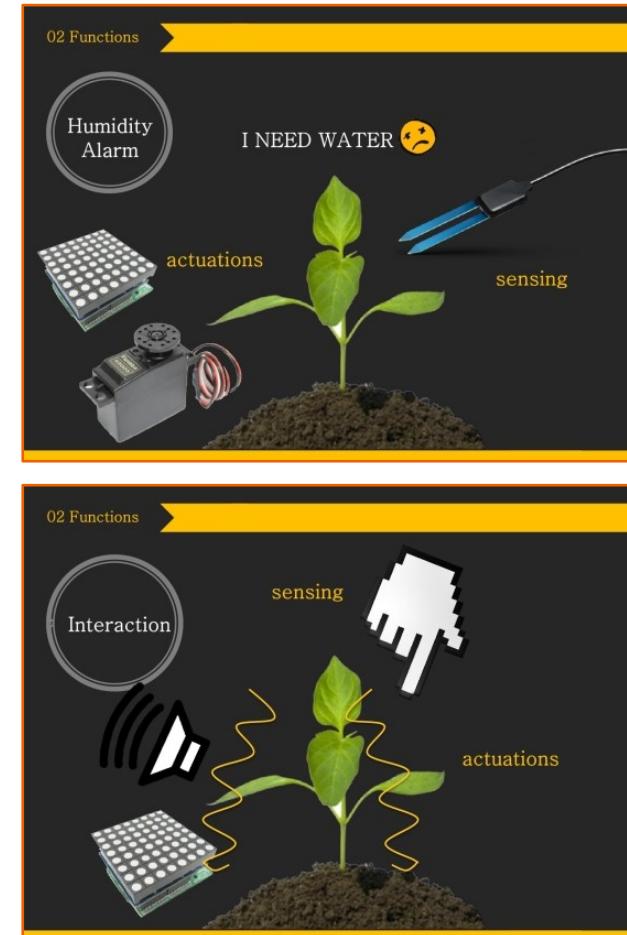


(Planner, Developer)

2-3

(IoT Product)

- Produced IoT product ("PetPlant") prototype using Arduino and pressure, light sensors.
- IoT pot with automatic humidity check ability and reactivity toward petting



(KIM HYE LEE)

(3)

Experience in Media Art



(Breath)

- Exhibited Interactive Media Art “Breath” at Art&Technology Conference 2013
- Won “Creativity Award” on Art&Technology Conference 2013
- Interaction based on Arduino and sensors controlling the brightness of the work reacting to the strength of the viewer’s breath



3-1 Interactive Media Art

<http://atcofficial.kr/>



“Breath”

Mixed media
(Arduino, sensors, LED lights, etc)

3-2
(3D Modelling)

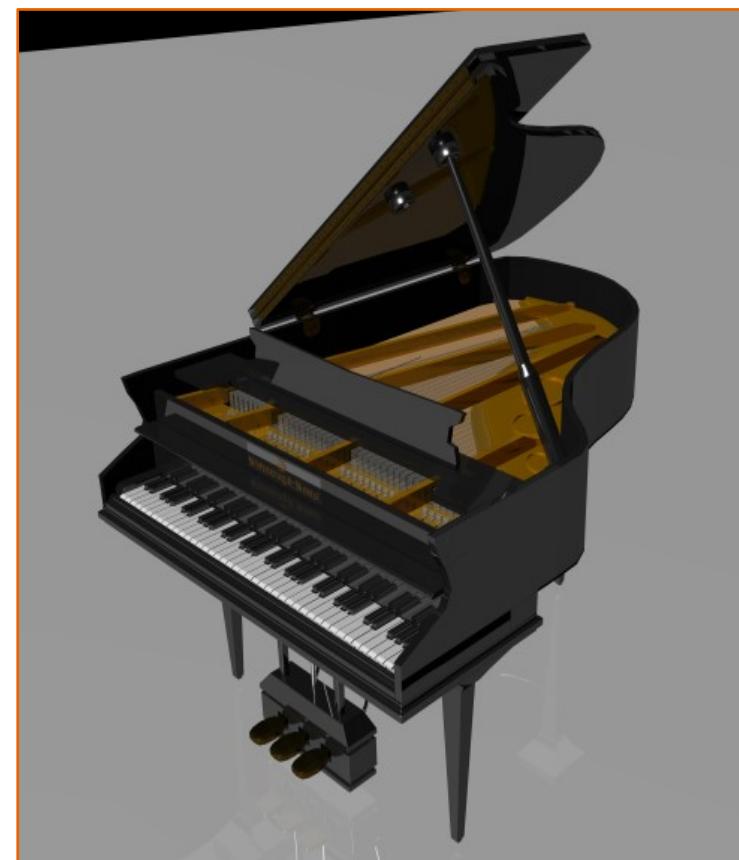
(Maya)



"Hell of Others"



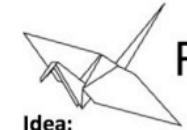
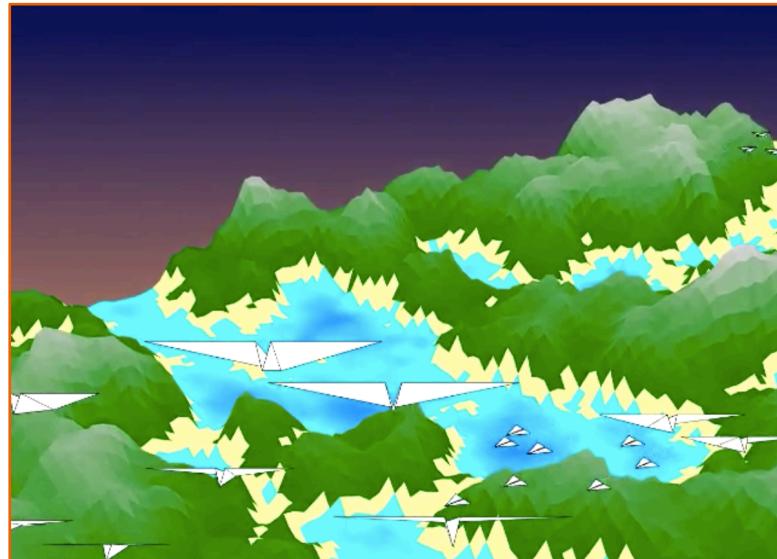
"Grand Piano"



(Processing)

3-3

(Processing Works)



Flight to Zenith

20131132
Kim Hye Lee

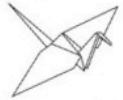
Idea:

I have thought about how passion in my mind comes into real life. There are three steps: (1) Squirming interests(they are abstract) growing in the mind, (2) Constant and realistic endeavor, (3) Realization in a real life. I have visualized these three steps with some interactions.



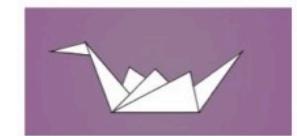
Implementation:

(1) Background: Using 'Dot Production', which measures the angle between two vectors, the brightness of each spot is calculated. By manipulating the values of brightness, mouseX, and mouseY, I have set the colors changing according to the mouse spot. By moving mouse, interactivity can be felt.



(2) Circles(Base level):

An array of circles are generated on random spot with random radius values. These circles slightly shivers as the mouse moves, which demonstrates that the speed of the mouse makes circles move. (By storing the previous values of mouse position, the speed of the mouse movement can be measured.) These random circles symbolize small interests blooming up in people's mind. They are not in a clear shape and color. Some become real passion and motivation, and some just become forgotten.



(3) Origami crane: Crane moves according to the mouse position. But as the movement stops, crane starts to ascend slowly with soft flapping. Ascension of the crane symbolizes the effort people have to make trivial interests into real passion.



(4) Spurt: As crane reaches certain point, colorful triangles starts to spurt from the back of the crane. This symbolized that steady effort can make our passion into tangible result. The colorful explosion comes out from the same spot, which are randomly calculated. Thus, the random area of the triangles change the color.

(Processing)

3-4

(Processing Works)

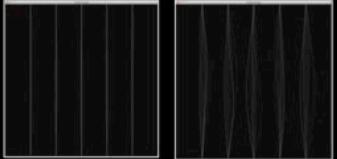
- Audio-visual sonification work : "Flamboyant Dance"
- Performed on Art&Technology Conference 2013

Flamboyant Dance

<Idea>
Rhythm is "any regularly recurring motion" marked by a succession of strong and weak elements. "Sound" was the most easy factor to describe 'rhythm'. I have chosen two methods to describe this. 1) Strings of instruments strumming as the volume gets bigger. 2) Patterns of colorful circles reacting to the volume. Lines move gently just as how strings vibrate gently as they are strummed. Different circle patterns with different size and density are shown on the shown corresponding to the volume of the sound. To give a bursting feeling, patterns turn into even more splendid flower spiral when the volume gets almost to the maximum level.

<Implementation>

1) Mic input
Volume of the sounds are collected through mic, and turned into a variable named "MaxBuffer" ranging mostly from 0 to 1.



Strings static and Strings vibrating

```
void drawString(float x, float height, float amp) {
    if (amp > 0.5) {
        stroke(p1, 255);
        strokeWeight(10);
        line(x, height, x, height + amp);
        stroke(p2, randomAmp, randomAmp, randomAmp, height/2, height/2, y, height);
    }
}
```

2) Patterns
I have made 'drawlines' function using '-Bezier'. The amplitude of the Bezier corresponds with the MaxBuffer (with a little adjustment of amplitude size).Rectangles with some transparency continuously are added to give some afterimages of the line movements.

3) Patterns:
Two patterns exists: one is a donut shape, the other is a flower. The scale of the both pattern corresponds to the volume input. In random positions, rotation density is also decided randomly. The difference between them is the existence of gradual scale diminishment. The flower patterns are shown only when the volume level exceeds the given level. To give more colors to the pattern, HSB Mode has been used with maximum 800 hues.



← Patterns with different density and size

