

ISEA2017
23rd INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART
XVI INTERNATIONAL IMAGE FESTIVAL
CREATIVE CALL

1. Title

Culture Calligraphy

2. Organizers and presenters' names and affiliations

Hannah Lee, student at University of California, Davis

3. URL of the demo website or video

https://hblee12.github.io/des157/project/topic_choice.html

4. Abstract (ready for diffusion). 200 words maximum.

Hand-lettering and calligraphy has recently become more popular in the digital world. Stemming from the sub-theme, "Media art, landscape and heritage", this platform will allow users to practice calligraphy from different languages. As the world grows older, each generation is pulling further away from their respective cultures. Soon ancient traditions, such as writing Chinese calligraphy, will be lost — leaving only a few with the knowledge and skill. This platform will allow users to learn how to write different languages and practice their calligraphy. Ranging from Chinese, Arabic, Korean, English, etc., users can learn how to write certain words and phrases as if they were writing with a real brush. The user will be able to connect and preserve his/her heritage and culture, while practicing hand-lettering and creating beautiful designs at the same time.

5. General description of the Project

This project will be a hand-lettering/calligraphy application that will also serve as a learning tool of writing out different languages. The user will be able to trace certain words, such as a Chinese character, and also create new graphics using the calligraphy.

6. From glenda: I'm not sure what they will be asking in this field, but I imagine they will want to see how you connect your content to the ISEA call, so that is what I would like you to write here.

The sub-theme, "Media art, landscape and heritage" calls for designers to create an application that will allow users to think about their heritage, and figure out ways to create peace among nations in the world.

7. Biographies of the Author(s).

Hannah Lee is a 4-year student studying design at the University of California, Davis. She is interested in combining her passion for solving problems and creating a more aesthetic physical and digital world for people to live in and experience.