



PROJECT MUSE®

---

## Final Wisdom I

John Fillwalk

Leonardo, Volume 43, Number 4, August 2010, pp. 394-395 (Article)

Published by The MIT Press



➔ For additional information about this article

<https://muse.jhu.edu/article/387622>

# John Fillwalk

---

## John Fillwalk

Electronic Art, Department of Art  
Ball State University  
Muncie, Indiana  
USA  
jfillwalk@bsu.edu

Collaborators: Hans Breder, Donald Kuspit,  
Neil Zehr, Carlos Cuellar Brown, Jesse Allison

idialab.org  
johnfillwalk.com  
upgrade.idiarts.org

## *Final Wisdom I*



*Final Wisdom I* is an interactive installation where participants shape their experience with a work of visual and sonic poetry by means of gesture, touch, and proximity. The work is engaged through an interactive software framework that provides an interface to the physical world through objects reacting to touch, sound, and pressure, presenting viewers with a shifting environment of media as they navigate and shape their experience with a work of spatialized poetry. *Final Wisdom I* is the work of artists Hans Breder and John Fillwalk, with poetry by Donald Kuspit, music by Carlos Cuellar Brown, and programmer Jesse Allison.

---

*Final Wisdom I*. © 2010 Fillwalk, Breder,  
Kuspit, Brown, and Allison.

---

As an intermedia artist, John Fillwalk actively investigates emerging technologies that inform his work in a variety of media, including video installation, virtual art, and interactive forms. His perspective is rooted in the traditions of painting, cinematography, and sculpture, with a particular interest in spatialized works that can immerse and engage a viewer within an experience. Fillwalk positions his work to act as both a threshold and mediator between tangible and implied space, creating a conduit for the transformative extension of experience, and to pursue the realization of forms, sounds and images that afford interaction at its most fundamental level. In working with technology, he values the synergy of collaboration and regularly works with other artists and scientists on projects that could not be realized otherwise. Electronic media extend the range of traditional processes by establishing a palette of time, motion, interactivity, and extensions of presence. The ephemeral qualities of electronic and intermedia works, by their very nature, are inherently transformative, and the significance of the tangible becomes fleeting, shifting emphasis away from the object and toward the experience.

John Fillwalk is Director of the Institute for Digital Intermedia Arts (IDIA Lab) at Ball State University, an interdisciplinary and collaborative hybrid studio. An intermedia artist and Associate Professor of Electronic Art, Fillwalk investigates media in video installation, hybrid reality and interactive forms. He received his MFA from the University of Iowa in Intermedia and Video Art, and has since received numerous grants, awards, commissions and fellowships.

Donald Kuspit is an art critic, author and professor of art history and philosophy at State University of New York at Stony Brook and lends his editorial expertise to several journals, including *Art Criticism*, *Artforum*, *New Art Examiner*, *Sculpture* and *Centennial Review*. Hans Breder was born in Herford, Germany, and trained as a painter in Hamburg, Germany. Attracted to the University of Iowa's School of Art and Art History in 1966, Breder established the Intermedia Program. Carlos Cuellar Brown, a.k.a. ccbrown, is a composer, instrumentalist and music producer. Formally trained as a classical pianist, Cuellar specialized in experimental music and intermedia with the late American maverick composer Kenneth Gaburo. Jesse Allison is the Virtual Worlds Research Specialist, IDIA, Assistant Professor of Music Technology, Ball State University. He is also President of Hardware Engineering with Electrotap, LLC, an innovative human-computer interface firm.



---

*Final Wisdom I.* © 2010 Fillwalk, Breder, Kuspit, Brown, and Allison.

---