

INTERACTIVE MEDIA RESEARCH JOURNAL, 2024 [WWW.WAYPOSTS]

[LUCY(RONG) HU #1350997 | GDES30009 CLASS 2]

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<https://lucyhu13.github.io/InteractiveMediaRJ/InteractiveRJ/index.html>



Sofia Aronov 2018

AWAKE

[ARTIST, ITALIAN CREATIVE DIRECTOR AND MULTIMEDIA ARTIST]

This work "Awake" was created in 2018 by Sofia Aronov. This is an Interactive Projection Mapping artwork with electric paint and it is a personal project. This is a very simple program, but very interesting. It is an exploration of the future development of illustration. Aronov makes the images move, reacting to their surroundings and the viewer. She created this work by combining the materiality of paint and the immateriality of light with the power of capacitive sensing. She wanted to encourage the audience to have more interaction with the painting, breaking the traditional relationship between people and paintings, and the audience is no longer through contemplation. Come and admire the painted objects. The back of Canvas is connected to Arduino Uno. By collecting data and then transmitting it to processing, each sensor has different animation.

<https://projection-mapping.org/awake-electric-ink-painting-projection-mapping/>

#Electric Ink Painting #Projection Mapping



Colourfield Lux 2017

COLOURFIELD LUX

[ARTIST, MELBOURNE, COMPUTER ART DESIGN]

Jon McCormack is a Melbourne artist who enjoys exploring the possibilities of computers and using them as an aid to increase creativity. Much of his work is about electronic nature, a kind of artificial life that can replace living things if they lose their essence in future developments. One example is his work Colourfield Lux, an interactive sculpture an artificial generative ecosystem of color from 2017. The work interacts with his perceived environment, forming Stigmergic relationships based on perceived colors. This miniature disc world reflects the relationship between organisms and their environment, regarding the self-regulation of organisms, self-supporting systems, and changes in the environment will ultimately affect their form. Used to represent a variety of characteristics of real ecosystems: symbiosis, interdependence, mimicry, and predator-prey relationships.

<http://jonmccormack.info/>

<https://artists.org/jon-mccormack>



Yuri Suzuki 2013

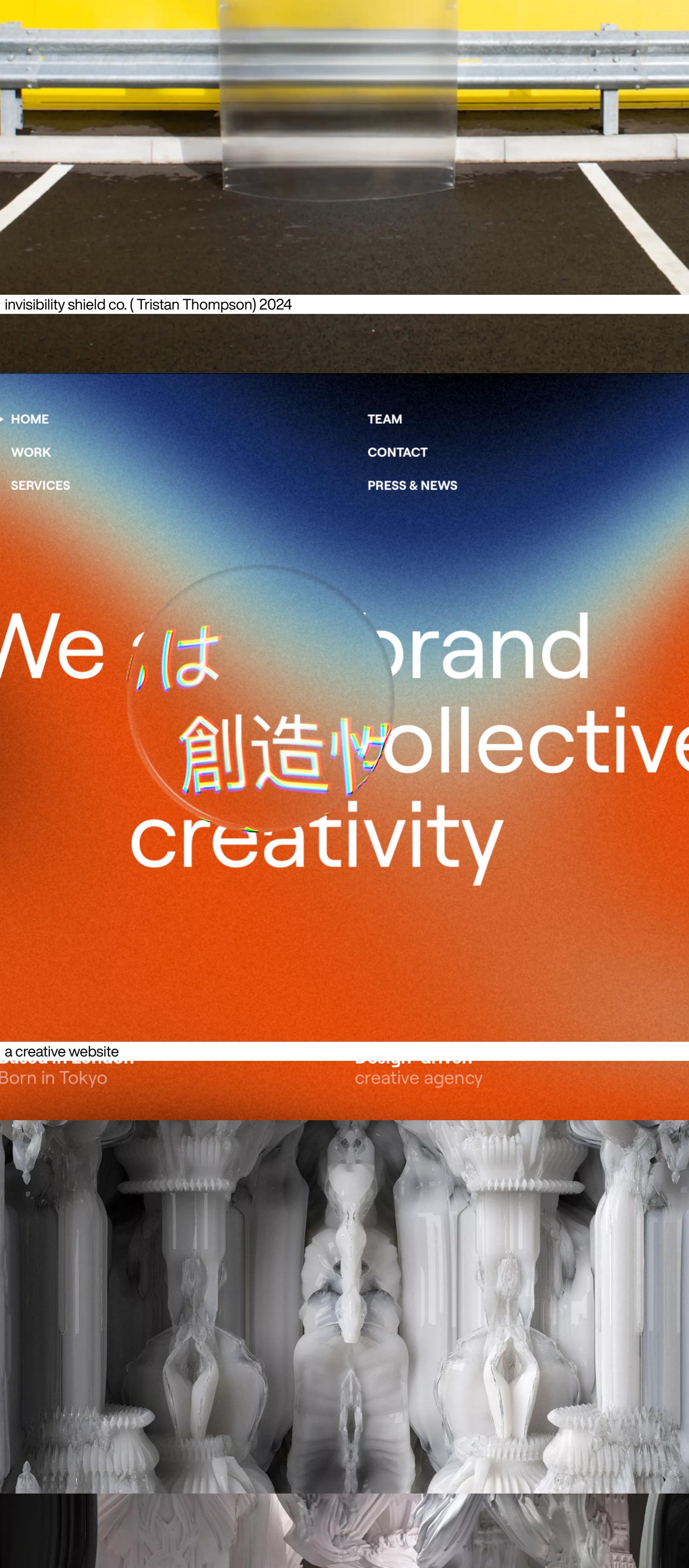
LOOKS LIKE MUSIC

[YURI SUZUKI, SOUND ARTIST, PHYSICAL COMPUTING]

This small robot was created by sound artist Yuri Suzuki. Born in Tokyo in 1980, he moved to London in 2005 to study product design at the Royal College of Art, where he developed his interests in music and design. Central to Suzuki's practice is collaboration. He has collaborated with many musicians, Google, and is a partner of Pentagram. His works have been collected by many international museums and have a certain influence internationally. Many of his works explore the realm of sound and examine the relationship between people and their environment. This little robot can scan the black lines drawn on the white paper and move accordingly. It will make a specific sound when it comes into contact with the colored lines. They have a white shape and look like some kind of musical symbols. Suzuki believes that through this installation, the audience can be invited to contribute to the public installation, and it can also enrich the collective creation of sound works. At the same time the device was her attempt to create new musical notation since she has dyslexic and cannot read musical scores, but at the same time she is passionate about music.

<http://earartists.org/yuri-suzuki/>

<https://www.yurisuzuki.com/projects/looks-like-music>



2023

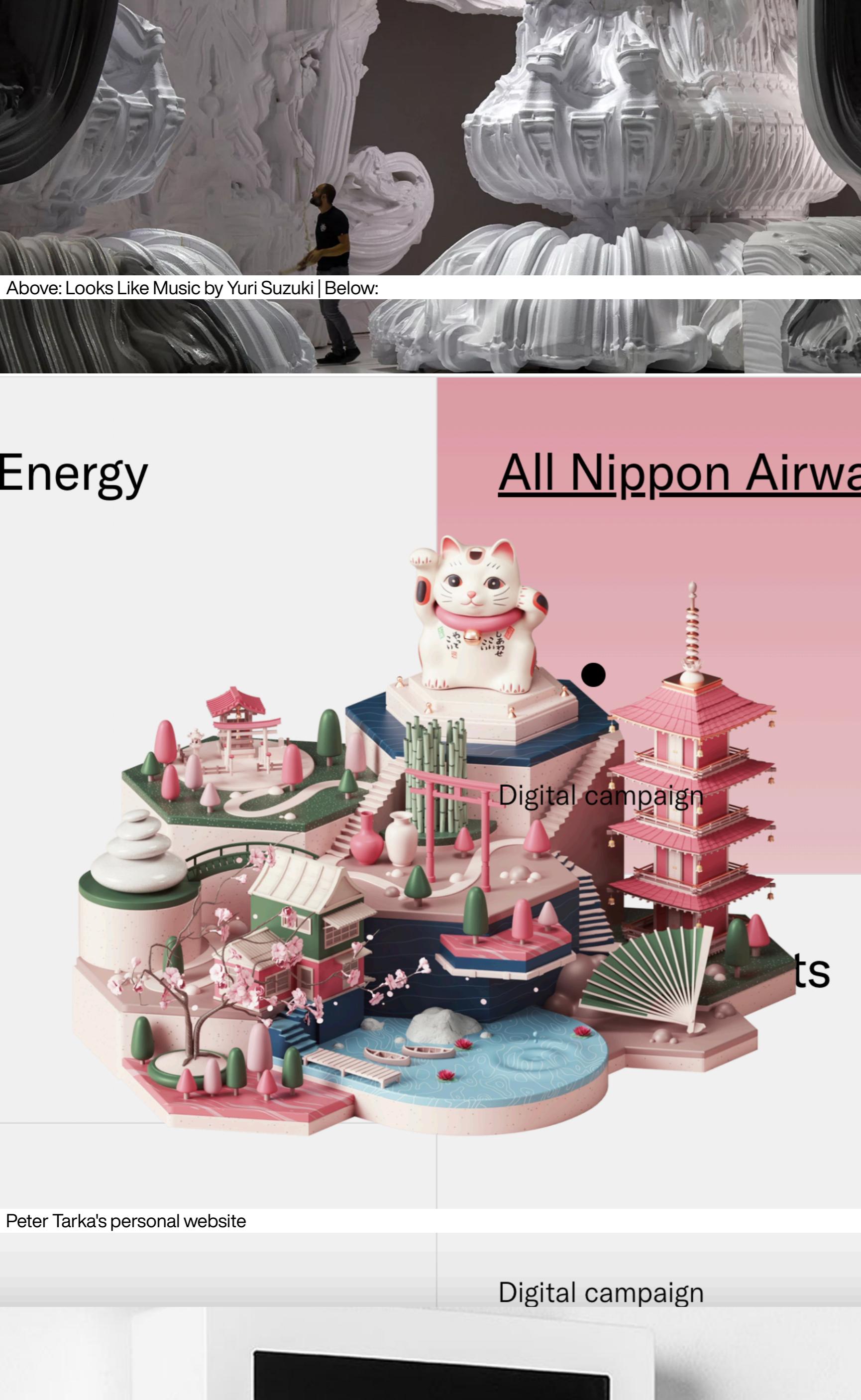
LIBERLIVE

[TECHNOLOGY GUITAR]

This is a new type of stringless technology guitar, in which the bulky traditional guitar is changed into a lightweight one. This change in form greatly breaks through the limitations of traditional musical instruments. It eliminates the pain of finger training and the boring repetitive practice of traditional musical instruments, allowing everyone to easily enjoy learning musical instruments. Users only need to follow the product's light prompts to play, and can easily complete the accompaniment playing and singing in 5 minutes.

<https://www.liberalive-music.com/#/index.html>

#stringless technology guitar



Invisibility shield co. (Tristan Thompson) 2024



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above: Looks Like Music by Yuri Suzuki | Below:

All Nippon Airways Digital campaign

Peter Tarka's personal website

Digital campaign

Rewind 2013



ZAUBERFLÖTE

[PROGRAMMER, ARCHITECT ARTIST]

Michael Hansmeyer is a programmer and architect artist. He likes to use computers to explore and generate different buildings. Most of his works use 3D printing to become reality. He believes that modern architecture needs to explore different possibilities, and he is determined to explore a new situation, an architectural style that surprises, excites or provokes. He wanted to break the logic of traditional CAD programs and develop a new model, using computer algorithms to create new tools. Zauberflöte is his work in 2018. It is a set for the opera "Die Zauberflöte". The pure white architectural background in this work shows a magical world. Artificial caves, birdcatcher's feathers, white lead with artificial fibers, or symmetrical architectural deeper the sense of drama. The Zauberflöte Grotto is a luxurious and exciting space, and when using computer algorithms, a lot of uncertainty was found, but Michael thought it was desirable and went through many experiments. All geometry is made by a generative subdivision algorithm, the algorithm's output is a high resolution geometry in the form of a mesh surface.

<https://earartists.org/generative-art-design>

#architecture #computer art

MONOPO LONDON

TOKYO-BASED CREATIVE AGENCY

Monopo, A Tokyo-based Creative Agency. This Website is one of the creations they sell, using simple colors and flow to form the style of the entire website. They want to integrate visual and auditory practices and explore different tools and designs to achieve multi-faceted, multi-sensorial experiences. Most of their work is based on textiles and flexible materials. This work uses electric paint to screen-print bare conductive materials directly onto the textile surface, and then uses the MIDI protocol to communicate with the required software through the Arduino microcontroller and produce sound, which even seems to be a new type of screen. It provides a hyper connected, interwoven user experience. Liquid MIDI integrates touch, kinesthetic and auditory senses, breaking the traditional visual-based interaction model.

<https://www.designboom.com/technology/tech-liquid-midi-07-20-2015/>

#experimental textile, interactive, flexible materials

#Liquid MIDI

#Liquid MIDI