



SABRINA RAAF & DAVID ROKEYB

MART340





SABRINA RAAF

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- Chicago
- MFA in Art and Technology
from Art Institute of Chicago
- Associate Professor in School
of Art and Design at
University of Illinois
- mechanized sculptural media
- responsive environments &
social spaces

WORK

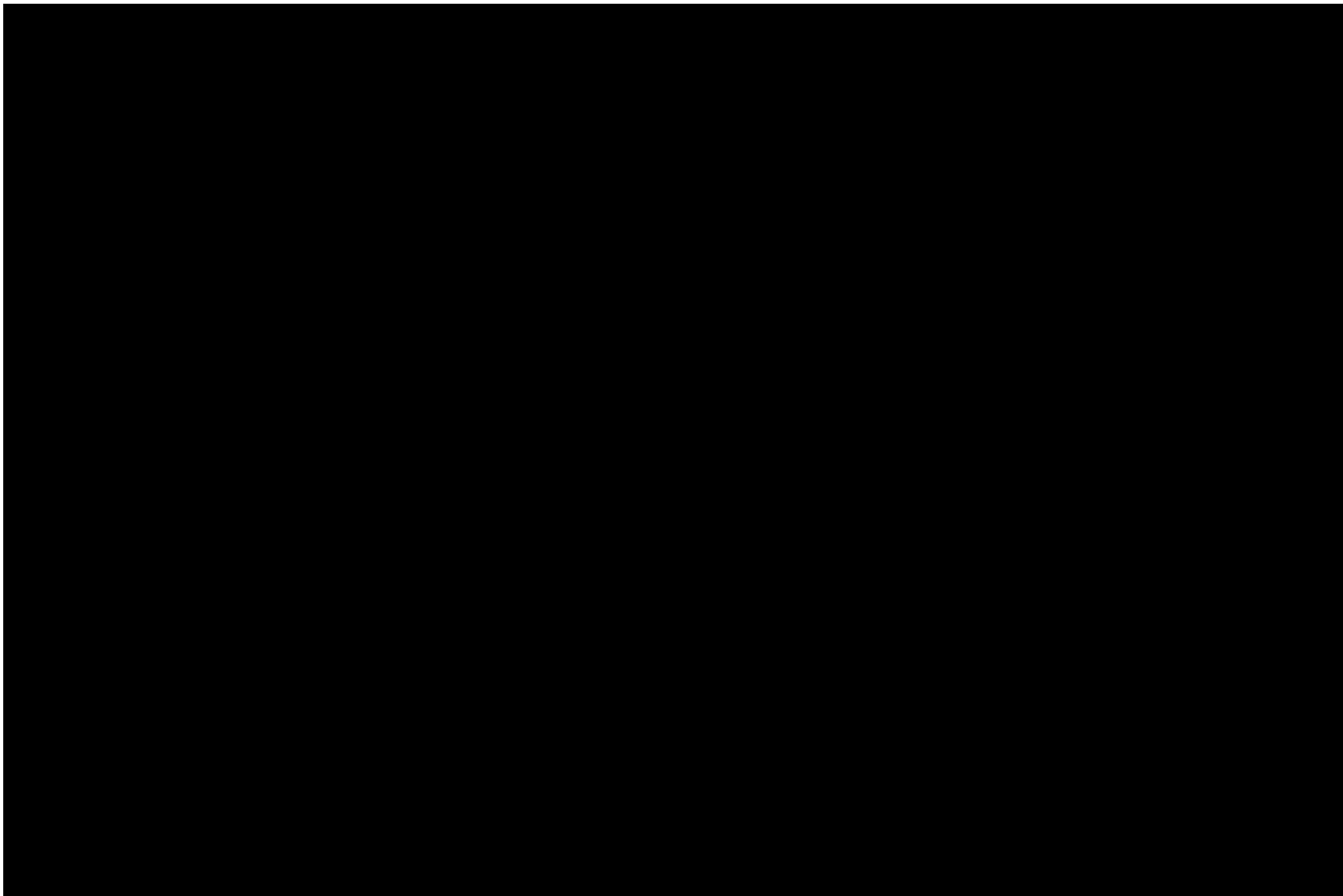
- many installation art pieces
- some video/image work
- generally large works made of aluminum, glass, rubber, custom electronic features

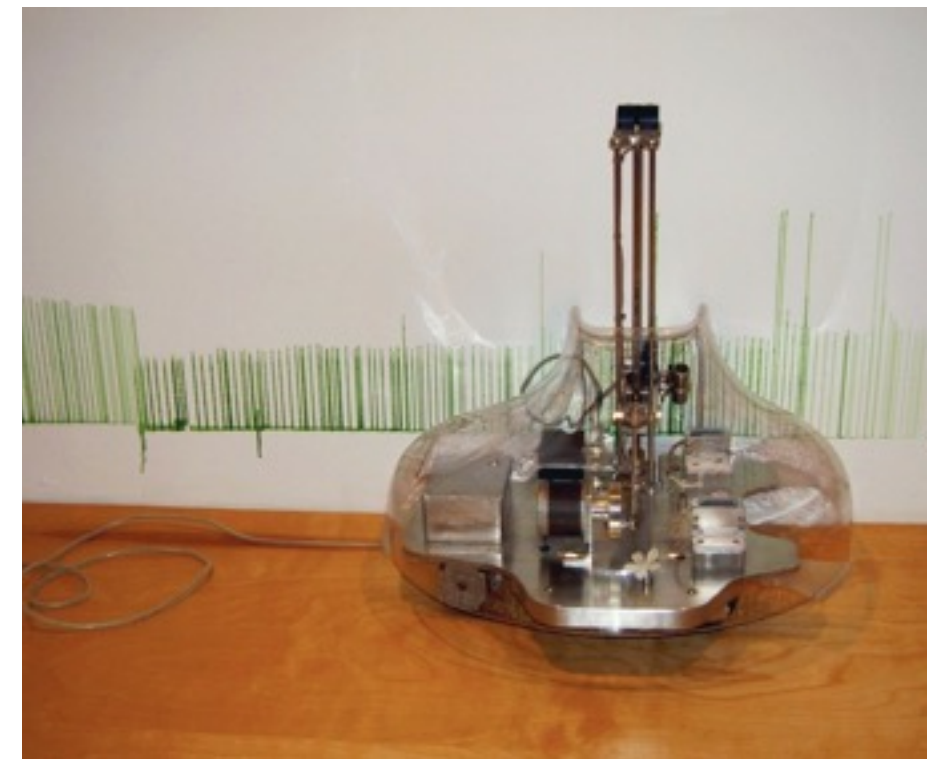


Dry Translator (2002)

DRY TRANSLATOR

- 2 audio vests for visitors to put on
- interactive wall with pickup mics that catch vibrations w/in drywall
- vibrations are amplified and played back from the vest itself
- transfers a participant's touch on the wall to their own body in the form of sound and vibration

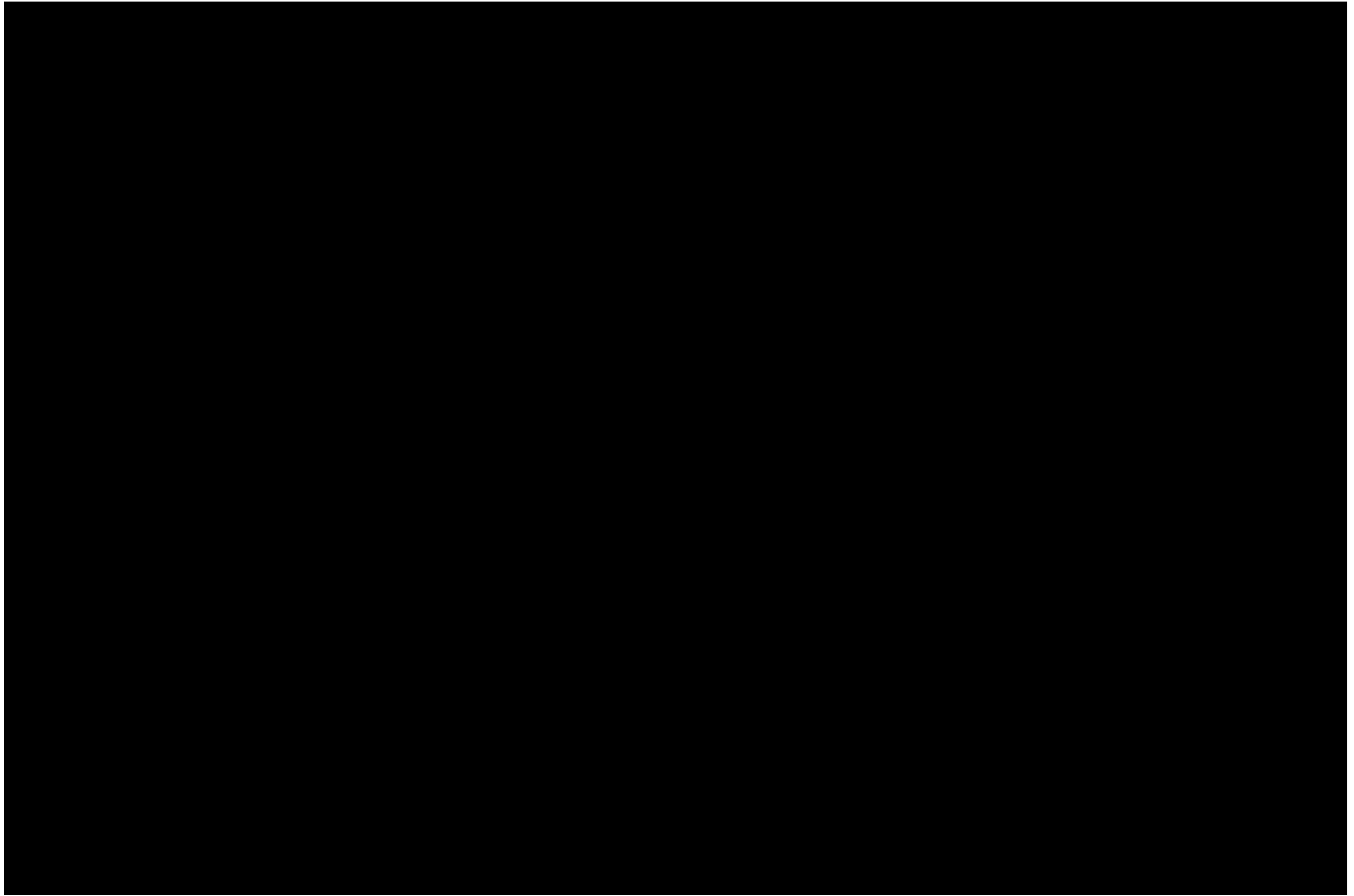




Grower (2004 - 2006)

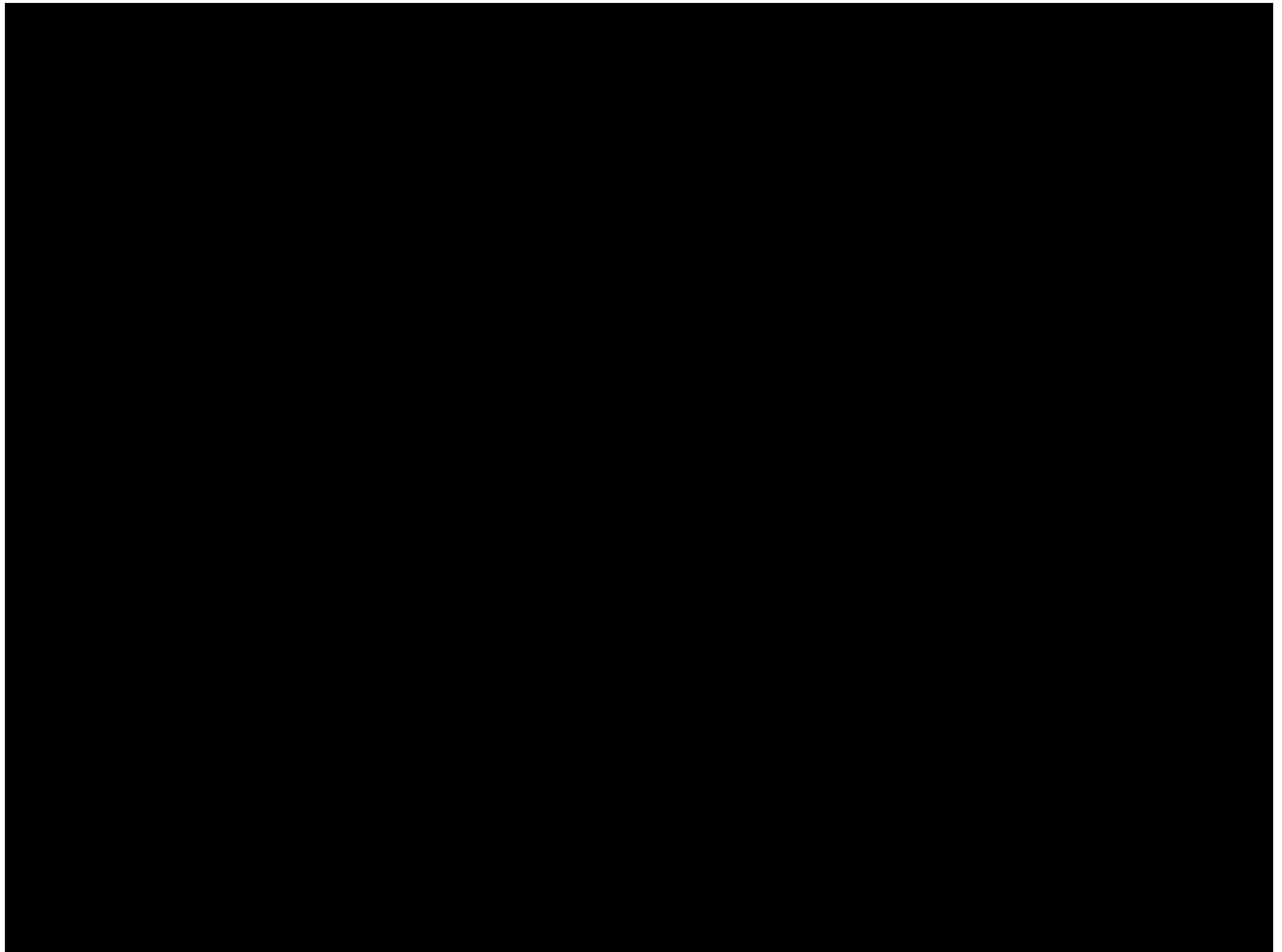
GROWER

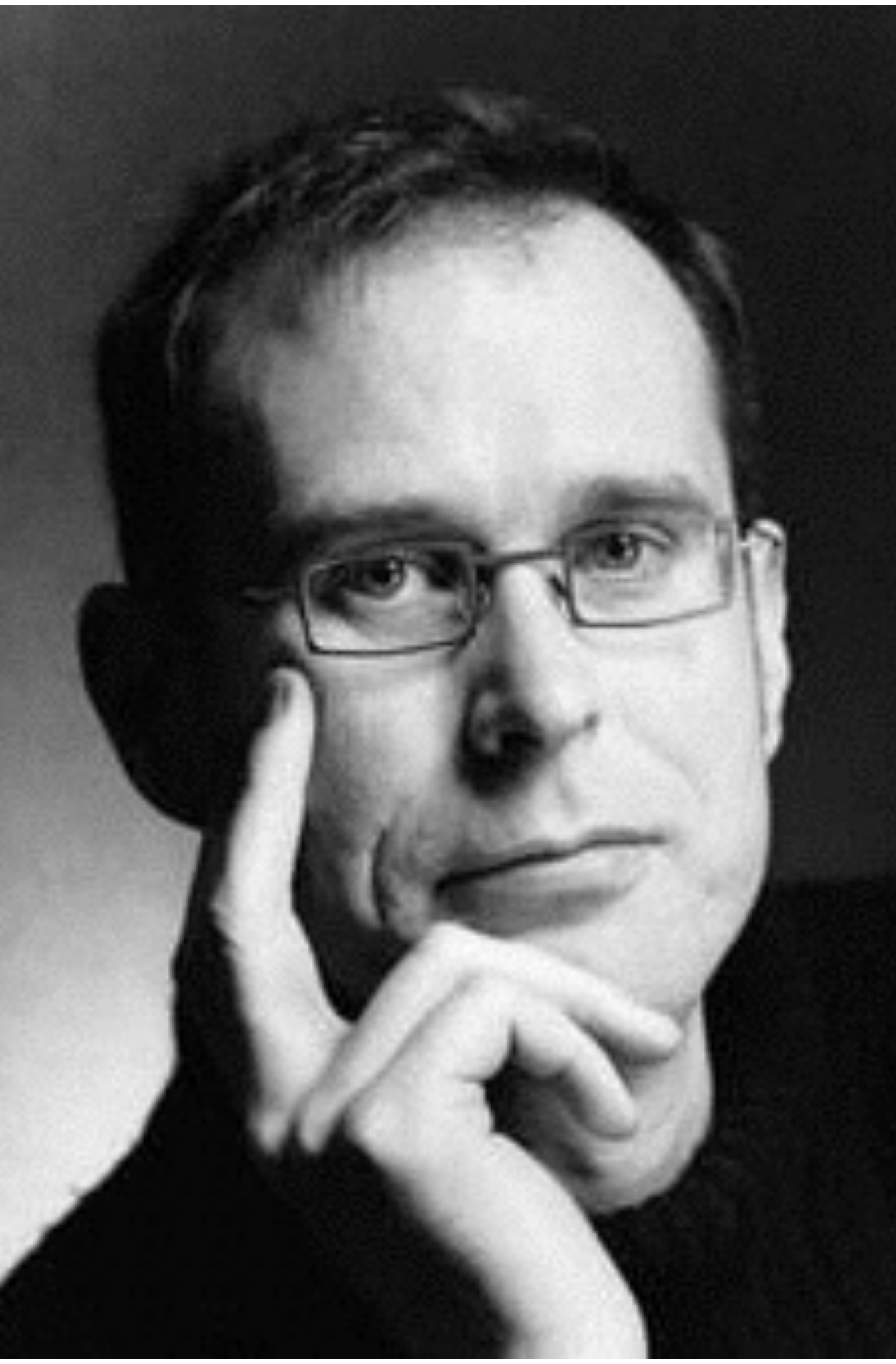
- small rover vehicle
- takes recorded CO2 levels from sensor hung on the wall
- draws “grass” around the periphery of the room, height of drawing being dependent upon CO2 levels in the room
- CO2 levels are dependent upon the number of people present in the room, giving visitors some control over the art piece





Inarticulate





DAVID ROKEBY

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- born in 1960 in Ontario, where he still lives
- studied experimental art at Ontario College of Art (1979 - 1984)
- work has been displayed in Canada, the United States, Europe, Japan, and Korea
- started work with electronic, video, surveillance, and installation art pieces in 1982
- his *Very Nervous System* is considered a pioneering piece in interactive art



VERY NERVOUS SYSTEM

- uses video cameras, image processors, synthesizers, a sound system
- translates overall body movement into sound and/or music
- has been used as an installation art piece both in galleries and in outdoor spaces
- feedback is not as focused and controlled as in most interactive art pieces



OTHER WORKS

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- Sorting Daemon — uses camera to look out onto a street, identify humans, store images, sort by color
- Reflexions — much like Very Nervous System, uses full body movement to control sound
- had an added visual aspect in which movement affected static that could be seen on a TV screen

