

RAY LC

neuro artistry

PROFILE

creative expression,
technology, and
interactive installa-
tions inspired and
supported by deep
awareness of human
brain and behavior.



EXPERTISE

art media | ceramics mixed-media wearables

creative code | matlab c++ processing js unity

languages | english chinese japanese spanish

design | photography illustration prototyping

skills | 3Dprinting sculpture garments jewelry

CONTACT

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research | rayluo.bol.ucla.edu/projects
photography | facebook.com/rayLCphoto
portfolio | rayLC.org

EDUCATION

2017 - pres | Parsons School of Design
Design Technology and Fine Arts MFA candidate

2013 - 2017 | Tokyo MODE Gakuen (東京モード学園)
Fashion Design and Technology, MPS 2017

2000 - 2003 | University of California, Berkeley
Electrical Engineering and Computer Sciences, BS 2003

EXPERIENCE

PARSONS SCHOOL OF DESIGN | 2017 - 2018
Research: built rotating 3-projector spinning installation with Prof Jess Irish,
created an shy but curious desk lamp with Prof Carla Diana.

RIKEN BRAIN SCIENCE INSTITUTE & UCLA | 2012 - 2016
Research Scientist: rewards are necessary to reduce anxiety in everyday tasks.

1_WALL AT GUARDIAN GARDEN TOKYO | 2013 - 2014
Resident Artist: exhibit exploring the communication of dance "without eyes."

BANKART STUDIO YOKOHAMA | 2012
Arist in Residence: created a smart wall that mirrors human interactions using
wearable accelerometers, exhibiting machine intelligence.

PALO ALTO RESEARCH CENTER | 2003 - 2005
Research Intern: particle filter for predicting human positions in videos.

UC BERKLEY GROUP FOR USER INTERFACE RESEARCH | 2002 - 2005
Research Assistant: built a wall-sized interface that uses computer vision to
recognize gestures, post-it notes, and touch for web design.

EXHIBITIONS, GRANTS

2018 Verizon Connected Futures III grant: AI-based VR for emotional training for autism

2017 Winner Best Presentation: NYC Verizon Open Design Jam project on dating with AI

2016 Falling Walls Tokyo Speaker: "breaking down the wall of mystery of creation"

2015 JSPS Kakenhi Wakate B (科研費若手) grant-in-aid for young scientists 25871125

2015 3rd Skin performance exhibition: "3rd Skin" at Tokyo Golden Egg Japan.

2014 12th 1_Wall Gallery exhibition: "ダンス目なし" at Guardian Garden Ginza Japan.

2013 Group exhibition: "Species Descent" at Kiyoshi Saito Museum of Art, Yanaizu Japan.

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MEDIUM

mixed media sculpture
interactive installation
photography
affective computing
fashion technology
nonlinear narratives



HUMAN NETWORKS

Want to make the world a better place for humans? Make humans a better species for the world. I create art installations and experiences amongst humans and devices that enable empathetic communication across species, from the multidisciplinary perspectives of neuroscience, sculpture, design, and storytelling.

MACHINE INTELLIGENCE

Classical AI was an attempt to emulate thinking from the human mind point of view, while modern AI disards the human point of view entirely and attempts to make efficient algorithms. My current artistic focus is to instead, create intelligences embedded in intentional networks that relate to humans, so that our world can talk to us and we can empathize deeply with others and with ourselves.

CURRENT WORK

Machines are becoming specialized and hard to understand. Instead of simplifying in the digital realm, I adapt the digital to humans by creating smart devices and spaces that evoke emotional reactions. They can be caring, flaky, trusty, nagging, attention-craving, occasionally angry, and mildly jealous. A harmonious future involves machines that are part of human ecology instead of opposing it.

[<https://recfreq.github.io/machines/machines.html>]

The future of art is in the mind of the observer. I created a collection of future fashions that embeds smart AI that collects your data and tracks your presence. To grant access to this space of unrealities, we wear clothes that enables the machine to enable us. The future is not us, and not the machine, but the machine in us that made us who we have become.

[<https://recfreq.github.io/inusfashion/inusfashion.html>]

As the world become more saturated with news, scientific facts, and theories, we need a language that allows to show integrated concepts. One word can have different meanings in a given language, so "love" can mean familial love, sexual love, or love of country. I propose a language that uses multisensory stories as its basic morpheme, tracing the loop of existence via a set of Duane Michal photographs.

[<https://recfreq.github.io/stream/stream.html>]

Looking to assist, collaborate, and converse in areas related to interactive art, robotic art, wearable installations, and speculative design. I'm excited to work in interdisciplinary teams, as in my previous fashion, scientific, and art projects.

