

Abstract

Data-art is different from visualization as the primary intent of the representing data is not to convey specific communication message but to create curiosity in viewers to explore more.

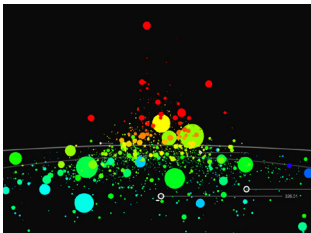
Aim of the project is to use the data to generate art. It is an attempt to create aesthetically appealing art pieces using real world data to communicate it to larger audience and engage them with data. A try to humanizing the data that people can appreciate which otherwise remains dull and boring.

It is not possible for artist to completely disappear from producing the art. The work of art can be generated without artist's presence but not without the ideas.

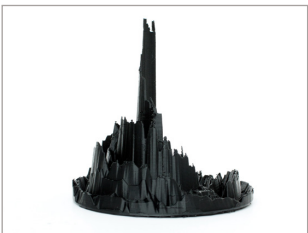
Existing Projects



Mechanics of Chance
by Jean Tinguely



1236 exoplanets identified
NASA's Kepler mission.

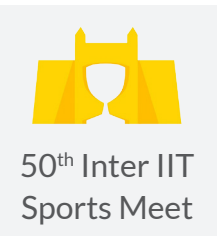


3D printed microsculptors
from recorded sounds

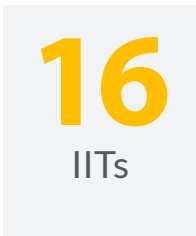


Generative identity
based visiting card

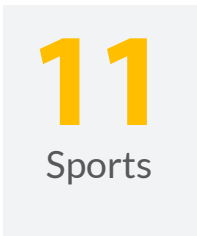
Data Used for Project



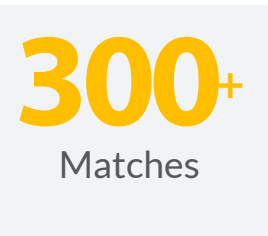
50th Inter IIT
Sports Meet



IITs



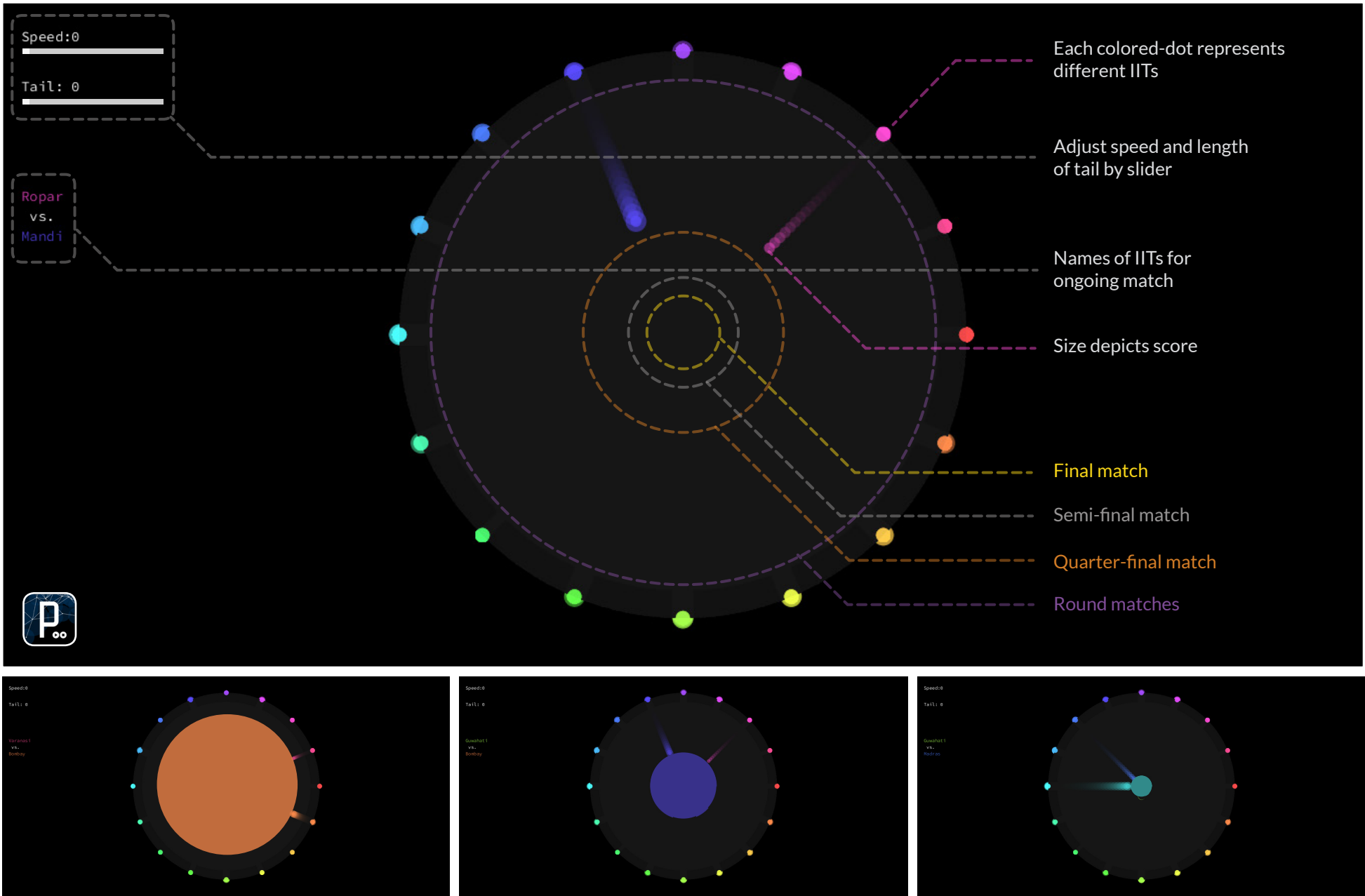
Sports



Matches



Final Representation



The final idea mimics the race between raindrops which eventually merge into each other. It discloses matches between each IITs one by one, sport by sport

Conclusion

Humanizing the data is need of the day, and to make it more interesting one can challenge conventional approach of deriving representation from context.

There can be multiple levels at which data-visualization and data-art can intersect. One can convert data to make it interesting while keeping the context unclear to

audience at first. Gradually one can reveal the details describing the context and make it more interpretable.