

점입가경點入佳境 . 점으로 시작된 빛나는 풍경

dot . a scene = sinθ at the sea _ tactuaL [si:gak] series #2



김해민

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founder & general director at
design [sa:hm] _ experimentory laboratory

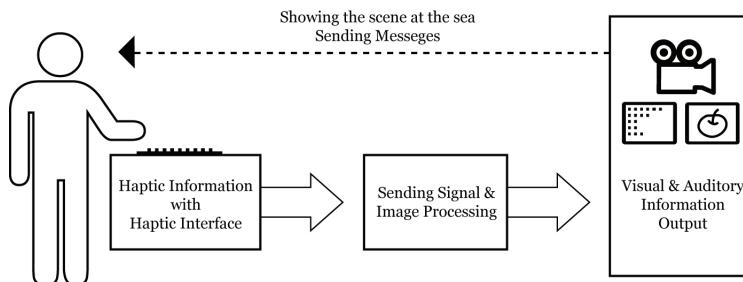
시각 [si:gak]

1. 視覺, the sense of sight; vision
2. 視角, one's view-point; a way of looking
3. 始覺, through experience we escape ignorance and attain awareness (a Buddhist word)
4. 時刻, the time of day on the point

“dot . a scene = $\sin\theta$ at the sea _ tactuaL [si:gak] series #2” proposes the new media installation artworks for empirical communication design of visual information from an artistic viewpoint of computation graphic design in the social context.

It aims to raise the understanding of the visually disabled people who have never experienced these conditions through experiencing the touching of the tactile dots of the installation. It gives us the experience of tactual seeing the ocean-scenery from shining dots. This project also is second version of “*Dreaming a Fingertip Conversation with You* _ tactuaL [si:gak] series #1” which exhibited at SIGGRAPH2007 Art Gallery. It was aided the special visual theme for making the space into the sea.

Technically, the type of installation artworks are visual-touch communicating devices that permutes time delay in touch sense output in Braille reading into visual images include generative algorithmic image which has the theme of the sea. The hardware consists of three parts; the input section, which is touch sensor connected to object, Wiring I/O board, which mediates signals in between, and the output section of display and sound output.



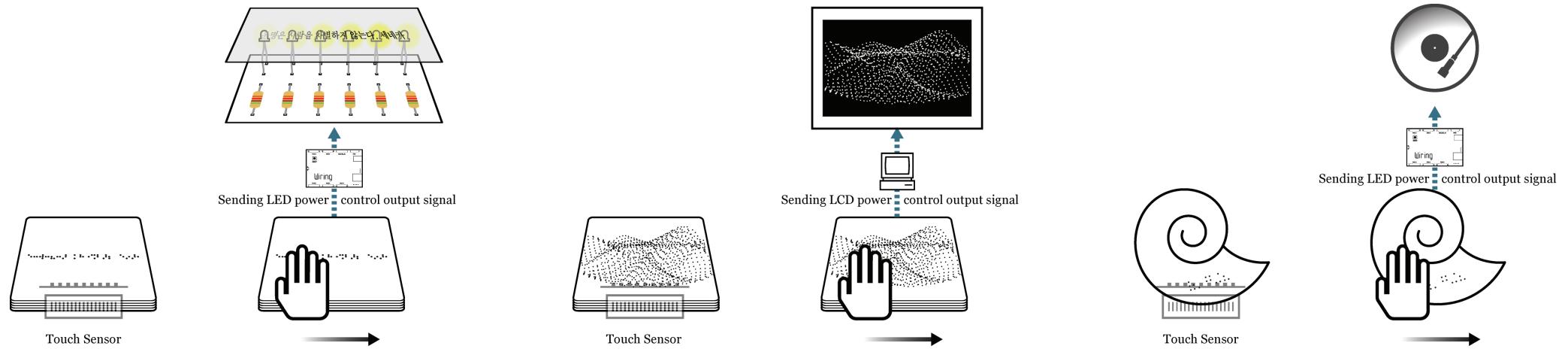
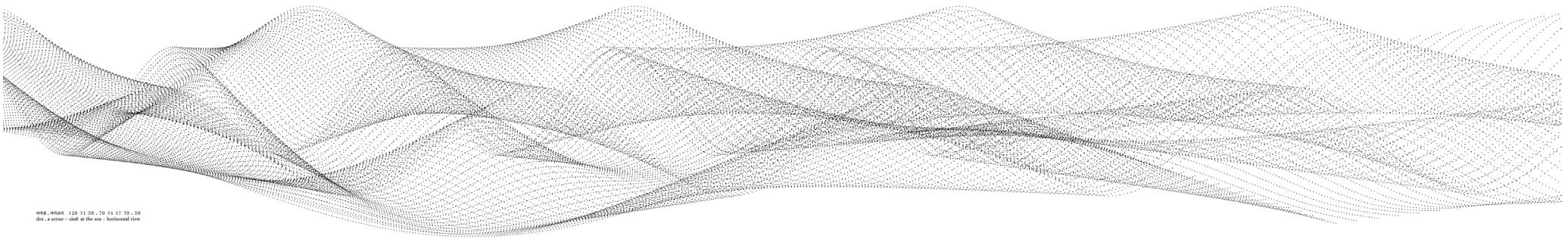
This project consists of 3 parts in display which expressed the history of innovative media :

1. tactuaLight [text] #1 . seashore : LED display panel with paper
2. tactuaLight [image] #2 . flow : LCD display panel
3. tactuaListening [sound] #3 . wavescape : Sound output & Beam Projected display panel

These installations use the software, the Processing Language and MAX/MSP with Jitter that implements dynamic graphics on display panel. The input signal from the touch sensor, which senses the static electricity of fingertips.

It was separated into each type of visual information based on the curiosity what is the seeing by hands. After that, mechanical installations with haptic interface built with the Braille generating method in this study was developed by the aid of physical computing which means computational processing technique to control hardware.

“tactuaL [si:gak] series” is presenting an approach through the view-point of this generation’s visually disabled, and their perception of the world. Spectators had a chance to experience their situation in a new type of multi-sensory communicational method. The significance of this project was to give an impulse to people to having public awareness of the disposed classes in formative ways in the design area.



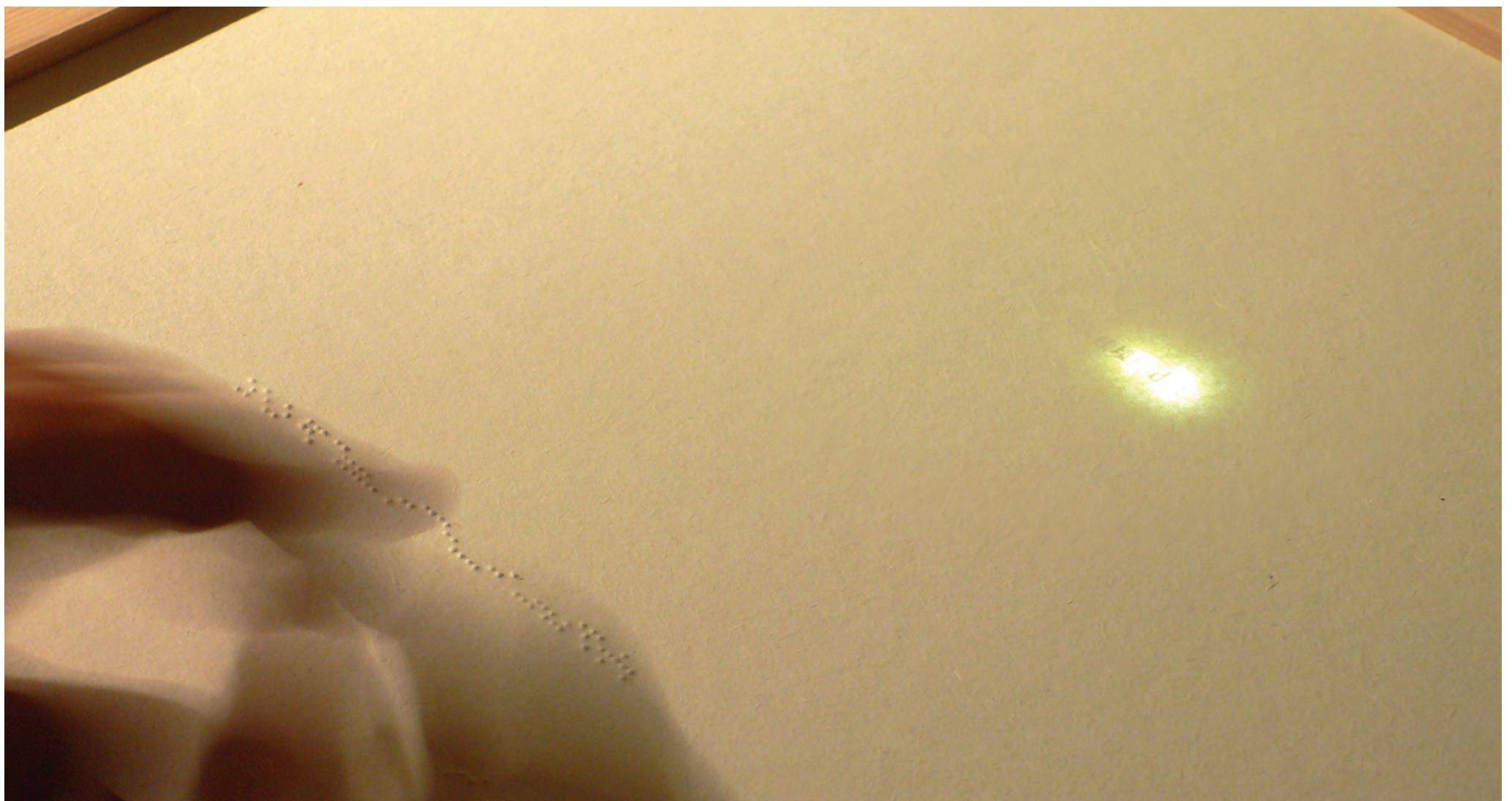
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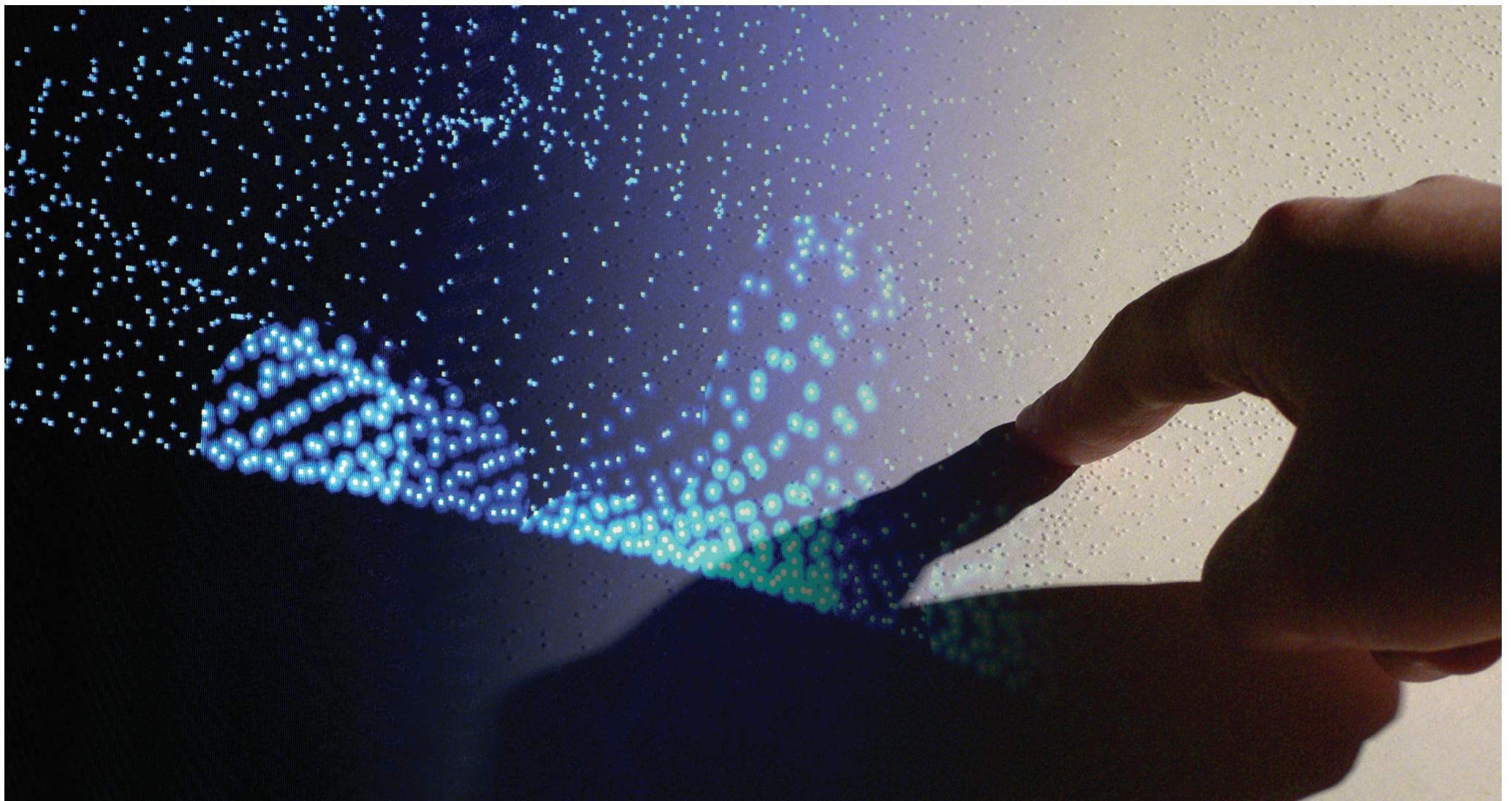
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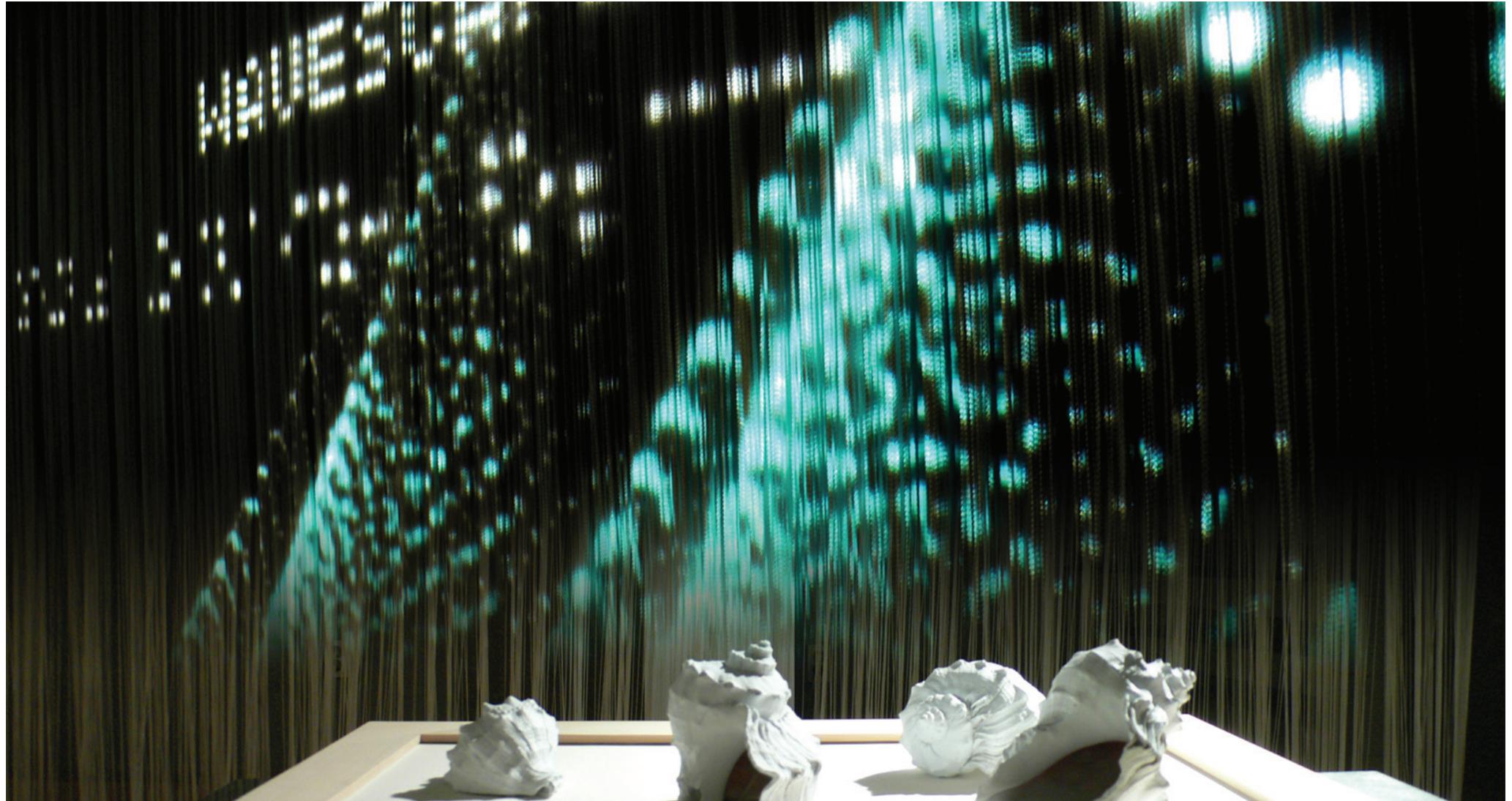
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tactuaLight [text] #1 . seashore



tactuaLight [image] #2 . flow



tactuaListening [sound] #3 . wavescape

project info

www.tactuaLseries.info

info at tactuaLseries.info

img

<http://www.flickr.com/photos/kimhaemin/collections/72157602166476311/>

mov

<http://www.youtube.com/watch?v=-Zo79az471s>

press release

english

featured at wiring website

<http://wiring.org.co/exhibition/index.html>

korean

article of new media artist Seo, jinsil

http://magazine.jungle.co.kr/junglespecial/reporter/commando_sub_contentpage.asp?idx=428&fk_idx=51&code=2&table=foreignreporter&page=1

Graphicslive no.89

http://www.graphicslive.co.kr/data/0709_pdf/0709_siggraph2007.pdf

bright LED, LED lighting indoor shortlisted entries

http://www.designboom.com/contest/view.php?contest_pk=19&item_pk=17501&p=1

publish

MFA Thesis, The Graduate School of Seoul National University

tactuaL [si:gak] series : Empirical Communication Design of Visual Information

- Focused on Haptic Interface using Braille Generating Method

200607, Seoul National University Editorial Design Workshop

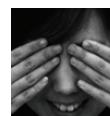
exhibition

2007.08 "SIGGRAPH 2007 Art gallery : Global eyes ", San diego convention center, California, USA

2006.07 "communication ", Sam-won S&D Hall, Seoul National University, Seoul, Korea

2006.04 "Drawing by Software", Woo-Suk Hall, Seoul National University, Seoul, Korea

c.v.



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Educations

2006.03 - 2008.02 Graduate school of Seoul National University (Visual Communication Design)

2001.03 - 2005.08 BFA, Seoul National University (Ceramic Art)

1998.03 - 2001.02 Sunwha Art High School

Careers

2008.02 - present founder & general director of design [sa:hm]

2006.12 - present member of B4TYPE as creative director

Research

2006.12 "Processing Algorithmic Images using Sine Function", ADADA International Forum and Conference, Fukuoka, Japan

2007.12 "A Study on the Characteristics in Multi-sensory Communication Channel of Visual Information", Korean Society of Basic Design & Art Vol.8.No.4, Seoul, Korea

2007.11 "A Study on the New Media for Multi-sensory Communication of Visual & Auditory Information", IASDR 2007 Emerging Trends, HongKong, China

2006.12 "A Study on Converting Visual Communication by Tactile Sense", ADADA International Forum and Conference, Seoul, Korea

2006.10 "A Study on New Media Art as Dimension of Time", 2nd Conference of KSDS (Korean Society of Design Science), Daejun, Korea

Commercial Projects

2007.05 - 2008.08 (expected) ZIENART GALLERY, Museum Identity Design

2007.04 Brand Product Identity Design for SK cooperations, Wings of Happiness

2006.09 60th Anniversaty of Seoul National University, Event Identity Design

2006.06 KT Culture Center 'T Saem', Brand Identity Design

2006.03 Art Impact on Mobile for Samsung participated as researcher, CeBit2006, German

2005.10 A Great Actor, Critics' choice of 10th PIFF, Poster Design

2005.08 U pass, Seoul Transfortation Card Design