



712 Arts Plaza
Claire Trevor School of the Arts
University of California, Irvine
Irvine, CA 92697-2775
(949) 824-4339
<http://beallcenter.uci.edu>

Tuesday–Wednesday, 12:00–5:00 p.m.
Thursday–Saturday, 12:00–8:00 p.m.

Five (5) Press Packet

EXHIBITION: Five (5)

LOCATION: Beall Center for Art and Technology

EXHIBITION DATES: October 4 - December 10, 2005

PRESS BRIEFING: Friday, September 30, 10 a.m.-12 p.m. Beall Center

RECEPTION: Saturday, October 1, 2005 6-9 p.m. Beall Center

ADDRESS:

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CONTACT INFO:

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DESCRIPTION:

Curator Pamela Winfrey, of San Francisco's Exploratorium, joins forces with the Beall Center to bring together this charming, international celebration of the new media arts.

PARTICIPATING ARTISTS:

Boutique Vizique
Camille Utterback
Christa Sommerer & Laurent Mignonneau
Keiko Takahashi
Smart studio, Interactive Institute



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DIRECTOR'S STATEMENT:

I wanted the Beall Center's Fifth Anniversary exhibition to be a celebratory one, and to link to the themes of the Arts Plaza, designed by Maya Lin, whose opening coincides with our anniversary. These are the themes of international connection and the foundation of the senses in the experience of the arts. I could think of no better person than Pamela Winfrey, Curator of the Exploratorium, to gather a selection of engaging works with broad community appeal. I think that you will find Five highlights the role of technology in expanding the human senses and our definition of the artistic experience.

CURATOR'S STATEMENT:

These five works from five different countries reflect new social trends in interactive art. In the past, many artists have focused on exploring the digital tools of interactive technologies but not necessarily the resulting interactions between the end users and the creators. All of these works investigate this social contract and explore the multi-directional transformation of experience in direct and playful ways. As you interact with these works, you might ask yourself these questions. What does it mean to have a personal experience with (or through) an interactive digital medium? Does it change your behavior or the way that you interact with it and with others around you? Does this force us to redefine the terms "personality", "relationships" and even "friends"? All of these works examine the human/machine interface and investigate the complex relationship between ideas and behavior. Imagine what the future will bring.

PRESS CONTACTS IN AREA OF SPECIALIZATION:

Eleanore Stewart, Director
The Beall Center
(949) 824-8945
estewart@uci.edu

Curator
Pamela Winfrey, Senior Artist
The Exploratorium
(415) 561-0309
pamw@exploratorium.edu



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INCLUDED WORKS:

Dustbunnies, 2004

Boutique Vizique

*interactive installation
 sensors, RF-communication system,
 microcontrollers, speakers*



IMAGES

Print:

http://beallcenter.uci.edu/exhibitions/images/2_bunny.jpg

Web:

http://beallcenter.uci.edu/exhibitions/images/2_bunny_rsg.jpg

Dustbunnies is a small colony of digital dust balls that scan the space in search of crumbs of lost thoughts, emotions and dreams. The artists' goal was to create an interface that would allow both individual and multi-user interaction. It resulted in a group of separate, but similar, interfaces that behave as a collective and generate an auditory output based on a small number of defined rules, linked directly to each visitor's input. Inter-relational activity and communication became the center of focus in developing a reactive installation that emphasizes the visitor's own behavior.

In 1994, **Hendrik Leper** and **Stijn Schiffeleers** met at the Royal Academy of Fine Arts in Ghent, Belgium, where they both studied photography. Almost six years later, similar interests brought them back together, and resulted in a collective named Boutique Vizique. Working mostly with video in the first few years, the duo collaborated with a great number of sound artists in a wide variety of projects. Over time this collaborative aspect became less important as Hendrik and Stijn geographically parted. Their woolgathering, however, survived and, focusing more on their own personal ways of expression, engendered a series of affable interactive installations.

Dustbunnies has been developed in cooperation with the art centre Z33 in Hasselt, Belgium.

<http://www.z33.be/>

<http://www.boutiquevizique.com/dustbunnies>



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Brainball, 1999

Smart studio, Interactive Institute

interactive installation
table, chairs, biosensor system

IMAGES

Print:

<http://beallcenter.uci.edu/exhibitions/images/brainball.jpg>

Web:

http://beallcenter.uci.edu/exhibitions/images/brainball_rsg.jpg



Brainball is a two-player game where relaxation is counterbalanced with the desire to win. The little ball on the game's table is telekinetically controlled through the use of each player's brainwaves. Both a calm state and a stressed state have a direct influence on the match. The player who is most calm will watch the ball roll away towards the opponent's goal and a prospective win. Both players wear a strap around their forehead that contains electrodes and is wired to a biosensor system. This system registers the electrical activity in the brain – the so called EEG (electroencephalogram). The brain waves that move the ball forward, increasing the chance of victory, are called alpha and theta waves, and are generated in the brain when one is calm and relaxed.

Brainball is an exciting and social game, but also an interesting tool for learning how to control your mental states. It has been exhibited in as widely different contexts as art and design exhibitions and medical fairs, and is seen as one of the studio's most successful hybrid objects.

By Smart studio, Interactive Institute

Project Leader: Magnus Jonsson

Software Design and Development: Olof Bendt, Thomas Broome_

Project Team: Lennart Andersson, Olof Bendt, Thomas Broomé, Aurelian Bria, Esbjörn Eriksson, Sara Ilstedt Hjelm, Magnus Jonsson, Arijana Kajfes, Fredrik Petersson,

Tobi Schneider, Ingvar Sjöberg, Lotten Wiklund

Installation Fabrication Design by Ergonomi Design

Manufactured by Horreds

Smart studio is one of the ten studios within **The Interactive Institute**, a multidisciplinary, creative research institute, active in the borderland between enterprise and art, technology and science. It strives for innovation within the field of digital media. The Institute carries out and publishes internationally renowned research and creates innovative concepts for new digital products and services.

Mobile Feelings, 2002-03

Christa Sommerer & Laurent Mignonneau

interactive installation

*hand-held devices, bio-sensors and actuators:
vibrators, ventilators, micro-electromechanical
and micro-bio-electrochemical systems*



IMAGES

Print:

<http://beallcenter.uci.edu/exhibitions/images/mobilefeelings8.jpg>

Web:

http://beallcenter.uci.edu/exhibitions/images/mobilefeelings8_rsg.jpg

Mobile phones have transformed ordinary people into actors who narrate their most private details on the theatrical stages of train stations, restaurants, public spaces, streets, meeting areas, and any other social gathering places. **Mobile Feelings** is an artistic project that investigates how technology has transformed our social and individual lives, and how we have accepted a reduced sense of privacy in exchange for connectivity and mobility. The project also explores how the sense of “touch” still remains one of our most private sensations, which we often avoid sharing with strangers and still lack a concise language to describe. Instead of communication via voice or images to people we know, **"Mobile Feelings"** lets people communicate with strangers through virtual touch and body sensations using specially designed mobile phones. "Mobile Feelings" phone devices contain miniature bio-sensors and actuators that capture the users' heartbeat, blood volume pressure and pulse, skin conductivity, sweat and smell. This data can be sent to other anonymous users who can perceive and feel these most private sensations through actuators, vibrators, and ventilators, which are also embedded in each "Mobile Feelings" device.

Christa Sommerer and **Laurent Mignonneau** are internationally renowned media artists working in the field of interactive computer installation. They are professors at the University of Art and Design in Linz, Austria where they head the Department for Interface Culture at the Institute for Media. They hold PhDs from CAiiA-STAR, University of Wales College of Art, Newport, UK and the University of Kobe, respectively. Their collaboration began in 1992, and their works have been shown in around 150 exhibitions and are permanently installed in media museums and media collections around the world.



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Rakugaki, 2001-04

Keiko Takahashi, Shinji Sasada

interactive installation

custom software, computer, projector

IMAGES

Print:

<http://beallcenter.uci.edu/exhibitions/images/rakug3.jpg>

Web:

http://beallcenter.uci.edu/exhibitions/images/rakug3_rsg.jpg



This project explores the borders between the analog and the digital. The essence of this artwork combines visual effects and the real-time interactive nature of computer technology, interpreting, transforming, and animating sound. The warmth, beauty and the approachable aspect of the line drawing promotes the audience's participation. The artist's aim is to create a work that evokes sweet memories of one's past and inspires the imagination. Ideally, the artist would like to see it exhibited in large, open public areas, such as subway stations and atriums, where it could bring a joyful, passing experience to people of all ages.

Art Direction: Keiko Takahashi

Programming: Shinji Sasada

Sound: Seiji Hori

Keiko Takahashi

Born in Kanagawa, Japan

B.A. in Oil painting, Joshibi University of Art and Design, Tokyo, Japan

Instructor of computer graphics, Japan Electronics College, Tokyo, Japan

Shinji Sasada

Born in Ehime, Japan

Graduate of computer graphics, Japan Electronics College, Tokyo, Japan

Instructor of advanced computer graphics, Japan Electronics College, Tokyo, Japan

Japan

Their collaborative works have been shown at Prix Ars Electronica 2001, ISEA 2002, the 5th media art festival at the Agency for Cultural Affairs in Japan, Siggraph 2003, and multiple venues in Europe and Japan.



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Untitled 6, 2005
from the External Measures Series
 Camille Utterback

interactive installation
custom software, computer, video camera, projector

IMAGES

Print:

http://beallcenter.uci.edu/exhibitions/images/untitled_5.jpg

Web:

http://beallcenter.uci.edu/exhibitions/images/untitled_5_rsg.jpg



Untitled 6 is the sixth interactive installation in the External Measures Series, which Utterback has been developing since 2001. The goal of these works is to create an aesthetic system which responds fluidly and intriguingly to physical movement in the exhibit space. Alexander Calder’s mobiles are an inspiration for this series, as well as an excellent analog precedent for work that responds dynamically to its environment, yet maintains the artist’s aesthetic sensibility. The External Measures Series installations respond to their environment via input from an overhead video camera. Custom video tracking and drawing software outputs a changing wall projection in response to the visitors’ activities in the space. By investigating the aesthetic possibilities of projected “kinetic sculptures” or “living paintings,” the External Measures Series contributes to an evolving field of dynamic participatory art.

Camille Utterback is a pioneering artist and programmer in the field of interactive installation. Her work has been exhibited at galleries, festivals, and museums internationally. Awards include a Transmediale International Media Art Festival Award (2005) and a Rockefeller Foundation New Media Fellowship (2002). Her work has been featured in *Art in America*, *Wired Magazine*, *The New York Times*, *ARTnews*, and many other publications. In addition to creating her own artwork, Utterback develops installations for commercial and museum settings via her company Creative Nerve, Inc., and she holds a U.S. patent for a video tracking system. She received her B.A. in Art from Williams College, and a Masters degree from The Interactive Telecommunications Program at New York University’s Tisch School of the Arts. She lives and works in San Francisco.