PLAY: IN THREE ACTS AT BEALL CENTER FOR ART + TECHNOLOGY (IRVINE, CALIFORNIA)

February 6 - May 2

Play: In Three Acts highlights the work of three artists – Joe McKay, David Rokeby, and Nina Waisman. Each artist explores various modes of interaction within their work: Waisman and Rokeby incorporate sound and embodied interaction; McKay incorporates playful interaction around competition and cooperation.

Light Wave by Joe McKay: Light Wave is a two player “video” game, played on twenty-four floor lamps instead of a screen.

Dark Matter by David Rokeby: Dark Matter is set in a darkened space dominated by an invisible sculpture of silent sound. Your body probes the space searching for zones of interaction that create a virtual sculpture that produces sounds through your contact with its immaterial presence.

Body Envelope by Nina Waisman: Body Envelope makes the visitor’s body a tool for tuning an extended cosmos, mapping sounds of far-flung worlds into the visitor’s peripersonal space. Sensors are suspended to sketch a delicate, amoeba-like, 3-dimensional body envelope. Some sensors respond to the slightest bodily movements,
**Details**

**Start:**
February 6

**End:**
May 2

**Website:**
http://beallcenter.uci.edu/exhibitions/play-three-acts

**Venue**

Beall Center for Art + Technology (UC Irvine)

712 Arts Plaza
Irvine, CA 92697-2775

United States

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« ReBioGeneSys – Origins of Life | ZERO1 (San Jose, California) 

Llum BCN 2015 Light Festival (Barcelona, Spain) »