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## 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,*

others must be reached for conscientiously.

+ GOOGLE CALENDAR

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## Details

**Start:**

February 6

**End:**

May 2

**Website:**

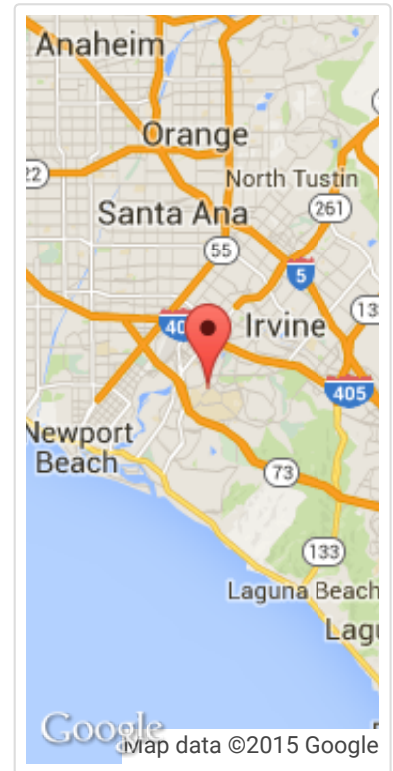
<http://beallcenter.uci.edu/exhibitions/play-three-acts>

## Venue

Beall Center for Art +  
Technology (UC Irvine)

712 Arts Plaza  
Irvine, CA 92697-2775

United States  
[+ Google Map](#)



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