

Play: In Three Acts

Beall Center for Art+Technology

By AIMEE MURILLO Thursday, Apr 30 2015

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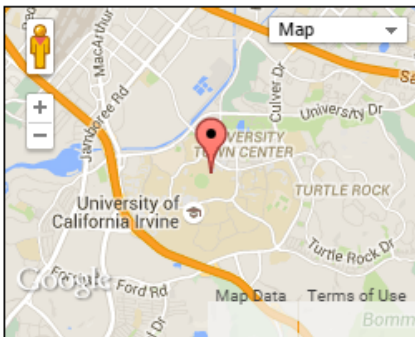
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Location Info



Beall Center for Art + Technology

University of California, Irvine
Irvine, CA 92697

Category: Art Galleries

Region: Portola Hills

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The brand-new, immersive exhibition at the Beall Center Play: In Three Acts unites the work of digital media artists Joe McKay, David Rokeby and Nina Waisman who approach the art-viewer-interaction relationship in their own ways. McKay's "Light Wave" is a two-person game where each player uses consoles to send signals through a row of lamps faster than the other, literally sending "light waves" across the room. In Rokeby's "Dark Matter," your body moves through a dark room to trigger sensors to play the sounds of glass breaking, falling rocks or creaking metal. In Nina Waisman's "Body Envelope," sensors are suspended in the air, mapping your every bodily movement and emitting a different sound, creating an overall 3-D visual body envelope as unique as your fingerprint. Waisman's piece offers a different rotation of sounds throughout the exhibition, so there will be something new to experience every time.

Tuesdays-Saturdays, noon. Starts: Feb. 7.

Continues through May 2, 2015