






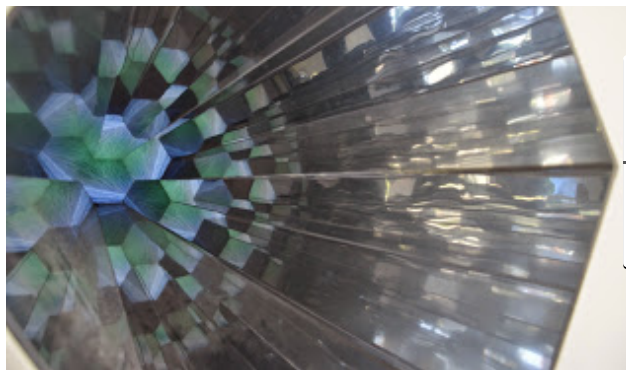


Classic Flipcard Magazine Mosaic Sidebar Snapshot Timeslide

Week 9: Space a...	3
 Event 5: Discovery Cub...	
 Event 4: Bowers Museum	
 Event 3: Beall Center fo...	
 Event 2: Orange County	
Week 8: Nanotec...	2
Week 7: Neurosc...	2
Week 6: Biotech...	1
 Event 1: Fowler Museum	
 Week 4: Medicin...	1
Week 3: Robotic...	2
 Week 2: Math an...	4
Week 1: Two Cul...	3



[\[http://1.bp.blogspot.com/-8slinliP0Fo/VWGxOkAmJ2I/AAAAAAAAAJ4/Njle_PNcmD0/s1600/DSC_5642.JPG\]](http://1.bp.blogspot.com/-8slinliP0Fo/VWGxOkAmJ2I/AAAAAAAAAJ4/Njle_PNcmD0/s1600/DSC_5642.JPG)

The one and only Dr. Vesna's *Kaleidoscope!*

While I was visiting UCI this weekend, I got a chance to visit the Beall Center for Art and Technology. I was lucky enough to see *Play: In Three Acts* in its last day at Beall.



[\[http://3.bp.blogspot.com/-SbePEDRpTaA/VWGXHMeu5jl/AAAAAAAAAJs/Ee72EGiFxyA/s1600/DSC_5631.JPG\]](http://3.bp.blogspot.com/-SbePEDRpTaA/VWGXHMeu5jl/AAAAAAAAAJs/Ee72EGiFxyA/s1600/DSC_5631.JPG)

Body Envelope, 2012-15

I first got to experience Nina Waisman's *Body Envelope* which consisted of hanging sensors that, when activated by movement, plays sounds that can get louder, softer, faster, or slower depending on the movement. I

appreciated how Waisman's past experience as a dancer influenced this piece and the rest of her work. I am excited to see more of her work and her exploration on "how might technologically-influenced forms and gestures ; we connect to when we move with technology".

Dynamic Views template. Powered by [Blogger](#).



[\[http://1.bp.blogspot.com/-NVgaGW_ZxiM/VWGxGQEcqUI/AAAAAAAAAJg/Mm2wnxDrPIo/s1600/DSC_5636.JPG\]](http://1.bp.blogspot.com/-NVgaGW_ZxiM/VWGxGQEcqUI/AAAAAAAAAJg/Mm2wnxDrPIo/s1600/DSC_5636.JPG)

Light Wave, 2013 is best experienced with someone on the other end

Following this was Joe McKay's *Light Wave*, which was a fun game consisting of using hammers to send a light back and forth through a line of lamps. I was interested in how when you were playing the game, you had to make a choice to either continue playing with the other person or win, which reminded me of game theory and the prisoner's dilemma, a mathematical model that examines the scenarios in which you could cooperate with someone or defect for your own benefit.

Last was David Rokeby's *Dark Matter* in which you enter through a curtain into a completely dark space. As you move through the space, sensors pick up your movements and play sounds. Though this was similar to *Body Envelope* in that it involved sound based on movement, the extra element of the dark was, in my opinion, more effective in provoking conscientiousness of one's body.

I enjoyed how each piece made me more aware of my own body using sensors derived from medical technology, whether it was through coordinating my movements with *Body Envelope* and *Light Wave* or having to really concentrate on keeping my balance and being aware of where my body was in space with *Dark Matter*. The exhibition helped add a new facet to the material we learned on medtech and it was clear how each piece used technology to convey a message. I had a great time at Beall, so I highly recommend this place to anybody who happens to be on the UCI campus during its hours.



[http://2.bp.blogspot.com/-t0hQxKXQzaM/VWGbePU6Z_I/AAAAAAAAAKM/yRA25_4kk3E/s1600/DSC_5638.JPG]

The girl working at Beall today was very helpful in explaining how each piece worked



[http://2.bp.blogspot.com/-_IDKS_dI6xc/VWGXPN3z8I/AAAAAAAAAJ8/X6GTRcnm93E/s1600/DSC_5643.JPG]

The conclusion of a nice day of museum-hopping!

Posted 25th May by [Holly](#)

Add a comment