



# Immersive Art Exhibitions

Annie Fong



# Celestial Collisions by Can Buyukberber

- Immersive audiovisual San Francisco based Turkish artist
- Focuses on human perception, exploring non-linear narratives, geometrical order, synergetics and emergent forms
- People are progressively mutating into “digital creatures”



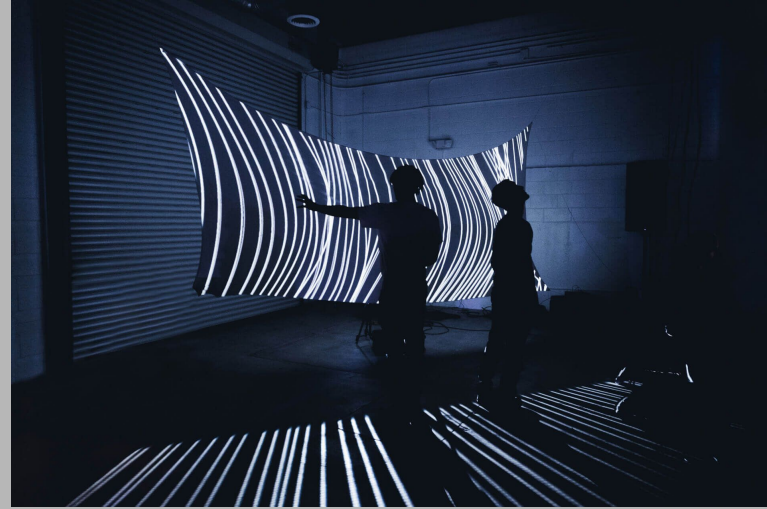
# How It's Made

- Projection mapping and digital fabrication methods
- Creates a virtual reality that senses people's movements and move accordingly
- Explores relationship between light, sound, and space in minimal physical properties



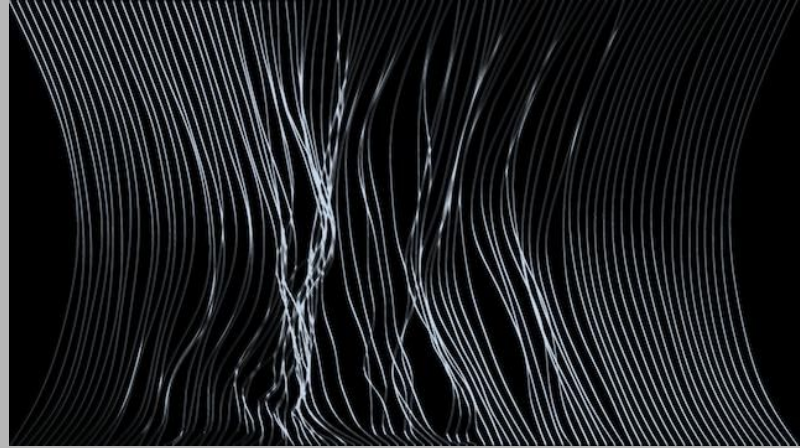
# strands by ecco screen

- Media art and audiovisual San Francisco based artist
- Debuted at the Next Art Night show in LA in 2016
- Computer generated strings projected onto an irregular surface
- Each line responds in its own way so it never repeats itself
- [strands](#)



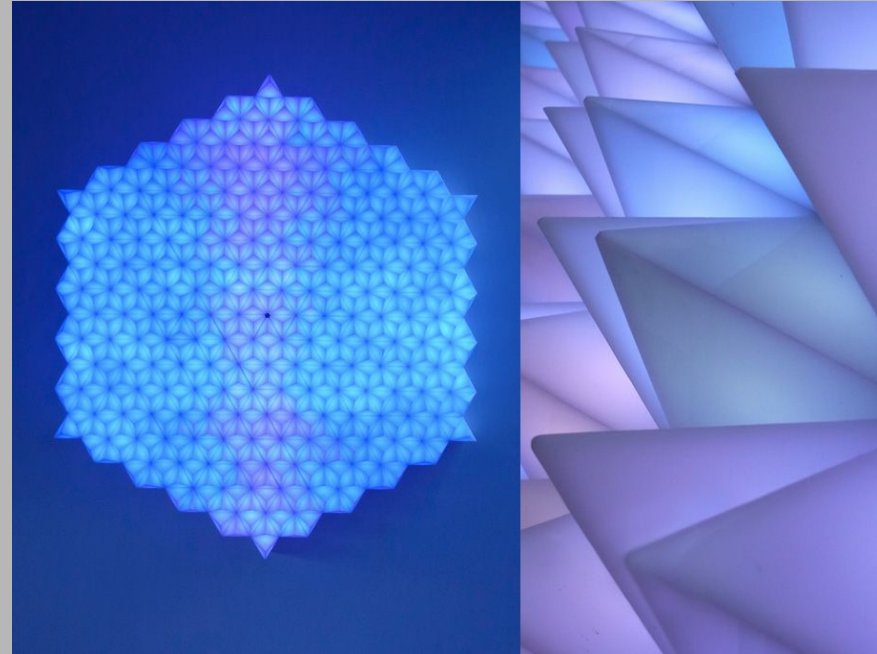
# How It's Made

- Made with custom software in Processing
- Tracking is done with an Xbox kinect and blob-tracking device
- Metallic look added in CoGe software
- Physics and visual parameters put through Vexer to morph strands over time
- Creates “an effect that resembles running your hand across a harp”

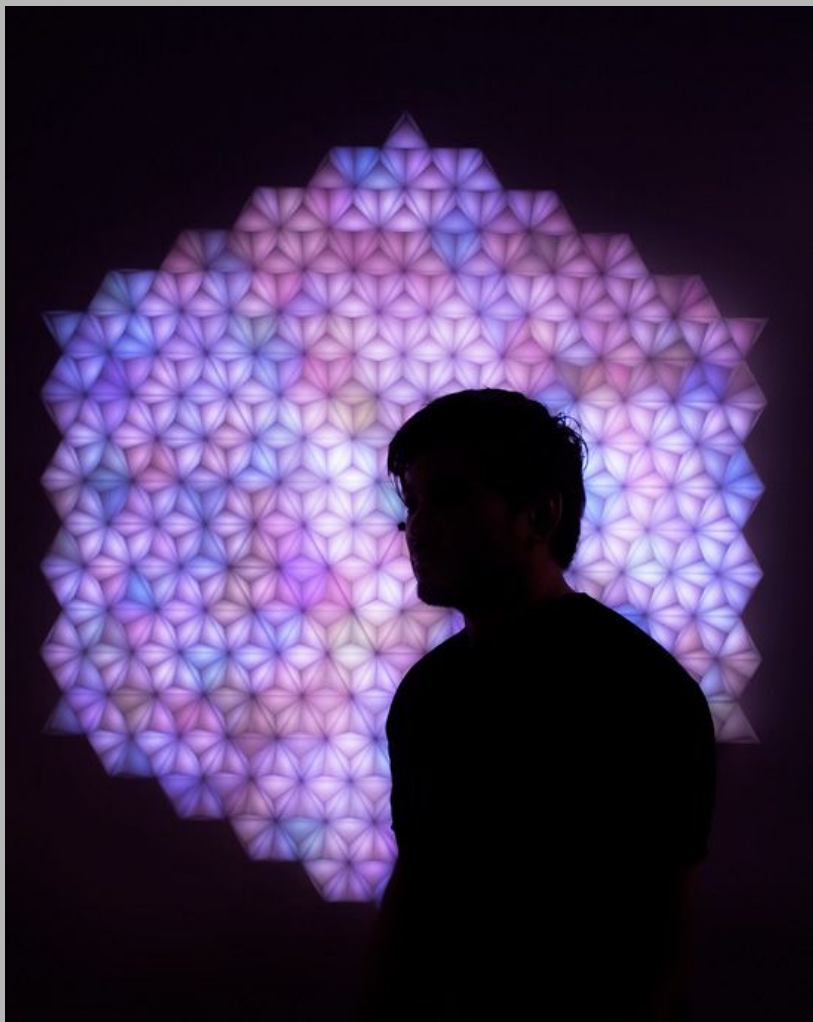


# New Angles by Super Nature

- Shanghai based multi-discipline design company
- It reflects the juxtaposition of subversive thinking and visual perception
- It creates a dialogue between imagination & reality, present & future
- Debuted at 2010 Shanghai International Science & Art Festival in May

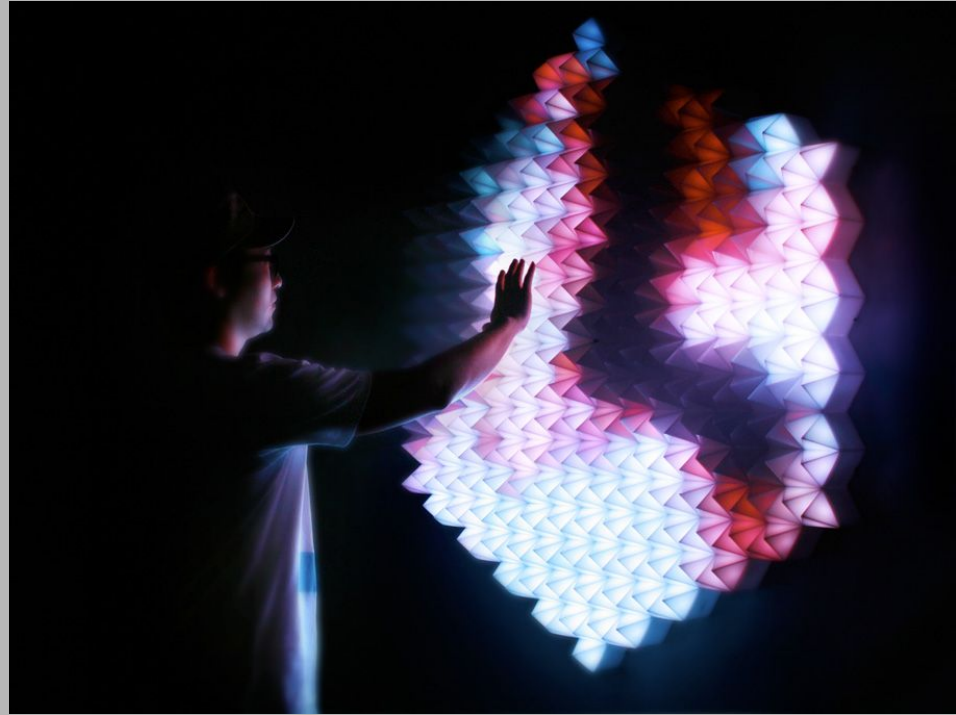






# How It's Made

- Installation of 420 LED back prisms
- Photographs people's movements and renders them onto prisms
- Sensor rigged camera in center
- Flashes pre-programmed animation if people aren't around
- [New Angles](#)

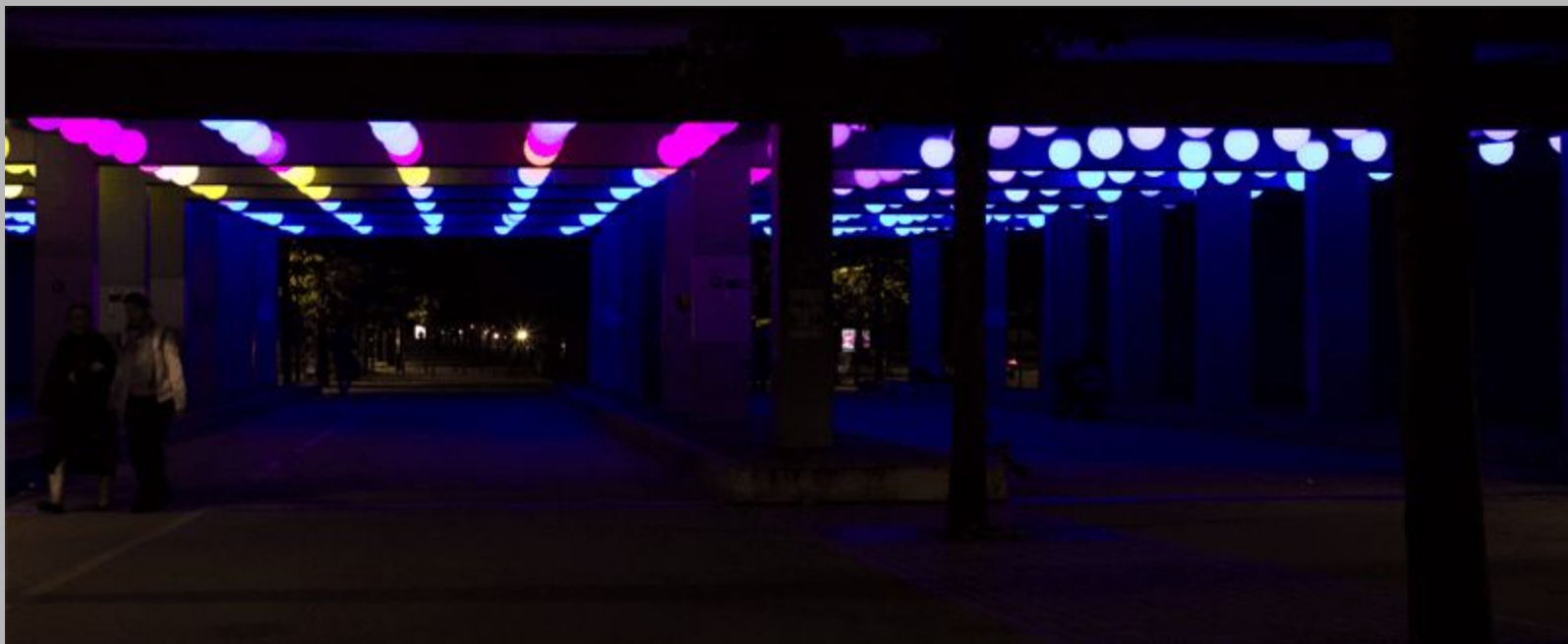




# Pixel Avenue by Fred Sapey-Triomphe Saint-Denis

- Symbolizes the innovative, open and creative region of Plaine Commune
- It forms a “bright sky” on the underside of the tunnel
- Light display emphasizes movement in the tunnel





[Pixel Avenue](#)

# How It's Made

- Pixelated screen covered in lights and sensors
- Infrared PIR sensors on beams calculate approximate number of people, direction, and average speed
- Microphones calculate intensity of traffic



# SenselImage by Pascal Bauer

- Multi-shaped, flexible tactile surface
- Uses display interface connecting all the different surfaces
- LED panels with presence detector around each LED
- Aims to produce video sensitive surface applicable to architecture or monumental sculpture



# Sources

Celestial Collisions <http://www.artfuturaroma.it/presentazione-mostra-artfutura-roma.html>

<http://canbuyukberber.com/recent-projects>

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Pixel Avenue <http://www.digitalarti.com/interactive-installation-public-space-1-000-m2-pixel-avenue/>

SenseImage <http://www.digitalarti.com/productions/senseimage-interactive-and-tactile-surface/>