

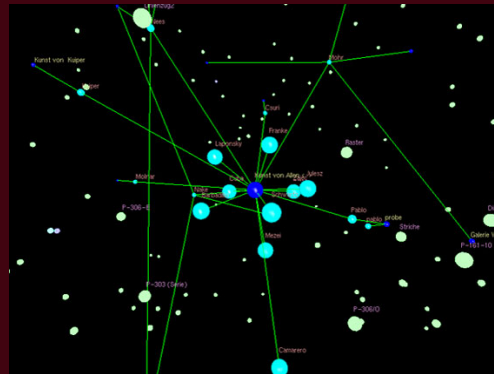
compArt  
aesthetic laboratory  
experiences

dr. susan grabowski | university of bremen |

24.06.2010

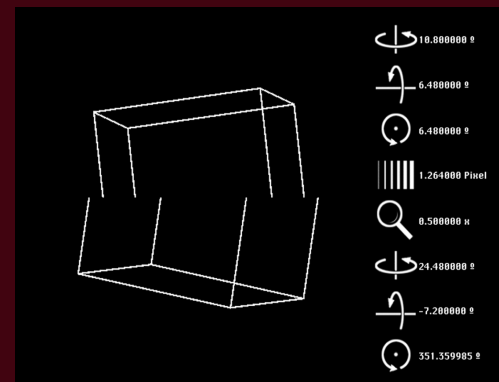
virtual space

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actual space : aesthetic laboratory



how to design space to support study and creation in digital art?

aesthetic laboratory



the computer in the arts  
art in computer science

## aesthetic laboratory: traditional spaces



## aesthetic laboratory: to design space

### observations

- not every space is equally appropriate for digital art
- space supports relations and processes.

In consequence this means to prepare a space of potentialities.

A space of possibilities: to connect, to move around, to make a difference, to transform.

aesthetic laboratory: to design space

to design space means to design free space!

to create own **structures**,

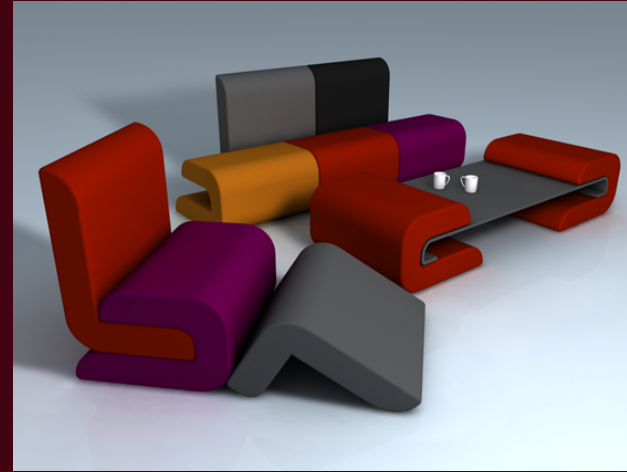
to **participate** actively,

to accept the **randomness** of situations

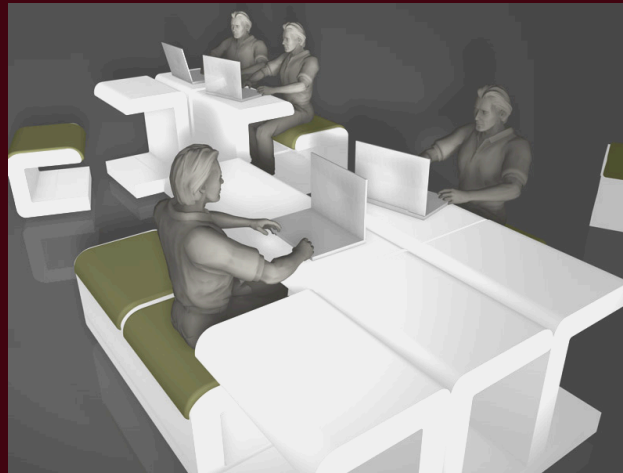
aesthetic laboratory: to prepare a space of potentialities

- space: tight, flexible, open, support identity
- equipment: flexible, variable
- humans: novices, experts, interdisciplinary
- media: traditional, digital, tight, flexible  
(increasingly technological)
- subject: digital art: algorithmic & aesthetic
- study & research: analysis in science vs. synthesis in art
- doing: experiments & design, communicating & reflecting



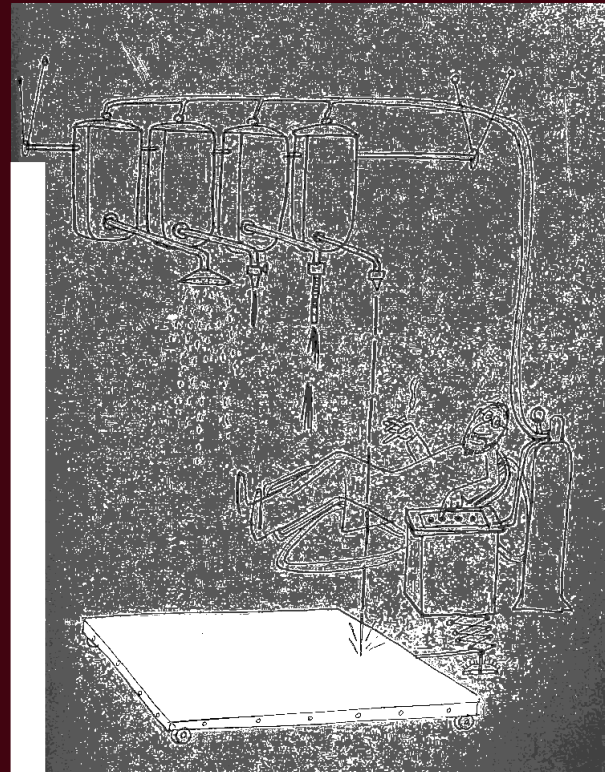
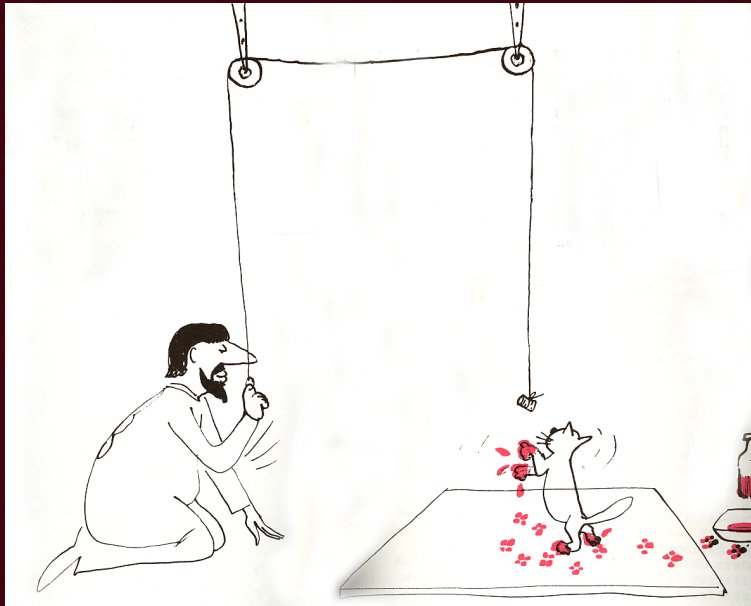


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## CoMa: bachelor project 2008/2009

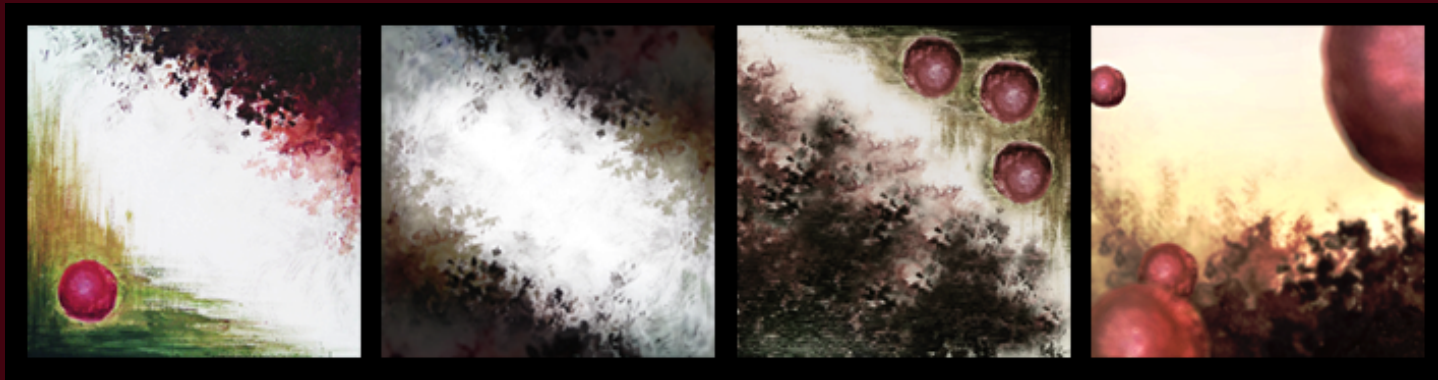


## CoMa: task 1: free composition



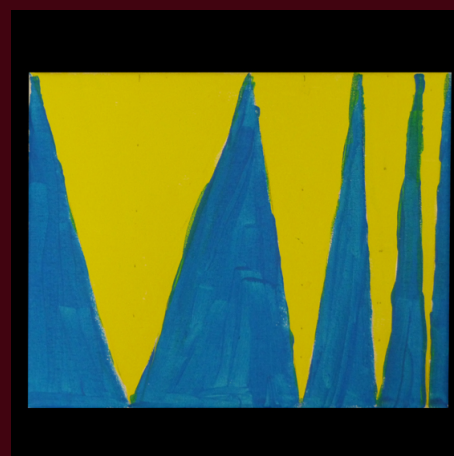
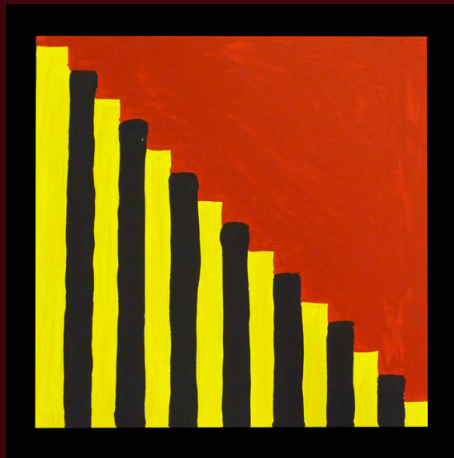
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## CoMa: task 1: free composition: acrylics & photoshop



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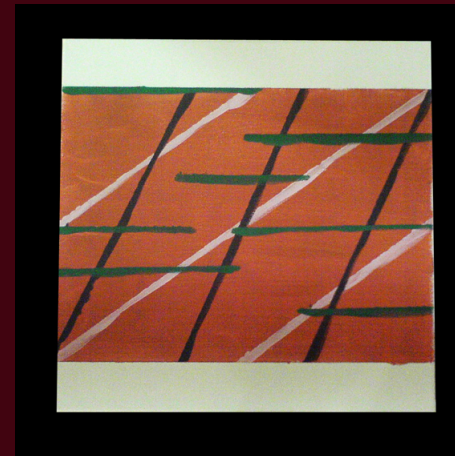
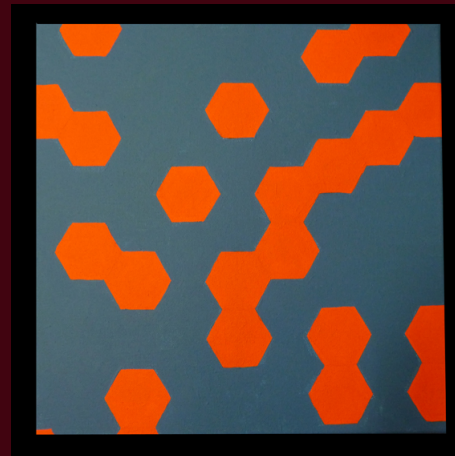
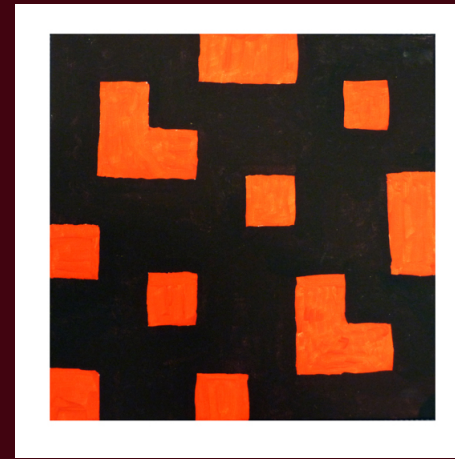
## CoMa: task 2: rule based compositions



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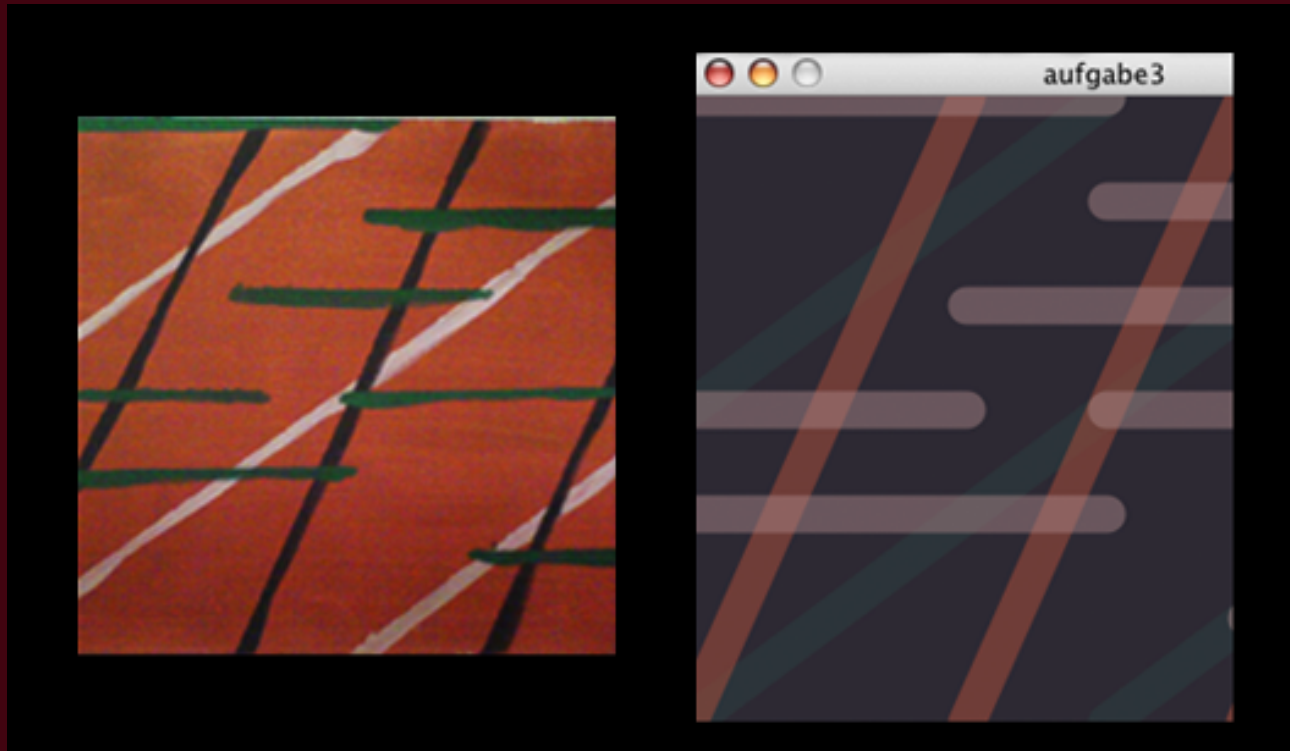


## CoMa: task 3: imitations: acylics



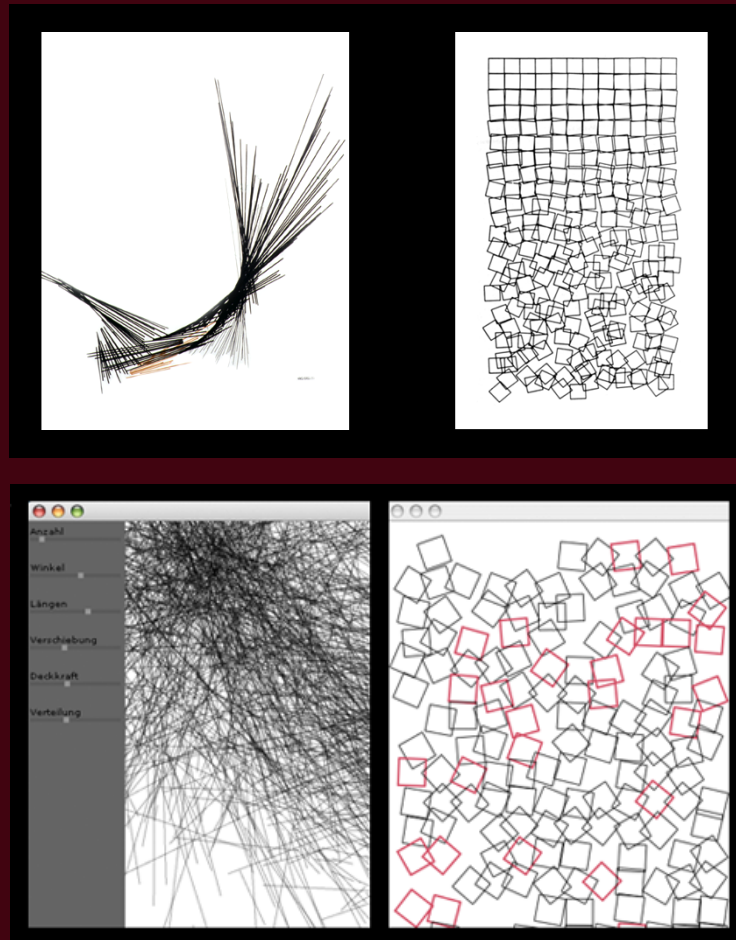
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## CoMa: task 3: imitations: acrylic & processing



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## CoMa: task 3: imitations: processing



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## CoMa: task 4: groupwork initiated by students



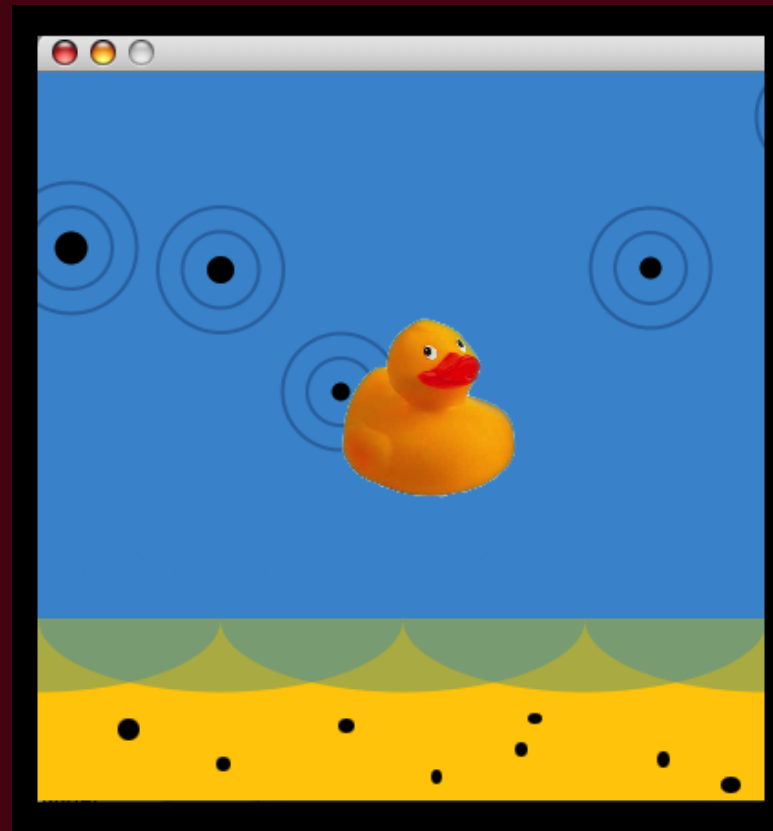
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## CoMa: task 4: groupwork initiated by students



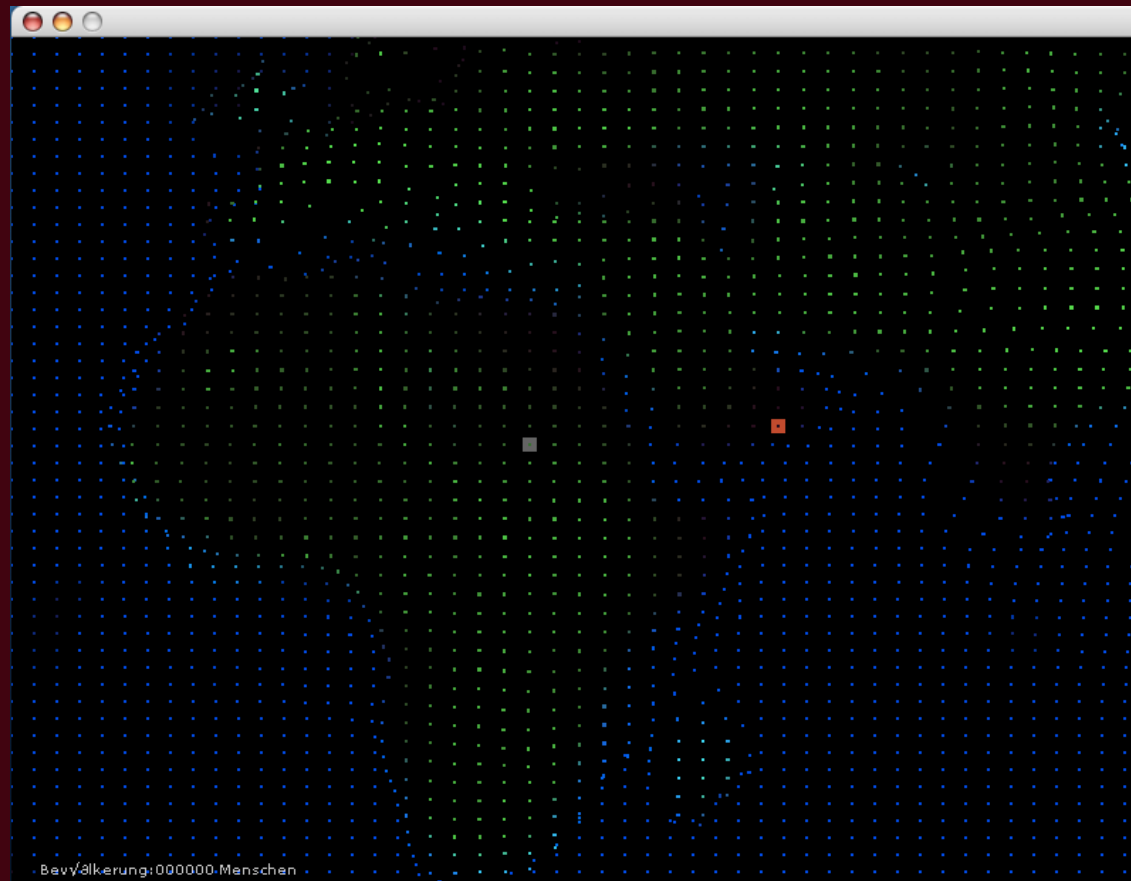
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## CoMa: task 5: interactive google-work initiated by students: shore



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## CoMa: task 5: interactive google-work initiated by students: africa



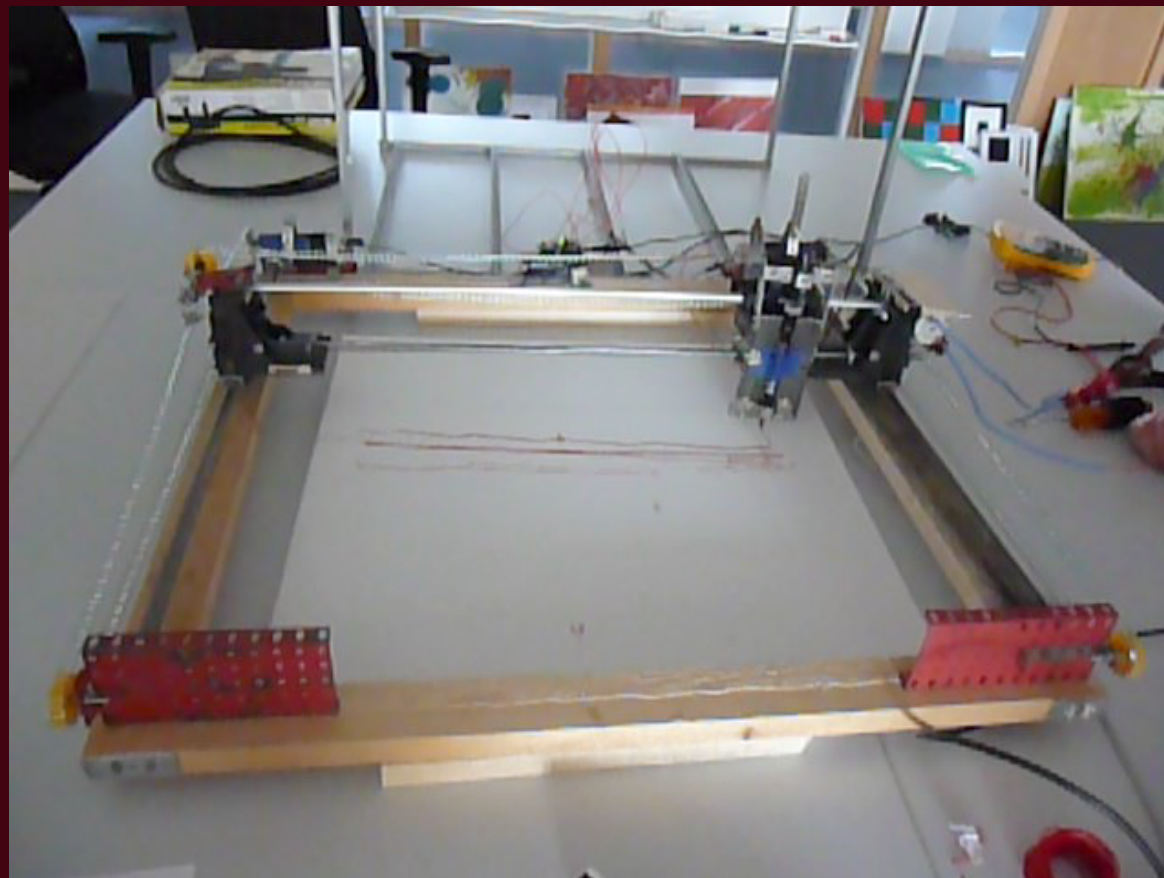
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## CoMa: result: CoMa-Nator





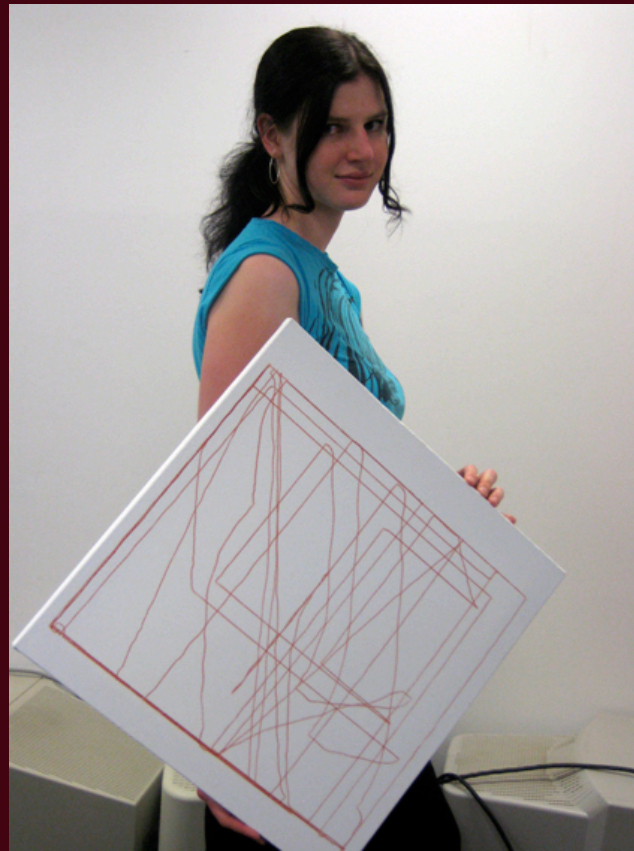
## CoMa: result: CoMa-Nator



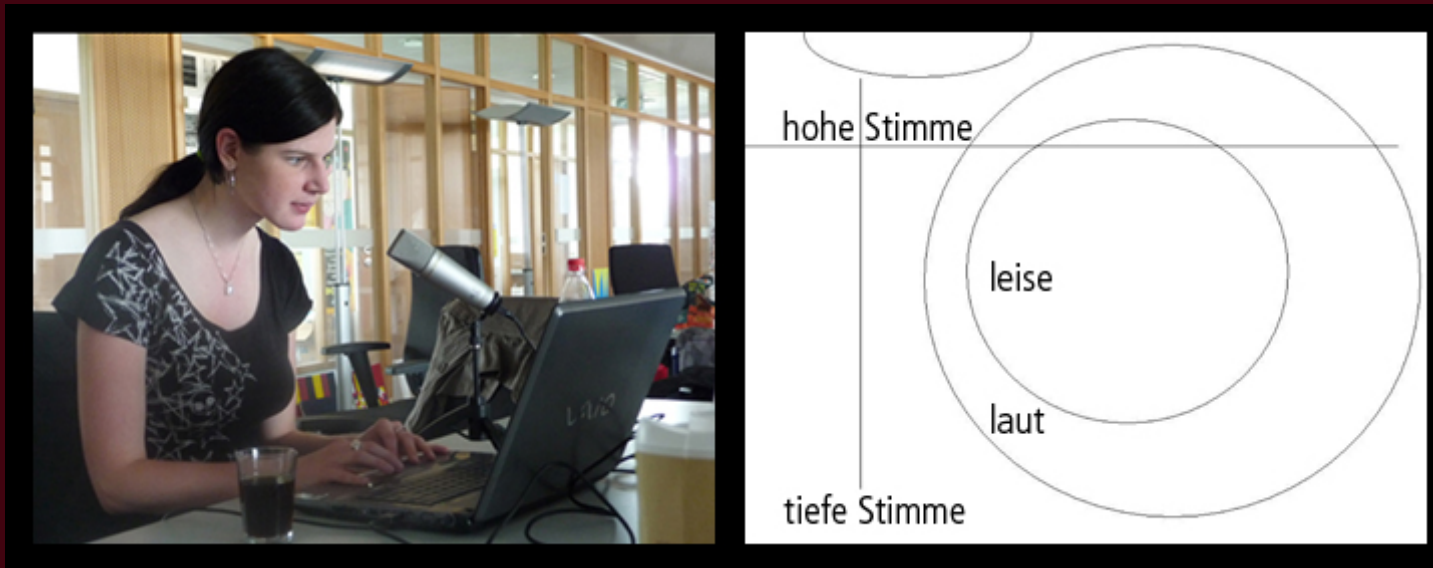
## CoMa: result: CoMa-Edit . Interface. Interact through Wii



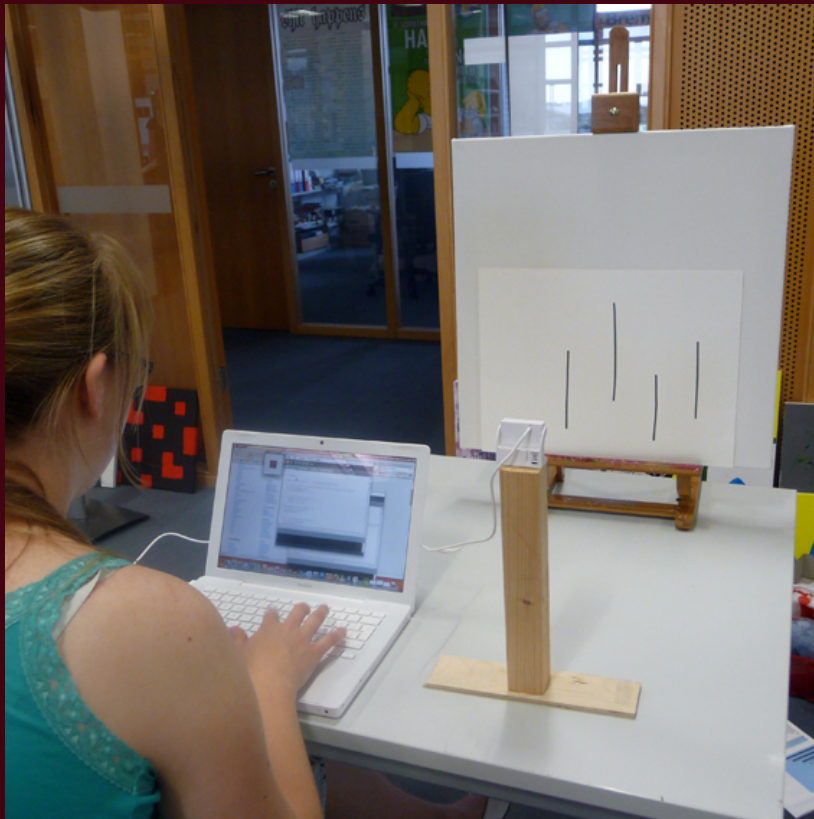
## CoMa: result: example



## CoMa: result: interactive installations: CoMa-Voice



## CoMa: result: interactive installations: CoMa-Stroke



## CoMa: result: interactive installations: CoMa-Tös



## Seminar: Art in Action

### Task: Designing a DADA-PLAY-INSTALLATION

Take in account 3 aspects:

- Use a thing from household as input device
- Use a mascot
- Use some sweet

## Seminar: Art in Action

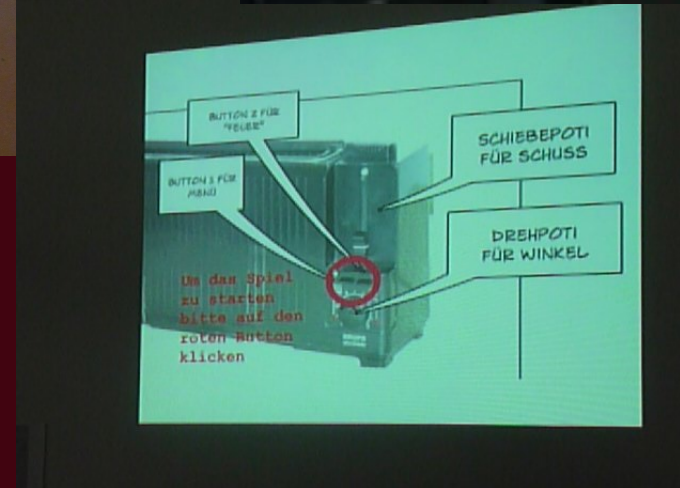
Exhibited in Weserburg. Museum für moderne Kunst.  
18. März – 5. April 2010



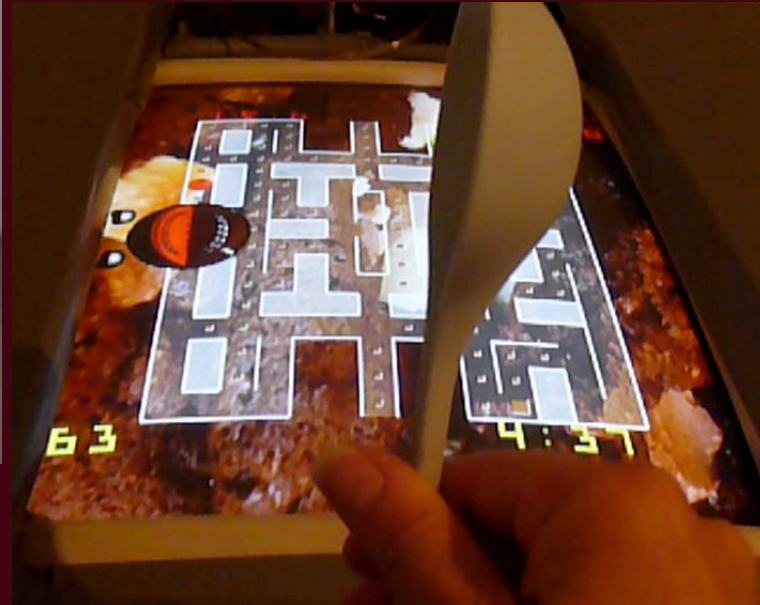
## Seminar: Art in Action: breakfast war



## Seminar: Art in Action: cabaret tostaire



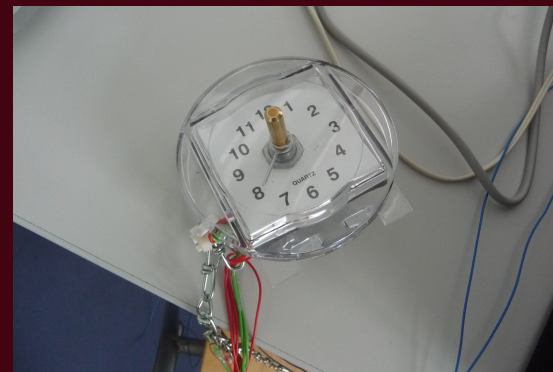
## Seminar: Art in Action: choco-pacman



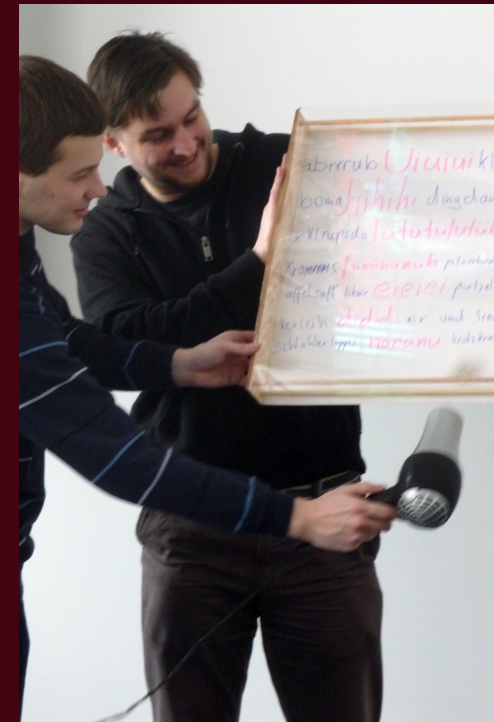
## Seminar: Art in Action: DADALIPPER



## Seminar: Art in Action: zuckerjagd



## Seminar: Art in Action: HugoBall



## Seminar: Art in Action: silly hover



## Seminar: Art in Action: PoliShot

