8 DEMO HOUR

13 WHAT ARE YOU READING?

14 HOW WAS IT MADE?

16 DAY IN THE LAB

ENTER

1
Back to Light—an artistic
take on the classic potato-
battery science project.

Demo Hour highlights new prototypes
and projects that exemplify innovation
and novel forms of interaction.

Audrey Desjardins, Editor

DEMO
HOUR

1. Back to Light

My current body of work, *Back to Light*, expands upon a classic grade-school science project, the potato battery. By inserting a galvanized nail into one side of a potato and a copper wire into the other side a small electrical current is generated. The utter simplicity of this electrical phenomenon is endlessly fascinating for me. Many people have had the experience of drawing power from fruit in the classroom, and it never ceases to bring a smile to the face or a thought to the mind. This work speaks to a common curiosity we all have for how the world works as well as a global concern for the future of earth's energy sources.

<http://calebcharland.com/back-to-light-34/>

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2

Three dollars gets you one weird-face drawing from this art vending machine.

2. Weird Faces Vending Machine

The Weird Faces Vending Machine is an installation that generates an infinite number of weird faces that look like my hand-drawn faces. It thereby questions the dominating ways in which value is generated from art in the gallery context. Instead of placing an artificially limited number of prints in the gallery space for the sole purpose of generating value and fake exclusivity, a vending machine is installed that sells a potentially infinite number of unique computer-generated prints. The name from the credit card is used by the machine to

talk to the buyer and walk him/her through the purchasing process. In addition, the name is used to write a personalized dedication message on the back of the print in my own handwriting. A unique art print and a personal dedication from the artist for only three dollars? Sounds like a good deal!

<http://www.mokafolio.de/works/Weird-Faces-Vending-Machine>

<https://vimeo.com/67189255>
<http://www.wired.com/2013/12/this-vending-machine-will-make-art-for-3/>

Matthias Dörfelt, UCLA
 → hi@mokafolio.de

3

A massive aerial sculpture let visitors paint the sky with their mobile devices.

3. Skies Painted with Unnumbered Sparks

Studio Echelman installed its largest, most interactive sculpture installation to date at the TED Conference's 30th anniversary. The monumental aerial sculpture spanned 745 feet between a 24-story skyscraper and the Vancouver Convention Center.

The sculpture was presented with an original interactive work created in collaboration with artist Aaron Koblin, creative director of the Data Arts team in Google's Creative Lab. At night the sculpture came to life as

visitors were able to choreograph the lighting in real time using physical gestures on their mobile devices. Vivid beams of light were projected across a massive scale as the result of small movements on spectators' phones.

<http://www.unnumberedsparks.com>

<https://www.youtube.com/watch?v=npjTmG-TBHQ>

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4

Human motion is transformed in myriad ways by the Illimitable Space System.

4. Illimitable Space System

The Illimitable Space System (ISS) is a multimodal interaction CG system for artistic performance (e.g., dance), music visualization, and interactive documentary that is controlled with gestures and voice, depending on the configuration. The participants

are central to interacting with the installation, providing motion, voice, and other captured data as input to the computer system that processes that input and produces real-time graphical and audio feedback to the interacting audience. There is animation, physically based modeling, image and video processing, and motion capture, all in real time.

<http://mdreampictures.com/?iss>
<http://vimeo.com/84041123>
 Song, M. Computer-Assisted Interactive Documentary and Performance Arts in Illimitable Space. Ph.D. thesis, Special Individualized Program/Computer Science and Software Engineering, Concordia University, Montreal, Canada, Dec. 2012; <http://spectrum.library.concordia.ca/975072>

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