1
The shadow
dreams of flying.

8 DEMO HOUR

12 WHAT ARE YOU READING?

14 HOW WAS IT MADE?

16 DAY IN THE LAB

ENTER

The Arts Track at TEI 2015 explored sensory connections among people and the world around them. An international jury of artists, designers, and educators selected evocative, thought-provoking, and experientially rich pieces ranging from full-room installations to wearables and performance-based art. The pieces selected for the exhibit demonstrate not only technological novelty but also formal sophistication, conceptual creativity, and engagement with issues of active concern to the fields of interactive art. Here, we present a small sample demonstrating the breadth of the exhibition. Please see <http://www.tei-conf.org/15/artists/> for the full list.

Elizabeth Goodman and Younghui Kim, TEI'15 Arts Track Chairs

DEMO
HOUR

1. Remnance of Form

Remnance of Form is an interactive installation that explores the dynamic tension between an object and its shadow. By fusing light, projection, and motion technologies, the shadow can now detach itself from its former role. This creates a new narrative that challenges our perception of reality, and even the simplest objects can be seen as sophisticated and personified. Through several playful vignettes, the shadow interacts with viewers' presence and body posture, as well as their manipulation of the light source creating the shadow.

<http://www.sangww.net/2015/02/remnance-of-form.html>

<https://vimeo.com/105505950>
<https://vimeo.com/108858592>

Leigh, S-W., Roseway, A., and Paradiso, A.
Remnance of Form: Altered reflection of physical reality.
TEI 2015 Art Exhibition, 2015.

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2

Experience a remote mountain echo through sound and vibration using the Tele Echo Tube.

3

Silent alarm. Breaking the beam causes Vector Field to go silent.

2. Tele Echo Tube

Tele Echo Tube (TET) is a speaking-tube installation that interacts acoustically with a deep mountain echo, a Japanese mythological creature named Mr. Yamabiko, through a vibrating lampshade-like interface. TET allows users to interact with the mountain echo, which occurs at an elevation of 1,200 meters in the University of Tokyo Forests, in real time through an augmented sound-echo experience with vibration over a satellite data network.

This novel interactive system can help create the imagined presence of a mythological creature in undeveloped natural locations. It leverages

the boundaries of the real and virtual worlds to allow people to experience an interaction between humans, nature, and mythology (i.e., a non-human-centric interaction).

- <http://hhkobayashi.com/tele-echo-tube/>
- Kobayashi, H.H., Fujiwara, A., Nakamura, K., Saito, K., and Sezaki, K. Tele Echo Tube: Beyond cultural and imaginable boundaries. *Proc. of the Ninth International Conference on Tangible, Embedded, and Embodied Interaction*. ACM, New York, 2015, 421–422; DOI: 10.1145/2677199.2690879
- Kobayashi, H., Hirose, M., Fujiwara, A., Nakamura, K., Sezaki, K., and Saito, K. Tele echo tube: Beyond cultural and imaginable boundaries. *Proc.*

of the 21st ACM International Conference on Multimedia. ACM, New York, 2013, 173–182; DOI: 10.1145/2502081.2502125

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3. Vector Field

Vector Field is a sound installation that offers a meditation on space, light, and interactivity. It combines a polyphonic drone with a network of sensors to create a space that is sensitive to disruption. Viewers who break a laser beam cause the installation to fall silent; the work reflects on this tension and the “activated space” it articulates.

- <http://www.conorpeterson.org>
- <https://www.youtube.com/watch?v=oAV9CM8qMRA>
- Vector Field, Activated Space and Inverse Interaction, DOI: 10.1145/2677199.2690872

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4

Using technology to make
kaleidoscopic remixes of textile
patterns.

**The work follows
a conceptual link
between lace
patterns, sensor
objects, and
video material to
create ethereal
animated
environments.**

4. Pattern Stations #2/ Tangible Patterns

A pattern station is a standalone interactive video installation that extends and enhances textile patterns through video manipulations and physical objects with embedded sensors. It is a collaborative project between textile designer and artist Cecilia Heffer and interface designer and interaction researcher Bert Bongers.

In this project, we investigate material and aesthetic innovation through engagement with textiles and interactive software.

Viewers can explore an extended kaleidoscopic pattern through an algorithm of fragmentation, rotation, mirroring, and magnification. Derived from an Australian landscape, the work follows a conceptual link between lace patterns, sensor objects, and video material to create ethereal animated environments.

www.bertbongers.com
www.ceciliaheffer.com
<https://vimeo.com/110638100>
Embracing Innovations Vol. 4.
 Craft ACT, Canberra, Australia
 (www.craftact.org.au). Exhibition
 Review: Angelina Russo, Associate
 Dean in Research, Faculty of
 Arts and Design, University of
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