1 Participants in the Kinetic Storyteller ride swings to reveal social media data.

10 DEMO HOUR

14 WHAT ARE YOU READING?

16 HOW WAS IT MADE?

18 DAY IN THE LAB

ENTER

We are constantly surrounded by networks, information, and data. Whether they consist of electromagnetic frequencies or physical wired connections, networks are everywhere, consuming and permeating our offices, homes, schools, and public indoor and outdoor spaces. The SIGGRAPH 2016 Art Gallery, Data Materialities, exposes this plethora of data and transforms it into tangible incarnations that not only showcase the data's complexity, but also allow us to relate to it on a human scale. By injecting humor and kinetic energy into exposing these data platforms, the gallery makes light of them and presents them on a grand scale to reveal their ubiquity.

Jonah Brucker-Cohen, SIGGRAPH 2016 Art Gallery Chair

DEMO
HOUR

1. The Kinetic Storyteller

The Kinetic Storyteller is a playful environment for social interaction consisting of a pair of swings next to each other. As each participant swings on the structure, they are connected to a data stream of the networked landscape around them, specifically the social media banter of Twitter. With each kinetic swing rotation, new messages tagged with specific hashtags are presented on three large screens situated in front and to the sides of the participants. Here, the social interaction of swinging not only reveals new data but also generates different narratives based on the selected hashtag. Participants' interaction with the swings materializes the data moving invisibly through their immediate spaces through play.

Bech, T. The Kinetic Storyteller 2016. *Leonardo* 49, 4 (Aug. 2016), 354-355.

<http://www.tinebech.com/Artwork/Playable/KineticStoryteller%20/>

<http://www.tinebech.com/Artwork/Playable/KineticStoryteller%20/KineticStorytellerVideo/>

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2
Player drops a ball from the top of the screen to create blackout poetry.

2
Close-up view of screen and frame for Plinko Poetry.

2. Plinko Poetry

Plinko Poetry is an interactive installation that allows users to create blackout poetry using SIGGRAPH submission headlines. The interface removes words from their original context to become a playful and satirical reminder of their meaning. Players release a ball at the top of the screen and transparent pegs randomize the path of the falling ball. Once the ball goes across a line of words, that line is frozen and a selected word is highlighted by blacking

out adjacent words on the same line. When the ball reaches the bottom, all selected words are assembled together as a poem and printed as a souvenir.

<http://thinkcreate.us/plinko/>
<https://vimeo.com/180466914>

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3
Approaching view of Doors in the SIGGRAPH'16 gallery.

3
A crowd gathers around Doors in the SIGGRAPH'16 gallery.

3. Doors

Situated between reality and virtual reality, this work plays with the feeling of perception and infinite space. The setup has real-time anamorphic custom software computing the perspective of the nearest person. Through four-channel immersive 3D-spatialized sound, people can experience and discover virtual audioreactive landscapes by simply moving in space. Doors is an ongoing work from THÉORIZ Studio's research and development department.

Wilson, M. This magical door lets you explore the virtual world without putting on a headset. Fast Company Design. Feb. 10, 2016; <https://www.fastcodesign.com/3056522/this-magical-door-lets-you-explore-the-virtual-world-without-putting-on-a-headset>
<http://www.theoriz.com>
<https://vimeo.com/channels/theoriz/154407574>

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4

Submergence setup.

4

People socializing while interacting with Submergence.

4. Submergence

Submergence is a large, immersive walkthrough experience. It uses up to 8,064 individual points of suspended light to create feelings of presence and movement within physical space. The installation transforms space into a hybrid environment where virtual and

physical worlds coincide. As you enter the piece, you walk into a space occupied by both real and virtual components, both of which you can affect. The piece is divided into sections that gradually increase in tension, building to a final climax. Each section has its own elements, atmosphere, and responsiveness.

<http://www.squidsoup.org/submergence>
<https://vimeo.com/190240069>

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The installation transforms space into a hybrid environment where virtual and physical worlds coincide.