INNOVATION CONNECTIONS:

EAST

MEETS

WEST

创新连接: 中西数字艺术对话展

# **INNOVATION CONNECTIONS: EAST MEETS WEST**

29th November-20th December 2018

729 Art Cafe School of Art and Design Dongfeng Road Campus Guangdong University of Technology CHINA

创新连接:中西数字艺术对话展

展览时间: 2018年11月29日-12月20日

展览地点:广东工业大学艺术与设计学院729艺术展厅













#### INTRODUCTION

This exhibition brings together a diverse range of work by digital artists from De Montfort University in Leicester, UK and Guangdong University of Technology in Guangzhou, China. It is part of a developing collaboration between the two Universities.

Professor Sean Clark, Warren Pringer and Dr. Ji Yi are curators of this art exhibition and are also the promoters of the scientific and technological exchanges between Chinese and Western cultures. Part of the exhibition includes works by teachers and students from Guangdong University of Technology, Sichuan Fine Arts Institute, De Montfort University, and AUT, including various forms of digital multimedia, interactive forms, and creative styling with elements of Canton porcelain. The audience has the opportunity to experience different styles of art and interactive experiences in the exhibition.

In presenting this unique collection of artworks we hope to further develop the relationship between GDUT and DMU and create new opportunities for international collaboration between individual artists from the East and West.

Sean Clark Warren Pringle Yi Ji

The exhibition has been produced in collaboration with the Institute of Creative Technologies at De Montfort University and Auckland University of Technology. www.ioct.dmu.ac.uk

For additional documentation please visit http://interactdigitalarts.uk/innovationconnections

Many thanks to both Universities for their support and to the Australian Embassy, IDEAS Auckland University of Technology, VR company GDI and Professor Feng, Head of Department of Digital Media for their involvement. Thanks also to the students at GDUT for their participation in the workshops and exhibition and for help with installing the artworks.

# 展览介绍

从半个世纪前计算机诞生之初就有人尝试将计算机用于艺术创作,随着技术的发展,探索新的技术 和新的思考方式对我们的世界和文化艺术都有重要的影响。此次中西数字艺术对话展邀请国际及国 内知名数字媒体艺术家和实践者联合举办中西数字媒体艺术对话展。通过此次展览展示前略的新艺 术的跨界合作,激发科技与艺术的创新与灵感,促进跨领域交流。

肖恩教授、沃伦普林格、纪毅博士是本次艺术展览的策展人,也是致力于促进中西文化科技交流的推动者。展览的一部分作品包括了广东工业大学、四川美术学院、英国德蒙福特大学、以及奥克兰理工大学的师生作品,包括各类数字多媒体形式、交互形式、以广彩为元素的创意造型等。观众有机会在展览中感受不同的风格的艺术作品和交互体验。

通过这次展览,我们希望可以促进大学之间的国际化长远合作,同时创造新的机会与东方和西方个 人艺术家进行国际合作。

策展人: 肖恩克拉克 沃伦普林格 纪毅

展览是与德蒙福特大学创新技术研究所和奥克兰理工大学一起联合制作的。nww.ioct.dmu.ac.uk

其他的相关资料,请访问http://interactdigitalarts.uk/innovationconnections

在此,非常感谢以上大学的支持,感谢澳大利亚大使馆、奥克兰艺术机构、GDI 科技公司和广工艺术与设计学院数字媒体系的积极参与。同时也感射GDUT的学生们为国际工作坊和展览所做的努力。

ARTWORKS/艺术作品

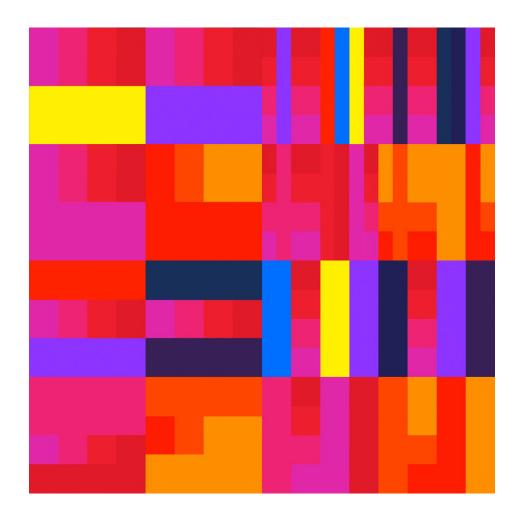
## **ERNEST EDMONDS**

Biography 个人简介

# **ERNEST EDMONDS**

Ernest Edmonds was born in London in 1942. He now lives and works in central England and in Sydney, Australia. In 2017 he was awarded the ACM SIGGRAPH Distinguished Artist Award for Lifetime Achievement In Digital Art and the ACM SIGCHI 2017 Lifetime Achievement Award for the Practice of Computer Human Interaction. He is Professor of Computational Art at De Montfort University and Director of IOCT. Routledge have just published "Generative Systems Art: the work of Ernest Edmonds" by Francesca Franco. Ernest Edmonds' own latest book is "The Art of Interaction: What HCI Can Learn from Interactive Art", Morgan&Claypool.

Ernest Edmonds生于1942年的伦敦,现居于英格兰和澳大利亚悉尼的中心。2017年他被授予国际图形协会的杰出艺术家终身成就奖和人机交互终生成就奖。他是德蒙福特大学的教授,同时也是数媒系的主任。最近在Routledge出版社推出了《集成艺术: Ernest Edmonds的艺术作品》,由Francesca Franco主编。Ernest Edmonds亲自编写的的最新的书为《交互艺术:人机交互能从交互艺术中借鉴到什么》。



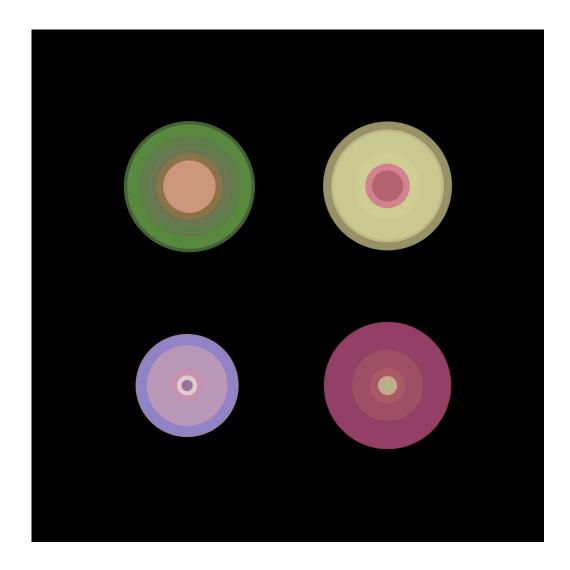
Dazzle(2018)

### **SEAN CLARK**

Biography 个人简介

Sean Clark is an artist, researcher and technologist with an interest in systems theory and connected digital art. The work on display in this exhibition is a print taken from the digital work Haze which contains four interacting images composed of concentric circles that exchange colours as they "breath" inward and outward. Sean is a Visiting Research Fellow at De Montfort University and an International Professor at GuangDong University of Technology. He is also the founding director of web/app company Cuttlefish Multimedia Ltd and digital arts company Interact Digital Arts Ltd.In 2016 he was the co-winner of the Lumen Prize for 3D/Sculpture in London and the inaugural ArtCHI Award in San Jose, California.

Sean Clark 是一位艺术家、研究人员同时也是科学技术人员,他对于系统理论和数字艺术很感兴趣。本次展览的作品是从数字化艺术Haze中取得的一部分,Haze包含了四张交互性图片,每张交互性图片都由会变颜色的同心圆组成,随着同心圆内在与外在的"呼吸"变色Sean 不仅是德蒙福特大学的应邀研究人员,也是广东工业大学的国际教授,兼网页/APP公司Cuttlefish Multimedia Ltd的创始人。在2016年,他在伦敦获得了卢媒奖的3D/雕塑的项目,还有和San Jose在加利福利亚获得ArtCHI奖项。



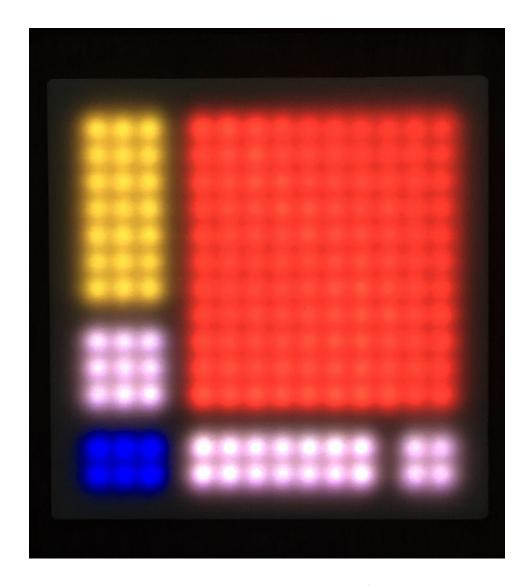
Haze(2018)

# YI JI

Biography 个人简介

Dr. YI JI has been working in area of interactive art and personalized interaction design more than twelve years. In 2015, he obtained my doctorate degree in human computer interaction design at University of Technology Sydney. He has been committed to promoting cultural exchanges and cooperation between China and Australia. He is a board member of Australia China Science and Technology Association committee. In 2014, he was named as 100 Young Innovative Leader of Chinese by the Hong Kong Dragon Foundation. He has many international invention patents and host national research project. One of his projects has been selected in the Australian Millennium Project. As an international new media artist and curator, his works have been exhibited in many countries and international conference including Sydney international design festival top conference SIGGRAPH 2018. Additionally, as an international curator, he has planned a number of international new media exhibitions, including: Microsoft Interactive Art Exhibition, OZ CHI multimedia exhibition, Chinese and Western Digital Art dialogue exhibition, and Seventh Space Interactive Art Exhibition.

纪毅博士长期从事交互艺术和个性化交互设计方面的研究工作,于2015年在悉尼科技大学取得人机交互设计方向博士学位。同时,一直致力于推动中澳的文化交流与协作担任澳大利亚澳华科技协会理事,国际华人华侨人机交互协会理事。2014年被香港龙基金会评为100位华人青年创新领导者。获得多个国际发明专利。主持国家研究项目参与多个国际合作项目入选中澳千禧年项目。作为国际新媒体艺术家个人的作品参展多个国家的新媒体艺术展包括入选国际顶级会议SIGGRAPH 2018艺术展,悉尼国际设计周。另外,作为国际策展人本人参展并策划了多个国际新媒体交互艺术展包括:Microsoft 交互艺术展,OZ CHI多媒体艺术展,中西数字艺术对话展,第七空间交互艺术展。



Interactive Digital Painting; (2018)

### **Janine Randerson**

Biography 个人简介

Janine Randerson is an artist and writer based in Auckland, New Zealand. A thread in Janine's work is the technological mediation in ecological systems. She has collaborated with with urban meteorologists at the University of Auckland, satellite meteorologists at the Bureau of Meteorology (Australia) and climatologists the National Institute of Environmental Research (Denmark). Her forthcoming book "Weather as Media: Towards a Meteorological Art" will be published with MIT Press in Fall, 2018. She is currently the PhD programme co-leader in the School of Art and Design at AUT University, Auckland. She has a PhD in media and communications from the University of Melbourne.

珍妮·兰德森是新西兰奥克兰的艺术家、作家。珍妮的主要作品是有关技术在生态系统中的介入。她与奥克兰大学的城市气象学家、气象局的卫星气象学家(澳大利亚)、以及国家环境研究所的气候学家(丹麦)均有合作。

目前她是奥克兰大学艺术与设计学院的博士生联合项目负责人,拥有墨尔本大学媒体和传播学博士学位。



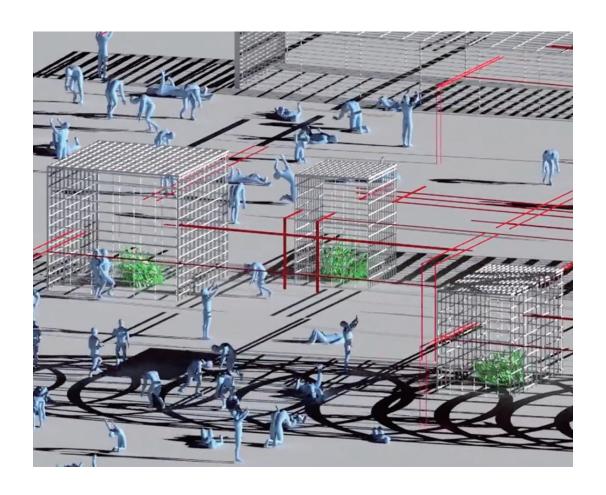
Biography(2017)

# **GREGORY BENNETT**

Biography 个人简介

Gregory is an international digital artist. His artistic background is mainly the digital art practice and film post production. His teaching and research fields are mainly digital design, including three-dimensional animation, visual effects, dynamic capture and virtual reality. As the director of dynamic capture laboratory at AUT University, he developed the first dynamic capture course at AUT University. He is one of the directors of the Virtual Reality Laboratory of AUT University. At present, he is mainly responsible for the teaching and research of virtual reality.

Gregory是一位国际级的数字艺术家。他的艺术背景主要是数字艺术实践和电影后期制作。他的教研领域主要为数字设计,包括三维动画、视觉特效、动态捕捉和虚拟现实。作为奥克兰理工大学动态捕捉实验室的主管,他研发出了奥克兰理工大学第一套动态捕捉课程。他是奥克兰理工大学虚拟现实实验室的主管之一,目前主要负责虚拟现实方面的教学和研究。



Video:Exosphere (2018)

# **MIRIAM HARRIS**

Introduction 作品简介

Experimental Animation: From Analogue to Digital, focuses on both experimental animation's deep roots in the twentieth century, and its current position in the twenty-first century media landscape.

实验动画:从模拟到数字的实验,聚焦二十世纪实验动画的源头,还有它在二十一世纪媒体景观中的位置。

The book includes not only chapters by international academics, but also interviews with well-known experimental animation practitioners such as William Kentridge, Jodie Mack, Larry Cuba, Martha Colburn, and Max Hattler. These interviews document both their creative process and thoughts about experimental animation's ontology to give readers insight into contemporary practice.

这本书不仅包括国际学术界的章节,还包括对著名的实验动画从业者的采访,如威廉·肯特里奇、朱迪·麦克、拉里·古巴、玛莎·科尔本和马克哈特勒的访谈,记录了他们的创作过程和对实验动画的思考,以便读者了解当代动画的实践。



# **ANDREW JOHNSTON**

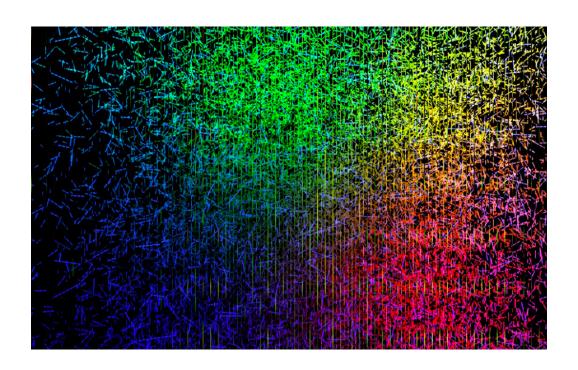
Introduction 作品简介

Audio reactive visuals made using Max/MSP and Jitter. The 3D space shifts dramatically utilising dynamic camera angles and audio driven movement to provoke a visual response in real time.

Digital Prints and Live Performance: Experiments in Virtual Space (2018)

声音回应可视化是利用Max/MSP and Jitter实现的。3D空间的转换利用动态摄像机的角度和声音驱动装置支撑可视化回应。

数字化印刷品和现场演出: Experiments in Virtual Space (2018)



Experiments in Virtual Space (2018)

# **QIANG CHEN**

Biography 个人简介

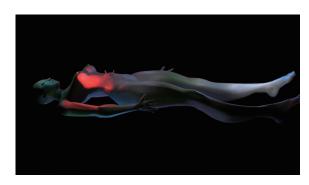
2002 graduated from Sichuan Fine Arts Institude, Video art and experimental image artist

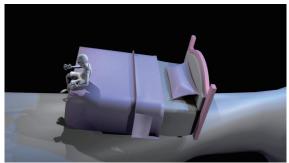
2002年毕业于四川美术学院录像艺术与实验影像艺术家

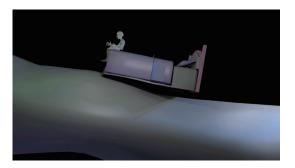
Old Man Recalls His Poetic Life 《老头回忆诗意人生》

This is a long dream in my symptom of dream-disturbed sleep, dreaming of my sick father walking his thoughts on a body sculpture, recalling the past of his life. Dreams are sometimes sad slights, but sometimes these sentiments makes me wake up with a smile.

这是多梦症中的一个长梦,梦见生病的父亲在一个人体雕塑上游走自己的思绪,回忆一生的过往。梦,有时是一些伤感的旁观,而这些伤感在醒来之后又是会心一笑。







Video:Old Man Recalls His Poetic Life

# **CHEN CHEN**

Biography 个人简介

Chen Chen is a part time lecturer in the School of Art and Design at Auckland University of Technology in New Zealand. Her poem films employ the Xiang system (a philosophical and aesthetic system adapted from Chinese poetry) as the central method of making. Her poem films also explore Menglong (the amorphous or enigmatic) as an aesthetic visual style in communicating meaning and lyrical nuance. In exploring these phenomena, her recent poem films draw inspiration from the work of the Tang dynasty poet Shangyin Li. Significantly, her work considers the potential application in poem films of the restraint and delicacy that is indicative of his work.

陈晨是新西兰奥克兰理工大学艺术设计学院兼职讲师。她的诗歌电影是以"象征"(一种取材于中国诗歌的哲学和美学)为中心来创造。她的诗歌电影还探讨了梦龙(无定形或神秘)作为一种美学的视觉风格来传达意义和抒发感情。在探索这些现象的同时,她最近的诗歌电影也从唐代诗人李商隐的作品中得到了启发。值得一提的是,她的作品运用了诗歌中的美学,在作品中有着克制与细腻的表达。



# **Fabrizio Augusto Poltronieri**

Biography 个人简介

Fabrizio Augusto Poltronieri (São Paulo, 1976) is an award-winning computer artist, designer, researcher and curator with a special interest in the relationships between Art, Design, Digital Media, and Technology. His expertise lies in the development of creative coding and its exchanges with philosophical questions.

Fabrizio is a permanent member of the IOCT (Institute of Creative Technologies) at De Montfort University, Leicester, UK. He is currently researching Creativity & Artificial Intelligence, applying machine and deep learning techniques to the production and design of narratives, moving images and objects.

Fabrizio Augusto Poltronieri(圣保罗,1976年)是一位在计算机领域屡获奖项的艺术家,同时还是一位对艺术,设计,数字媒体和技术的联系特别感兴趣的设计师、研究员和策展人。他的专长在于创意编程的发展及其与哲学问题的探讨。

Fabrizio是英国莱斯特德蒙福特大学IOCT(创新技术研究所)的常任成员。 他目前正在研究创造力和人工智能,将机器和深度学习技术应用于叙事,运动图像和物体的制作和设计。



Visual Theogonies

# **TANG XIAOYIN**

Biography 个人简介

Tang Xiaoying graduated from the Academy of Fine Arts of Tsinghua University in 2000 with a Bachelor of Arts degree. She graduated from Hubei University of T echnology in 2006 with a master's degree in design art. In 2012, she graduated from Huazhong University of Science and Technology with a doctorate in communication. She is currently the deputy dean and professor of the School of Art and Design of Guangdong University of Technology.

汤晓颖,2000年本科毕业于清华大学美术学院,获文学学士学位,2006年毕业于湖北工业大学,获设计艺术学硕士学位,2012年毕业于华中科技大学,获传播学博士学位。现任广东工业大学艺术设计学院副院长、教授。





Left: the Cantonese nursery rhyme Designer: Ting Liang etc.
Right: Desktop projection interactive works-listen to ink Designer: Yisi Xue etc.
Adviser: Xiaoying Tang

## **KAIPING FENG**

Biography 个人简介

Kaiping Feng: Professor, director head of Department of Digital Media of School of Art and Design in Guangdong University of Technology. He is currently a member of the Teaching Steering Committee of the Engineering Graphics Course of the Ministry of Education (2013-2017), the vice chairman of the Guangdong Engineering Graphics Society, the director of the Chinese Engineering Graphics Society, and the vice chairman of the International Liaison Committee of the Chinese Graphics Society. Also, he is the senior member of the Society of Graphic Studies, Chairman of the Digital Media Technology Professional Committee of the Guangdong Engineering Graphics Society.

冯开平: 广东工业大学艺术与设计学院数字媒体系主任,硕士学位,教授,艺术与设计学院设计学方向和计算机学院数字媒体技术方向硕士生导师。 现为教育部高等学校工程图学课程教学指导委员会(2013-2017)委员,广东省工程图学学会副理事长,中国工程图学学会理事,中国图学学会国际联络委员会副主任委员,国际几何与图学学会高级会员,广东省工程图学学会数字媒体技术专业委员会主任委员。



hand-held Guang Style Furniture Designer:Guangbin Wu etc. Adviser:Kaiping Feng

#### AI SUPER HOUSEKEEPER--NOAH

Introduction 作品简介

Adhering to the principle of saving user's time and improving user's quality of life, Noah inherits the highest technology of natural language and body language understanding machine learning and knowledge acquisition and processing representation of contemporary AI. At the same time, Noah is the core central control system of networked smart home, assisted by virtual image (AI brain) and intimate robot Hand image (executive body) appears in people's families. Intelligent Noah not only has the characteristics of intelligent scene and automation, but also can give Noah any commands that do not violate the three laws of robots through oral or body language, and its autonomous learning function also makes continuous efforts to create better experience for users.

秉承节约用户时间、提高用户生活质量的原则,Noah继承了当代人工智能的自然语言及肢体语言理解、机器学习和知识获取与处理表示等最高技术,同时作为网络化智能家居的核心中控系统,以虚拟形象(Al大脑)及贴心机器人小助手形象(执行躯体)出现在人们的家庭中。智能的Noah不仅具备智能场景,自动化等特点,用户还可以通过口头或肢体语言等多种交互方式给Noah下达任何不违背机器人三定律的命令,其自主学习功能也为给用户创造更好的体验而不断努力。



AI super housekeeper -Noah Designer:Shutong Zhang etc. Adviser:Chaolan Tang

# THE PAILOU GATE

Introduction 作品简介

The Pailou Gate project is an ongoing piece of work to model in Virtual Reality the 400-year-old Ming Dynasty ceremonial gate located in the courtyard of the library building on the Dongfeng Road campus. The latest work will be shown, featuring additional objects and photographs.

牌楼项目是一个持续性艺术品,在虚拟现实中仿照为东风路校区图书馆院子中的牌楼为原型,建造一个虚拟的400年前明朝纪念性牌楼。项目最新的进展会被展示出来,主要以附加物品和图片的形式展示。



The Pailou Gate(2017)

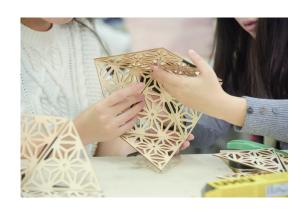
WORKSHOPS/工作坊

# **ABOUT THE INTERNATIONAL WORKSHOPS**

As part of the exhibition programme professor ran a series of workshops with GDUT students looking to develop digital arts skills. The focus of the workshops was generative image making; interactive lighting; and fusion360-based virtual reality.

# 关于国际工作坊

作为展览项目的一部分,国际教授与广东工业大学的学生一起开展了一系列的工作坊,目的是培养学生的数字艺术技能。工作坊的主要内容是图像制作、交互式照明和基于生成式设计(fusion360)的灯具造型设计。









### **COMPUTER GRAPHICS**

The first two workshops dealt with the creation of computer graphics using the Scratch programming language. All students in the workshops had not previously coded and were first shown some basic elements of digital image making. These included: the geometric creation of polygons; rows, columns and grids; and repetition with dynamic variables. Examples of early computer art from the CAS Collection at the V&A was used to illustrate these principles. The work created by the students was surprisingly varied and illustrates how art can be used in the teaching of programming to non-programmers.

# 计算机图形

在展览前的两个工作坊学生们使用Scratch算法语言创作了一些计算机图形。所有学生都没有接触过编程,在工作坊中只被授之以算法图像的基本操作。其中包括了:几何参数的建立;行、列和表;变量的重复使用。在V&A的CAS Collection的早期计算机艺术的例子被用来作为讲解原理。同学们接受授课的结果出乎意料的好,创作的图形多种多样,这也证明了艺术对于编程授课是有作用的。



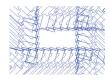
















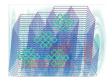








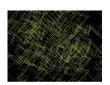














## **INTERACTIVE LIGHTING**

The final workshops involved the use of Arduino ,fusion360 to creative interactivelighting artworks. Students learnt how to programme the Arduino microcontroller and connect it to WS2812 LED pixels, and learn to use the parametric design software fusion360 to create a light and sound artwork made of multiple, interconnectecparts, which will also be exhibited in the exhibition.

# 交互式照明

最后,工作坊使用Arduino、fusion360创作互动式照明艺术作品。学生们学习如何编程Arduino 微控制器并其来控制WS2812LED灯珠,学习利用参数化设计软件fusion360制作一种由多个相互关联的电子部分组成的光声艺术品,这些作品也会在展览中展出。









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