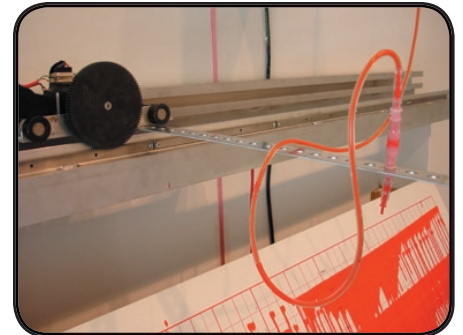


Remembrancer

In an example of long-form artistry, Alberto Gaitán has created Remembrancer, a system of Make Kit-driven robotic arms that create a painting based on both gallery and Internet activity. In addition to the creation of the painting, the same sensors are used to create a soundfield using Max/MSP. The “generation” of the painting occurs during the first four weeks of the installation, while the last two weeks offer an opportunity to view the “completed” artwork. This installation explores the effects of external data on generated artwork, and provokes questions of authorship and translation. The Remembrancer installation runs from April 14 through May 26, 2007 at the curator’s office gallery in Washington D.C. Further information can be found at: http://selforganizingsystem.org/co_rem.html



Wave Pillow

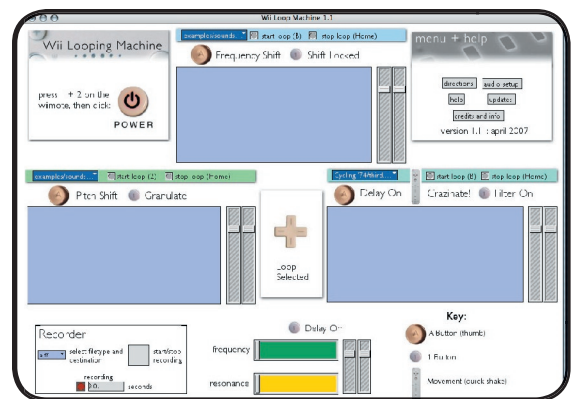
The Wave Pillow informs the dedicated surfer of wave conditions at a favorite location. Using wireless connectivity to the Internet, this device reads information from a Wave Bouy site, then transfers this information to the Pillow. When the surf is favorable, the owner will be awakened with a gentle vibration. The creator, Elmar Trefz, used Teleo hardware, along with both Flash and Max/MSP software, to create prototypes of the Wave Pillow. More information can be found at:

www.wavepillow.com

Wii Loop Machine

Yann Seznec, inspired by the control information provided by the Wii Remote Controller, has built an OS X-based Loop Player. Dubbed the Wii Loop Machine, this software provides a simple interface between remote controller and loop playback, and allows the performer to produce music without having to touch the computer. Pitch, granulation, effects processing and track selection/switching are all controls using the wireless device. The Wii Loop Machine includes several effects processors that are specifically tailored to live motion control. Information, videos and software are available at:

<http://www.theamazingrolo.net/wii.html>



Perpetual Motion

Perpetual Motion offers a twist on atrium art: Reaction. A kinesthetic installation, this system uses location sensing to provide interactive light displays on the floor of a common area at the SFU Surrey campus. Using Jitter, Max and MSP, this installation draws bystanders into becoming active performers, creating colorful trails, virtual snow angels and paper airplane contrails. A YouTube video of the installation is available at:

http://youtube.com/watch?v=78uPV__NHEc