SIGGRAPH **2018**: Art Gallery
English

Art Systems: 1968 to 2018
Ernest Edmonds
De Montfort University

Art Systems showcases the 2017 ACM SIGGRAPH Lifetime Achievement Award in Digital Art given to british artist Ernest Edmonds.
In this exhibition you will be able to see Edmond's artworks from 1968 to 2018, which include:
Nineteen, showcased in 1968; Datapack, presented in 1969, Communications Game, from 1972, and Shaping Form, from 2002.
All these artworks are directly related to papers published in Leonardo since 1973, from issue 3 until now.

She Falls For Ages
Skawennati Fragnito
Aboriginal Territories in Cyberspace

She Falls for Ages is a science-fiction retelling of Haudenosaunee, or Iroquois, a historically powerful northeast Native American confederacy, and it was produced using a new media technique known as **machinima**.
The story created by *Skawennati Fragnito* reimagines Sky World as a futuristic utopia, and Sky Woman as a brave astronaut and world-builder. When she learns that her planet is dying, Sky Woman volunteers to become the seed of the new world, an Earth covered in water.
She Falls for Ages boldly mixes ancient storytelling with science fiction to connect the deep past with the far future.

He Ao Hou (A New World)
Nā 'Anae Mahiki
Aboriginal Territories in Cyberspace

"He Ao Hou" is the Hawaiian word for " A new world".
This point-and-click adventure game transforms the player in a Native Hawaiian. The setting is the far future, when your people (Native Hawaiians) have attained the next level of navigation: space travel.
He Ao Hou is the result of a unique workshop that brought together Skins Workshops on Aboriginal Storytelling and Video Game Design, offered by an Aboriginally-determined team.

Transformation Mask
Shawn Hunt
Independent Artist

Robert Butterworth,
Jeremy Kersey
Andy Klein
Julia Taylor-Hell
Jonathan Cobb
Brent Silk
Brendan O'Rourke
Stacey Mulcahy
Microsoft Garage

Transformation Mask is a collaboration between Microsoft Vancouver and the independent artist Shawn Hunt.
Hunt moves away from engaging with the handmade, exploring authenticity and our expectations of what it means to be indigenous through the removal of the hand-carved surface.
The mask appropriates the traditional aspects of metamorphosis with the transformation from bird mask to human; yet in this adaptation, the human mask has been altered, upgraded, and merged with the machine.
This piece incorporates aspects of technology, sound, and space. In this way, each part of the work reflects Hunt's interest in how we understand and identify with the term "indigenous."

Never Alone: The Art and the People of the Story
Amy Fredeen
Cook Inlet Tribal Council, E-Line Media

Dima Veryovka
Oculus VR, E-Line Media

For "Never Alone", Amy Fredeen and Dima Veryovka paired world-class game makers with Alaska Native storytellers and elders to create a game that delves deeply into the traditional lore of the Iñupiat people to present an experience like no other.
Never Alone is Freeden and Veryovka's first title in an exciting new genre of "World Games," which draws fully upon the richness of unique cultures to create complex and fascinating game worlds for a global audience.

Somnium
Danny Bazo
Meow Wolf

Marko Peljhan
University of California Santa Barbara, Projekt Atol Institute

Karl Yerkes
University of California Santa Barbara

Have you ever wondered how does it feel to be in another planet?
To provide this experience, the artists Danny Bazo, Marko Peljhan and Karl Yerkes created the cybernetic installation SOMNIUM.
Visitors can contemplate, feel, and understand exoplanetary discoveries, their macro and micro dimensions, and the potential for life in our galaxy.

Archaeology of CAD I: Interactive Software Reconstructions of the 'Coons Patch' and 'Sketchpad'
Daniel Cardoso-Llach
Carnegie Mellon University

Computer-Aided Design, or CAD, has come a long way. To highlight two of the seminal developments in CAD history, Daniel Cardoso-Llach has created two interactive software reconstructions, allowing gallery visitors to experience: Patch, created by Steven A. Coons in 1967, and "Sketchpad", created by Ivan Sutherland in 1963. Archeology of CAD I required an intensive archival research, as well as custom software and hardware design. The results are two interactive systems that offer

access beyond the visual into sensual, gestural, and interactive aspects of these landmark computational design techniques.
If you want to know more about the origins of CAD, do not forget to check the selection of rare handwritten notes by authors Coons and Sutherland displayed next to the installation.

You are the Ocean
Ozge Samanci
Gabriel Caniglia
Northwestern University

"You are the Ocean" is an interactive installation created at Northwestern University that generates ocean waves and clouds in response to brain waves of a participant. Elements like water, light, clouds, and lightning are realistically simulated by computer code.
To experience the installation, the attendee wears an EEG (Electroencephalography) headset that measures her approximate attention and meditation levels via brain waves.
Relaxation and concentration allows the participant to control the water and sky, while attention level affects storminess: With higher concentration, the waves get higher and the clouds thicken. By calming their mind, the participant can create a calm ocean.

Sopro and Toque (The Blow and Touch)
Milton Sogabe
São Paulo State University

Fernando Luiz Fogliano
University of São Paulo

Fabio Oliveira Nunes, Carolina Peres, Soraya Braz, Rodrigo Dorta, Cleber Gazana, Mirian Steinberg, Melina Furquin, Daniel Malva
São Paulo State University

The Brazilian installation Sopro and Toque (The Blow and Touch) considers the discussion on sustainable sources of energy by aesthetically using the audience's body energy to interact and animate the artworks.

Diastrophisms
Nicole L'Huillier
Yasushi Sakai
Massachusetts Institute of Technology / Media Lab

Thomas Sanchez Lengeling
Massachusetts Institute of Technology

Diastrophisms is a sound installation with a modular system that sends images through rhythmic patterns. It is built on a set of debris from the Alto Río building that was destroyed by the earthquake of February 27th, 2010 in Chile.
The artists L'Huillier, Sakai and Sanchez Lengeling created Diastrophisms in the search for a poetical, critical, and political crossing between technology and matter, with the intention of raising questions on the relationship between human beings and nature. Diastrophisms is a way to consider the construction of memory in a community by questioning the notion of monument, as well as to imagine new forms of communication in times of crisis.

INSTRUMENT | One Antarctic Night
Ruth West
Isabelle Johnson
I. Chen Yeh
Zach Thomas
University of North Texas, xREZ Art + Science Lab

Eitan Mendelowitz
Mount Holyoke College

Lars Berg
Independent Artist

INSTRUMENT | One Antarctic Night lets you jam to the rhythm of 817,373 stars through the power of Virtual Reality. Created from starlight reaching robotic telescopes in Antarctica after a 160,000-year journey, the experience transports players inside of a star field from the heart of the Large Magellanic Cloud.
The artists ended up transforming over 758 million data points from 817,373 astronomical objects into a virtual world of light and sound.
Inside this luminous space, multiple players collaboratively create new visual and sound remixes from data about the stars and bring to life the rhythms of the cosmos in an endless remix instrument.

Cocoons
Alex Beim
Tangible Interaction

In nature, Cocoons produce a place of security and tranquility. Like a mother's womb, they are the ultimate comfort zone: the place of origin, where it all begins.
Alex Beim's installation, named Cocoons, lets you stop, find yourself, and maybe come out and start your day again. A new beginning.
The artists created two organic-shaped inflatables that allow people to go inside and be present at an event while also having a personal, meditative experience.
Designed as meta balls, spheres that blend together in a natural configuration, each maintains shape with an electric fan.
To enter, simply go through the zippered doorway.

Origins + Journeys
Origins + Journeys is a juried online exhibition organized by the ACM SIGGRAPH Digital Arts Community and conceived alongside the Original Narratives on-site exhibition at SIGGRAPH 2018.
The origins and journeys of the selected works are imagined thematically and conceptually, through both the medium and content of the work, which ranges from exploration of the history of digital art, to reflections on personal and collective memories and identities, to provocations towards possible, techno-mediated futures.
To check all the selected projects, please visit: http://origins-journeys.siggraph.org/wp/