Parallel Lives

This work is composed of two touch monitors. Shadows of human beings are walking in a monitor, and real figures of human beings are walking in another monitor. When these figures are walking side by side, they start to blink synchronized. Basically it was designed to put two monitors on the same wall. But in this exhibition it is put on a table in the room. This idea is related to Tsukumo.

Panel Robot

Koji Sasaki

Quintuple Jaquline

The marriage of “A Couple of Irons” unites a screen and a couple of small iron objects. They move and fashion each other by infra-red signal. If both of them are put closer to each other, they start to blink synchronized. Basically it was designed to put two screens on the same wall. But in this exhibition it is put on a table in the room. This idea is related to Tsukumo.

Touchy

Eric Siu

Tricky is a human camera – a wearable device that literally transforms a human being into a functioning camera. The camera system is controlled by its wearer. At any moment, the wearer can change the situation of the camera. When the wearer moves the camera, the image is displayed on the monitor. This object itself does not need a battery because it is powered by a human being. The camera can act as an object of art to be displayed and as an object to be used in daily situations.

Sustainable Cinema No.2: Lenticular Bicycle

Dean Six

The marriage of “A Couple of Irons” unites a screen and a couple of small iron objects. They move and fashion each other by infra-red signal. If both of them are put closer to each other, they start to blink synchronized. Basically it was designed to put two screens on the same wall. But in this exhibition it is put on a table in the room. This idea is related to Tsukumo.

Happiness Hat

Laurie McKechnie

A wearable conditioning device that detects if you’re smiling and provides positive feedback if you do. Frowning creates intricate patterns on the inside of the hat. The hat monitors the wearer’s facial expression and the intensity of their happiness. When they are happy, the hat lights up and when they are sad, the hat remains dark. This creates a playful and engaging interaction. At the same time, this provides a question: Is it a design object or an art piece?

Robot Tile

Hiroko Ishida

A robot is often suggested that the best locomotion mechanism for virtual worlds would be walking. It is well known that the sense of distance or orientation while walking is much better than while riding in a vehicle. However, most locomotion is still composed in priori in applications of virtual environments. Robot Tile is a locomotion interface using a group of movable tiles. The movable tile has a similar locomotion mechanism as the human foot. The system simultaneously computes the user’s walk path and the robot path. The robotic path is calculated where the user walks, and the robotic path is calculated where the user steps. The leg moves opposite to the movement of the walking, so that both can reach the step. Robot Tile has an ability to cancel the displacement of the walker by using an walking. Thus, the walker can freely change direction while walking. It has potential to create uneven surface by mounting up-end-down mechanism on each tile.

Robot Mask

Koji Sasaki

Quintuple Jaquline

The marriage of “A Couple of Irons” unites a screen and a couple of small iron objects. They move and fashion each other by infra-red signal. If both of them are put closer to each other, they start to blink synchronized. Basically it was designed to put two screens on the same wall. But in this exhibition it is put on a table in the room. This idea is related to Tsukumo.

Conversacube

Laurie McKechnie

A conversation aid device that will prompt you where you stand. You place your fingers in the middle of a cube and turn it to change the direction of the conversation. The cube responds accordingly, prompting individual prompts to each participant to enable, mediate conflict, or balance conversation as necessary.

Sustainable Cinema No.2: Lenticular Bicycle

Dean Six

The marriage of “A Couple of Irons” unites a screen and a couple of small iron objects. They move and fashion each other by infra-red signal. If both of them are put closer to each other, they start to blink synchronized. Basically it was designed to put two screens on the same wall. But in this exhibition it is put on a table in the room. This idea is related to Tsukumo.

Urania

Marina Abramovic

Urania is a cloud making device. It allows us to control the cloud density by following the clouds. In a cloud making device is dealing with technological simulation of nature. An aesthetically fascinating and realistic cloud can be created by controlling its shape, size, color, and movement. The control panel, which is a specially designed sheet, can be replaced in the gallery space. The interactive visual interface allows the user to participate in the cloud making process. The user can control the cloud density by moving the panel. The panel can be moved up and down, and the cloud density can be controlled. The control panel is placed on a table in the room. The cloud can be controlled by using the control panel.

Inside Out

In order to check the driver’s response. The photograph shows a model that was added to a Smart car, progressing with the cooperation of car-related companies. The photograph was taken by a camera in two irons as a pair of toys that translates playful interaction into artworks. The marriage of “A Couple of Irons” unites a screen and a couple of small iron objects. They move and fashion each other by infra-red signal. If both of them are put closer to each other, they start to blink synchronized. Basically it was designed to put two screens on the same wall. But in this exhibition it is put on a table in the room. This idea is related to Tsukumo.

Tatey

Atanice Turpin

Tateye is the prototype of videogames that use both built-in cameras to engrave wet prints with permanent tattoos. It allows the player to create his or her own design. The player can choose a design and engrave it on his or her own face. The design is then transferred to the player’s face and the player can play the game.

Pendulum

Satoshi Dejima

Pendulum, 2007-2009, is a mechanical installation and a complex visual machine that rediscovers kinetic art because it explores ways of producing complex artworks by manufacturing technology. Machinery has had an intimate relationship with the arts in human history. Although there exist paradoxes between the two, machinery has an ability to cancel the displacement of the walker in arbitrary direction. Thus, the walker can freely change direction while walking. It has potential to create uneven surface by mounting up-end-down mechanism on each tile.