

Interactive Art

Title: Rakugaki

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Artistic concept

This project investigates the line between analog and digital. The essence of this artwork is about combining the visual effect and the real time interactive nature of the computer technology, how it understands the sound and transforms that into a line and animates. Eventually, The aim of this work is to be exhibited in public spaces such as subway stations, lobbies of buildings where there are large open spaces. In an everyday environment where unspecified number of people could escape from their lives, interact, enjoy and experience the work.

For this work, I used pictorial representation. Drawing (with a line) is very analog. It is a direct reaction of an expression and has a primal quality. In ancient times, people drew drawings of animals in caves. As well as children for the first pictorial representation is drawing. I included a device, which transforms a sound created by an instrument into a drawing. An instrument is also analog and one does not need to deal with any complication.

This idea came from a poetic image of a sound transforming into a line. When a person plays a toy trumpet, a line will appear. The line starts to bend and wiggle accordingly to the sound of the trumpet like a snake charmer charming a snake with his flute. The lines start to transform into animals, insects, birds and human forms. They start to animate and disappear. As a child, have you ever had an experience of seeing shape from a smoke? For example, a doughnut, a person walking, and a duck. Have you played with string and make a dog, a hat, or a person's profile? The analog, an element of a child playing combined with computer technology, microphone, projector, and PC, I tried to create a simple yet interactive work.

The part of digital, a huge cube image could be projected on a wall, ceiling or floor. The idea of the cube's visual effect came from an image of turning a picture book. Each surface of the cube becomes a screen and the audience can move it with the sound of drums or maracas. The surface will have an image of a land, sky, sea and a line drawn

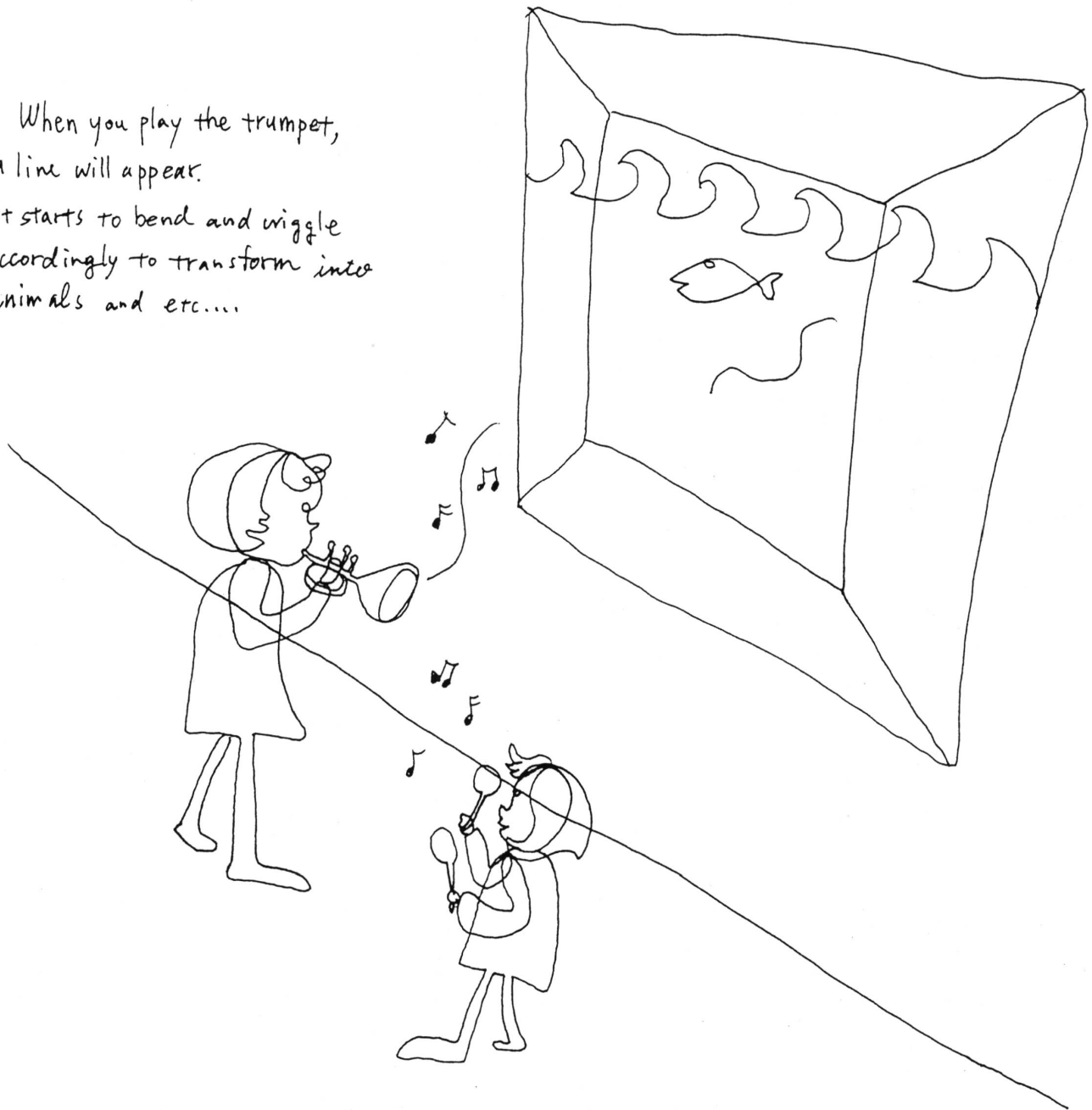
with the sound of toy trumpet will start wiggling like a spring then transform into a most suitable animal for the chosen environment and animate. In addition, when a line is drawn, changes its form, animates, it will create a sound of a bell, a children's piano and so on. The sounds are something like a toy to calm a baby, a sound you hear everyday, a sweet recollection. The warmth, beauty and the approachable aspect of a line drawing, the audience's participation, observing how a line transforms, interacting with the work.

My aim is to create work that is enjoyed by people all ages without so much thought, but simply to see, feel and experience.

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When you play the trumpet,
a line will appear.
It starts to bend and wiggle
accordingly to transform into
animals and etc....



When you play the maracas, the cube
will rotate freely.

people all ages without so much thoughts but simply play to see,
feel and experience.