

Traces Development Team

Simon Penny: Designer and Director
 Andre Bernhardt: Vision system
 Jamie Schulte: Sound code and hardware engineer
 Jeffrey Smith: Graphics Code
 Phoebe Sengers: Particle/Agent/Avatar behaviors

Traces: Timeline

Jan98	project proposal
Jun98	winner announced
Aug98	vision system begun (S.Penny, J. Schulte)
Oct98	graphics prototypes begun (J. Smith)
Nov98	planning meeting at GMD (project not possible at GMD)
Nov98	propose project to Erena, KTH etc
Nov98	programming assistant arrives from Germany (A. Bernhardt)
Dec98	visit KTH Stockholm; agreement to develop at KTH
Jan99	vision system completed
Jan99	sound development begun (J. Schulte)
Jan-April 99	graphics and sound developed
May- June99	implementation of single CAVE system at KTH.
June- July99	test of networked system between KTH and Ars Electronica Center, Linz Austria
Sept99	Planned first public presentation of Traces: Ars Electronica

Simon Penny: Biography / Brief Description of Activities

Simon Penny is an Australian artist, theorist and teacher in the field of Interactive Media Art. His art practice consists of interactive and robotic installations, which have been exhibited in the US, Australia and Europe. His current project "Traces" is a telematic interactive environment using networked CAVEs with machine vision sensing in each CAVE. This project is a development on directions pursued the machine vision driven interactive digital video installation "Fugitive", first shown at ZKM Multimediale5, Oct97 and again at EMAF98 (European Media Art Festival, Osnabruck). Other recent projects include the emergent complexity sound installation Sympathetic Sentience (I, II and III, with Jameison Schulte) and the autonomous robotic artwork Petit Mal.

He is Associate Professor of Art and Robotics at Carnegie Mellon University where, among other things, he teaches Gizmology, Robotic Art Studio and Theory of Interactive Art. He established the Electronic Intermedia Program at the University of Florida 1990-93, curated Machine Culture (arguably the first international survey exhibition of interactive art) at SIGGRAPH '93 in Anaheim CA. He edited the anthology Critical Issues in Electronic Media (SUNY Press 1995).

He publishes and speaks on Culture and Technology and Electronic Media Art. His essays have been translated into seven languages. His recent publications include: "The Virtualisation of Art Practice: Body knowledge and the Engineering World View" (CAA Art Journal Fall97), "The Darwin Machine: Artificial Life and Interactive Art", (New Formations UK, #29, Technoscience Issue, 1996) and "Cyborg Art and Systems Aesthetics: the Legacy of Jack Burnham" (Sculpture Magazine, jan99). Forthcoming publications include: "Agents as artworks and agent design as artistic practice" (in "Human Cognition and Social Agent Technology" Ed: Kerstin Dautenhahn, John Benjamins Publishing Company.)

Recent awards include Cyberstar 98 (GMD/WDR, Germany) and a residency at the Institut fur Bildmedien, ZKM Karlsruhe, spring97. For further information, please refer to <http://www-art.cfa.cmu.edu/Penny>.