



**ZERO
ONE**
SAN JOSE

A GLOBAL FESTIVAL OF ART ON THE EDGE
AUGUST 7-13 2006

November 16, 2005

1401 N. Shoreline Blvd.
Mountain View CA 94043 USA
01Sl.org

Artists + Projects Selected for ZeroOne San Jose and ISEA2006 Symposium

C4F3



The goal of The C4F3 is to create an active ambient space of augmented everyday objects that is not just an art gallery, a restaurant, or a chill space, but a new kind of project space where the whole environment has been rethought in terms of the capabilities of current technology.

The C4F3 is the "third place" for the ISEA2006/ZeroOne San Jose Festival, neither symposium, nor a gallery space, but having elements of both. It is the intersection between the San Jose Museum of Art and the outside world. It's the place for visitors to relax, talk, eat, read and contemplate, and experience art without leaving the festival. It's a space where people feel comfortable spending several minutes gathering a group, or several hours discussing what they saw. It's an intersection and a destination.

Audience

The café will be visited by students, professionals, artists, programmers, engineers, and by people with no technical or art background. People will visit on their lunch breaks and at night before heading to a club. Proposals should identify the target audience for the work, as much as possible.

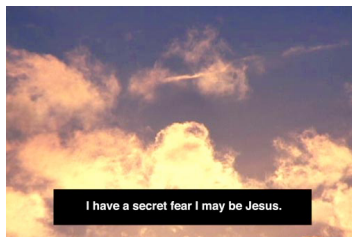


Mauricio Arango

Vanishing Point

Theme: C4F3 (Interactive Café)

“Vanishing Point” consists of a map of the world connected to a database fed by news coming from several international newspapers. The visibility of each country on the map will depend of how much media coverage each country receives. Countries receiving little or no attention will disappear over time. Users will be able to interact with the map and learn about the countries on it and read stored news over the last 50 days.



J.D. Beltran

Secrets

Theme: C4F3 (Interactive Café)

Secrets, told through the use of video and subtitles on mini-LCD screens, are revealed in hidden and unexpected spots scattered around the café. Visitors and patrons of the café in places like under the salt, in the interior door of a bathroom stall, at the cocktail bar, or beneath the sugar dispenser at the coffee counter, discover them. The secrets themselves were and are being collected by the artist in a multi-year project, and are found by her through posting calls on Internet sites, as well as through distributing thousands of postcards about the project in cities all over the world. The artist sets these secrets to her own video footage, resulting in a series of short, intriguing, and revealing films.



Judith Donath and Karrie Karahalios

Chit Chat Club

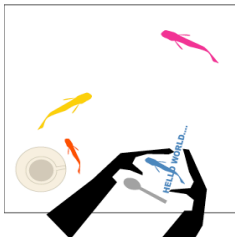
Theme: C4F3 (Interactive Café)

“Chit Chat Club” brings online visitors into the public physical space of the cafe. It does this by providing them with a view of the cafe and by giving them a physical presence with it. Tables in the cafe will have regular chairs around them. Several tables will also have Avatar Chairs. These are human scale figures that can be inhabited by an online visitor. Each Avatar Chair has a camera and microphone for providing the visitor with a multimodal view of the cafe. Speakers and a text display area for the visitor to communicate with the local patrons. Some of the Chairs are also equipped with remote controlled motors to allow the visitor to control the Avatars point of view.



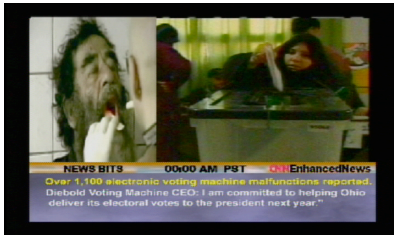
Judith Donath and Martin Wattenberg
Pasts and Presents
Theme: C4F3 (Interactive Café)

“Pasts and Presents” is a visualization of activity in the cafe, both current and in the past. The visualization is shown on a large projection screen in the cafe. It is an abstract, animated image in which the movements of the elements are shaped by the actions of the people in the cafe. The topology underlying the animation is the space of the cafe, and as people move through it, occupy a space for a long time, order drinks, etc. they reshape that topology and thus the patterns of the animation. It is an abstract visualization in much the same way that ripples on a pond are a visualization of activity on and near the surface of the water.



Osman Khan
enCOD
Theme: Interactive Cafe

“enCOD” is a projection of virtual fish on the café’s tabletops. Using machine vision algorithms the fish avoid objects on the table (including hands and arms). The fish “swim” between projections via a network of networked computers. Each fish is also able to carry a message which is uploaded by visitors from a website and is released into the virtual pond when fish are trapped. Thus the project becomes both a fun interaction that takes advantage of natural activity over tabletops and a communal bulletin board recording thoughts and reflections occurring during the event.



Heidi Kumao
CNNplusplus
Theme: C4F3 (Interactive Café)

“CNNplusplus” presents a technologically sabotaged newscast through subtle, automated media juxtaposition and replacement. The newscaster (video and audio) stays positioned solidly in the right corner of the screen as always, while our News Enhancement Program selectively replaces the other 2 regions of the screen. Independent news headlines replace weather, sports, stocks, and mainstream headlines on the bottom of the screen, while the upper left image is replaced with the results of a keyword-triggered Google Image Search.



John Mallia
Transcriptions

Theme: C4F3 (Interactive Café)

This installation is intended for use as a sign-in/comments area during an exhibit. Visitors to the exhibition may sign a guest book with a pencil amplified by means of an attached phono cartridge, making the physical recording of their signature, information and comments audible to other visitors in the immediate vicinity of the installation as well as more remote areas of the exhibit space. Visitors are also invited to use the two available manual typewriters to fill out survey cards.

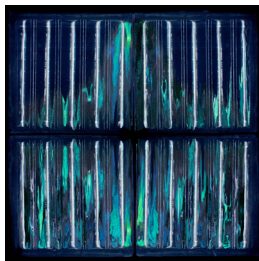
Short, continuously varied audio fragments of nervous pencil scratchings and dense, pattering typewriter keys are triggered in response to the visitors' typing actions and are projected through loudspeakers mounted inside of the typewriter cases.



Will Pappenheimer
Public Mood: Light Temperature

Theme: C4F3 (Interactive Café)

Every 15 minutes Internet users will be able to change the overall light temperature of the large cafe space. The overall light temperature will be based on a computational distillation of information from a news stories described and imaged by Google News. This system will utilize a dimmer controlled combination of red-blue-green lights to achieve a variety of colors. Lights will be directed primarily at the ceiling. The concept is based on the tradition of the mood ring. In this case it is a public issue, which must be chosen by Internet participants and then translated into color temperature for the destination space. A simple computational model will be chosen for the source news text and imagery, which will then be translated into a color temperature based upon varying models maintained by different cultures.



Prion
Living Wall

Theme: C4F3 (Interactive Café)

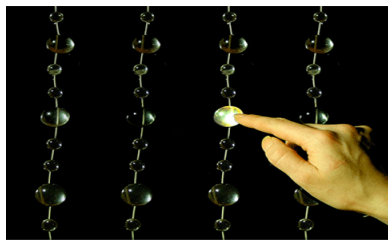
The "It's Alive" project will result in the creation of living artworks that integrate into a familiar, domestic sphere, creatures that do not require more infrastructure or attention to survive than a needy pot plant. "The Living Wall" is a construction of glass bricks with living organisms on the brick's interior. On the non-fascia side, there is a connection open to a permanent feeding and watering system (much like a water drip system used in gardens). Entire interior walls could be built from these living bricks, as long as they remain connected to the feeding system. The light-

emitting organisms housed within light up and create colored effects depending on how they are stimulated. Stimulation may be random changes in the environment, or could be prompted by a programmed system selected by the user.

Michael Schneider, Kenneth Haller, Kentaro Okuda and Rikayo Horimizu
Networked Rockers

Theme: C4F3 (Interactive Café)

"Networked Rockers" is an interactive installation consisting of two sets of four rocking chairs. The chairs emit different parts of a melody according to their being rocked. People sitting near each other are able to create different harmonies and rhythms encouraging communication and play.



Ami Wolf and Jin-Yo Mok
Light Bead Curtain
Theme: C4F3 (Interactive Café)

"Light Bead Curtain" is an interactive musical installation that can be freely played by person's touch. The installation takes the familiar form of a beaded curtain that consists of strings of simple clear beads. Each bead, on a user's touch, lights itself and emits a unique sound. People play with the curtain by weaving their hands through it, touching it with their faces, and moving through it with their body. An environment of light and sound is created when people engage with the curtain.