

Art Works with Code

Artists Lab IV Task Week 2

Ryu, Sam

Master Student of Media Art and Design

Queyola-Jardins d'Été

Jardins d'Été by Quayola pays homage to the tradition of french impressionism and the late works of Claude Monet. The second iteration of this series of artworks investigates the ways in which nature is observed, studied and synthesized, becoming a point of departure towards abstraction. Quayola recreated similar conditions to the classical impressionist landscape paintings, however he engaged with an extensive technological apparatus to capture the sensitive nuances of reality beyond our senses. Here natural landscapes are observed and analysed through the eye of the machine, and re-purposed through new modes of visual synthesis. Jardins d'Été consists of a series of 4K resolution digital video paintings inspired by the gardens of Chateau de Chaumont-sur-Loire. A wide range of floral compositions manipulated by high winds are filmed at night in ultra-high definition. Quayola edits the acquired videos with complex computational analysis of motion, composition and colour schemes which become the foundation for the creation of new algorithmic paintings.

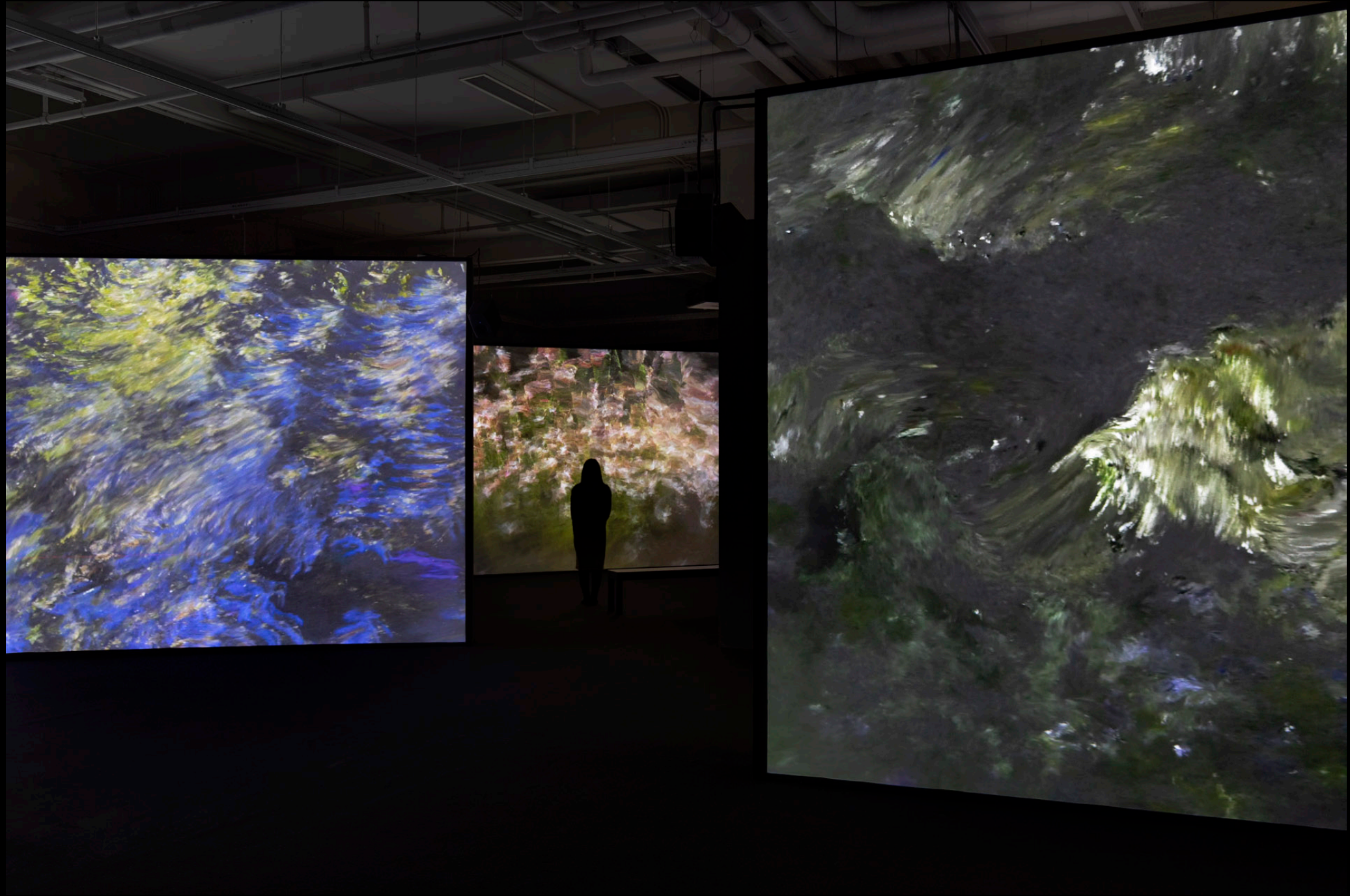
<https://vimeo.com/195298933>



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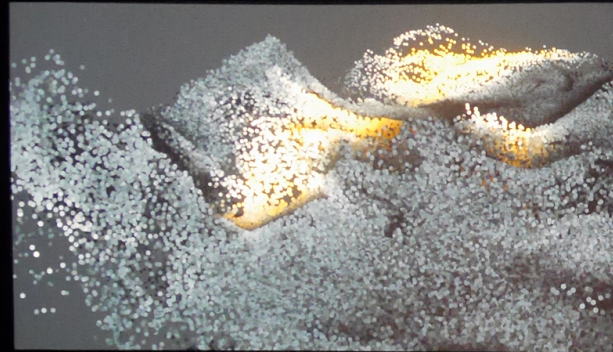
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Queyola-Jardins d'Été



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Queyola-Ravel Landscapes

Audio-Visual Concert

Custom software for sound visualization

Collaboration with Vanessa Wagner and Natan Sinigaglia

60'

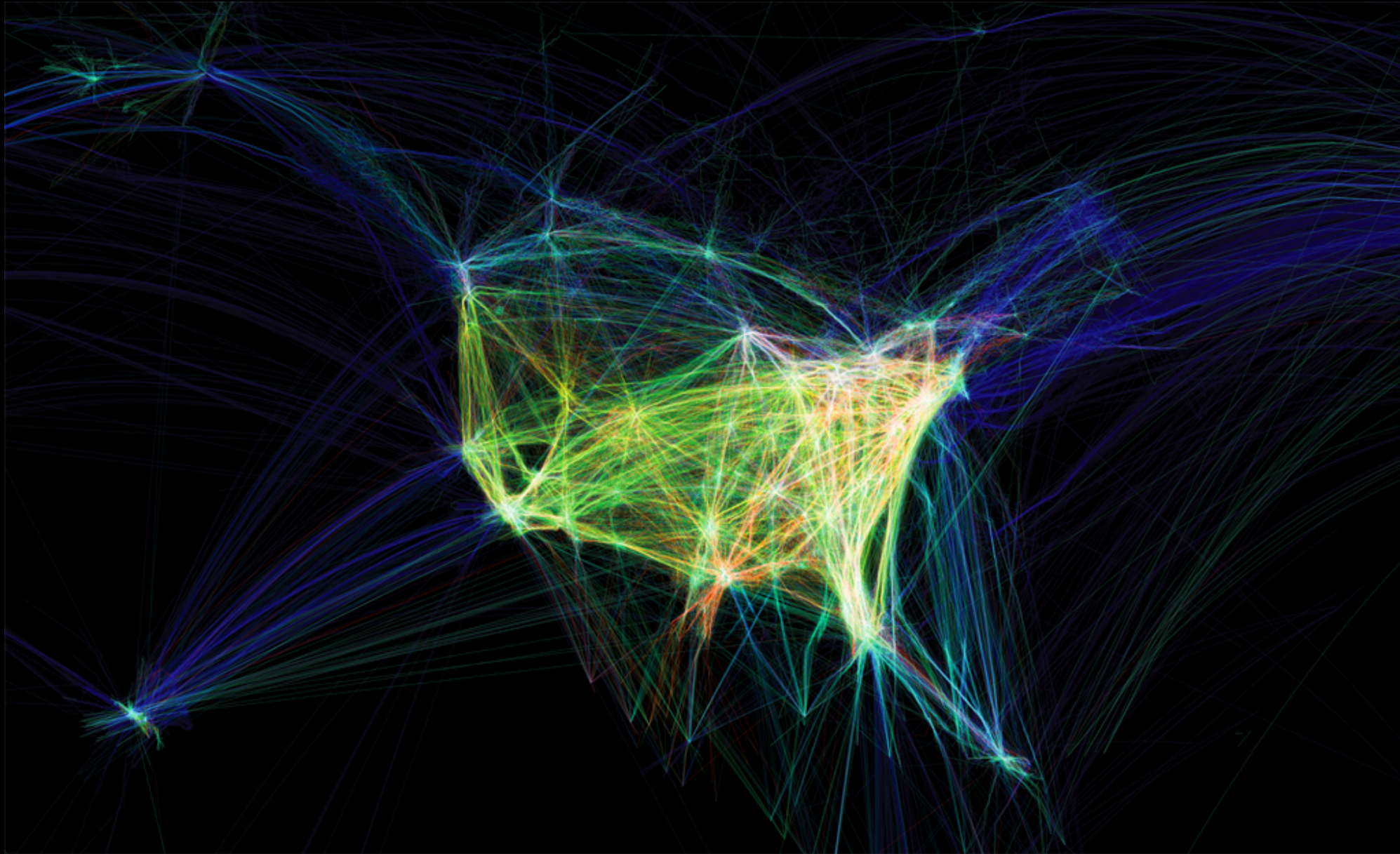
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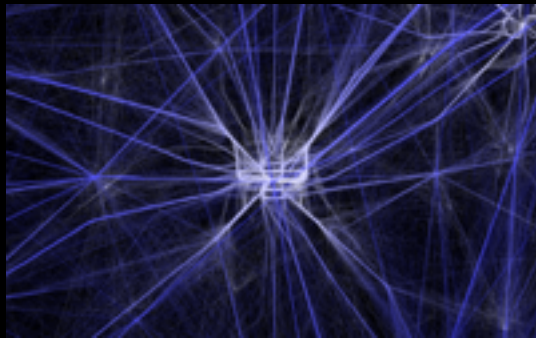
Aron Koblin -The Flight Patterns



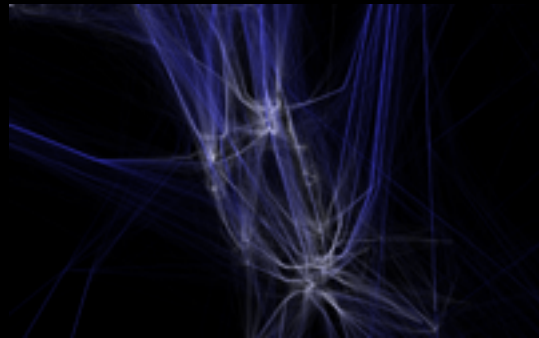
The Flight Patterns visualizations are the result of experiments leading to the project Celestial Mechanics by Scott Hessels and Gabriel Dunne. FAA data was parsed and plotted using the Processing programming environment. The frames were composited with Adobe After Effects and/or Maya.

<https://www.youtube.com/watch?v=ystkKXzt9Wk>

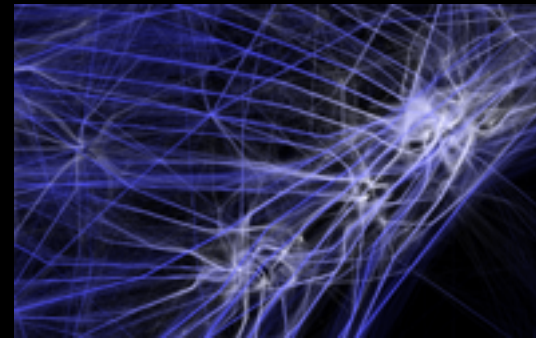
Aron Koblin -The Flight Patterns



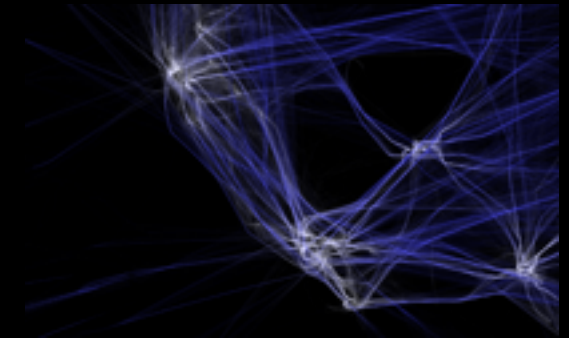
Atlanta



Florida



North East



South East

Aaron Koblin uses data to tell amazing visual stories that reflect on life and technology.

Flight Patterns is a visualization of airplane traffic over North America during a 24 hour period.

As the video progresses one can see the ebb and flow of air traffic, red eyes coming from California, the East Coast waking up, and the arrival of European flights into the Tri-State area.

The different colors are coded to the 573 different types of airplanes that traveled through North America, totaling over 205,000 flights, on this day in August 2010. Koblin's use of aggregated data to reflect on life

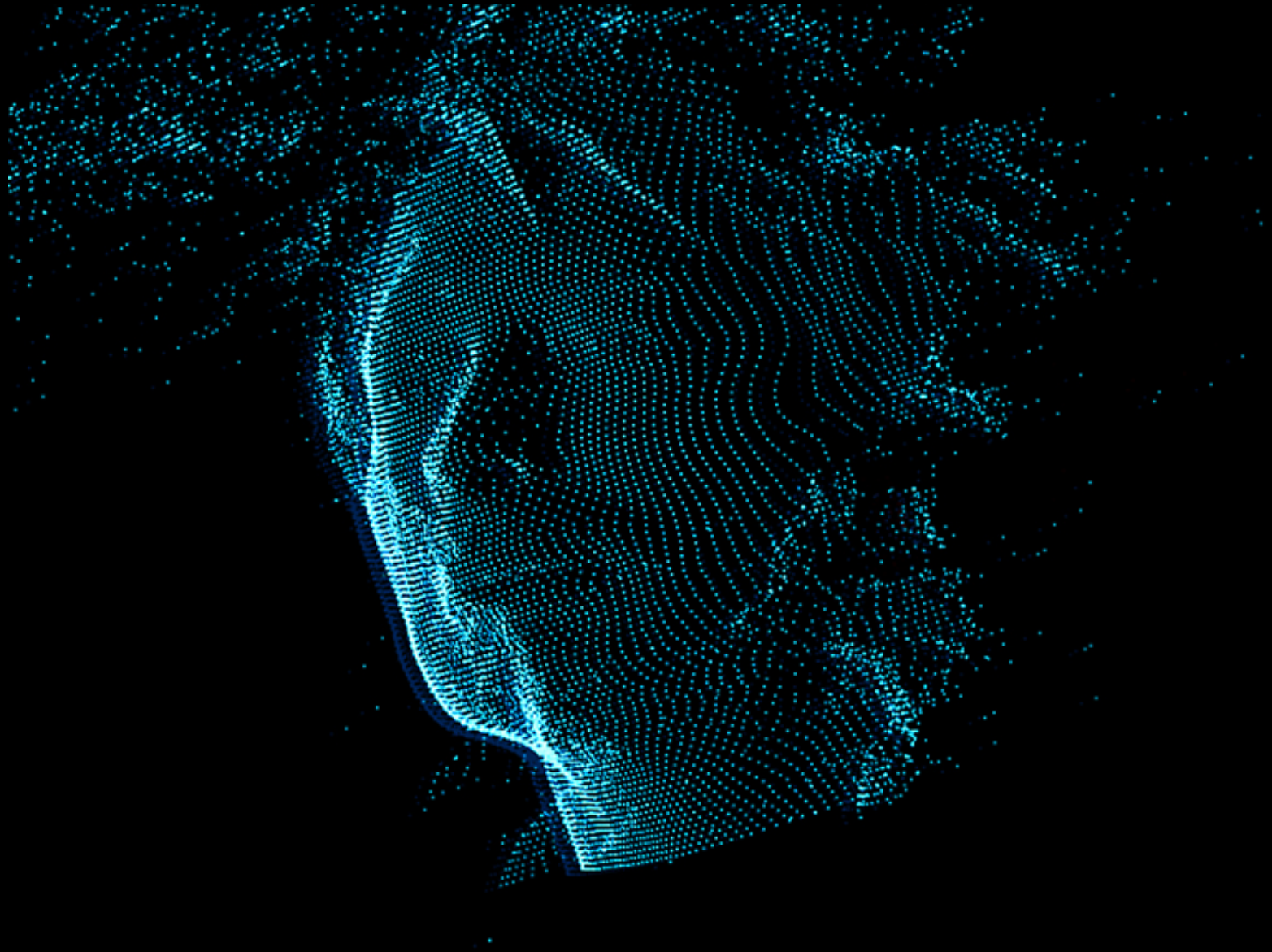
and our systems is not only visually spectacular but also a reflection on the relationship between humans and technology.

Working directly with the artist, Sedition brings you this original digital limited edition.

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Aron Koblin -House of Card by Radiohead



Director of Technology - House of Card's Music video, interactive data viewer, and source code.

With Director James Frost and a bunch of other great people, lasers and sensors were used to create a 3D data "music video" for the band Radiohead. The project was launched as an Open Source project on Google Code.

An interactive online viewer (created along with Aaron Meyers) allows for 3D investigation of the data online.

Nominations 2009 - Grammy (Best Short Form Music Video) - UK VMA (Best Rock Video), British Design Museum Awards

<https://www.youtube.com/watch?v=8nTFjVm9sTQ>

Software influences for self-perception

Software acts as a tool that enables me to do what I need to do with their computers, what I have to create, and what I want to achieve. I am currently studying visual and sound media art, That's why I'm basically working with multiple software tools and I can't do my work without a computer. As technology advances, new software continues to develop. Perhaps software development is endless and computer-based artists need to learn and develop new skills and methods throughout their lives. Honestly, it is a question of how far the software will evolve. Recently, people are feeling a kind of discomfort and confusion between analog art and digital art. There are many concerns about the speed of software development and the relationship between nature and the environment. Software is a big challenge, an adventure, and an essential element for creation for me.