new media art

Nam Jun PAIK

Magnet TV

1965

PAIK
Robot Family
1986

PAIK
TV Buddha

Nancy BURSON
Mankind
1983

Nancy BURSON
Warhead

Nancy BURSON

Human Race Machine

**The cover of the December 2003
Scientific American edition featuring
faces by Nancy Burson**

STELARC
Third Hand

The artificial hand, attached to the right arm as an
addition rather than as a prosthetic replacement,
is capable of independent motion, being activated
by the EMG signals of the abdominal and leg
muscles. It has a pinch-release, grasp-release,
290 degree wrist rotation (clockwise and anti-
clockwise) and a tactile feedback system for a
rudimentary "sense of touch".

EXOSKELETON
1999-

A six-legged, pneumatically powered walking machine has been constructed for the body. The locomotor, with either ripple or tripod gait, moves fowards, backwards, sideways and turns on the spot. It can also squat and lift by splaying or contracting its legs. The body is positioned on a turn-table, enabling it to rotate about its axis. It has an exoskeleton on its upper body and arms. The left arm is an extended arm with pneumatic manipulator having 11 degrees-of- freedom. It is human-like in form but with additional functions. The fingers open and close, becoming multiple grippers. There is individual flexion of the fingers, with thumb and wrist rotation. The body actuates the walking machine by moving its arms. Different gestures make different motions a translation of limb to leg motions. The body's arms guide the choreography of the locomotor's movements and thus compose the cacophony of pneumatic and mechanical and sensor modulated sounds....

Jeffrey SHAW
Legible City
1988 – 1991

八谷和彦

視聴覚交換マシン

1993

岩井俊雄

映像装置としてのピアノ

IWAI Toshio
Piano as image-media
1995

GREGORY BARSAMIAN
JUGGLER
1997

Camille Utterback & Romy Achituv
Text Rain
1999

Karl Sims
Galapagos
1997

Galápagos is an interactive Darwinian
evolution of virtual "organisms." Twelve
computers simulate the growth and
behaviors of a population of abstract
animated forms and display them on
twelve screens arranged in an arc. The
viewers participate in this exhibit by
selecting which organisms they find most
aesthetically interesting and standing on
step sensors in front of those displays.

前林明次

**Sonic Interface
1999**

George LeGRADY
Pockets Full of Memories
2001

"Pockets Full of Memories" is an
interactive installation that consists
of a data collection station where the
public takes a digital image of an
object, adds descriptive keywords,
and rates its properties using a
touchscreen.

Marek Walczak and Martin Wattenberg
Apartment
2001
www.turbulence.org/Works/apartment/#

Viewers are confronted with a blinking cursor.
As they type, rooms begin to take shape in the
form of a two-dimensional plan, similar to a
blueprint. The architecture is based on a
semantic analysis of the viewer's words,
reorganizing them to reflect the underlying
themes they express. The apartments are then
clustered into buildings and cities according to
their linguistic relationships. Each apartment is
translated into a navigable three-dimensional
dwelling, so contrasting between abstract plans/
texts and experiential images/sounds.

Rafael Lozano=Hemmer
body movies

Rafael Lozano=Hemmer
Vectorial Elevation
1999/2000

Biopresence 2055