

## A GLOBAL PERSPECTIVE

Miller Puckette, Professor of Music and Associate Director of CRCA, recently shared his views on how CRCA has evolved over the years. Drawing from a perspective grounded in 10 years of involvement with the Center, he commented on the global impact and the changing scope of work which has come out of this rich, creative environment. Historically CRCA's primary role was as a physical resource for researchers seeking the latest equipment. Now it has evolved into a people resource of highly qualified artists, theorists and technologists pushing the boundaries of computing and art. The wide-spread impact of this change can be partially gauged by CRCA's international scope. For over 30 years the Center has supported international artists-in-residence, collaborations and exchange programs. With the impact of the Internet and new telecommunications technologies, CRCA is positioned to play a vital role in the advancement of arts on the global stage. CRCA and the UCSD Music department are part of the MARCEL network (Multimedia Art Research Centres and Electronic Labs), which supports distributed performance, real-time interactions and critical dialogue. MARCEL relies on connecting institutions, organizations and research sites via the Access Grid. Puckette is leading the effort within the UC system to create an access grid for the digital arts with the UC Irvine Arts, Computation and Engineering department, a Calit2 (CA Institute for Telecommunications and Information Technology) arts partner. The goal is to build the connections system-wide while tapping into locations globally. Additionally there has been an evolution of the type of CRCA participant: that of the electronic artist and that of the arts researcher. Usually this is represented as a single individual with multiple roles or perspectives. Being able to foster and support both functions within the same environment has been CRCA's greatest strength. Putting these two elements together with equal emphasis helps to push art-making. The artist utilizes new technologies while pushing its practical applications forward. New technology is used on projects before it is a finished product, and that makes it more relevant and viable. Industry collaborators and arts researchers tend to base their work on the realities of practical applications while responding to the needs of the artist. This artist/ researcher exchange allows the researcher to stay focused and the artist to be more current. It provides a very powerful environment for creativity. CRCA is anticipating another level of growth and global positioning as it defines itself within Calit2. Moving into the new institute later this year marks an increase in artists' accessibility to highly desirable technology resources. A 15,000 square foot New Media Arts wing will provide a showcase for the multi-dimensional products of the many researchers and collaborators of the Center. Access grid and other varied telecommunications resources throughout the wing will enhance the already strong global position of the Center.

Carolyn Staggs, CRCA's Program Manager, caught up with Miller Puckette in February 2005 for this article.

[crca.ucsd.edu/people/crca.ucsd.edu/~msp/](http://crca.ucsd.edu/people/crca.ucsd.edu/~msp/) [www.calit2.net](http://www.calit2.net)  
[www.mmmarcel.org](http://www.mmmarcel.org)

ÒThere are not many places where the researchers of new technology and actual working artists are in the same space.Ó - Miller Puckette

### What is Up: North-South mapping of Mental Health and Learning Disability

ÒWhat Is UpÓ will engage local and distant networks of people to visualize their understandings of mental health and ability. A goal of the new research project led by Communications professor Brian Goldfarb is to image mental health in terms of distributed processes rather than individual function. The project will involve participation of students, their families, teachers and medical/psychiatric professionals from the neighborhood of Parque de los Patricios, Mexico City in a web-based exchange/collaboration with counterparts in San Diego and Buenos Aires in conjunction with a project supported by the UC Digital Arts Research Network and the UC Institute for Research in the Arts. Constituents will contribute visual narratives concerning how mental health and learning disabilities (OCD, LDHD, Tourette Disorder, Autism, etc) of school-age youth are understood, managed, and treated. They will be encouraged to examine culturally distinct responses to differences in mental health (medicalization, stigmatization, as well as modes of acceptance and empathy).

[comm.ucsd.edu/~bgoldfarb/](http://comm.ucsd.edu/~bgoldfarb/) [ucdarnet.org](http://ucdarnet.org)

### The MetaMap of the Californias

Significant advances in the use of geographic information systems (GIS) and visual arts technology can have a major effect on the way we perceive our surrounding space. CRCA Director and Visual Arts professor Sheldon Brown and Alejandro Hinojosa Professor GIS and Remote Sensing Lab Earth Sciences Division at CICESE, Tijuana are developing the MetaMap of the Californias as an interplay of physical and cultural geography through the lens of a 3D regional canvas. The Southern California-Northern Baja California region, a unique bi-national area, will be the geographic focus, a 100 km strip on both sides of the border. A solid terrain model will be constructed from a digital elevation model covering land and sea floor information. The model will be integrated from US and Mexican sources.

[crca.ucsd.edu/~sbrown/](http://crca.ucsd.edu/~sbrown/) [www.cicese.mx](http://www.cicese.mx)

### Silent\*Observers (S\*O)

Visual Arts professor, Natalie Jeremijenko is participating in Silent\*Observers, a new media project series being developed and produced by an international consortium of artists, managers and theorists. The primary focus is on the artistic transposing of electronically gathered data representing local ambience and dynamics distributed via the global digital network. The participants involved in S\*O are developing a number of connected activities that would explore and demonstrate the artistic potential of these new technologies as well

as comment on their social and cultural impact. S\*O activities will include strategically placed streaming site projects, an exhibition, a symposium hosted at CRCA/Calit2 next year, and a publication documenting both the artworks and papers generated. Funding from the ArtsLink program of the Citizen's Exchange Council in NYC will allow Croatian collaborator and project manager, Zeljko Blace of the Multimedia Institute in Zagreb, to attend the symposium while in residence at CRCA.

[www.kein.org:200000/SilentObservers/](http://www.kein.org:200000/SilentObservers/) [www.cecartslink.org](http://www.cecartslink.org)

MARCEL/Lecram: Multimedia Art Research Centres and Electronic Labs

The Marcel project is a permanent broadband interactive network and web site dedicated to artistic, educational and cultural experimentation, exchange between art and science, and collaboration between art and industry. CRCA and the UCSD Music Department are members of the MARCEL international network.

MARCEL's aims include: \* to promote artistic experimentation and collaboration in all forms of interactive art \* to promote philosophical exchange between art and science \* to develop the potential of the network as an educational tool \* to study the network as a pedagogical subject \* to develop co-operation between art and industry \* to participate in the development of cultural expression on the network

CRCA will host and participate in future events that utilize and demonstrate an access grid for the arts. Check CRCA event listings online, or submit your email address to receive upcoming announcements: [crca@ucsd.edu](mailto:crca@ucsd.edu).

[www.mmmarcel.org](http://www.mmmarcel.org)

Efficiency of Interactivity in the Videogames Interfaces

Jorge Mora Fernandez, researcher & director of hypermedia projects is researching the Efficiency of Interactivity in the Videogames Interfaces. He is also developing bridges of collaboration between Universities and institutions, the UCSD, the Complutense University of Madrid, the Medialabmadrid and other Spanish professionals, Borja Lopez and Isidoro Moreno, in the area of the hypermedia projects, interactive narrative and the virtual reality environments. In parallel to his theoretical work, he is directing the artwork in progress 'Inside Track / Via Intima' created by the Daktyl 4 Group. It will be presented in its final interactive bilingual (Spanish & English) version on the web site.

[www.medialabmadrid.org/viaintima](http://www.medialabmadrid.org/viaintima)

C5 Landscape Database API

CRCA researcher Brett Stalbaum is part of the C5 artist collective developing the landscape database API. C5 seeks to redefine the application of GIS by creating leading edge software tools with

practical applications in conceptual art and tertiary exploration of the face of the Earth, particularly in the areas of outdoor recreation and land use. ÓFair AssemblyÓ uses the reach of the Internet to assemble a public beyond the time and space of the Making Things Public exhibition at ZKM | Center for Art and Media in Karlsruhe, Germany.

[makingthingspublic.zkm.de/fa/PProjectDetail.do?button=reloadProject&proID=104](http://makingthingspublic.zkm.de/fa/PProjectDetail.do?button=reloadProject&proID=104) [www.c5corp.com/research/demtool/index.shtml](http://www.c5corp.com/research/demtool/index.shtml)

Visual Arts professor Lev Manovich will participate in the Second Beijing International New Media Arts Exhibition and Symposium this summer. Speaking on the topic of New Media Art as Global Cultural Alchemy, Manovich is honored to be part of the the rapidly emerging new media education space in China.

<http://newmediabeijing.org/>