



The Library

UC SAN DIEGO

CrowdCAVE

June 15, 2015
3 minutes, 20 seconds

Speakers: Emily Grenader, Danilo Gasques Rodrigues, and Nadir Weibel

Transcribed by: Samantha Muñoz

[IDEAS Performance Series](#)

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Time	Transcription
0:00	[IDEAS: Initiative for Digital Exploration of Arts + Sciences]
0:05	Shahrokh Yadegari: Emily is a graduate student from Visual Arts teaming up with Nadir Weibel and also working with Danilo Rodrigues who is an exchange student with us at the Visual Arts department. Please join me to welcome the artists today to tell you about their piece. Thank you [clapping]
0:05	[CROWDCAVE / Emily Grenader, Danilo Gasques Rodrigues, and Nadir Weibel with Jimmy Nguyen and Sylvia Li]
0:30	<p>Emily Grenader: These kind of crowd installations have started from my work in painting and drawing that deal with crowds. And I've been kind of putting these crowds together based on all different kinds of ideas. So maybe people who pass the same point all the time every day but don't know each other. Or, people who have, you know, found me on the internet and funded a project on Kickstarter.</p> <p>A couple years ago I met Danilo in one of Nadir's courses in computer science, and we kind of had this idea that I had always wanted to do was — be to kind of make these kind of live paintings of crowds. And so we figured it out. [laughs]</p> <p>I was kind of hoping we could use technology to create interactions with people that you don't usually have through technology that creates a much more face to face way of interacting with people.</p>
1:29	Danilo Rodrigues: So all of those videos were recorded using an application called Video Mob. So basically people go, they see this screen, and as soon as they are detected by the connected device they can actually raise their hand and record a video of themselves.
1:46	<p>Nadir Weibel: We manually started to code behavior. So we wanted to understand when and how people move, what do they do? So are they happy? Are they sad? Are they waving? How— when they are dancing, kissing, embracing. So you can see some of these behaviors here where we actually pulled them out and that's also the beauty of the technology although we have like a pretty fine crowd which is based on times. So basically every time you record yourself, you end up on the crowd after a couple of seconds.</p> <p>We kind of had this hypothesis that people would react to what the crowd did and what actually turned out this was mostly the case. And we started to think about how can we make it more reactive instead of just being a, you know, a moving but static crowd.</p>

2:33 Emily Grenader: So if you do certain things you might see the crowd stop standing still and start dancing, or waving, or laughing with you or at you— whichever might happen while you're in there. And we were just really hoping that somehow you would feel like you were really a part of the crowd instead of seeing this giant crowd flat on the wall. That by being immersed in all of these people surrounding you and by doing actions that trigger those actions, we could create an experience that would be even stronger than just seeing yourself among a crowd on a wall.

3:16 [IDEAS: Initiative for Digital Exploration of Arts + Sciences]