IDEAS PERFORMANCE SERIES 2015

Emily Grenader, Danilo Gasques Rodrigues, and Nadir Weibel
CrowdCAVE
Monday, June 15, 2015
5:00pm-7:00pm
Calit2 Theater/Vroom/StarCAVE

Paul Hembree
Generative Music Using Biological Metaphors
Monday, June 29, 2015
5:00pm-7:00pm
Calit2 Theater/Vroom

Angela Washko
Entering the Echo Chamber
Thursday, July 30, 2015
5:00pm-7:00pm
Calit2 Auditorium

Amy Alexander and Curt Miller
Rockets' Red Glare
Thursday, September 3, 2015
5:00pm-7:00pm
Calit2 Auditorium

Katharina Rosenberger, Jan Schacher and Daniel Bisig
Immersive Lab
Wednesday, October 21, 2015
5:00pm-7:00pm
Performative Computing

Anthony Davis
Lilith
Thursday, November 12, 2015
5:00pm-7:00pm
Calit2 Theater/Vroom

Ryan Welsh
StilHouette
Thursday, January 21, 2016
5:00pm-7:00pm
Calit2 Theater/Vroom

Grady Kestler, Anne Gehman, Justin Humphres
Head Over Heels
Thursday, March 10, 2016
5:00pm-7:00pm
Calit2 Theater/Vroom

Kyle Johnson
Past Teton Gap
Thursday, June 9, 2016
5:00pm-7:00pm
Calit2 Auditorium

CrowdCAVE

By Emily Grenader, Danilo Gasques Rodrigues, and Nadir Weibel with undergraduate researchers Sylvia Li, Jimmy Nguyen, and Wender Xavier

Monday, June 15, 2015
5:00pm-7:00pm
Calit2 Theater/VROOM, StarCAVE
Atkinson Hall, UC San Diego

UC San Diego Qi Calit2

AGENDA:

5:00 Calit2 Theater/Vroom/StarCAVE
5:30 Artist Talk
6:00 PFA reception

DESCRIPTION/ABSTRACT:

The performance of CrowdCAVE in the IDEAS series will showcase an interactive, stereoscopic crowd video in the StarCAVE along with a presentation of visual research in the Calit2 Theater. Visitors will also have the opportunity to integrate their video portraits on the large-scale Vroom display.

CrowdCAVE is a project created by the VideoMob team specifically for the virtual reality StarCAVE space in Calit2's Qualcomm Institute. In this installation, stereoscopic video portraits are quilted together and ready to interact with the viewer using VR to explore portraiture in virtual groups. To create our installation, multiple participants were asked to pose for high-resolution videos in front of a green screen background while performing a series of actions. After entering the space, we allow the audience to become a part of the crowd by triggering these pre-recorded actions to play based on the viewer's movement and gesture.

VideoMob began in 2013 as a collaboration between Emily Grenader, Danilo Gasques Rodrigues, and Nadir Weibel. Since then, their interactive video booth has been presented all over the United States in Atlanta, Houston, Los Angeles, San Diego, and Santa Barbara. VideoMob's research on the relationship between participant and crowd video culminated in a paper, "The VideoMob Interactive Art Installation: Connecting Strangers through Inclusive Digital Crowds," which was recently published in a TiiS Special Issue ACM peer reviewed journal. Projects by the team were presented in the 2015 Intelligent User Interfaces (IUI) Conference and the 2013 ACM SIGCHI Conference on Human Factors in Computing Systems. In 2015, Sylvia Li, Jimmy Nguyen, and Wender Xavier joined the team to help create works for the Vroom wall and StarCAVE.

SPEAKER BIO:

Emily Grenader grew up in Houston, Texas and moved to New York City in 2003 to earn her BFA from the Cooper Union for the Advancement of Science and Art. She arrived in San Diego in 2011 where she earned her MFA from the Visual Art Department at UCSD. Grenader is currently a member of the Visual Arts faculty at The Bishop's School and a lecturer in UC San Diego's Visual Arts department. She uses various mediums to combine individuals into "crowd portraits," exploring human connections from many perspectives. She has recently shown work at the Athenaeum Music and Arts Library and the Lux Art Institute. Grenader's large-scale crowd painting was selected for the Open Walls Billboard Project, she was featured as the launch artist in the 2014 ART SAN DIEGO fair, and she was awarded a two-week residency as a Fortnight Artist at IDEO Boston.

Danilo Gasques Rodrigues is a computer engineer from Brazil who developed a passion for interactive art while studying abroad at UC San Diego on a one-year scholarship. He received his B.C.E. from Federal University of Sao Carlos, Brazil in 2015. While there, he worked with a variety of technologies that range from modeling flexible manufacturing systems, designing industry software integration, developing games, and implementing an awarding-winning, web-based digital television player. Currently he works in the development and maintenance of scalable, high-load telecommunication systems at Daitan Group.

Nadir Weibel is a research scientist and lecturer in the Computer Science and Engineering department at UC San Diego and a research health science specialist at the VA San Diego Health System. His work on human-centered computing is situated at the intersection of computer science, cognitive science and the health sciences. Weibel's main interests range from software engineering to human-computer interaction, particularly focusing on mobile health, computer-supported cooperative work, medical informatics, mobile and ubiquitous computing.