DEVICE ART

September 3, 2009 to February 28, 2010

(Linz, 21.01.2010) "Device Art" is a relatively new Japanese art form, a synthesis of art, design, technology, science and entertainment. Here, new technologies merge with elements of traditional Japanese culture. Launched in the early 1990s, Device Art's mission is above all to show what it means to live in a world that is increasingly pervaded by technologies. The "Device Art" exhibition runs until February 28, 2010. "100 Erikas" by Noriyuki Tanaka will be on display in the Ars Electronica Center until around the end of August 2010.

100 Erikas / Noriyuki Tanaka (JP)

In his work "100 Erikas," Noriyuki Tanaka focuses on what is perhaps the most important determinant of people's mutual perception and their decision on whether they like or dislike each other: the human face. His approach entailed creating precisely 100 portraits of Japanese pop icon Erika Sawajiri. And in each image, she looks different or even appears to be someone else entirely. Noriyuki Tanaka's "100 Erikas" illustrate how easy it is to change ones own identity if it's primarily based on the perception of ones physical appearance.

100 Erikas online: http://www.aec.at/center_exhibitions_project_en.php?id=142

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Knock! Music Program / Novimichi Tosa (JP)

In "Knock! Music Program," Novimichi Tosa takes a playful, interactive approach to getting across the manifold possibilities of utilizing digital technologies. Each of the four experimentation & play stations corresponds to a historical stage in the development of technology.

loopScape / Ryota Kuwakubo (JP)

"loopScape" is a video game that blurs the conventional distinction between "good" and "evil," between "my side" and "the opposition." The action doesn't take place on a flat display but rather on a 360° band arrayed around the edge of a ceiling-suspended metal "doughnut" that's circumnavigated during play. The object is to shoot down the opponent. But watch out! If a fired missile misses its target, it continues on its trajectory and threatens to strike the game figure that launched it from behind.

Media Vehicle / Hiroo Iwata (JP)

The "Media Vehicle" is on the go in real and virtual space simultaneously. The passenger aboard this white "plastic egg" experiences his/her surroundings from a totally new perspective. A wide-angle camera mounted outside the "capsule" sends live images into its interior. The vehicle's four rollers enables it to move in all directions.

Loreley / Kazuhiko Hachiya (JP)

A stylized wooden wall with an old-fashioned window resembling a porthole provides the setting for Kazuhiko Hachiya's "Loreley." A plain mirror is mounted on the wall opposite it. In the middle stands the observer, with the porthole to the right and the mirror on the left. When the observer looks straight into the porthole, nothing much happens. But when one shifts ones glance to the left and sees the mirror with the porthole visible in it, a mermaid suddenly appears. Loreley perhaps?

Morpho Tower / Sachiko Kodama (JP)

"Morpho Tower" is an electromagnetic cone. Cut into its outer shell is a groove that spirals its way around the cone, gradually ascending from the base to the tip. The cone sits in a small basin filled with "ferrofluid," a dark liquid in which magnetic particles a few nanometers in size are suspended. When electrical current is applied to the cone, the resulting electromagnetic field causes the ferrofluid to seemingly defy gravity and flow up the spiral groove. Sachiko Kodama's "Morpho Tower" takes up the spiral, an extremely old and very widespread element in art, and translates it into contemporary media art.

Nicodama / Ryota Kuwakubo (JP)

"Nicodama" playfully combines findings from the field of behavioral biology (ethology) with technology and Japanese philosophy. Artificial eyes are mounted on inanimate everyday objects–a simple artistic artifice, but one that evokes the same unconscious reaction on the part of each and every observer. On the basis of these eyes as well as the form and structure of the respective object, we invariably attempt to construe a "human" face and thereby transform the object into a subject.

Surrounding of Firefly / Masahiko Inami (JP)

Human sensory perception is capable of registering only a tiny segment of the broad frequency spectrum of electromagnetic radiation; most of the phenomena of this world remain hidden from our senses. Thanks to a special liquid crystal display, these "stop-motion glasses" reveal a completely new world to us by suddenly letting us see other frequencies. There are many fascinating potential applications for these "stop-motion glasses" in everyday life–for instance, transmitting encoded messages at a frequency that can only be seen with a customized pair of glasses and not with the naked eye.

Table of the Colobockle / Kazuhiko Hachiya (JP)

"Table of the Colobockle" was inspired by a game beloved by little children in which adults hide their face behind their hands and then suddenly pull their hands aside accompanied by a loud "peek-a-boo!" The "Table of Colobockle" is a low-set table featuring a square, milky-white piece of plate glass with four small, round Plexiglas disks resting upon it. Each of the disks can be shifted about on the tabletop and, here and there, provide a glimpse of moving pictures.

Touch the Small World / Hideyuki Ando (JP)

The sense of touch is one of our most direct modes of coming into contact with the world. With our fingertips, we can feel the finest irregularities on a surface—even those smaller than a fifth of a millimeter. The tiny grooves in our skin play a part in this; they amplify the vibrations produced when we rub our fingers over a surface, whereby the frequency of the vibration corresponds to how quickly we stroke the surface. "Touch the Small World" is based on precisely this phenomenon. It's interface uses mere vibrations applied to the user's fingertips to produce the illusion of a surface texture, and makes it possible, for example, to "touch-read" entire pictures. Sensors register the position of the fingers, and a four-prong piezo transformer delivers a vibration with pinpoint accuracy.