

Übermensch Bolt

Interactive Kinetic sculpture – Perspex, wood and brass

Artist: Carol MacGillivray

Realisation: Sam MacGillivray, Laurence Misick and Ray Stanley

Übermensch Bolt

by Carol MacGillivray

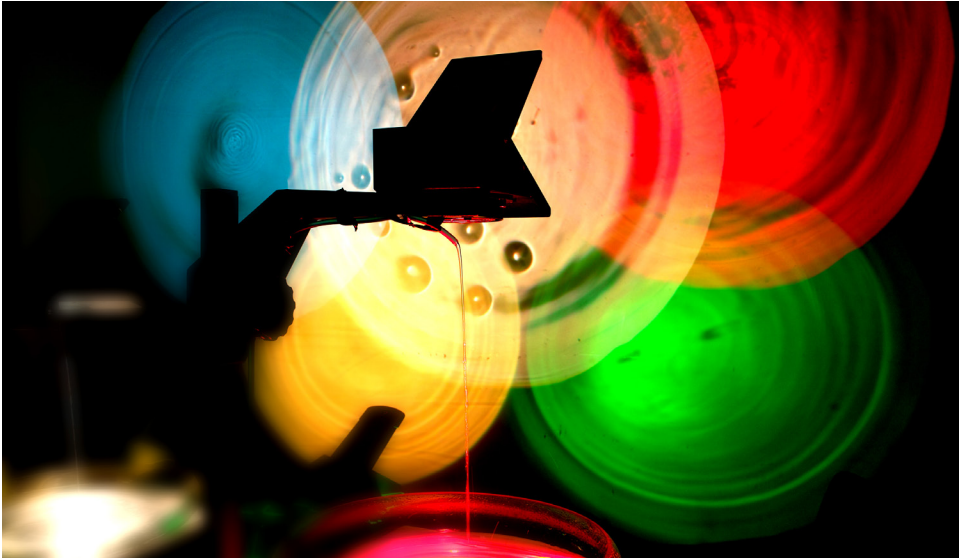
'You need chaos in your soul to give birth to a dancing star' – Nietzsche.

Übermensch Bolt plays with the interchangeability between the human and the mechanical and explores our perception of movement. When dropped from above, the hanging athlete's legs leap into unpredictable life and defy Euclidean theory.

Although a pendulum is the essence of regularity in Newton's Euclidean universe, Henri Poincaré demonstrated that by introducing another pivot, that regularity is torn asunder. The artwork combines the idea of tiny increments of change on the three pivots of the human leg and the theory of nonlinear dynamics, where, even though the equation of motion is deterministic, irregular solutions appear. Chaos is introduced into a system that is predictable in principle but unpredictable in practice, resulting in what appears to be a defiance of gravity.

Übermensch Bolt forms part of Carol's doctoral research into the Psychology of Kinetic Perception (Arts and Computational Technology) at Goldsmiths University.

*This artwork was commissioned by the Faculty of Arts, TVU,
as part of the Creative Campus Initiative.*



Liquid Athletes

Light projection, water and audio installation

Artists: Ryan Best, Immo Blaese, Sally Butterfield, Panos Diamondis, Nimra Javaid and Marcin Wysocki
(MA New Media Art and Design students, Thames Valley University)

Liquid Athletes

*by Ryan Best, Immo Blaese, Sally Butterfield,
Panos Diamondis, Nimra Javaid and Marcin Wysocki*

'Citius, Altius, Fortius' – Swifter, Higher, Stronger

The London 2012 Olympic games is the inspiration for the installation created by Thames Valley University MA New Media Art and Design students, each from different artistic disciplines.

Liquid Athletes synthesises evocative sound and iconic visuals. The tiny beat of the human heart is transformed into something great, a 'sequence of events' and 'chain reaction' occurs, using projections of light and droplets of water which ripple outwards in the manifestation of a perpetually moving image of the iconic symbol of the Olympic rings.

Flowing water creates brightly lit, coloured drip streams to create a constantly evolving projected image, also symbolising independent elements: physical and conceptual forms of movement, the presence of diverse internal and external influences and pressures, positive human aspects of physiology and psychology, personal endeavor, commitment, time and skill – the combined sum of all parts which create an Olympic performance, producing an animated visual expression of what can be achieved when many forces work together in harmony.

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World Nation
Audio-video installation

Artists: Olivier Ruellet and Paul Ramshaw

World Nation

by Olivier Ruellet and Paul Ramshaw

World Nation is a generative audiovisual piece that is informed by notions of social and philosophical deconstruction, where shared meanings of culture, nationality and identity from representations of flags and anthems are deconstructed into formant parts of coloured shapes and melodic and harmonic phrases.

The building of this ever-evolving sound and visual 'scape' of multi-coloured and multi-voiced elements represents a symbol of a unifying process at work, and acts as a symbol of peace and harmonious relations between peoples and as a vibrant monument to humanity.

The flux of these materials becomes the source of an abstraction that fuses together the original media forms in a way that is at first not immediately recognisable to the audience, because of its ambiguity, but progressively challenges them to use affiliating levels of their experience to make sense and apply their own meaning to the work, recomposing and reconstructing meaning on both an individual and shared basis.

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Caryatid
Interactive Life Drawing

Artist: Phil Hawks

Caryatid

by *Phil Hawks*

As part of a continuing body of visual research into the symbiotic and creative relationships between traditional life drawing and digital visualisations, Caryatid is an animated life drawing that demands interaction with its audience.

Taking its primary inspiration from the Caryatid Porch of the Erechtheion in Athens – the home of the Modern Olympics – the work consists of a stack of six computer monitors, each of which show a 180-degree traditionally drawn rotation of a life model. Each of the sections can be rotated individually with the audience able to control both the speed and direction of the rotation. Whilst not intended primarily as a structural form the final artwork, at over 2.5 metres in height, has a monumental feel in-keeping with its historic associations.

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Motus

Interactive motion performance

Artists: Antonio Castells-Delgado and Sebastian Lexer

Motus

by Antonio Castells-Delgado and Sebastian Lexer

Sport is movement. Each sport has a different set of rules that define and condition both the athlete's own movements and how these movements interact with those of his competitor's. The level of mastery of these movements will translate into either victory or defeat.

Sound is movement. Sound is created by setting air into motion, creating air displacements which our hearing system translates into sound. Motus brings those two worlds together, sound and sport, both born from movement, and transforms athletes into musical instruments, matches or races or combats into live performances.

Motus aims to create an interactive live fencing combat/performance where the movements of the fencer and his sabre, together with his opponent's, will dictate the music.

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