

ENHANCED VISION – DIGITAL VIDEO

ACM SIGGRAPH Digital Arts Community Committee



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enhanced-vision.siggraph.org Online Exhibition 2015

Enhanced Vision – Digital Video, an international survey of today's most exciting and innovative digitally-enhanced video art works, is available for viewing online at enhanced-vision.siggraph.org. Presented online by the committee of the ACM SIGGRAPH Digital Arts Community (DAC), and curated by Kathy Rae Huffman, the exhibition was selected by an international curatorial committee of 10 media experts and features 30 digital video works created by artists from 15 countries. The individual works range in length from one minute to 15 minutes each, with a total linear viewing time of approximately 3 hours. They were created between 2009 and 2015.

"Enhanced Vision – Digital Video" focuses on digital methodologies to enhance the moving image, especially looking at how effects can reveal specific meaning and content. Each work brings its own unique, original artistic style to reveal a socially significant issue, such as pollution, surveillance, personal/public space, and disaster (political, natural, nuclear, and technological).

The selected works use a variety of time-based animation programs, innovative graphics, found footage, and visual effects. Individual works explore their subjects with a variety of digital effects, including color, perspective, advanced keying, matte edges, imported and exported track data, and morph effects to seamlessly integrate images and video footage into a single composite work. The criteria for selection of the work included that the video meet one of the following criteria:

- reveals a normally "invisible" aspect of the visual scene;
- creates a metaphoric interpretation from the natural world;
- is a visual interpretation of a *socially engaged or politically charged event*,

Video has experienced a long and celebrated history that has evolved alongside technical as well as critical, social and culturally important developments. Our belief is that video and computer/digital technology have merged seamlessly: what once was considered pure video art and what was once simply known as "computer graphics" now often intertwine. We believe that the ability of contemporary video to integrate visual effects and socially relevant content utilizing digital components, adding a deeper level of understanding to the literal meaning of the work, is without equal.

Artists and works in the online exhibition include:

Harrison Banfield & Jack Rees (Wales, UK) *Water*; Jason Bernagozzi (USA) *Simulacrum*; Joanna Bonder (Poland) *Digits*; Natalie Bookchin (USA) *My Meds, from the series Testament*; Ulu Braun (Germany) *Mudland #1*; Charlotte Eifler (Germany) *OU TOPOS*; Lynn Estomin (USA) with original score by Ritsu Katsumata, *Fashion To Die For*; Frederick Fisher & Don Rice (Canada) collaborating with Andrew John Milne, & Michel Germain, *Arcadia*; Benjamin Forster (Australia) *A Written Perspective*; Felice Hapetzeder (Sweden) *366*; Kaisu Koski (Finland/Netherlands) *Not to scale at all*; Kenji Kojima (Japan/USA) *Composition Fukushima 2011*; Wobbe F. Koning (USA) *City.Flow()*; David Krippendorff (USA/Germany) *A Small Fee*; Chongha Lee (USA) *Raw Quinoa*; Talia Link (USA) *Printed Clothes DIY (4 my catcaller)*; Michael Lyons (Japan) with Palle Dahlstedt (Sweden) *Soft Pong Inari*; Damon Mohl (USA) *The Dust Machine Variation*; Szacsva y Pal (Hungary) *Horribile Pictu*; Ellen Pearlman (USA/Hong Kong) *Surveillance Siddhi*; Mikey Peterson (USA) *Slip Away*; Grant Petrey (UK) *Filament*; Thomas Porett (USA) *On China Sea*; Bryne Rasmussen-Smith (USA) *Don't Know Where To Point*; Alexander Repp (Kazakhstan/Germany/Hungary) *necrolog of robin williams or the suicide of irony*; Joon Sung (Korea/USA) with Neal Williams (USA) *Particle Daydreams*; Myriam Thyges (Switzerland/Germany) *Apotheosis of Glasgow High-rises*; UBERMORGEN (Austria/Switzerland/USA) *Deephorizon*; Ellen Wetmore (USA) *Grotesques*; Nina Yankowitz (USA) *Shatter/Flood/Mud/Houses*.

"Enhanced Vision – Digital Video" is a project of the ACM SIGGRAPH Digital Arts Community Committee, a group dedicated to the promotion of a strong year-round digital arts community within ACM SIGGRAPH, and the encouragement of dialogue between visual artists and other members of the organization. The mission of the ACM SIGGRAPH Digital Arts Community Committee is pursued in conjunction with the larger ACM SIGGRAPH mission: to foster and celebrate innovation in Computer Graphics and Interactive Techniques.

[ACM SIGGRAPH](http://www.siggraph.org) is a nonprofit international membership organization made up of thousands of people who share a passion for computer graphics and interactive techniques. ACM SIGGRAPH members are involved in a wide variety of fields, including computer graphics research, software development, art, scientific visualization, interactive technology, game design, visual effects, computer science, education, engineering, graphic design, film and television production, scientific research and more.

See: www.siggraph.org/connect/digital-arts

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