



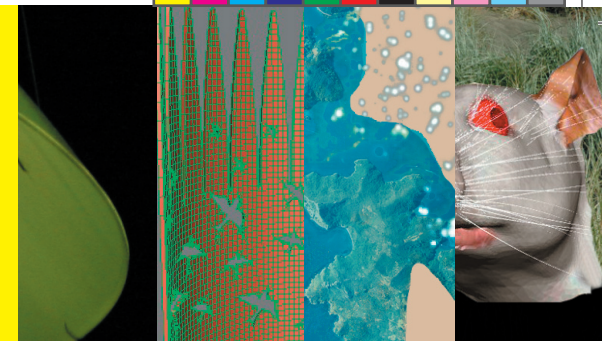
Thank you
Eric Woods and
Mark Billingham,
Richard Bishop,
Anna-Lee Mason,
Haley Crannitch,
Marilyn Lim and
Nathan Gardiner
and all the students
who have supported
us at the HITLabNZ,
Christchurch City Council,
New Zealand
Trade & Enterprise,
Converge 05,
Mark Prain,
Alan Robertson and
Kim Meek,
Dr Deidre Brown,
Senior Lecturer in Architecture,
University of Auckland,
Tim Walker and Claire Regnault
at the Dowse.

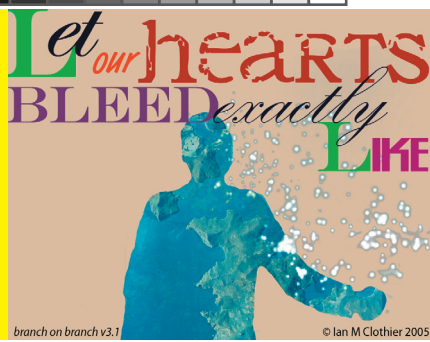
For more information, including video,
visit www.hitlabnz.org/artists or email the
Converge05 HITLabNZ Artist Fellowship
Facilitator at eric.woods@hitlabnz.org

Four Collaborative Art Projects for Converge 05

Four fellowships were awarded early in 2005 for collaborative projects between artists and students from HITLabNZ (Human Interface Technology Laboratory) at the University of Canterbury. Over the year the projects have been developed through a workshop programme and they will be exhibited at Converge 05 for the first time.

Whereas most multimedia and installation art is still presented in the traditional format of wall works or sculpture, the four artist projects for Converge 05 literally guide the viewer and art work to a convergence. The result is not about the technology, which is used here as tool, but is more concerned with the way people can interface with art, and how art can break from its gallery-bound conventions. The virtual world is a new space within which the artists have dealt with issues as diverse as biomorphism, the cosmos, culture, nature and zoomorphism, giving a visual voice to concerns that would otherwise be difficult to materialise in the real world but are nevertheless part of our contemporary consciousness.





Branch on branch v3.1

Ian M Clothier ARTIST

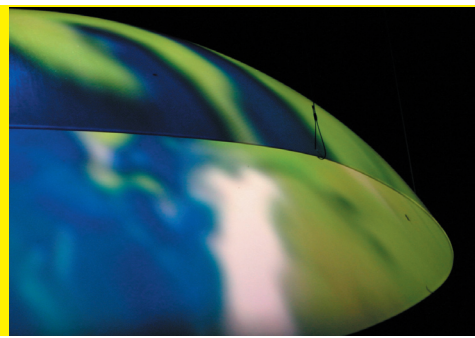
Jung Shin and Raphael Grasset HITLabNZ

Eric Woods FACILITATOR

Let our hearts bleed exactly like the river
branching in the tree of the land

branch on branch v3.1 is an audience
initiated augmented reality poem. The
poem addresses interconnections between
human anatomy, fluid dynamics, rivers,
bifurcating structures, trees and geology.

Reality and virtuality augment each other
– branching imagery is inserted into the
silhouette of the audience, and audience
movement creates swarms of atmospheric
particles that rise in dynamic waves.
A further level of participation involves
rotating interactive cubes where the
exploration of text and image is linear or
nonlinear respectively.



Islands

Janine Randerson ARTIST

Oakley Buchmann HITLabNZ

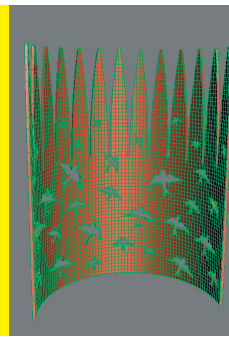
Claudia Nelles HITLabNZ

Jason Johnston SOUND

Eric Woods FACILITATOR

McKenzie Wark once wrote that as twenty
first century antipodeans ‘we no longer
have roots only aerials.’ Yet many tales
connect microcosmic cells of the earth
to the macrocosm of space. The smallest
particle in our bodies has been linked to
the workings of the galaxy in astronomy,
astrology, fantasy, philosophy and Maori
oratory.

Islands offers an alternative spatial
schema to the map or medical chart;
an interactive, antipodean space. Each
floating ‘island’ lies dormant until
someone triggers moving images and
sounds by the movement of their body.
By signalling between screens several
people can compose a new tale in
semaphore.



The Crown Affair

Lonnie Hutchinson ARTIST

Billy Chang HITLabNZ

Eric Woods FACILITATOR

In her performance, installation and
animation works Lonnie acknowledges
the way our environmental, architectural,
social and domestic spaces are defined
and formalised, informing and defining
our actions.

In her Black Pearl animation, a cutout
curtain creates a window or peep show
aspect where the viewer becomes voyeur.
Similarly her first animation Red, uses
patterns moving at space invader speed as
a metaphor for ‘early beginnings’ and the
place of Papatuanuku as mother earth.

Recently Lonnie has been exploring the
potential of augmented reality, rendering
pigeons in flight. As a sacred and spiritual
symbol the pigeon commemorates
Lonnie’s journey to the ritual and
divinatory sites of her ancestors.



Animalia

Angela Main and Caroline McCaw ARTIST

Julian Looser, Joerg Hauber HITLabNZ GENII

Eric Woods MEDIA DRAGON

Marc Chesterman, audible 3 SOUND

Drawing references from Western and
Vedic astrological and zoomorphic
mythologies *Animalia* engages the art
visitor in participation and play, with
some surprising results! Part game,
part installation, the experience layers
themes of the digital chimera, convergent
evolution and Haraway’s cyborg,
beginning with a simple collection of
personal details.

The project sources readymade body
parts, sounds and images through the
internet, placing them in local, oversized
video contexts for us to try on, literally as
well as figuratively. *Animalia* the plural
form of the Latin word animal, is derived
ultimately from anima, meaning vital
breath or soul.

The combination of ‘art’ and Augmented
Reality generates a responsive real-time
system which simulates the aims of
Converge 05. By bringing different species
together remarkable hybrids may be
imagined and embodied.