D-Art Gallery 2016

The Symposium and Gallery of Digital Art D-Art accompanies two annual international conferences: The Information Visualization Conference and The Computer Graphics, Imaging, and Visualization Conference.

This year the setup is as follows: Information Visualization Society Conference IVS -20th International Conference on Information Visualization (www.graphicslink.co.uk/IV2015/).

Artists, scientists, mathematicians, and anyone using digital imagery and data, involved in visual storytelling, art, and graphics is invited to contribute.

Topics might relate to:
- Preparing artists to learn programming, preparing programmers to learn aesthetics
- Interrelationship between disciplines. How computer graphics can influence computer science and software engineering
- Issues in digital art: Technical challenge and artistic quality, criticism, perception in the field
- Art and visualization of spatial, tonal, and temporal domains: Industry, Academia, Media
- New media arts approaches within medical science and technology, Nano Art
- Game and interactive multimedia
- Information technology in visual arts and culture, visual art for IT Visualization
- Cognitive Science issues, digital art and visual learning: critical and abstract thinking, problem finding
- The role of digital art and graphics in production of web video for marketing
- Digital fabrication methods. Process (including collaborative efforts)
- History of computer graphics and art
- Copyright (representation through a detail, watermark, resolution, etc.)

Every year, interested parties are invited to submit a paper presentation proposal for a conference of their choice, and/or for the D-ART Gallery. The artwork media range from 2-D, 3-D, time-based animations and movies, games, or any form of interactive work, which bring about the connections between art, science, data visualization, simulation, or any form of interactivity.

The gallery is located on the London’s server, for a year from the beginning of each conference till the beginning of the new one. Moreover, artists have the opportunity to present their work during the conference. The office in London is requesting the work coordinated by people from different continents, and distributed worldwide.

Many definitions have changed; aesthetics goes together with Usability, criticism with standards, objectives with assessment, etc. Art goes with science, math with music, data with information, shapes with meaning, colors and textures with coding, and combination of lines with a message.

As technology progresses, the gap between art, science, technology, and information diminishes, and gains its visual power. This allows more space for interaction, the integrative, often-collaborative nature of the work, and the range of aesthetical choices. We could witness nano art and photographic images, dynamic real time data display, the beauty of glyphs, data mining, semantic web, metaphorical display of information, to say nothing about fractal geometry, or various types of data representation.

The idea of the container of the story finds many supporting works. We have a need to consider almost everything as a story, but each story needs to be retold differently to fit each purpose and medium, such as a poem, a novel, theatrical performance within a limited space of the stage, an animation, and video (often merged with animation).
"Dark Days - Venice II"
- Gabriele Peters

"This photograph belongs to a cycle of about 70 works which emerged from journeys to several cities, among them New York, Prague, and Venice. The whole cycle is called “Dark Days - Venice, Prague, New York”. Its topic is the isolation of the modern human being in today’s big cities. The reality of the city inhabitants undergoes an estrangement by stylistic devices such as coarse grain, blur, camera shake, and multiple exposures. The selected image shows a scene of an alley in Venice, Italy. It has been taken from a large distance at night. The humans, if any can be suggested in the photograph, are not visible in the negatives with the naked eye. Only an extreme enlargement makes their shapes visible."

The D-ART 2016 Gallery Exhibiting Artists:

Anabela Costa                         Khan Shakil Akram
Bogdan Soban                          Lane Last
Christine Kreschollek                 Mark Stock
Corinne Whitaker                      Mohammad Majid Al-Rifaie
Cris Orfescu                          Moises Gomez
Dena Elisabeth Eber                   Shin Jun Bum
Elizabeth Cornell                    David Shir
Gabriele Peters                       Teja Krasek
Galt Tomassino                        Thomas Porett
Gloria DeFilipps Brush                Ying Tan
Jean Constant                         Yvonne Love
Jing Zhou                              
John Corbett                           
John Antoine Labadie                  
Joohyun Pyune                           

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