D-Art Gallery 2017

The Symposium and Gallery of Digital Art D-Art accompanies two annual international conferences: The Information Visualization Conference (iV 2017); and the Computer Graphics, Imaging, and Visualization Conference (CGiV 2017).

This year, the setup is as follows: Information Visualization Conference iV2017 – 21st International Conference on Information Visualization (graphicslink.co.uk/IV2017/) 11 - 14 July 2017 at London South Bank University ● London ● UK ●

CGiV2017 14th International Conference on Computer Graphics, Imaging and Visualization (graphicslink.co.uk/cgiv2017/), 22 - 25 May 2017, Cadi Ayyad University ● Marrakesh ● Morocco ●

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 approach 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.)

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, video (often merged with animation).

"untitled" © Anna Chupa

"Anna Chupa is an Associate Professor and Chair in the department of Art, Architecture and Design at Lehigh University and teaches Digital Photography, Video and Digital Textile Design. Her digital photography, textile designs, quilts and mixed media installations have been exhibited in China, England, France, Germany, Italy, the Netherlends, Spain, and throughout the United States. Anna received her Master of Fine Arts degree in Photography at the University of Delaware and a Master of Arts in Liberal Studies at Dartmouth College.

Michael Chupa is a High-Performance Computing Engineer who has worked in scientific visualization and research computing in academia and industry for the past two decades. Chupa has an undergraduate degree in Physics from Oberlin College, and an M.S. in Computational Engineering from Mississippi State University."

The D-ART 2017/18 Gallery Exhibiting Artists:

Anna Chupa Gina Gibson Mohammad M. Al-Rifaie
Bogdan Soban Gloria DeFilipps Brush Natalie Wasserman
Bruce Wands Jason Conti Philip Sanders
Chris R Kitchener Jing Zhou Sarah Epstein
Corinne Whitaker John Antoine Labadie Teja Krasek
Cris Orfescu Lina Marta Sarma WC Corbett
Dena Elisabeth Eber Margie Labadie Ying Tan
Doug Craft Max Morenberg
Gabriele Peters Michael Wright