Electronic Visualisation and the Arts (EVA 2008)

London, UK

22 - 24 July

Editors:

Stuart Dunn

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Abstract

Since 1992, the EVA conference series has established itself as a natural home from which to explore the richly interdisciplinary and constantly evolving world of digital visualisation. Nothing illustrates this more than the great scope, depth and diversity of the papers contained within this year's Proceedings.

The latest research in digital arts and new media are explored, with contributors ranging from established scholars to the new generation of research students who will lead the field tomorrow. Geographically, the subjects range from China to Italy, and speakers hail from Taiwan to the US. Just as London is a global city, so EVA London is a global conference.

Full Synopsis

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The latest research in digital arts and new media are explored, with contributors ranging from established scholars to the new generation of research students who will lead the field tomorrow. Geographically, the subjects range from China to Italy, and speakers hail from Taiwan to the US. Just as London is a global city, so EVA London is a global conference. Also significant, and an encouraging indication of EVAs yet to come, is the clear interest that has emerged this year from outside the 'normal' hinterland of the digital arts.

Papers from the archaeological and historical domains, from emergent research in virtual worlds, and from the disciplines of music, film studies and beyond, indicate digital visualisation's key role as a nexus between many subjects, and EVA's success in articulating that nexus is underlined by this collection. Intimately related to this is the engagement with EVA from outside the academic sector. Although the 'EVA community' has long existed both within and without academe, in museums, in private studios, and in galleries; papers in this volume show that we are also reaching schools, local authorities government, and the wider public. Digital visualisation, then, can be seen as critical enabler of the all-important knowledge-transfer agenda, on which the eyes of governments in the UK and Europe are so firmly fixed.

The Research Workshop continues to be a very valuable part of EVA. This is a session aimed primarily at students, from first degree to doctorate, and other researchers, can present their evolving ideas and projects in an informal session. Universities and courses are contacted and encouraged too suggest presentations to students. A very wide variety of topics is covered in the Research Workshop and they are found to be very useful to students wanting to gain experience in presenting their work, and as an information exchange venue where early research can be discussed.

The keynotes sounded by this year's plenary speakers reflect excellently this broader interest. Patrick Towell's paper banished any notion that visualization is a subject of purely academic interest, and highlighted its central role in decision-making, diplomacy and the formation of international policy. Angelina Russo reflected on the role of the user/audience in digital museum communication, and how so-called Web 2.0 technologies can enable a deeper and wider engagement. And finally Chris Batt, formerly Chief Executive of the Museums, Libraries and Archives Council, spoke powerfully of his experiences in delivering digital research strategies for communities such as EVA's.

Finally, these online Proceedings of EVA London 2008 mark a significant departure for the EVA conference as a whole. They have been made possible thanks to the generosity and collaborative spirit of the British Computer Society, which funded their publication, allowed this online version, and hosted the conference in its London premises. This connection was brought about by the Computer Arts Society, a BCS special interest group which celebrated its 40th birthday at the 2008 conference. There was and remains a unanimous view amongst EVA's organisers and participants that this arrangement exceeded all expectations, and a general wish that it continue for years to come.

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Editors

This conference was edited by:

Stuart Dunn, Suzanne Keene, George Mallen and Jonathan Bowen.

Papers:

Matthias Arnold Buddhist stone scriptures from Shandong, China

<http://dx.doi.org/10.14236/ewic/EVA2008.1>

Helen Bailey, James Hewison and Martin Turner Choreographic morphologies: digital visualisation of spatio-temporal structure in dance and the implications for performance and documentations

<http://dx.doi.org/10.14236/ewic/EVA2008.2>

Massimo Bertocini and Irene Buonazia Emotional interfaces in performing arts: the Callas project

<http://dx.doi.org/10.14236/ewic/EVA2008.3>

Christin Bolewski 'Shan-Shui-Hua' - traditional Chinese landscape painting reinterpreted as moving digital visualisation

<http://dx.doi.org/10.14236/ewic/EVA2008.4>

David Bradshaw and Kia Ng Analyzing a conductors gestures with the Wiimote

<http://dx.doi.org/10.14236/ewic/EVA2008.5>

Rony Cesana, Maria Masci and Andrea Vecchi A new information system for the superintendence of Pompeii: integration, management and preservation of archaeological digital resources in the perspective of interoperability with European digital libraries

<http://dx.doi.org/10.14236/ewic/EVA2008.6>

Yvonne Desmond, John McAuley, Evin McCarthy, Ciaran McDonnell, Charles Pritchard and Pat Donlon Artlog: archiving the artistic process

<http://dx.doi.org/10.14236/ewic/EVA2008.7>

Lisa Dieckmann Prometheus - the distributed digital image archive for research and education goes international!

<http://dx.doi.org/10.14236/ewic/EVA2008.8>

Steve DiPaola The trace and the gaze: textural agency in Rembrandt's late portraiture from a vision science perspective

<http://dx.doi.org/10.14236/ewic/EVA2008.9>

Douglas Dodds Computer art and technocultures: evaluating the V & A's collections in the digital age

<http://dx.doi.org/10.14236/ewic/EVA2008.10>

Rebecca Gamble Online encounters: a new method of creating participatory art

<http://dx.doi.org/10.14236/ewic/EVA2008.11>

Murat Germen Redesigning architecture through photography

<http://dx.doi.org/10.14236/ewic/EVA2008.12>

Mick Grierson Making music with images: interactive audiovisual performance systems for the deaf

<http://dx.doi.org/10.14236/ewic/EVA2008.13>

Rachel Hann Visualized arguments: or how to pierce the persuasive visualization and other arguments

<http://dx.doi.org/10.14236/ewic/EVA2008.14>

Mona Hess, Francesca Simon Millar, Yean-Hoon Ong, Stuart Robson, Graeme Were, Ian Brown and Sally MacDonald 3D colour scans for object assessment
<http://dx.doi.org/10.14236/ewic/EVA2008.15>

Michael Hohl Beyond graphs or charts: visualising web statistics with natural displays in physical space
<http://dx.doi.org/10.14236/ewic/EVA2008.16>

Wei-Kuang Liu Envisioning everyday life: explorations of visualization techniques in Taiwan
<http://dx.doi.org/10.14236/ewic/EVA2008.17>

Peter Maloney Film as database: a visual analysis of 2001: A Space Odyssey
<http://dx.doi.org/10.14236/ewic/EVA2008.18>

Lynne Minett and Carl Gavin The Middleton Mystery: an adventure at Belsay Hall' interpreting heritage through the design and development of a computer game
<http://dx.doi.org/10.14236/ewic/EVA2008.19>

Martin Naef and Cathie Boyd Testing the living canvas on stage
<http://dx.doi.org/10.14236/ewic/EVA2008.20>

Kia Ng Technology-enhanced learning for music with i-Maestro framework and tools
<http://dx.doi.org/10.14236/ewic/EVA2008.21>

Charles O'Neill and Kia Ng Hearing images: interactive sonification interface for images
<http://dx.doi.org/10.14236/ewic/EVA2008.22>

Tim O'Riley The other world: a fictional orbit <http://dx.doi.org/10.14236/ewic/EVA2008.23>

Maggie Parker, Clive Fencott and Paul van Schaik Haute Couture, Haute Cuisine, Haute Games
<http://dx.doi.org/10.14236/ewic/EVA2008.24>

Colin Price 'Unrealart' A new medium for artistic expression using a commercial game engine: galleries and installations <http://dx.doi.org/10.14236/ewic/EVA2008.25>

Angela Russo and Jerry Watkins New literacy, new audiences: social media and cultural institutions <http://dx.doi.org/10.14236/ewic/EVA2008.26>

Janet Tatlock, Jolene Debert and Samantha Lackey Learning and enquiry via collections in real and virtual worlds <http://dx.doi.org/10.14236/ewic/EVA2008.27>

Roma Patel and Deborah Tuck Narrating the past: virtual environments and narrative
<http://dx.doi.org/10.14236/ewic/EVA2008.28>

Deborah Wilson and Mike Wilman Designing interactive multimedia heritage content for mobile and small screen devices <http://dx.doi.org/10.14236/ewic/EVA2008.29>

Veronica Zammito Visualization techniques in video games
<http://dx.doi.org/10.14236/ewic/EVA2008.30>