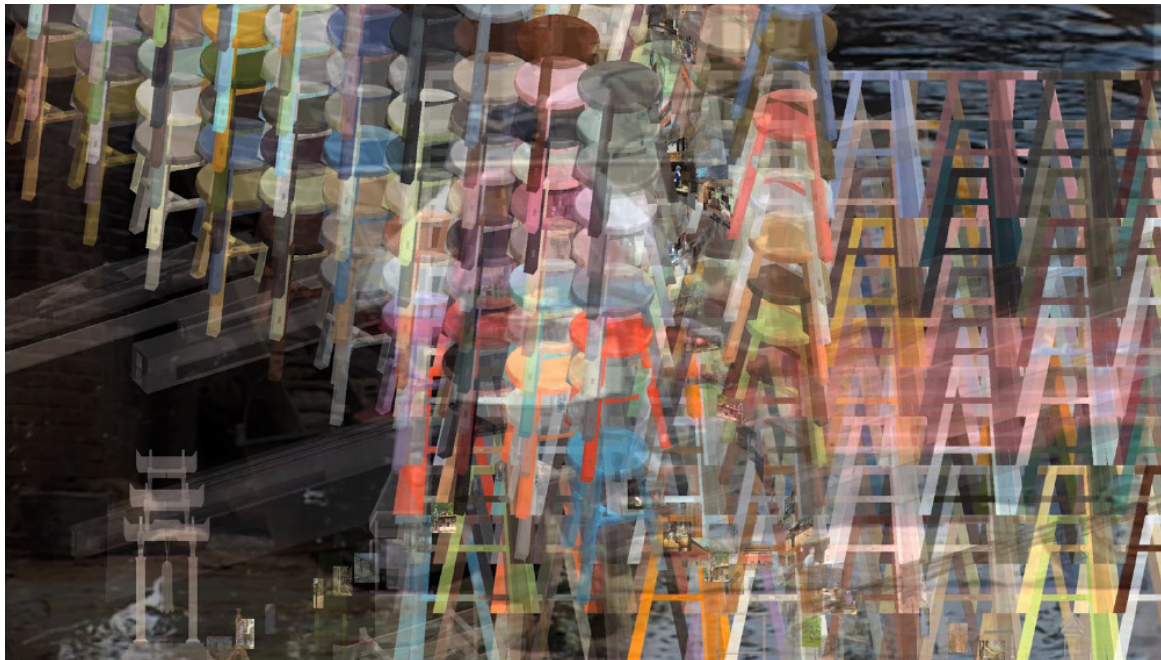


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*A China of Many Senses* specifically juxtaposes imagery from China's past and present, highlighting the tension of a country rapidly becoming the world's industrial powerhouse, while coexistently maintaining many of its ancient modes of existence. It frames, orders and builds with these materials, using a vocabulary and grammar of designed behaviors and construction typologies, diagramming and displaying the permutations with standard modes of architectural representation. The effect is to create a projected virtual space with a dizzying sense of logic, scale and balance - an imagined organic and built landscape at once both regimentally ordered and colossally haphazard, filled with both epic and intimate construction and permeated with history.

### *Methods*

The artwork is driven by a software engine, written in C++ and OpenGL. In real-time, it recombinately composes a library of disparate elements, video and image content, spoken-word phrases, 3d models and musical passages, into an evocative dynamic collage, media landscape and hyper-

constructed assemblage.

### *Theoretical Framework*

*A China of Many Senses* specifically explores the aesthetic potential of utilizing standard architectural visualization techniques and an algorithmically modulated, database-driven virtual environment to create a dynamic poetic space, which may provide suggestive and often unexpected insights into an incredibly relevant and interesting contemporary condition. The artwork, in its combinatory strategies, synthesizing multi-modal data, provides a useful example to discuss visual analytics and "the application of visual environments to generate useful insight about real-world problems.

For more information visit:

[athanasius.trinity.duke.edu/projects/acoms/acoms.html](http://athanasius.trinity.duke.edu/projects/acoms/acoms.html)