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Haptic real-time interactive animation, sound and more

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I intend to show a chronology from early attempts to develop successful real-time abstract audiovisual technologies by Oskar Fischinger (1900 – 1967) to present haptic interfaces which do everything he envisioned, and more. Fischinger's pioneering efforts in image and sound generation led to his development of the Lumigraph, an instrument which could offer audiences a one-of-a-kind audiovisual experience. The immediacy of the aural and visual effects the Lumigraph offered would lead Fischinger away from formal animation and towards his ingeniously simple Lumigraph, making a little-known but monumental statement about the degree of subtlety and expressivity attainable with an analog audiovisual performance device. Fast forward to 1999 and the pioneering work of Golan Levin, explained in his MIT graduate thesis and in his TED Talk "Software as Art", and we see the complete manifestation of Fischinger's vision of "Absolute Film" through digital processes. Levin's advancements completed and expanded Fischinger's vision to generate sound and imagery, within abstracted processes in real-time, which could create an audio-visual representation via direct haptic interfaces. This is expanding opportunities for manifesting sound, image, and physical form via graphic interfaces and output devices including 2D and 3D visualization, CNC production, 3D printing, and other emerging technologies.

Biography

David Mesple is an American Artist who exhibits around the world. His work has been profiled in texts, magazines, music CD's, and public television presentations. He is one of the few Contemporary Artists to be honored with a 2-person exhibit with one of the Masters of Western Art - Rembrandt van Rijn. He is a non-dominant left-brained and right-brained artist, capable of linear, multi-linear, and non-linear thinking, and does not compartmentalize information, nor assert that knowledge resides exclusively within certain disciplines or domains. He believes that all information lies on a spectrum of immense complexity and diversity, and is available to all problem-solvers. He is a Professor of Art and Ideation at Rocky Mountain College of Art and Design, and is working on his Interdisciplinary PhD in "Virtuosity Studies" combining Fine Arts, Neuroscience, Physics and Philosophy.

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