

EXHIBITION HIGHLIGHTS_TRANSVERGENCE

Five Juried Exhibitions! 200 Artists from Around the World! One Week in San Jose!

Transvergence (*def.*) Artists explore where fields converge and transcend.

- ***Metazoa Ludens*** is a multidisciplinary collaborative project between Emerging Art and Architecture Research Group - RASTER based in Serbia/Singapore and Interaction and Entertainment Research Center/ Mixed Reality Lab NTU Singapore that will focus on research, definitions, and production of a new entertainment augmented reality product lines that will enable various animals/pets to play computer games with their owners and others.
- ***Cellphone*** - Michelle Glaser, Victor Gentile, Patrizia Washer, Paul Watt, and Stewart Washer. The stimuli of text or voice message from visitors to the exhibition via their mobile phone elicit a chemical response from a colony of archaebacteria. This response is translated into text that the supplicant (or gallery visitor) is able to interpret and apply to everyday life.
- The ***DEFENDEX-ESPGX*** by Mark David Hosale and John Thompson is an interactive art object that combines real-time audio and video synthesis processing with physical interaction. The ***DEFENDEX-ESPGX*** is designed to simulate the look and feel of 1950's technology. The content draws on nostalgic reference to bring about implied comparisons between the fearful culture of the Cold War and the culture of fear associated with the current War on Terror.

More Transvergence ...

- ***abstractmachine.v87D6, Concrecence + Game Machine + (^3)*** – Douglas Edrick Stanley
- ***Obsession*** - Pia Tikka, Rasmus Vuori, and Joonas Juutilainen
- ***Particles of Interest: Tales from the Matter Markets*** - Diane Ludin and Ricardo Dominguez
- ***Playas: Homeland Mirage*** - Jack Stenner, Yauger Williams and Andruid Kerne
- ***RPM's Remixed*** - Josephine Dorado, Vedat Emre Balik, Laura Escude, Elizabeth Haselwood, and Rachel Bishop

Complete Transvergence descriptions and photos on 01sj.org
