

SPATIAL CONSTRUCTIONS: ANIMATION, ARCHITECTURE, AND PLACE | 20 Minute Paper Presentation

(SAS2019-10987) - AMBIENT ANIMATION DISPLAYS AND PLACE MAKING IN PUBLIC SPACE

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John combines traditional visual art practice with generative art. As a painter, designer, art director and director, he has worked in TV, film, museum exhibition, opera, ballet, theatre, 2D & 3D animation, VJing, Visual FX. John is currently a research candidate in the School of Media and Communication at RMIT University, Melbourne. His Dissertation is titled: Understanding Generative Ambient Screens in Public Space as Encounters with Calm Technology.

Abstract

Generative ambient animation in public space has been developed by the researcher as part of their creative practice. Case studies of the presentation of such animated art works on large digital screens and surround sound systems have formed the basis of a public setting where ethnographic methods were employed to facilitate a public encounter. Interpretation of qualitative data generated from this public encounter is considered in relation to theories of place and place making. This interdisciplinary research uses a critical frame of the Locus Amoenus (Place of Delight) that informs a history of aesthetic responses to landscape and environment to understand how creative practice in ambient animation can be linked to practices of public place making. The research concludes that generative ambient animated landscapes on digital displays in public settings can have a positive impact on a sense of place and intuitive place making practices and in this way supports the use of generative animation as a creative way to provide public amenity and to foster place making.

Palavras-chave : Ambient Animation, Place making, generative animation, Animated Landscapes, Public Space