

EXPÉRIENCES IN ART AND SCIENCE

Olivier Perriquet

1. WEAK AND STRONG ART-SCIENCE INTERACTIONS

2. SCIENTIFIC IMAGERY VS. NON-VISUAL SCIENTIFIC THINKING

+ *PRÉLUDE À TRANSFORMATION NATURELLE*

+ *S'IL PREND APPUI AU SOL LA VERTICALE DE SON CENTRE DE GRAVITÉ
TOMBE DANS LE POLYGONE DE SUSTENTATION*

+ *VOLATILES ~ VOADORES VOLÁTEIS*

+ *COMME VOUS JE CONNAIS L'OUBLI*

3. DESIGNING AN EXPÉRIENCE

WEAK AND STRONG ART-SCIENCE INTERACTIONS

some art and science differences

- + scientists work in communities
- + science = internal assessment by peers («peer reviewing») and conformity to implicit rules («objectivity»)
(Thomas Kuhn uses the word «normal science» → this normality makes science so efficient)
- + artists work individually and their works are received / criticized externally (exhibitions, art critics)
- + singularity is expected
- + budgets are 1000 times greater in science (millions .. milliards) than in art (0 .. millions)

art ↔ science is a dissymmetric relation

- pseudo-science: there is no thing such as pseudo-art (an artist can claim: «this is an artwork» // an artist is «coopted»)
- no example of a scientist in residency within an «art laboratory»

art + science gatherings, examples

- artist in residency in a scientific lab
- artists and scientists working together (IRCAM)

weak interaction = often unidirectional relation (can be bi-unidirectional) + (mutual) instrumentalisation

- art reduced to creative and design skills («artist rendering of» or «state of the art»)
- science reduced to technical skills or technological productions

strong interaction = mutual understanding of each one's specificities → gain in culture (each field has its own culture and history)

SCIENTIFIC IMAGERY VS. NON-VISUAL SCIENTIFIC THINKING

fascination, mystery and beauty of scientific or technological imagery
aspect of the image characteristic and recognizable (visual enhancements, etc.)

two possible destinations for the image

- (1) scientific community → public (mise-en-scène)
- (2) scientific community → scientific community

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OpenVibe
A Software for Brain Computer Interfaces and Real Time Neurosciences

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MATERIALS:

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SIGGRAPH 2007 Paper:

- [3DDisplay_USCICT_SIGGRAPH2007.pdf](#), 1.9MB. (Adobe Acrobat)

360 Display Video Two Minute Version:

- [3DDisplay_USCICT_SIGGRAPH2007_Subtitles.mov](#), 234MB. **1:53 min** (Quicktime)
- [3DDisplay_USCICT_SIGGRAPH2007_NoSubtitles.mov](#), 214MB. **1:47 min** (Quicktime)

360 Display SIGGRAPH 2007 Technical Video:

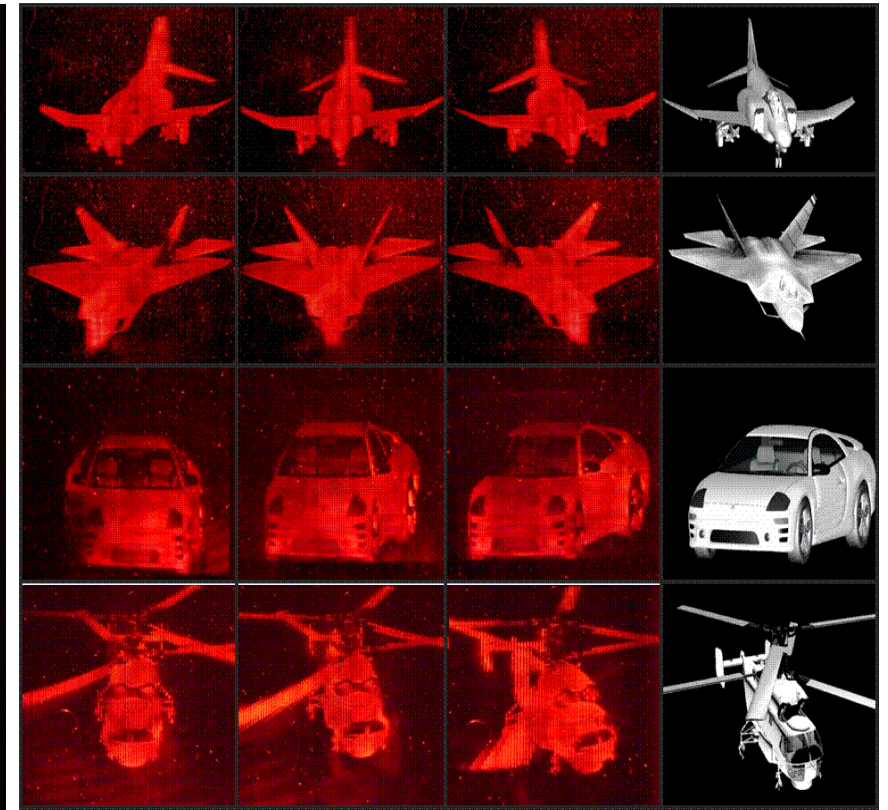
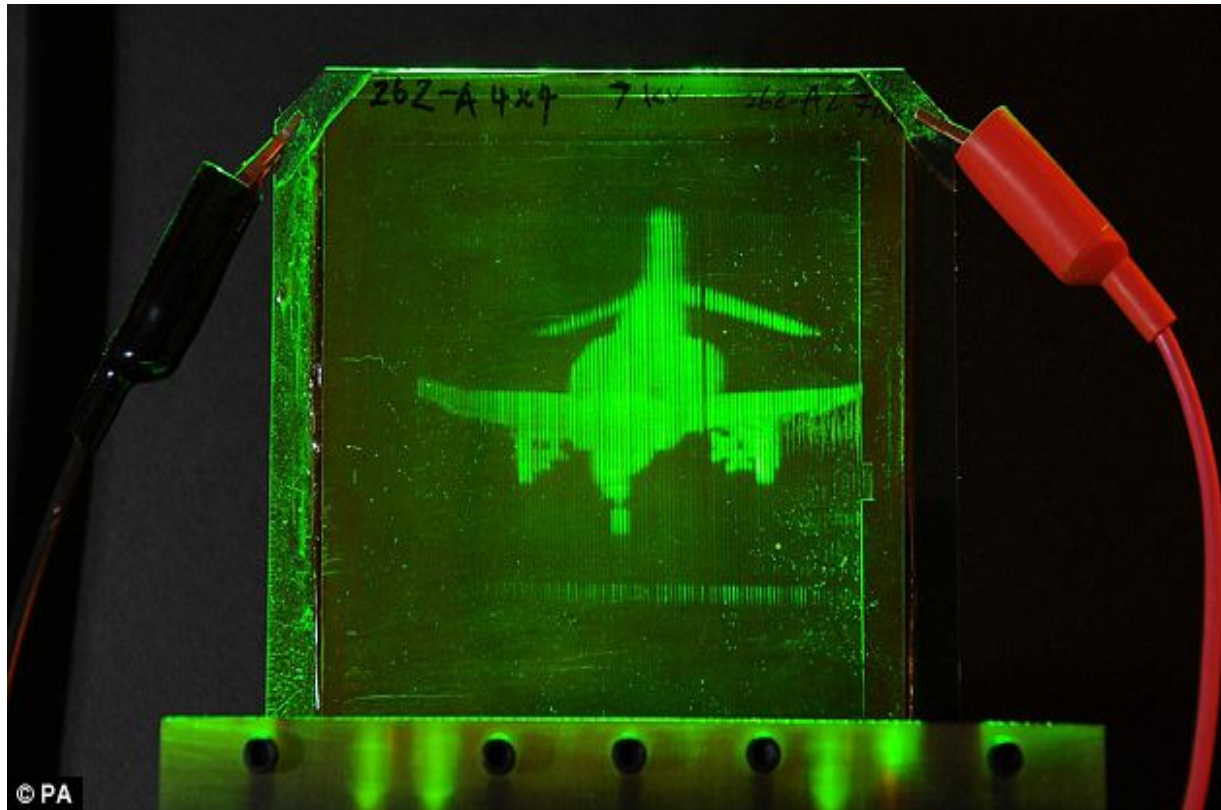
- [3Ddisplay.mov](#), 86.6MB. **4:45 min** (Quicktime) - *SIGGRAPH 2007 Technical Video*

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→ there is no special reason to have these objects in this context, this is a visual choice performed by the researchers

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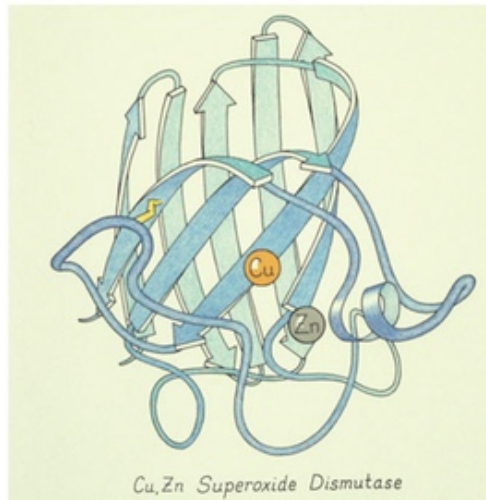
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A Visual Language for Proteins: Jane Richardson

Robert Kosara; March 24, 2010 [blog](#)



Proteins are among the most complex structures we know. They consist of thousands of atoms, and fold into complex shapes to perform a variety of functions. Understanding how they work is not possible from looking at single atoms, but rather at the overall, three-dimensional structure. The visual language for doing this was developed by Jane

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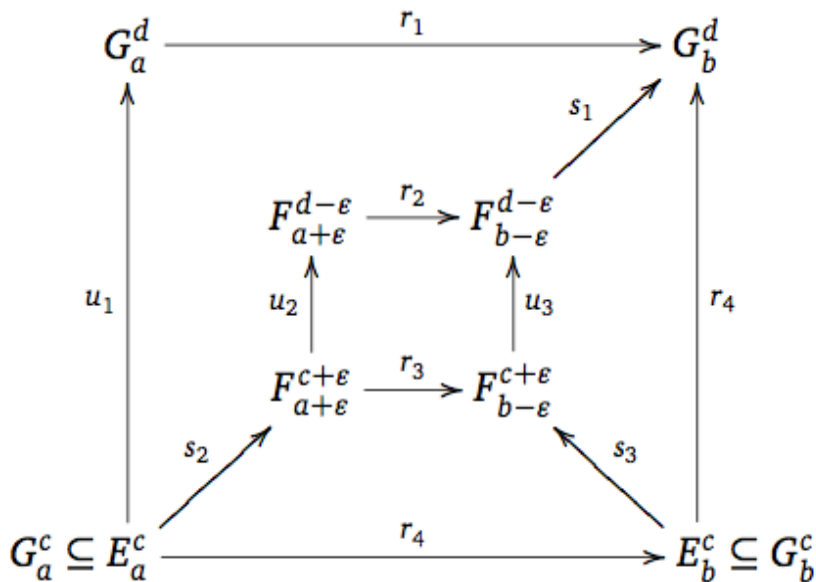
- (1) scientific community → public (mise-en-scène)
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this abundance of images hides the daily reality of science

during the 19th century, mathematical and physical sciences moved away from traditional visualization and became more abstract
 it's only since ~1970 that we observe a proliferation of image, produced by increasingly performant technological devices

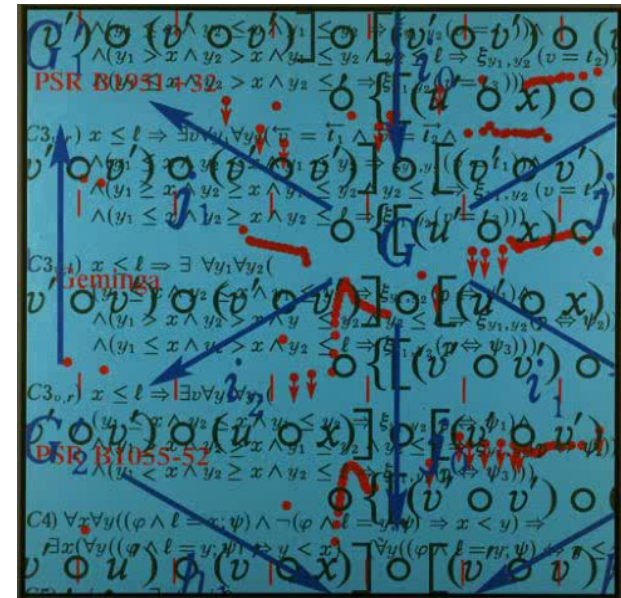
sometimes visual representations are used but this is not always the case

visual thinking may be reduced to abstract diagrammatic reasoning, especially when problems are complex



← diagrammatic reasoning in mathematics

Bernar Venet →



PRÉLUDE À TRANSFORMATION NATURELLE

PRELUDE OF A NATURAL TRANSFORMATION

Castle of Bostz, France, May 2008

Actors: Sémir Badir, Paul-Victor Duquaire, Alessio Moretti, Marc Perrin, Anne Wambergue, Sandrine Willems.



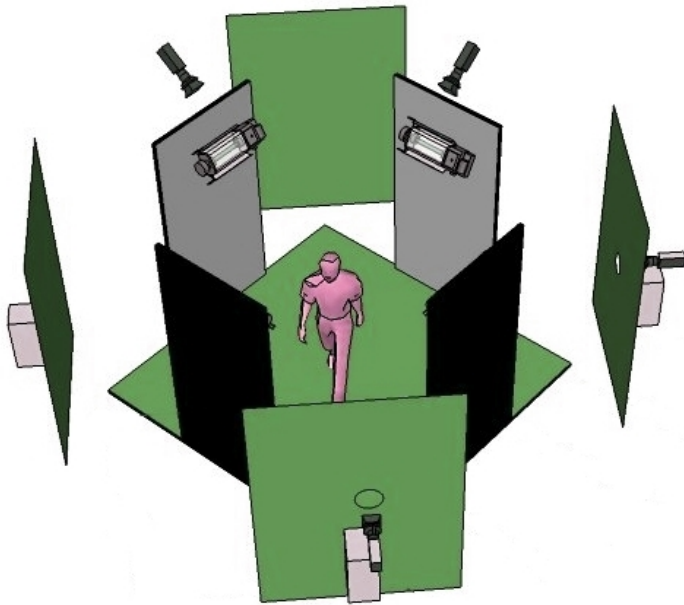
S'IL PREND APPUI AU SOL LA VERTICALE DE SON CENTRE DE GRAVITÉ TOMBE DANS LE POLYGONE DE SUSTENTATION

*STANDING ON THE GROUND, THE VERTICAL OF HIS CENTRE OF GRAVITY
FALLS INTO THE POLYGON OF SUSTENTATION*

Software conception – Jean-Marc Hasenfratz

Software development – Marc Lapierre

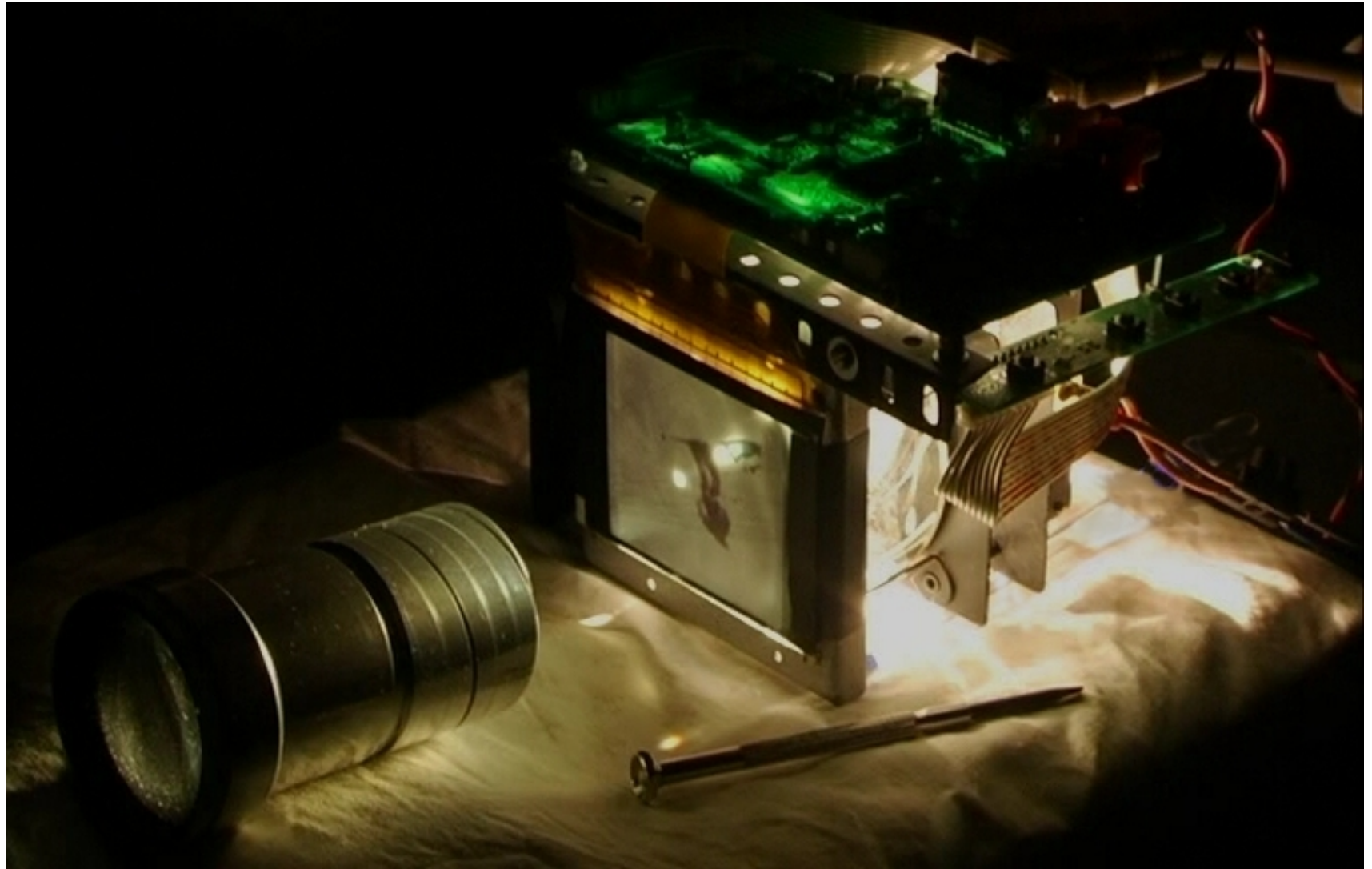
Production – Le Fresnoy + INRIA - 2006



silFile 5/20 ./silhouettes060348.bin (#379/773)

VOLATILES (VOADORES VOLÁTEIS)

National Pantheon of Lisbon – 2008



COMME VOUS JE CONNAIS L'OUBLI

LIKE YOU I KNOW WHAT IS TO FORGET , I KNOW HOW TO FORGET , I EXPERIENCED WHAT MEANS BEING FORGOTTEN

Scenography – Fabianny Deschamps

Sound – Julien Clauss

Informatics – Pierre Jullian

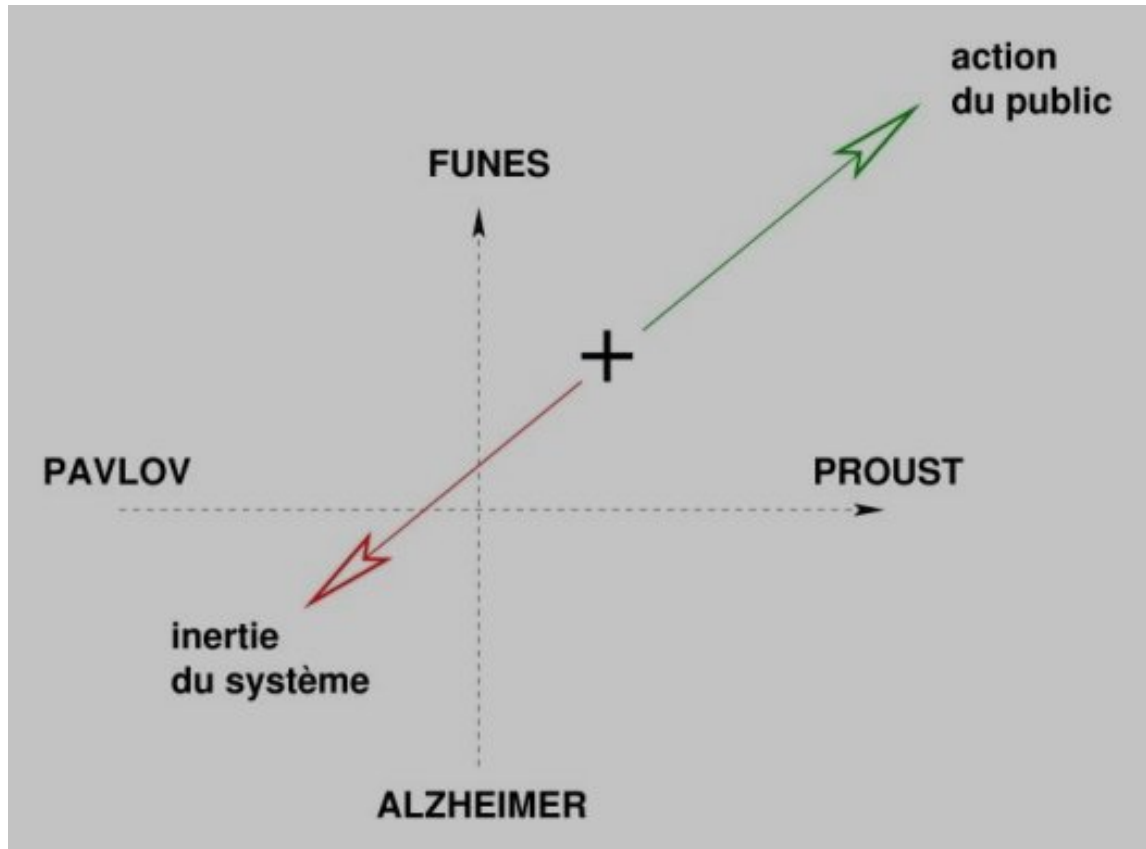
*Production / curation – Maurice Benayoun
CITU lab. (universités Paris 1 / Paris 8)*

*Context – <http://www.citu.fr/in-out/wiki>
– <http://theartcollider.org>*



COMME VOUS JE CONNAIS L'OUBLI

LIKE YOU I KNOW WHAT IS TO FORGET , I KNOW HOW TO FORGET , I EXPERIENCED WHAT MEANS BEING FORGOTTEN



Symbolizing the interaction with the public

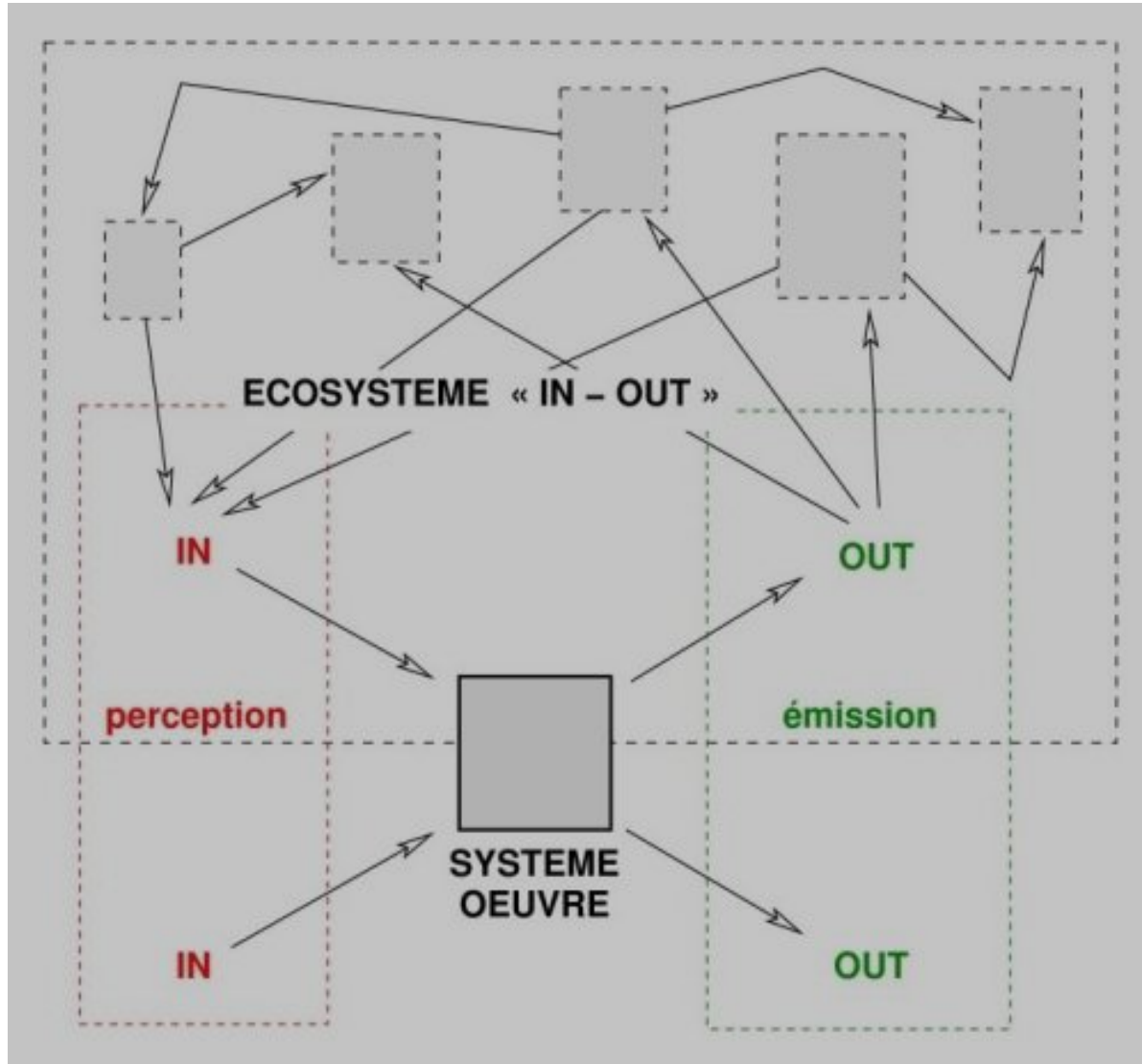
*Alzheimer forgets everything
Funes forgets nothing*

*Pavlov: memorizing what is repeated
Proust's Madeleine: memorizing*



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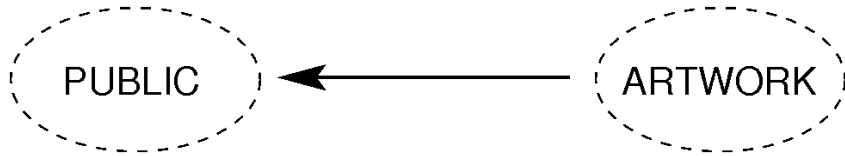


<http://www.citu.fr/in-out/wiki>

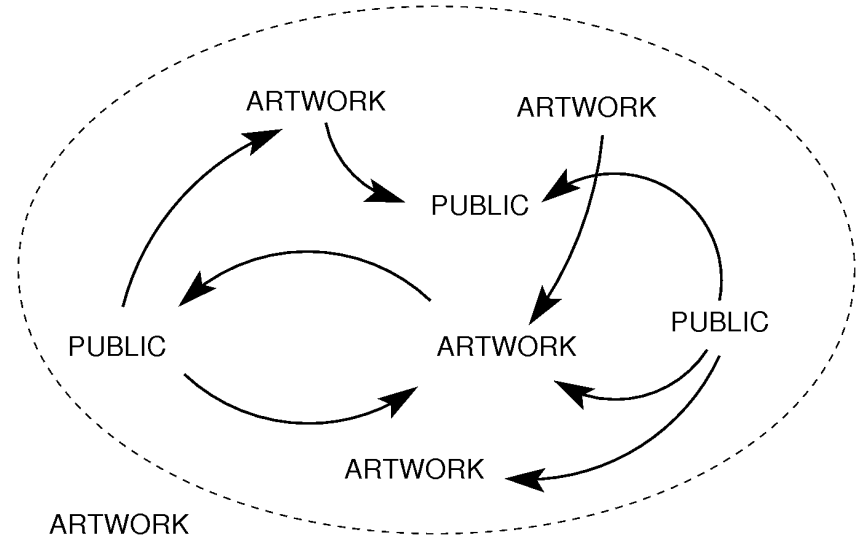
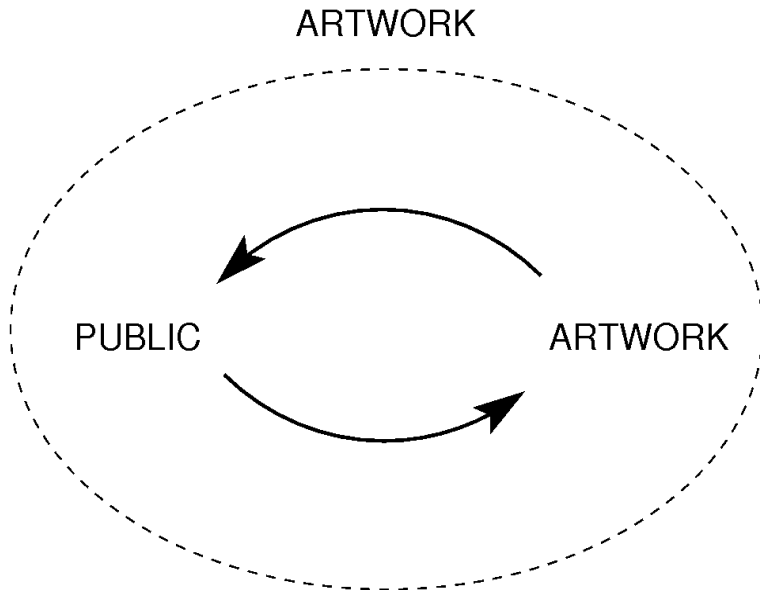
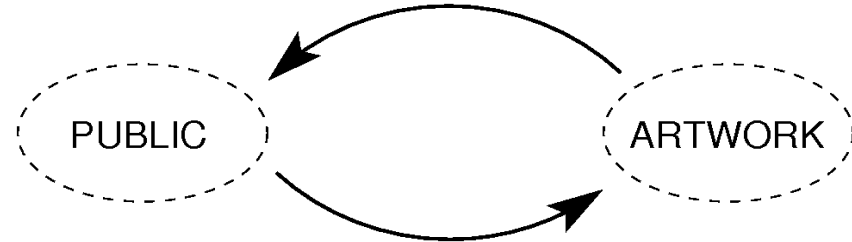
<http://theartcollider.org>

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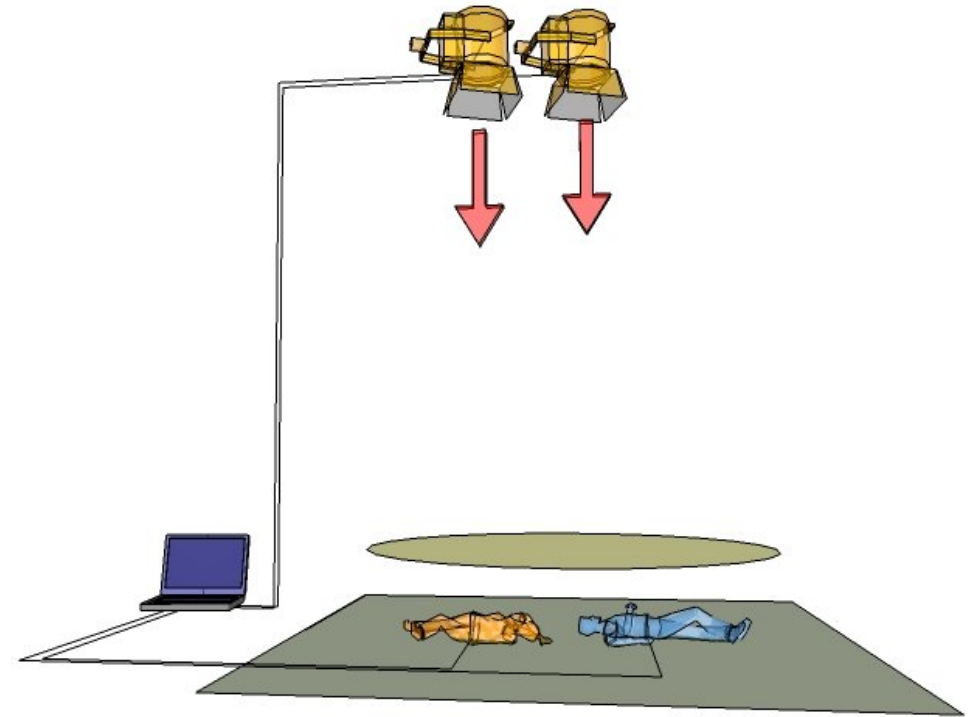
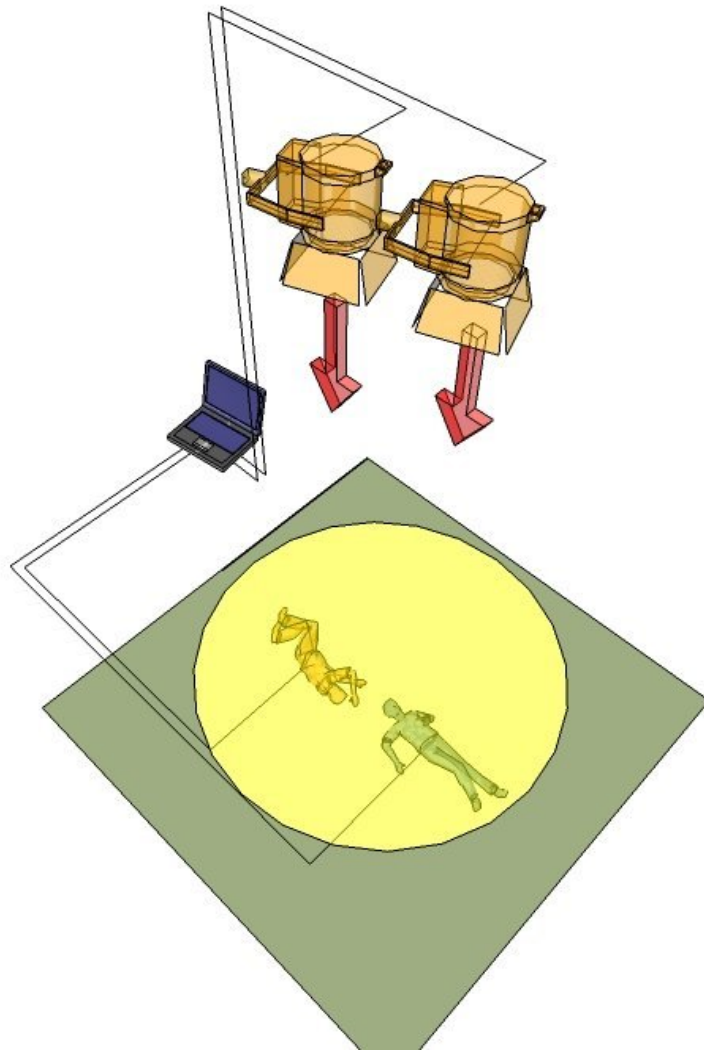
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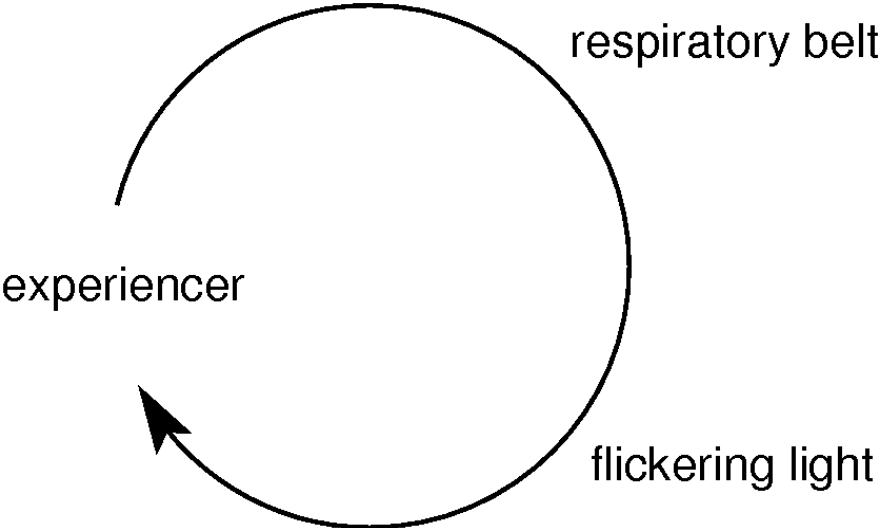
“All in all, the creative act is not performed by the artist alone; the spectator brings the work in contact with the external world by deciphering and interpreting its inner qualifications and thus adds his contribution to the creative act. This becomes even more obvious when posterity gives its final verdict and sometimes rehabilitates forgotten artists.” – M.Duchamp



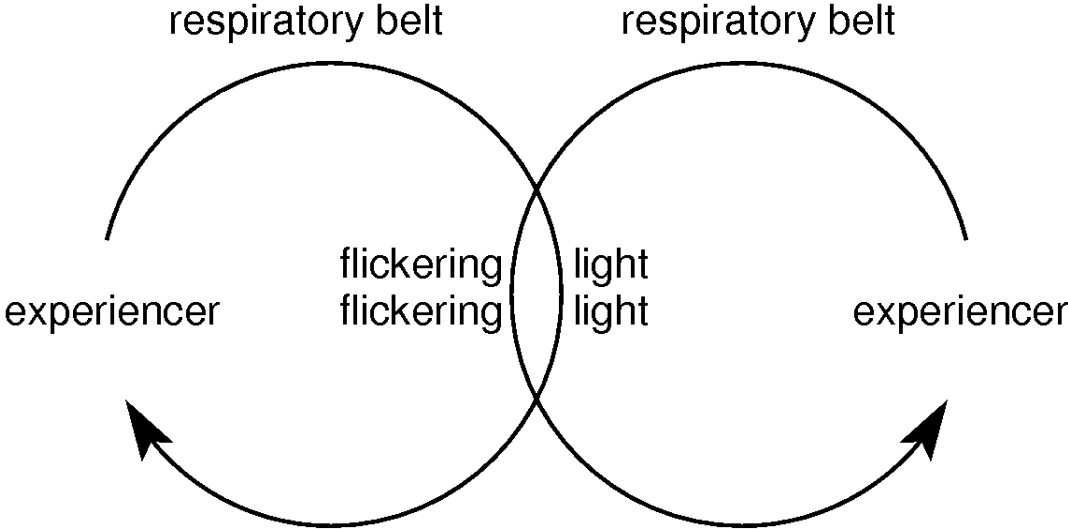
DESIGNING AN EXPÉRIENCE



DESIGNING AN EXPÉRIENCE

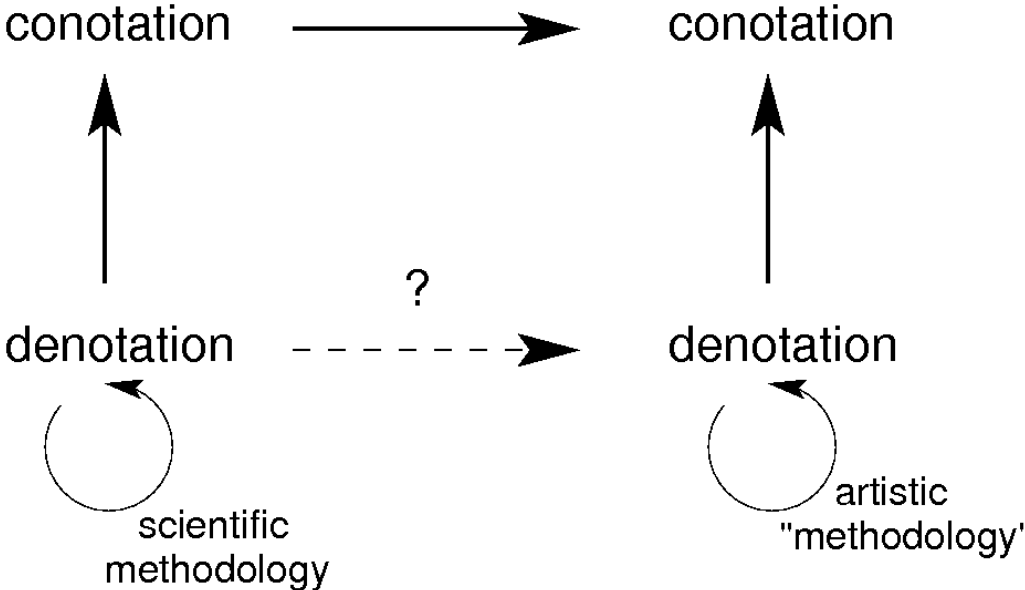


INTRICATION OF TWO BIOFEEDBACK LOOPS



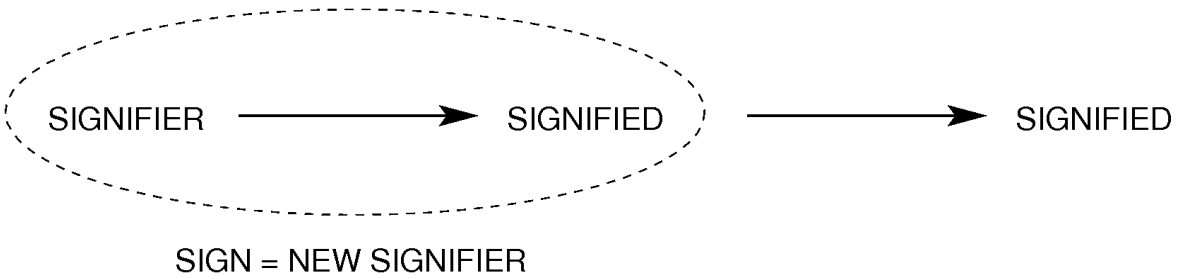
BIOFEEDBACK LOOP

DESIGNING AN EXPÉRIENCE



**BACKWARD STRATEGY:
FROM CONOTATIONS BACK TO DENOTATIONS**

CONOTATION:



DESIGNING AN EXPÉRIENCE

I do not aim at dismantling an inspirational process but trying to verbalize the intuition at work
just evoking some connotations and let them circulate freely + let anyone's imagination work on it (again extend the system's boundaries)

exchange of breathings

intense light connotations

'x-ray bombarding'

nuclear bomb / irradiation

cancer therapy

flicker = internal bio-rhythms (heart pulse, cell divisions....)

science = importance of the denotation, often default connotations

art is often inverting the importance of connotative and denotative lines
weakening the denotation by cancelling logical approaches
working directly at the connotative level, finding new organizations of signs

art + science = rehabilitating the coexistence of the two levels ?

Abstract | [References](#)

Nuclear Physics A
Volume 230, Issue 3, 30 September 1974, Pages 509-514

doi:10.1016/0375-9474(74)90153-5 | [How to Cite or Link Using DOI](#)
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Quasimolecular K X-ray excitation by bombardment of Ge atoms with Ge ions

P. Gippner, K. -H. Kaun, F. Stary, W. Schulze and Yu. P. Tretyakov
Laboratory for Nuclear Reactions, Joint Institute for Nuclear Research, Dubna, USSR
Received 18 February 1974. Available online 26 October 2002.

Abstract
By bombardment of Ge targets with $^{74}_{32}\text{Ge}^{5+}$ of 81 MeV, a continuous X-ray intensity distribution has been obtained, which ranges up to the K X-ray energies of $_{64}\text{Gd}$. The shape of the spectra, corrected for the detector efficiency, confirms the assumption that this continuum is caused by K X-rays of $Z = 64$ quasimolecules, which are transiently formed during the adiabatic heavy-ion collision. The yield of quasimolecular radiation was determined to be about 4×10^{-5} X-rays per beam K-vacancy.

Author Keywords: Nuclear reaction

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