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December 12, 2012
FOSTERING INNOVATIVE COLLABORATIVE RESEARCH THROUGH EXPLORATION OF CULTURE & CREATIVITY AT THE UNIVERSITY OF CALIFORNIA SANTA CRUZ
(1) How can we strengthen or create new methodologies that truly engage art and science thinking?

(2) Is an interdisciplinary laboratory space for cross-disciplinary and collaborative research more engaging and productive for students and faculty without these resources?
OpenLab is currently pursuing the physical development of new collaborative laboratories to network on and off the UCSC campus.
A special thanks to UCO/Lick, UC Santa Cruz Foundation, and the California Space Grant Consortium for their generous support of our research.
You are invited to attend the OpenLab Summer Makers Workshop. This workshop provides members with hands-on demonstrations and access to a variety of tools and equipment.

This workshop is designed for everyone, regardless of your skill level. The Makers Workshop is perfect for inventors, makers, tinkerers, artists, entrepreneurs, and scientists. Please register for the Makers Workshop at the OpenLab website!

www.openlabresearch.com

OpenLab presents:

**Visualization Summer Workshop**

Kick-Off Event at the Media Theater M110

Tuesday, July 12 4–5:30pm

Visualization @ UCSC featuring:

Alex Pang

Nic Brummell

Joel Primack

Technical workshops by:

Nic Brummell (VAPOR) July 14, 10–12pm

Uliana Popov (PARAVIEW) July 15, 10–12pm

Ralf Kaehler (AMIRA) July 15, 1–2pm

Hank Childs (VISIT) July 21, 10–12pm

Register Now! Please R.S.V.P. at the OpenLab website. Tell us about yourself. Please include department and field of study.

This workshop is open to undergraduate and graduate students.

SAFETY IS VITAL IN THE FABRICATION SHOPS

NO SHORTS, SKIRTS, OPEN-TOED SHOES OR SYNTHETIC FIBERS

TIE LONG HAIR BACK TO PREVENT INJURY

ALWAYS WEAR THE CORRECT APPARATUS:

LEATHER SHOES, DENIM JEANS, LONG SLEEVE COTTON SHIRT, COTTON BASEBALL CAP OR BANDANNA & SAFETY GLASSES RECOMMENDED
Facilities & Labs

OpenLab Research Projects
Workspace/Casting Lab
The casting lab, located behind the Theater Arts Center, near the Shakespeare Santa Cruz Glen, is both a foundry and mold-making space. This shop supports sand and investment casting, plaster, wax, rubber, and silicone casting, as well as metal and plastic filing, sanding, and polishing.

Metal Fabrication Shop
The metal fabrication shop provides a multitude of machines and several welding stations. This shop facilitates a variety of welding processes including, TIG welding, MIG welding, oxy-acetylene welding, and brazing.

Woodshop
Located at the Baskin Art Department, the woodshop supports all processes involving wood and acrylic. This shop is used for fine woodworking, large scale projects, small scale models and prototypes. This work area is equipped with large machines, hand tools, and ample workspace. Please click the link for detailed information on materials, hand tools, and equipment available in the wood shop.

Super Computer Lab
The Super Computer Lab for Undergraduates (SLUG), located in Thimann rm 339, is an ideal workspace for high-performance computing.

Photo Studio
At the Baskin Art Department, the photo studio is equipped with dozens of tripods, a variety of backdrops, softboxes, several pro heavy duty light stands, strobe lights, silver/white umbrellas, and monolights with flash tubes. This space is perfect for documenting projects and photographing objects and/or people for web or print.

Print Studio
Located at the Baskin Art Department, in two large studios, the print lab accommodates lithography, intaglio, silkscreen, book making and digital printmaking.

Digital Imaging
Located on the first floor of the new Digital Arts Research Center (DARC), the digital imaging room is a gigantic, clean space for printing professional, digital images equipped with twelve 27" iMac computers with scanners, large format Epson Stylus Pro printers, and slide scanners. Each computer has Adobe CS5: Dreamweaver, Photoshop, Illustrator, Fireworks, Flash, & Bridge.
Connecting Art/Sci Research to the General Public
Kepler Explorer

Description

Thanks for the feedback! Version 1.1 will be submitted to Apple soon with the following:
- Fixed bugs with update feature...

OpenLab Web Site  Kepler Explorer Support

What's New in Version 1.1

- Fixed bugs with update feature
- Fixed incorrect temperature for Kepler Candidates
- Minor UI adjustments...

Screenshots

Requirements: Compatible with iPhone, iPod touch, and iPad. Requires iOS 3.0 or later
To provide community support and resources for parents who have a newborn infant in a hospital Neonatal Intensive Care Unit (NICU), especially premature babies. The THRIVE Infant-Family program, directed by Dr. Julie McCaig, is a 501(c)(3) nonprofit organization in Beverly Hills composed of doctors, psychologists and other experts. Their research mission is to understand infants' capacities for emotional communication and social relatedness. They have partnered with the OpenLab Network at UC Santa Cruz.
Rethinking city space by developing PUBLIC sites as PUBLISHING sites of Art & Science - Creativity & Culture to engage the public and enhance community.
INFORMATION LOST HIGHWAY

Like the assimilation over time of the historic highway into a typical street within San Jose, Information Lost Highway explores the assimilation of the information highway as past information, innovations and technologies become quickly obsolete, forgotten and quietly assimilated into the fabric of our existence. Information Lost Highway proposes to canvas the exterior façade of the ZERO1 Headquarters with an illuminated, dynamic scrim. The scrim will act as a billboard exploring and conveying content, information, data and art to the passing public.

Artist / Group Bio: Christopher Haas is a San Francisco based architect and former collaborator with world-renown Swiss architects Herzog & de Meuron, where he served as a project architect for the MH de Young Museum and led the design and management of one of their most ambitious projects to date, 1111 Lincoln Road, Miami Beach. Haas established his own practice in 2008 designing several notable projects, including the Fraenkel Gallery Annex, the 3990 Folsom Street residence, and the Infiniti Tree installation, commissioned by INFINITI and Cirque du Soleil. In 2009, he received the Artist Collaboration Award from the Wallace Alexander Gerbode Foundation & the William and Flora Hewlett Foundation, to collaborate with Alonzo King and Lines Ballet to create a new ballet. The resultant work, “Triangle of the Squinches”, earned him the prestigious Isadora Duncan Dance Award for Outstanding Achievement in Visual Content, dance’s highest honor and the first architect to ever win the award.
UCSC SPACES

Browse the UCSC spaces, submit a proposal, make a match, or submit your own!

Click Here To See All The UCSC Spaces Available!

SOCIETY: Some Assembly Required (no manual included)

UCSC ART

Be the first.

Submit a Proposal
SOCIETY: Some Assembly Required (no manual included)

SITE THEME

Sociology has adopted ‘Society: Some Assembly Required (no manual included)’ as its theme. The Art Department and the Sociology Department are co-sponsoring this competition to harness the creativity of the university to

1) Generate imaginative ways of illustrating the theme, and

2) Increase the sense of the department as a place for thinking afresh about societies, communities, institutions and all forms of social interaction.

UCSC.ArtHERE.org

A Sense of PLACE and IMAGINING at College 8

Eligibility: UCSC Students
Deadline: Applications accepted Dec 1st – Jan 30th.
Medium: EITHER: A banner to identify the Sociology Department as a place. Images and ideas reflecting the department's theme and drawing on what 'place' might mean for students, faculty, staff and visitors. OR: A sculpture using the spaces, trees and buildings of the Sociology Department and College 8.
Award: $500
How to Apply: submit ART at UCSC.ArtHERE.org

Open Sociology ART Competition
The Time is Now

Our connection to the ocean is intimate and powerful. With over 70% of the planet’s surface covered by water, the ocean’s health is our health.
• Keeping plastics out of the ocean
• Choosing sustainable seafood
• Preserving marine sanctuaries

• Lisa Zimmerman, Executive Producer CEO of 7Story, an art and placemaking consulting firm that works with emerging and established artists to engage people in places and causes.

• Jennifer Parker, Director executive director of UC Santa Cruz’s OpenLab.

• Laura Cassidy Rogers, Curator, Stanford University where she is developing art-science initiatives through research, writing, teaching and an interdisciplinary forum called the Environmental Humanities Project as a Ph.D. student in Modern Thought and Literature.

http://bluetrail.us
Embarcadero Promenade
Port of San Francisco
Blue Trail Possible Locations
10/18/12
G:\Public Art\Blue Trail 2013\Map.indd
THE OCEAN CARNIVAL
THE WONDERS OF THE SEA

Revised Submission for Blue Trail Design Jam

Team 8: Team Peepshow

Peepshow and Message in a Bottle

Team 8
Team Peepshow

Revised Blue Trail Design Jam Submission
Drains to Bay
1. Live ocean life projections over the water that allow people to interact with the animals through augmented reality.
2. Sounds from under the pier create a multi-sensory environment (via headphones).
3. Infographics tell the story of human impact on our oceans.
UGLY FISH: DEEP DISTURBANCE
An Ocean Garden
Blue Trail project proposal by Josie Iselin, team leader. www.josieiselin.com
all images © Josie Iselin

Seeing Seaweed

Few of us who love the ocean know much about seaweed, and yet it is all around us, a key habitat engineer of the San Francisco Bay and surrounding coastal waterways. This installation will involve an array of brilliant, transparent, photographic panels of local seaweed. These image panels might hang up to the sky, twisting independently with the wind or be designed as street level turnstiles for kids and adults alike to walk between and turn. This installation’s job is to elicit a WOW reaction to something usually maligned; bringing the vibrant forms of marine algae to the sidewalk visitor, and encouraging them to make a trip to the beach. A smartphone app will accompany this installation so that algae identification and the connection to the local beaches and habitats can be accessible immediately.

The design of the armature and plexi panels will depend on the specifics of the site chosen.
**Mussel Choir**

Using the visual language for an Amphibious Architecture
Dioluminescent Organisms
an interactive platform for exploring biomimicry
Blue Trail Project Proposal submitted by UCSC OpenLab
Gene A. Felice II & Prof. Jennifer Parker

3D design for Phase 1 of the Dioluminescent Organisms Installation:

- **Nitrogen Pendulum**: Bronze Conductive Interface
- **Water Pendulum**: Bronze Conductive Interface
- **Dioluminescent Organisms**:
  - Pine Resin shell for electronics
  - Interactive, engagement based LED system
- **Structure**:
  - Modular Aluminum Frame
  - Bamboo Ceiling and additional framing
  - Stretched spandex cloth walls during phase 1
  - Bamboo, glass, acrylic for phase 3 walls

- **Bamboo Frame ceiling** with machined aluminum motor mounts and space for flexible Powerfilm solar panels
- **Kelp/Wire Braid Line** for D. Organisms
- **Salt Pendulum**: Bronze Conductive Interface

Locations for phase 3 aquariums

Top view

Rear view
THEATER OF LOST SPECIES