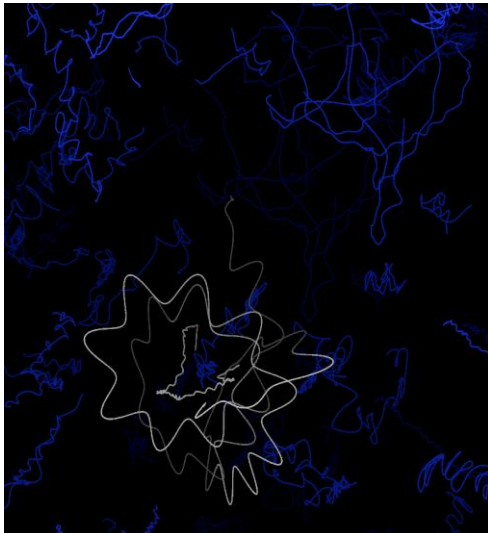


DAVID GLOWACKI: MICRO - CHOREOGRAPHY, VR environment, 2016
in collaboration with & Becca Rose



The entire cosmos, at every level of organization, is in perpetual motion. Life itself emerges from the micro-choreography of invisible building blocks. (...) The perpetually chaotic motion of atomic and molecular bodies arises from the fact that any given atom is embedded in a network of complex interactions. The motion of any given atom depends on (and simultaneously influences) the motion of every other atom in the system. The “Micro-Choreography” art installation, which will premier as part of Transmediale, utilizes the latest advances in scientific computing, real-time simulation, digital aesthetics, and virtual reality to embed participants in a world where they can interact with the dynamical choreography of the microscopic world. This installation provides a unique glimpse into the dynamics of the microscopic nano-

world which is taking place around us all the time, but which is too small for our eyes to see. It also offers a glimpse into the fact that our phenomenological lived experience, which depends on nano-architectures, is in fact intertwined with a larger microscopic dynamical unfolding.

Dr David Glowacki is a renowned scientist, digital artist and cultural theorist who holds a PhD in physical chemistry. He is a Royal Society Research Fellow at the University of Bristol where he leads an eclectic research group between the Centre for Computational Chemistry and the Department of Computer Science. Furthermore he is a visiting scholar at Stanford University. His multi-award winning interdisciplinary artworks were already shown across Europa, USA and Asia at a number of prestigious venues like the Barbican Arts Centre (London), the ZKM | Center for Art and Media Technology (Karlsruhe, Germany), the London 2012 Olympics (London, UK), the Stanford University Art Institute (Palo Alto, California), the Bhutan International Festival (Thimphu, Bhutan) and many more.

In his projects he is engaged with the idea to visualize phenomena which are otherwise invisible. He works together with experts of different fields to accomplish his interdisciplinary projects on the intersection of molecular physics, biochemistry, high performance computing, algorithm development and interactive art. All his projects reflect his interested in the aesthetics of scientific imagination. <https://glow-wacky.com/>

Becca Rose is artist, designer and educator based in Bristol, UK. She makes playful work at the intersection of folk-art, storytelling, and creative-technology. She also designs and facilitates creative learning experiences.

Becca has an MA in Design from Goldsmiths College, University of London, which she passed with distinction, and she has a BA in Art and Literature from the University of Leeds. She is a lecturer in media art and design at the University of the West of England, and a resident of the Pervasive Media Studio and Puppet Place.