



Information of ARTIST NEST KOREA

ARTIST NEST KOREA

With the direction of long-term cultural exchange through the Artist Nest Korea Program, Artist Nest participants are invited to participate in a series of workshops, collaborative works, education, and symposiums on the basis of a philosophy of connecting people to people under artificial cultural exchange and meeting of science and art. Establish a system of communication through it and open all possibilities within it to become an experimental and experimental playground.

2019 Artist Nest Korea is a triangle collaboration system in Japan, Macao (China), and Korea. Dance House Kogan 4422 in Japan, Stella & Artists in Macau (China), and Daejeon FCD: Dance Company and NDA International Festival in Korea. All the gestures that move the human mind will be the field of experiment in which the scientific and artistic viewpoints of the world are newly expressed by human gestures and techniques in the philosophy of dancing.

■ Program

Showcase Piece

Promoting culture and art exchange through new works based on Residency of 3 countries

Collaboration on stage and OUT DOOR Collaboration program

1. Yuzuki Suzuki

As a famous choreographer in Japan, he collaborates with Artist Nest participants and presents works through communication with scientists.

2. Jeongsub Lee

summary

As an aspect that differentiates me from other artists who are interested in interactive art or new media art, I focus on how to reinterpret and rebuild dancing itself, beyond juxtaposing dance and other visual mediums.

Dance & A.I

A recent project is to create artificial intelligence software that automatically generates dance choreography circles. This is to understand, follow and assist the creative decision-making process of choreographers, and it was also the subject of my doctoral dissertation. The currently developed level deals only with the path of the dancer, which is expanded to create an integrated structure of the work by adding variables such as the direction of the body or gaze, the texture other than the height of the movement, and so on. Based on this structural environment, it is a key point to find out what kind of works can be created with the individuality of individual dancers.

Dance & VR

VR, which is approaching every part of our lives, how to change dance. It is hard to say that many of the existing cases that transferred existing performances into 360-degree cameras and head-mounted displays fully utilized the characteristics of VR.

VR is a new form of stage that fundamentally contrasts with the existing procedural

structure. First, the viewer's gaze is not fixed on the front, but is free. Second, it is possible to provide contents slightly different for each viewer. Because of this heterogeneity, VR-based dance should be differentiated from existing stage composition method.

The proposed choreography automatic generation system will be accompanied by a process of searching only VR expression techniques in realization of VR as a means for efficiently visualizing the result.

In addition, I expect to get a lot of results by re-interpreting by transferring a lot of convergent works I have already done to VR environment.

3. XCVI

Collaboration between media, dance and science

Based on the knowledge through information sharing of KAIST (Satellite Institute), it reinterprets the link between space and human through media and human movements.

4. Minyoung Song

He is the author of the book called 'Brain Science Institute'. He is a Ph.D. in KAIST Brain Science and utilizes resonance waves to create a new type of stage by embodying material movements through sound.

5. Yonghwan Bang

Dr. KAIST is a graduate of Software Engineering who has experience in planning events for various makers and creates new fun on stage with an artist's perspective in scientific knowledge.

Workshop

Jungwon Lee (Senior Research Fellow, Bio-Medical IT Research Division, ETRI)

Lecture on Human Body, Brain, and Emotion in Brain Science

Member of the 2011 Science Arts Forum

2011-2012 中 Do Daily <Books with Back Books> Column Series

2013-2014 Daeduckett <Lee Jung-won's Cultural Walking> Column Series

2015 Daejeon Biennale <The Brain> Science Arts Conference Invitation Panel

2016 KBS Special <artificial intelligence, human beings> starring

2017 Daejeon Ilbo <Lee Jung-won's Cultural Walking> Column Series

2017 <Origin of thought> Publication of station

2018 Doctor of Biological and Brain Engineering, KAIST

Yonghwan Bang

Acquiring skills to make artistic stage props through Arduino education

- Excellence Prize at the 1st Korea Korea Grand Prix "Artificial Intelligence Drone"
- Artist project "Brain" Participating artist Theme of work "Normality of evil"
- Bomb making machine 1,2,3 project
- Rock festival trash can project
- Toilet Trouble Hunter
- Inferiority Battle with the Inferiority Union
- Didgeridoo band
- Yuri's Night Korea 2015/2016
- Rasprabbit Halloween party 2015, 2016, 2017
- "Knock, Kock, get your ass in."

"The story of a founder without a founder"

XAI

I give lectures that share information and direction for artists about dance and AI.

We are developing a program that uses AI as a project team of engineers from Korean dancers.

Seoul National University, Gwangju Institute of Science and Technology, Daedeok Research Complex, and FCD.

Yuzuki Suzuki

I learn how to express physical expression of a famous choreographer in Japan.

OUTDOOR

Seminar

Collaboration with Artist Nest participants.

Jihyun Jung



After graduating from the theory and art history of the Korea National University of Arts, he is currently attending the Ph.D. One of the major works, <Dance croquis> (Jung Hyun: Technician), is an experimental work on distortion-deformation effect according to the dancer's movements and mainly works on the relation between human motion and technology. In the case of a form in which technology is actively intervening in choreography, it is necessary to know how to combine it with the production process and the stage performance, or how to give abstract information to the dancer in a visual effect (Feedback) on the type of choreography.

Installation art

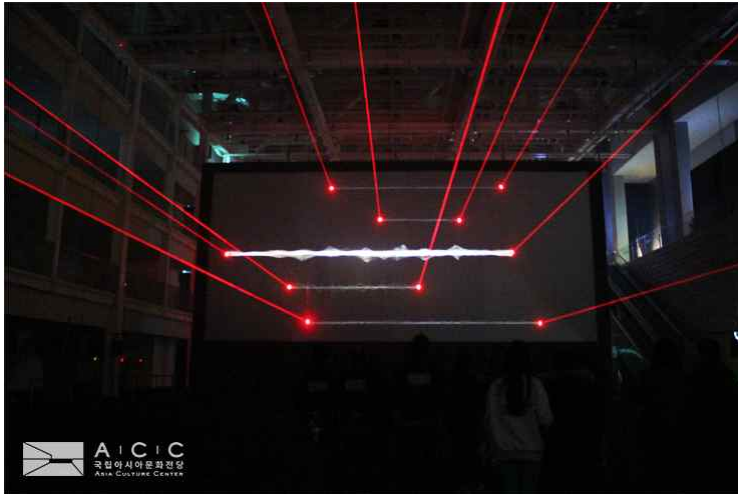
1. Sunghun Ban



After graduating from the Department of Materials Engineering, Professor Bong Sung-hoon has been conducting doctoral studies at the KAIST Graduate School of Cultural Technology since 2011. She is also involved in personal works while conducting research on interactive art and non-standard display. We have gathered the responses of "Virtual Mob", "People", and "Sound" which collects the behaviors of visitors according to the collected responses. Sound Planet ", " City of Voices "and so on.

<node 5:5>, ACC Kinetic Media Lab, Asia Culture Center, 2016
<Virtual Mob>, Seonghoon Ban, Korea Science Makers Challenge, 2015
<City of Voices>, Seonghoon Ban, Daejeon Science Festival, 2015
<Sound Planet>, EXP Lab, Design Playground, 2014
<People>, EXP Lab, Art Informel in Paris, 2014

A work is an act of expressing and conveying the emotions and messages of the artist. The act of appreciation of works is a disaster stone through chemical combination of artist 's creation and viewer' s poem / space. The process of making a work by meeting a dancer and an engineer should give priority to the



sharing of emotions and messages to be delivered. When the silhouette of the work that I want to complete after such a process is completed, the dancer and the engineer will be able to play a role play in the true meaning and think that new synergy will be possible. While this approach involves risks that are unclear at an early stage in project planning, I believe that this uncertainty and unexpectedness will be the driving force to reach people.

2. XAI

A person teaches artificial intelligence to dance, artificial intelligence applies the dance, and then a setup art program in which a person learns to dance to artificial intelligence.



3. AI Festival and Collaboration

Artist Nest will showcase art-related programs at the A.I Festival in Daejeon.

4. Daejeon International Improvisation Dance Festival and Collaboration

Through the improvisation of the songs and performances by AI, Artist Nest creates a festival venue where participants, citizens and scientists dance and communicate together.

Symposium

Scientists and international artists look for a new direction through an open symposium with the theme of 'Can AI perform art?'

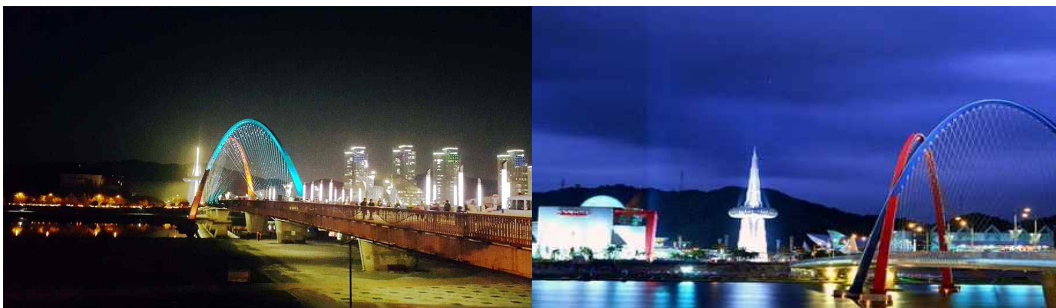
Location Information

- ◆The means of transportation between places use a dedicated bus provided by NEST.

Daejeon DCC

(Showcase & Symposium & Outdoor)

Daejeon, Yuseong-gu, Doryong-dong, EXPO-ro, 107



CHUNG CHUN DUDUDU
(Practice Place)

400 Galma-dong, Seo-gu, Daejeon



FCD Creative Studio
(Practice Place)

1356 Galma-dong, Seo-gu, Daejeon

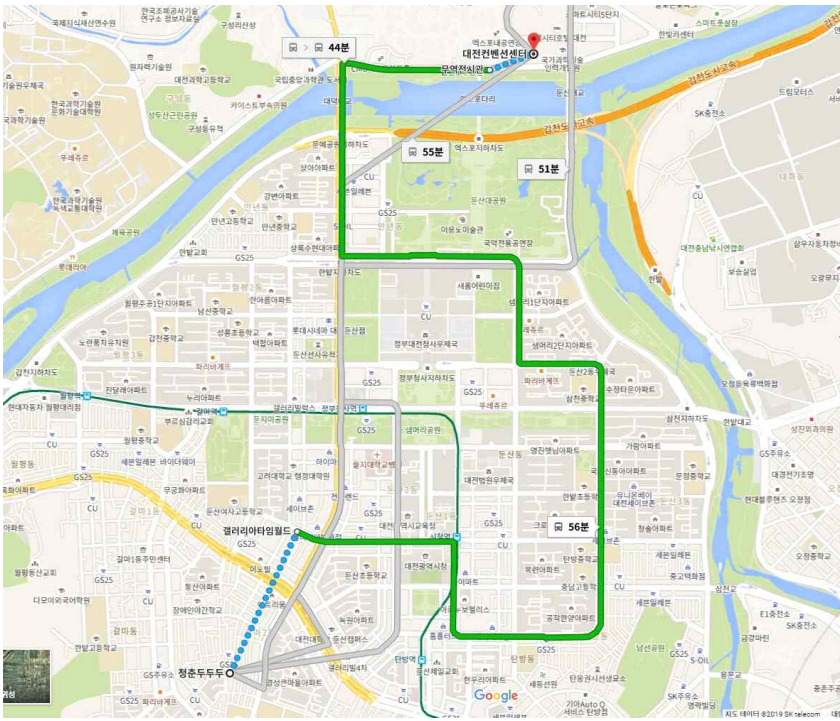


Daedeok in Special zone Guesthouse (Residence Place)

Daejeon, Yuseong-gu, Expo 123, 27-5



How to get to ChungChun Dududu → Daejeon DCC



1. ChungChun DUDUDU
(Walking 850m 14 minutes)



2. Galleria Timeworld – Bust Stop
911 Bus (Galleria Time World → DCC)

Daedeok in Special zone Guesthouse

Daejeon, Yuseong-gu, Expo 123, 27-5

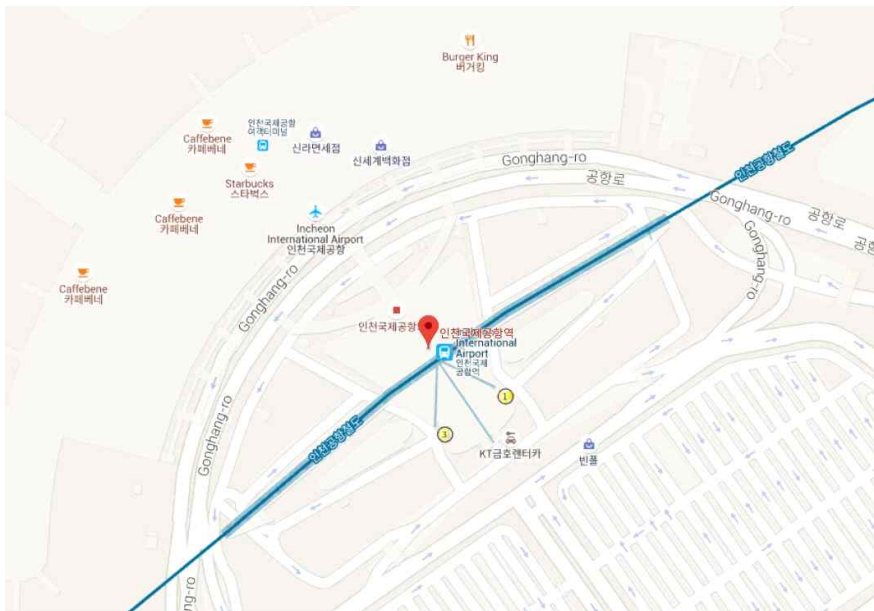
1. Incheon International Airport Terminal 1

(Walking 109m 2 minutes)

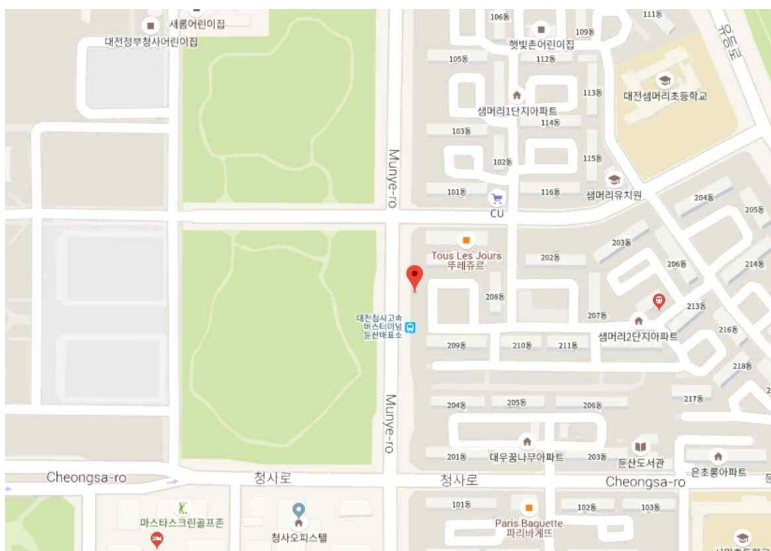
2. Incheon airport stop 9D

Intercity Bus (<Destination> Daejeon Government Office)

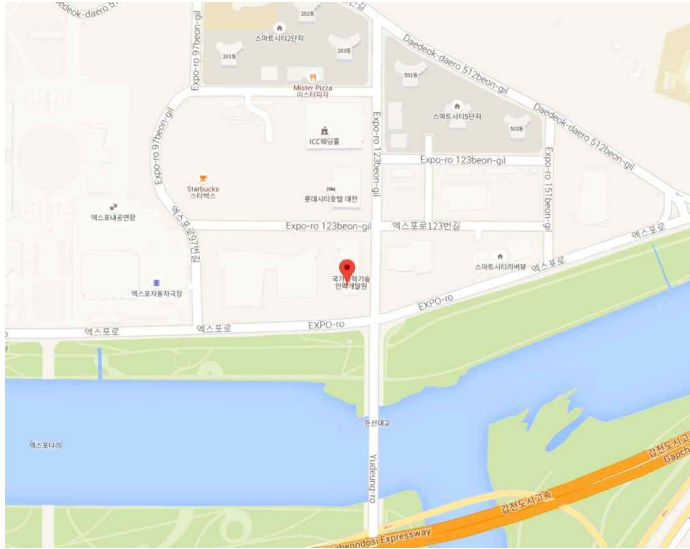
(3 hours 10 minutes)



3. Daejeon Government Complex Inter-city Bus Stop



4. Daedeok in Special zone Guesthouse
Daejeon, Yuseong-gu, Expo 123, 27-5



- 고속버스둔산매표소
Daejeon, Seo-gu, 둔산2동 908

- Walk
About 3 min , 220 m

- Kkumnamu Apt.

- 606 Jaun-dong
^ 3 min (2 stops)
Saemmeori Apartments
Service run by 대전광역시버스운송사업조합

- Hanbat Arboretum

- Walk
About 19 min , 1.2 km

- ◎ 27-5 Expo-ro 123beon-gil, Doryong-dong
Yuseong-gu, Daejeon