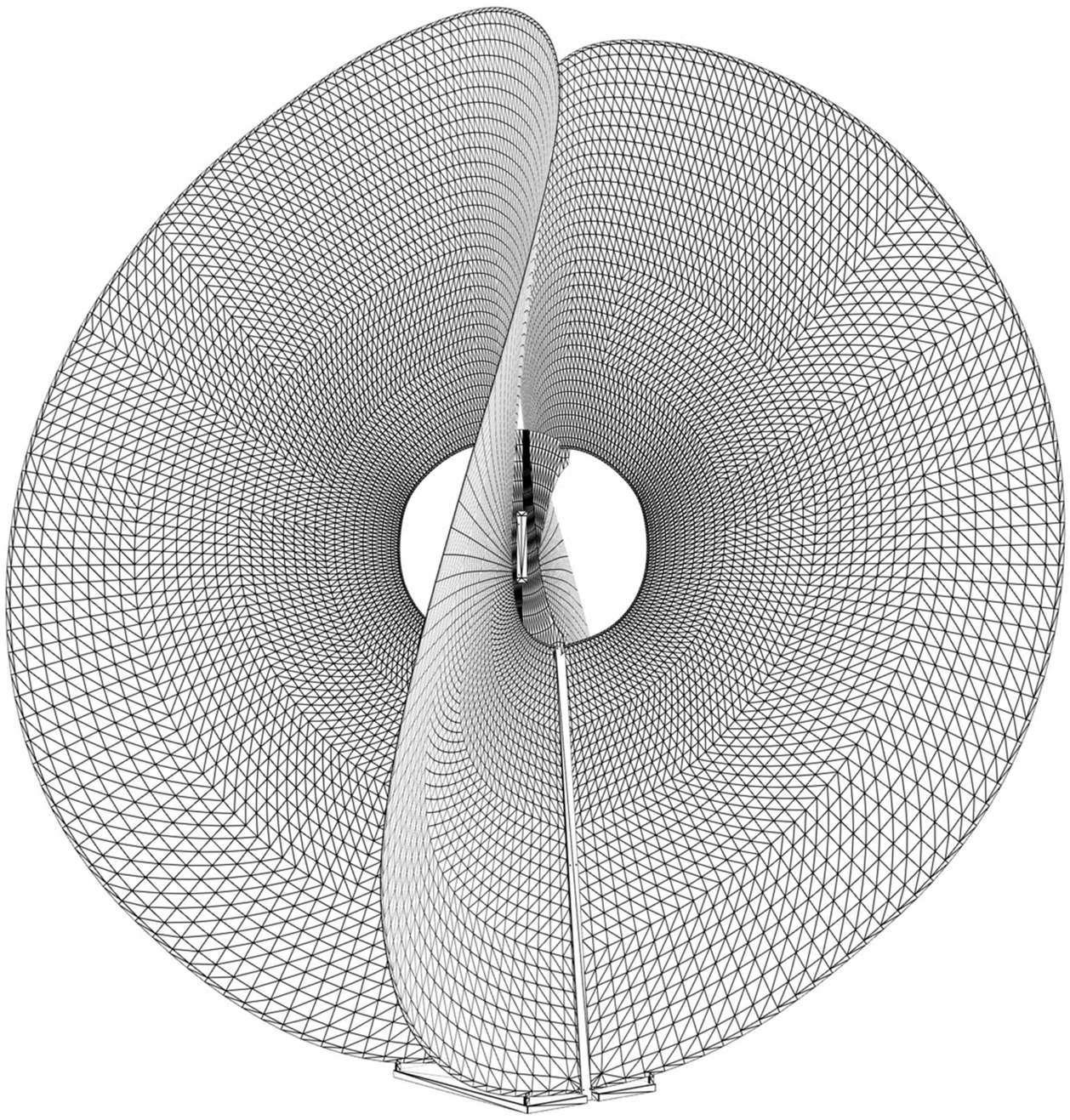
DESIGN
RESEARCH

GABOXR: Naum Gabo: Bronze Spheric Theme c.1960 / Scan / Model / Projection / Interaction.
GABOXR is a Quorum project which comprises research in the design and application of software/hardware to augment public engagement of cultural experiences.
Joel Hodges, Luke Christison, Mike Phillips.



GABOXR is the result of a research collaboration between Tate Digital, Tate St Ives and i-DAT to digitally reconstruct the Naum Gabo Bronze Spheric Theme as a 3D scanned interactive projection within the NAUM GABO exhibition (24/01-03/05/2020 in the Tate St Ives gallery).

The project explores innovations in archiving technologies as well as techniques in public engagement. The work specifically attempts to realise Gabo's ambitions for his sculptures as specified in the Realistic Manifesto (1920):

"The realization of our perceptions of the world in the forms of space and time is the only aim of our pictorial and plastic art."

Quorum has benefited from three commissions by the Tate to develop the Artificial Intelligence elements of this research for the DataJam, Turbine Festival (25/07/2015) and This Is Where We Are (TIWWA) installation for the launch of the Tate Modern Blavatnik Building (12-19/07/2016). These created significant audiences (25k DataJam, 197k for TIWWA), incorporated projection mapping, robotic objects and Internet of Things technologies (IoT) to create intimate networked relationships between audiences and the algorithms that they were 'playing' with. The third is GABOXR.

GABOXR is a Quorum project: Quorum comprises of research in the design, development and application of software and hardware that augments, evaluates and increases public engagement of cultural experiences. Quorum explores the deficit in meaningful methods and tools for data collection across the cultural sector, combined with the sectors limited acceptance of digital processes provoked a research initiative to explore the challenges associated with measuring 'instrumental' as opposed to 'intrinsic' value, this also exposed the 'divide' between the motivations and requirements of the funder and the funded and highlighted an 'innovation problem' across the cultural sector in respect of technology adoption.

Hardware: Artec Space Spider, Kinect 2.0, Epson Projector, PC.
Software: Artec 3D, Unity 3D, Maya, Substance Painter, Kinect 2.0 SDK, Resolume, Windows 10.
https://i-dat.org/gaboxr/