

Digital Art
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<https://www.youtube.com/watch?v=qTW6VVzHsy0>
<https://www.youtube.com/watch?v=ncEUVoCv8yE>



Interactive, Digital Art Museum Opens in Tokyo
Touch digital birds, sip flower tea and more at the world's largest digital art museum
By [Marissa Vonesh](#)
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<https://www.smithsonianmag.com/smart-news/interactive-digital-art-museum-opens-tokyo-180969439/>

A new art museum has opened in Tokyo, and visitors are invited to touch the art. The creators say the new museum is the world's largest dedicated to digital, interactive art.

[MORI Building DIGITAL ART MUSEUM: teamLab Borderless](#), in Tokyo's Odaiba district, combines science, art, technology, design and images of the natural world with simulations generated by 520 computers and 470 high-tech projectors. With over 107,000 square feet of space, the museum has 50 interactive displays that blend into one another over five different zones. The exhibit's "borderless" name

encourages breaking down barriers – barriers between one piece of art and another, art and its visitors, and one person and another.

The museum is a partnership between Mori Building, a developer, and TeamLab, an art collective.

“If an artist can put thoughts and feelings directly into people’s experiences, artworks too can move freely, form connections and relationships with people, and have the same concept of time as the human body,” Toshiyuki Inoko, founder of teamLab, says [in a press release](#). “Artworks can transcend boundaries, influence and sometimes intermingle with each other. In this way, all the boundaries between artist, people and artworks, dissolve and the world teamLab Borderless is created.” There are five connected zones in the museum. “[Borderless World](#),” the first zone, is an interactive digital landscape where visitors are encouraged to create their own path. People walk through digitized waterfalls, “touch” luminescent birds and saunter through computer generated forests and fields.

“Time here changes constantly – the seasons and flower forests are always changing,” Inoko explains to [The Telegraph](#)’s Danielle Demetriou. “It exists now but you’ll never be able to see it exactly the same way again.”

The second zone is the “Athletics Forest,” a zone intended to train the brain’s spatial recognition abilities and get people moving, according to [teamLab](#). The space has visitors climbing on flashing poles, bouncing on a trampoline through a galaxy simulation and balancing on hanging boards that dangle in a show of colorful lights. “[Future Park](#)” is designed for children. The park has kids interact with the art through various games and activities, such as an aquarium teeming with digital fish designed by the kids themselves and a musical wall that plays sounds upon touch. The activities are designed to help expand the imagination and teach scientific concepts.

Moving from the park, the exhibition turns into the “Forest of Lamps.” Visitors stand engulfed in a sea of colorful lamps where light spreads from one lamp to the next once a lamp is touched. The final experience is calmer, as guests in “En Tea House” sip cups of green tea while augmented reality technology makes digital flowers bloom inside their cups. Through the communal act of enjoying tea, the exhibition encourages visitors to talk to one another.

“We immerse and meld ourselves into this unified world,” Inoko [says](#) in the press release. “We explore a new relationship that transcends the boundaries between people, and between people and the world.”

The museum currently costs 2,400 Japanese Yen (or roughly 21.82 USD) per adult to enter. If that seems expensive, it’s due to the costs of creating the art. “The production costs of building the immersive environments, and the tech team required to make it work, are really substantial -- often millions of dollars,” Peter Boris, executive vice president of Pace Gallery – which has hosted four teamLab exhibitions – explains to [CNN](#)’s Stephy Chung. “The business model becomes more like entertainment, movies, theater, music (so) we have made it work by selling tickets.”

The museum’s five different spaces are on permanent display, though the nature of digitized art means the installations will be constantly changing.

For Homework:

1) Based off of this article, (If you are able to; review the links I provided at the top of this page-they give you a virtual tour of the Borderless Digital Art Gallery). Write a detailed 2-page paper that includes, your response to this Digital Art Gallery. Then, Imagine if you could design your own digital Art Gallery, what would it look like (money is no object-freedom is limitless)? What kinds of emotions would you want to evoke from your visitors? What kind of interactive displays would you incorporate? Would it be based off of something already known, or a completely new imaginative environment?

2) If you have the ability to create a digital artwork via- from your computer or Cell phone. (Open sources such as Pixlr.com are free to use) Create artwork based off of what is going on in the world today. Research news article, on what is happening on the world today. Look to yourself, and your own emotions of what is happening. Design an emotional piece of Art in reflection of what is happening: Things to think about adding into your piece could be: social-isolation, social-freedoms, turning to digital-spaces for a sense of community, fears (virus), positives, (more time with family, the earth's pollutions are dropping).

3) <https://www.travelandleisure.com/attractions/museums-galleries/museums-with-virtual-tours>

This site, gives you 12 different virtual tours of Famous Art Museums. These are not specific to digital Artworks, however: As digital Artists, we can appreciate the Digital "Artistry" that went into creating these experiences. As I told you all before, All of life's history can be viewed through art. What societies experience is a direct reflection to the art that is created-or could it be the artists that push societies into new directions based on culture and emotions? Either way, immerse yourselves into these galleries and find **3 pieces** that speak to you. **1)** Tell me the artist, title & date. **2)** If you can grab a screenshot, do so! **3)** Based off of the year it was created, tell me what was going on in the world during that given year and how those events could have led the artist to it's creation. (A little Googling for that info).

As Always,

Be good to each other, I miss you all like crazy and I can't wait to hear each and every one of your experiences in all of this (Do not waste this time sleeping, discover something new about yourself or interests).

I am always here for any questions, please; feel free to e-mail me at any time! I'm going to set up a remind app. Soon!

-Ms. DePalma <3