

Curriculum Vitae

YU-CHENG HSU

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Yu-Cheng Hsu is a media artist and designer whose work explores phenomenological potentials in the continuum of physical and cyber spaces. Hsu was trained in architecture in Taiwan, and earned an M.S. in information technology at Georgia Tech, where he was a member of the Topological Media Lab and specialized in responsive spaces design and material studies. His collaborative works have been shown in several major venues, including the Exploratorium, San Francisco; the Museum of Science, Boston and the Milan Furniture Fair, Italy. He is currently an M.F.A. candidate in Digital Media at Rhode Island School of Design researching tangible forms of digital information and its experiential and performative implications.

INTERESTS

Hybrid Physical/Media Environment, Tangible & Gestural Media, Spatial & Temporal Media, Experiential Aesthetics, Real-Time Media Authoring Systems, Kinetic Sculpture, Physical Computing, Information Design, Performance and Phenomenology, Cultural Studies, New Forms of Digital Narratives

EDUCATION

RHODE ISLAND SCHOOL OF DESIGN, RI 2003-2005

Master of Fine Arts in Digital Media with Honors

BROWN UNIVERISTY, Providence, RI 2004

Coursework in Electronic Music and Interactive Multimedia

GEORGIA INSTITUTE OF TECHNOLOGY, Atlanta, GA 2000-2002

Master of Science in Information Design and Technology

NATIONAL CHENG-KUNG UNIVERISTY, Tainan, Taiwan, 1990-1995

Bachelor of Science in Architecture

SPECIALTIES

Responsive/Interactive Space Design, Real-Time Media Programming (Max/MSP/Jitter), Physical Computing, Video Tracking, Electronic Circuitry and Sensors, Data Mining, User Interface Design and Prototyping, Materiality and Projection, Video/Audio/Web Production

EXPERIENCE

Rhode Island School of Design, Providence, RI 2003-2005

Research Assistant, Dr. Bill Seaman: Assisted Dr. Seaman with video/audio production of the artist's interactive media art exhibitions.

Rhode Island School of Design, Providence, RI 2004

Teaching Assistant, Advance Web Authorship: Provided technical assistance and instruction to the students using ActionScript and PHP.

Rhode Island School of Design, Providence, RI 2004

Teaching Assistant, Sensing: Provided demos and instruction to the students using Max/MSP, sensors and microcontrollers.

National Science Foundation ADVANCE Program, Georgia Tech, Atlanta, GA 2002-2003

Interactive Web Designer: Constructed new websites for several projects funded by NSF.

Georgia Institute of Technology, Atlanta, GA 2001-2002

Research Assistant, Topological Media Lab: Assisted in the lab's responsive media projects. Responsible for concept development, video/audio production and physical interface design.

Georgia Institute of Technology, Atlanta, GA 2000-2001

Research Assistant, Augmented Reality Group: Assisted in developing application scenarios for the augmented reality technology.

SELECTED WORKS

TANGIBLE WEATHER CHANNEL, 2005

Tangible Weather Channel is a sculptural apparatus that allows the participant to input the remote location of a loved one and interprets its real-time weather information as a way of creating a visceral emotional connection. Rather than employing traditional graphical representation, *Tangible Weather Channel* renders weather information into a multi-sensory experience by using natural elements such as water, air and sound. By materializing weather dynamics on intimate sites to mediate what occurs in another place, *Tangible Weather Channel* encourages the participant to establish links with his or her experiential memories of a specific place and to create a sense of closeness via touch and contemplation.

BOT(I)CELL, 2004

Bot(i)cello is an interactive sound sculpture which generates various notes of different pitches and tempos according to participants' proximity. It is a kinetic sculpture that encourages its viewers' collaborative improvisation and explores sound potential in a hybrid robotic/acoustic system.

SENSING LAB INSTALLATION, 2004

This installation created specifically for the sensing lab at RISD's Digital Media Department is an ambient interface revealing an unseen yet surveyed relationship being established upon a lab user's entrance. A self-running clock generated by OpenGL, a color tracking system and real-time streaming surveillance videos are used to address the ambiguous notion of watching and being watched.

COINCIDENCE WALL, 2004

This is an experimental art installation proposed for NYC's MTA subway stations. Inspired by Remedios Varo's surrealist painting "*Coincidence*", the installation creates a visual gateway in which the passengers' silhouettes emerge on the wall and portray the continuous flows of movement circulating at another subway station. The body becomes an extension of one's vision and a portal to the outside world.

TRACES, 2004

Part of the Dining Design exhibition at Milan Furniture Fair 2004, *Traces* is a space + media design project exploring how computational substance can become a stimulus for social interaction. Through real-time video processing, shadows of movements cast on each table top are captured, mixed and superimposed into ephemeral projections around the walls and create a mediated bar space allowing visitors to play collectively.

INVERTED MIRROR, 2003

Drawn on Marcel Duchamp's notion of "playful physics", *Inverted Mirror* is an illuminant interface that reflects a viewer's identical image yet works against ordinary optical principles. An absurd situation that runs counter to the viewer's common sense is created through computer-mediated physical interface.

TRIPTYCH, 2002

Triptych is an interactive video installation that explores the narrative potential and kinetic aesthetics in juxtaposed projection interfaces. The three sided screening architecture mixed with projected video, sound and sensing mechanisms create a dynamic story space allowing the viewer to take on a different perspective depending on his/her own location.

CLOUDS_HUBBUB, 2002

Clouds_Hubbub is a responsive media installation exhibited at the TechnoPoetry Festival in Atlanta. In the installation, viewers' speech is recorded in real-time and transformed into projected glyph animation by analyzing the voice's patterns. The cloud-like sculptures floating in the air capture the animated glyphs and becomes a illuminant communication interface.

PLAZA_HUBBUB, 2002

Part of the [Teleopolis] media arts exhibition held in Exploratorium in San Francisco, *Plaza_Hubbub* is a "speechpainting" installation investigating how public conversation can be catalyzed through an architecturally mediated media environment.

NIGHT.SHADOW.MOVEMENT, 2001

A phantom of tree shadows moves while sounds of rustling leaves emerge as a viewer steps in front of the window situated between the lobby and the courtyard. A new relationship between the inside and outside space is created through this interactive video/sound installation, which evokes dialogues between light and shadow, physical and electronic reality.

EXHIBITIONS

RISD Museum of Art, Providence, RI 2005

***Tangible Weather Channel*, Interactive Media Installation**

Boston Cyberarts Festival 2005, Cambridge, MA 2005

***Tangible Weather Channel*, Interactive Media Installation**

Boston Museum of Science, Boston, MA 2005
Zap! for Van de Graaff Generator, Robots, Instruments, and Voices
(with Brown/MIT engineers and musicians)

Steinert Hall, Brown University, Providence, RI 2004
Bot(i)cello, Interactive Sound Sculpture
(with Christine Southworth)

Salone Satellite, Milan International Furniture Fair 2004, Milan, Italy 2004
Traces, Interactive Bar Design
(with RISD Furniture Design Dept.)

Sol Koffler Gallery, RISD, Providence, RI 2003
Inverted Mirror, Interactive Media Installation

TechnoPoetry Festival, Georgia Tech, Atlanta, GA 2002
Clouds_Hubbub, Speech Painting Installation
(with Sha Xin Wei and TML, Georgia Tech)

Exploratorium, San Francisco, CA 2002
Plaza_Hubbub, Speech Painting Installation
(with Sha Xin Wei and TML, Georgia Tech)

Flashbang 2 Interactive Expo, Atlanta, GA 2001
The Chronofile: An Interactive 20th Century Media Timeline
(with Alex Cook and Patrick Quattlebaum)

REVIEW

BBC News, "Cyberart Combines Art and Computers" by Rachel Rawlins, May 2005

AWARDS

Honor Student, Rhode Island School of Design, 2003-2005

Two-Year Scholarships Awarded by Rhode Island School Of Design for the Duration of Study at RISD from 2003 to 2005

First Prize, Architecture Design Competition for the *National Center for the Traditional Arts*, Taipei, Taiwan, 1998