

Abstract

Data-art is different from visualization as the primary intent of the representing data is not to convey specific communication message but to create curiosity in viewers to explore more.

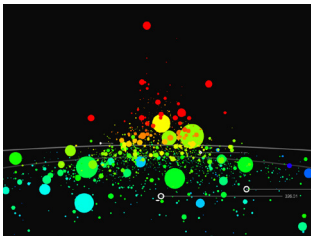
Aim of the project is to use the data to generate art. It is an attempt to create aesthetically appealing art pieces using real world data to communicate it to larger audience and engage them with data. A try to humanizing the data that people can appreciate which otherwise remains dull and boring.

It is not possible for artist to completely disappear from producing the art. The work of art can be generated without artist's presence but not without the ideas.

Existing Projects



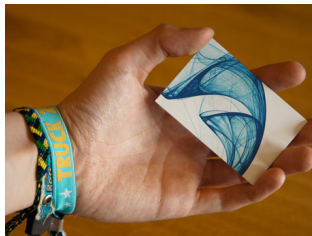
Mechanics of Chance
by Jean Tinguely



1236 exoplanets identified
NASA's Kepler mission.

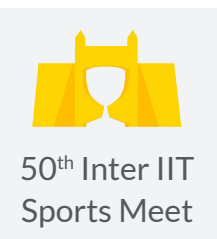


3D printed microsculptors
from recorded sounds

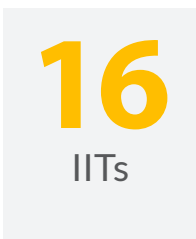


Generative identity
based visiting card

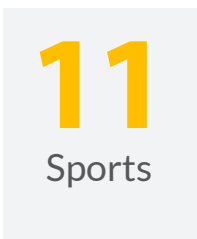
Data Used for Project



50th Inter IIT
Sports Meet



IITs



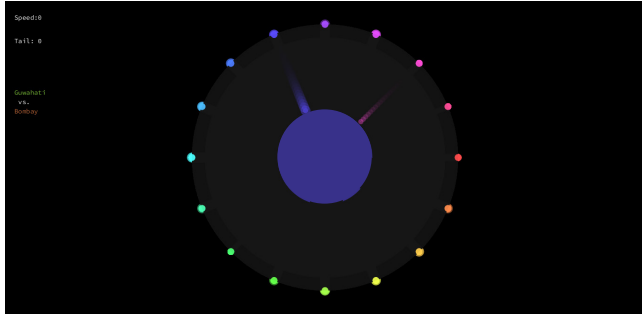
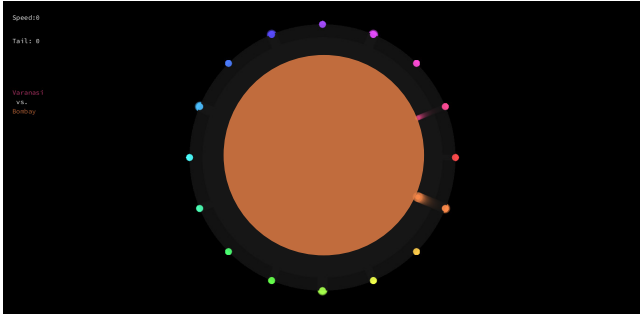
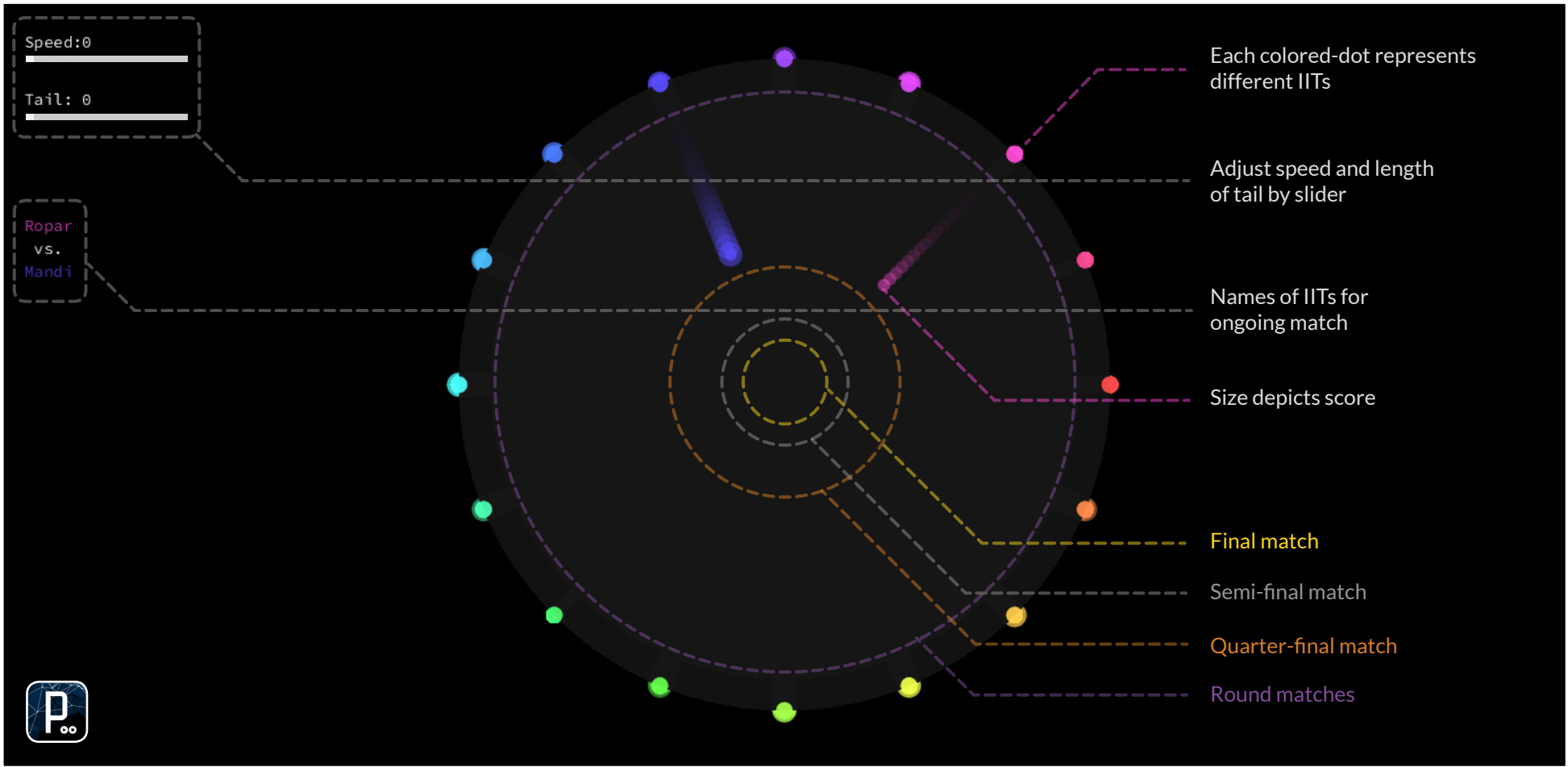
Sports



Matches



Final Representation



The final idea mimics the race between raindrops which eventually merge into each other. It is which discloses match between each IIT one by one, sport by sport

Conclusion

Humanizing the data is need of the day, and to make it more interesting one can challenge conventional approach of deriving representation from context.

There can be multiple levels at which data-visualization and data-art can intersect. One can convert data to make it interesting while keeping the context unclear to

audience at first. Gradually one can reveal the details describing the context and make it more interpretable.

Data-Art

```
while (input==data)
{
  map(data, dull, boring, humanized, vivid);
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Riken Patel (136330002)
Guide: Prof. Venkatesh Rajamanickam



50th Inter IIT Sports Meet

16 IITs

Men

11 Sports

Women

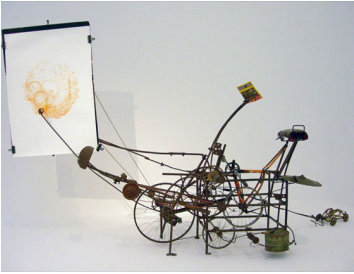
300+ matches



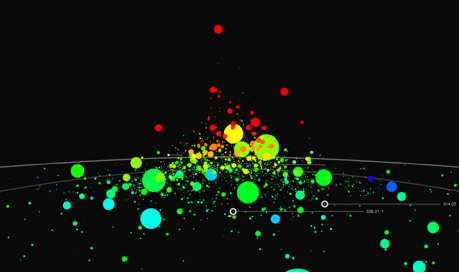
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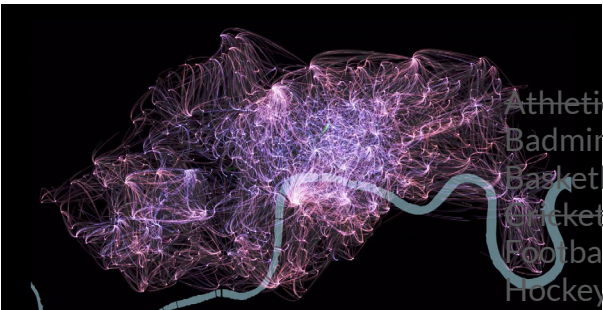
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Generative identity based visiting card



"We are the city" bicycle data of London city

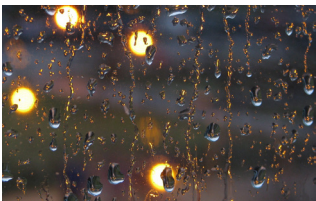
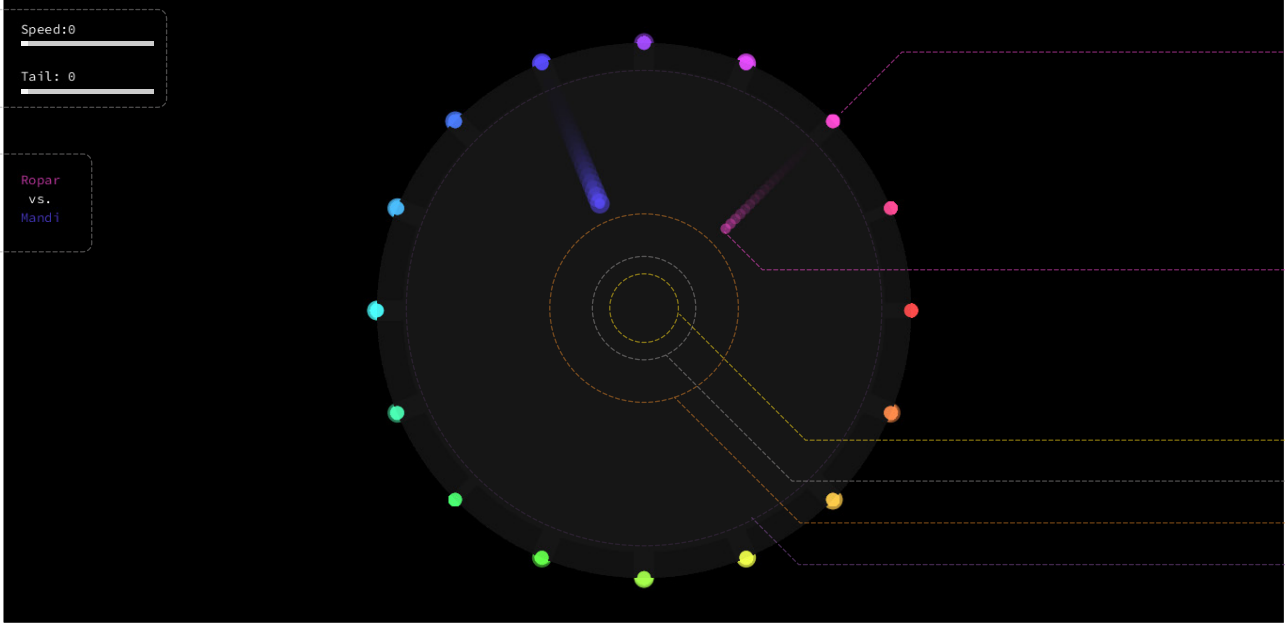
- Athletics
- Badminton
- Basketball
- Cricket
- Football
- Hockey
- Lawn-Tennis
- Swimming
- Squash
- Table Tennis
- Volleyball
- Water Polo
- Weight-lifting

It is not possible for artist to completely disappear from producing the art. The work of art can be generated without artist's presence but not without the ideas.

Final Representation

Adjust speed and length of tail by slider

Names of IITs for ongoing match



The finalized idea mimic the race between raindrops which eventually merge into each other. It is which discloses match between each IIT one by one, sport by sport

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Humanizing the data is need of the day, and to make it more interesting one can challenge conventional approach of deriving representation from context

There can be multiple levels at which data-visualization and data-art can intersect. Using data which can be dull and difficult to understand by human, we can convert it to make it interesting while keeping the context unclear to audience at first. Gradually we can reveal the details describing the context and make it more interpretable.

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Riken Patel (136330002)

Guide: Prof. Venkatesh Rajamanickam

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50th Inter IIT Sports Meet

16 IITs

Men

11 Sports

Women

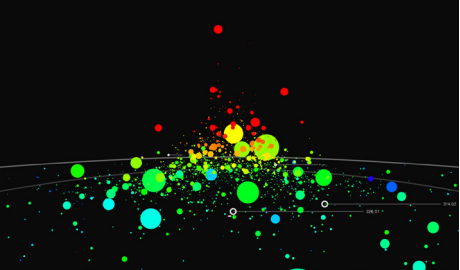
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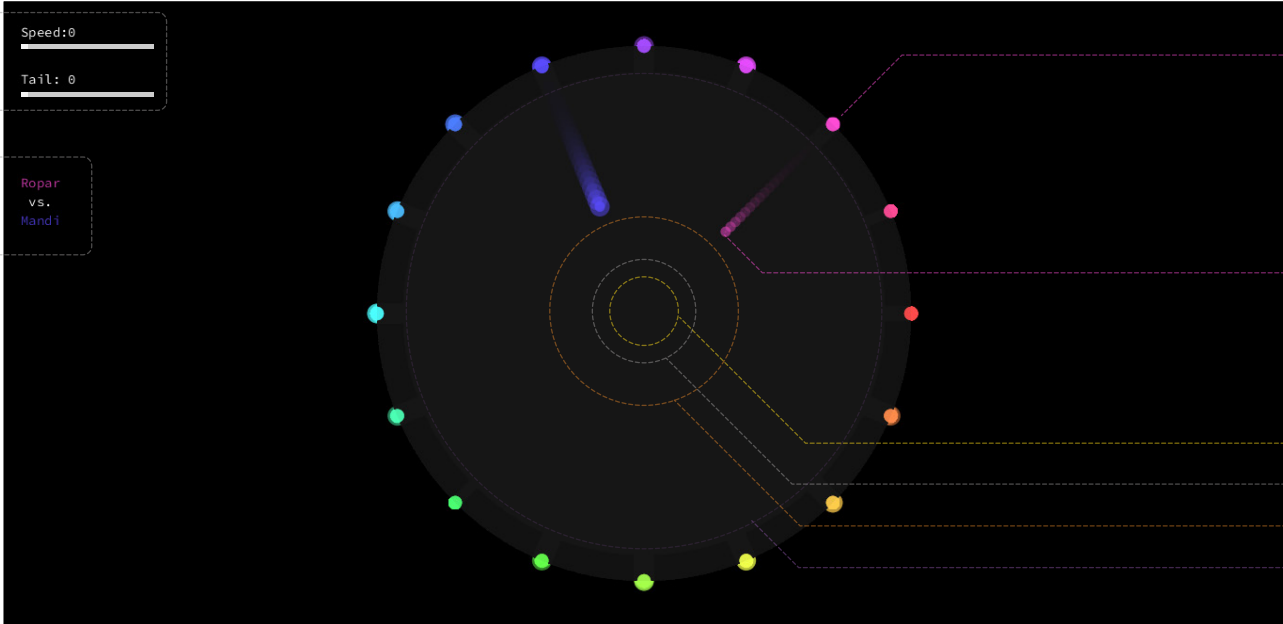
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Each colored-dot represents different IITs

Size depicts score

Final match
Semi-final match
Quarter-final match
Round matches

DATA ART

DATA



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Riken Patel
Guide: Prof. Venkatesh R.

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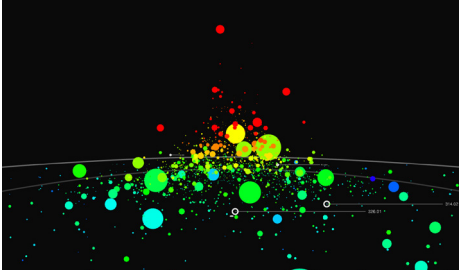
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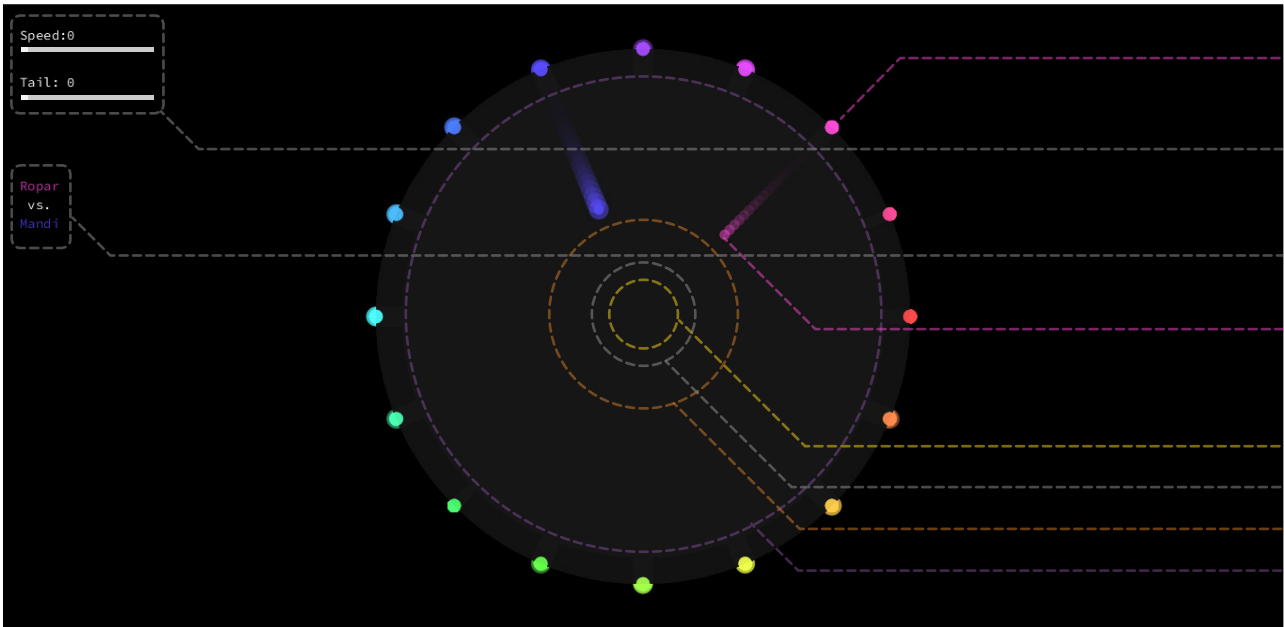
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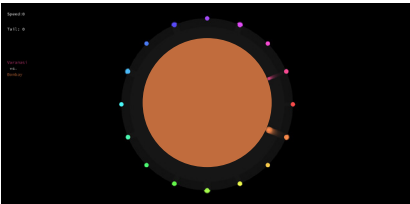
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