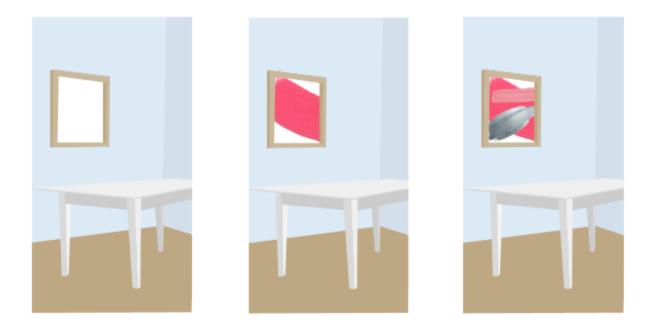


Dynamic art technology: Living works of art breathing life into the room

by Aisling Murran

Walking through a museum, it is hard to imagine the paintings on the walls were ever works-in-progress. They seem so final, so complete, so inevitable. How could Picasso's Sunflowers have ended up even a brush stroke different? It seems like it was meant to be. But the truth is, at one point in time, every famous canvas was empty. Someone had to layer in color and depth and create something from that nothingness. *That* is the truly impressive part, the process. This was the genesis of dART - a meditative form of expression and entertainment through art creation. dART, dynamic art technology, allows the work of visual artists to be displayed on digital canvases as it is created, brush stroke by brush stroke. Watching a picture unfold before your eyes creates an engaging tension as you antipate what comes next. dART bridges the gap between the artist and viewer, through a digital medium, so that, for the first time ever, painting can be appreciated as a live performance art by global audiences. Never recorded or saved, dART art work celebrates the ephemeral nature of life and art, forcing both the artist and viewer back into the present moment. dART is a revolutionary step for visual art creation and display.



<u>How it works</u>

The Software: To access the software, users must make a dART account. From there, they can access the live streaming channels. Some of the channels are themed and managed by teams (either affiliated or not affiliated with dART company), and some are associated with a specific artist. A user can watch live shows on these channels similar to tuning into a radio station. Through settings, a user can automate which channels are played at certain points in the day and set shut-off timers. They can also save the names of favourite channels, discover channels with similar art, or find new channels with different art styles!



When the user creates a dART account, they can opt for the producer setup. The producer setup allows the user access to drawing software and automatically creates a personal channel to display their work. Any viewer can tune into the artist's channel. This setup is designed as a platform for artists to share their work globally, and if they so choose, anonymously. The artist can create as many channels as they like or ask to join or apply to work for other people's channels. If accepted, the artist can then also streamed through that channel according to the agreement with the channel creator. This arrangement can be as loose as a couple friends sharing work on a channel like penpals, or the artist could be officially hired to work shifts as an employee of the company running the channel, more akin to actors hired by a theatre company.

The hardware: The hardware is broken into two parts, a wall mounted dART canvas and a specialised dART drawing tablet. Both components are front-lit. The dART tablet is used by artists to create works of visual art, and is designed specifically as a drawing tool. It has high input qualities, pressure sensors, and comes with several specialized drawing stylists. The dART tablet comes in 8"x10" and 16"x20" sizes. The dART canvases are for displaying work. They come in a variety of large sizes, but all in 8/10 ratios. To eliminate the necessity of remotes, the canvases are touchscreen and can also be controlled via a phone app. The canvases are meant to be on and running throughout the day in the background, so



energy efficiency is a priority. To end, thev have built that in programmable timers, screens that change light output based on room brightness, and a battery saving setting. A modified open source version of the software *can* be run on normal tablets, computers and TV screens, but the hardware is specifically designed to improve the potential caliber of artwork created and displayed. In this way, the technology is widely accessible, but the company is still able to profit from the hardware sales and pay to further improve the technology.