
eCLOUD

Artist: Nikolaus Hafermaas, Aaron Koblin, and Dan Goods

June 2010

San José Mineta International Airport, 1700 Airport Blvd., San José, CA 95110 / Council District 3

ABOUT THE PROJECT



eCLOUD is a dynamic sculpture inspired by the volume and behavior of an idealized cloud. It consists of thousands of small square panels of electrically switchable Smart Glass performing as pixels.

Each square functions as a “pixel” that turns from opaque to transparent with the transmission of an electrical charge. With no charge, the glass square is opaque; when charged the material becomes transparent. Low-resolution animations are transmitted through eCloud based on real-time weather and conditions at 100 locations nationally and internationally, creating a sense of a changing “cloud” within the airport. For example, if it is windy in Rio de Janeiro, the animations in the installation behave in a way that evokes the wind and direction it is going in that city. In a few seconds, the cloud is metaphorically moved to another city, perhaps São Paulo, where it is raining. The sculpture then, visualizes rain.

A dynamic display located adjacent to the artwork communicates the current dataset to the viewers.

The software, was written in Java and was built upon Processing (processing.org). Each panel's position is logged in the software and is distance checked against the particle simulator which simulates clouds, rain, ice, storms, lighting, etc.

ABOUT THE ARTISTS

The artists, Dan Goods, Nik Hafermaas, and Aaron Koblin, each brought extraordinary experience to this design collaboration. Dan Goods is a visual strategist for NASA's jet propulsion laboratory; Nik Hafermaas, is an internationally recognized and award-winning designer, media artist, and educational leader from Berlin, Germany; and Aaron Koblin is a digital media artist and entrepreneur best known for his pioneering work in crowdsourcing, virtual reality, and interactive film.

ABOUT THE PUBLIC ART PROGRAM

The City of San José Public Art Program seeks to build community identity by initiating artworks and exhibitions that enhance the civic landscape. Through active community engagement, public art strives to reflect the City's diversity, historic richness, and envision its present and future.

The Public Art Program is part of the City's Office of Cultural Affairs, a division of the Office of Economic Development. The Public Art Program was established by a 1984 municipal ordinance that provides public art through funding from City capital improvement projects and eligible private development.

For further information and photos, please contact the San José Public Art Program.

