

JOHNNY DIBLASI



Art and Visual Culture
Assistant Professor

PUBLICATIONS

EXHIBITIONS:

2023 TerraRete, Tomorrows. Rochester Contemporary Art Center, Rochester, NY Contaminated brownfield soil, custom software and hardware, vials of cleaned soil

2023 Procedural drawings, Continental Ground. Main Gallery, Los Angeles Custom software, archival pigmented inkjet prints

2022 Beauty, Interactive Artworks. ACM Multimedia 2022, Lisbon, Portugal Custom electronics, bacteria cultures, robotic arm, single-channel video

RECENT PUBLICATIONS:



2023 DiBlasi, J. et al. Beauty: Explorations of Machine-Microbial Agencies. Proc. ACM Comput. Graph. Interact. Tech., August 2023. Vol. 6, No. 3, Article.



2022 DiBlasi, J. Tuning Topological Morphologies: Creative Processes of Natural and Artificial Cognitive Systems. In: Vear, C., Poltronieri, F. (eds) The Language of Creative AI. Springer Series on Cultural Computing. Springer, Cham.

AWARDS & GRANTS:

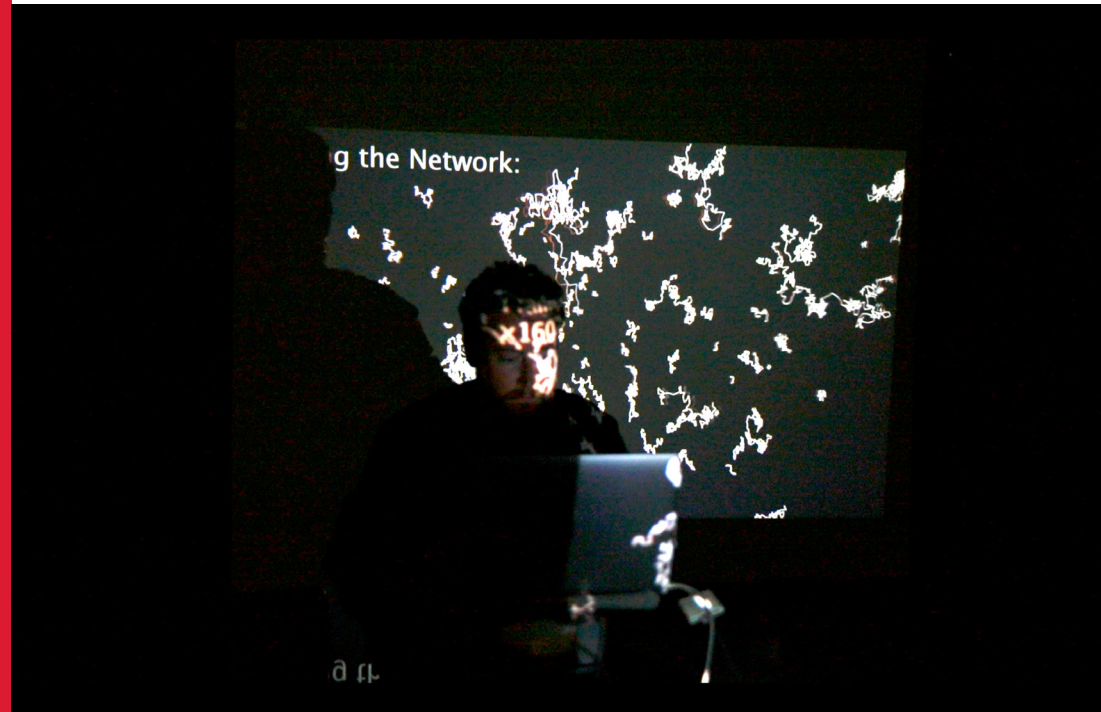
2023-24 Art Project Grant, Iowa Arts Council

2023-24 Digital Scholarship Research Grant, Center for Excellence in the Arts and Humanities

2020-21 Fulbright US Scholar, Q21 Artist-in-Residence at the Museums Quartier Vienna, Austria

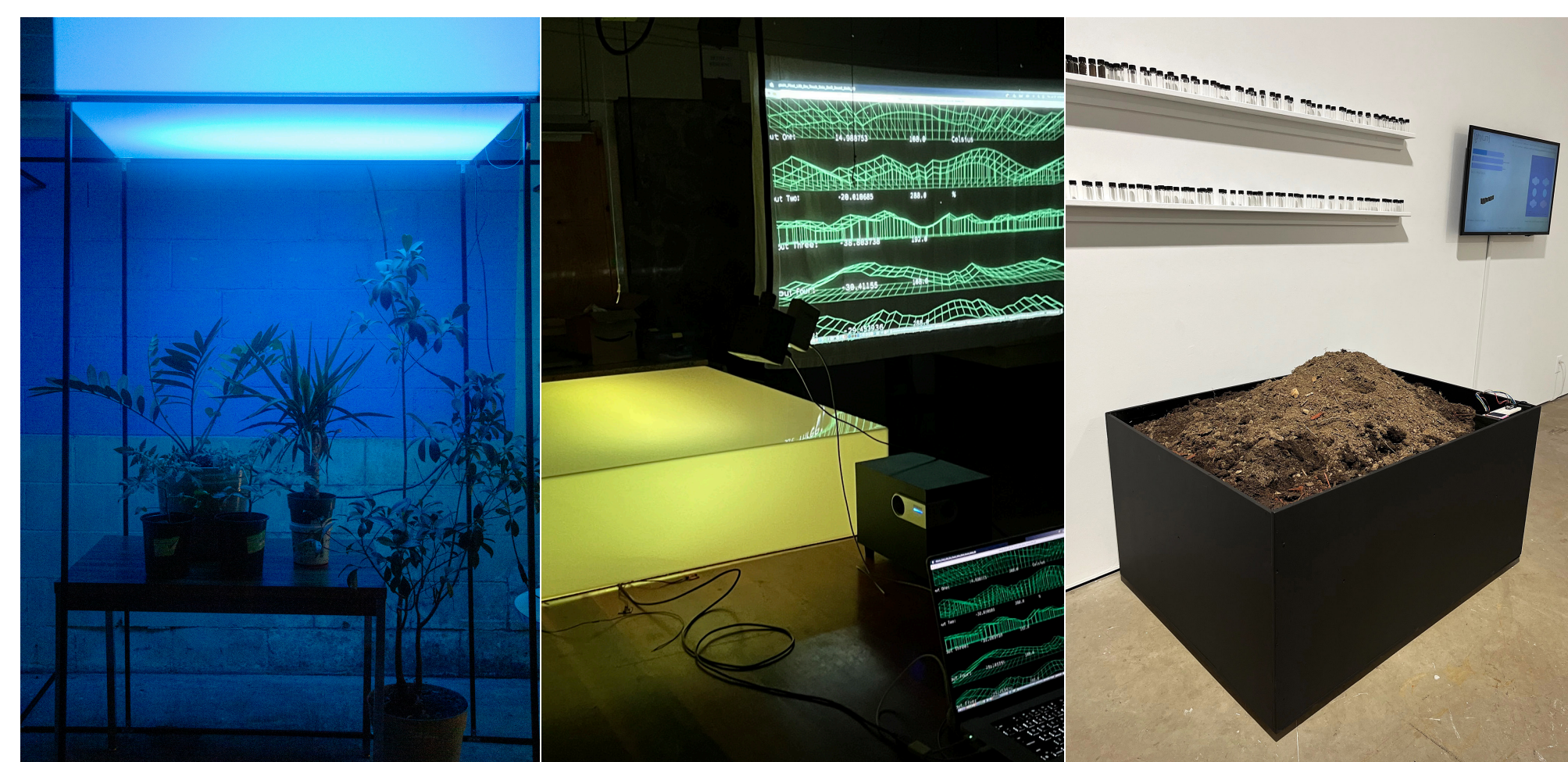
CURRENT RESEARCH PROJECT

TRANSCODED ECOLOGIES

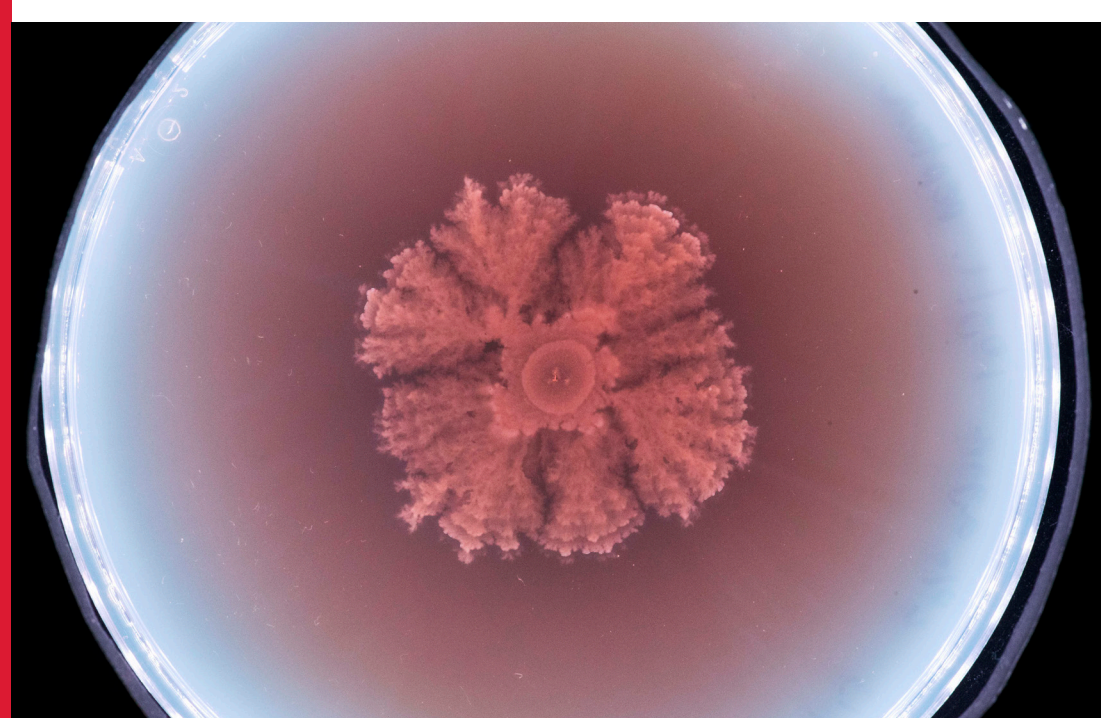


Through creative practice, DiBlasi creates site-specific artworks that fuse sensing technologies and biodata into the public architecture. These works explore the aesthetic possibilities of data gathered by sensors dispersed throughout the landscape and how these experiences of art can connect the visitors to the pulse of the landscape in which they coexist. To what extent can this interaction connect audiences to a deeper awareness of the landscape and promote an alternative ecological consciousness? With the support of funding through CEAH Digital Scholarship Grant and an Iowa Arts Council Grant, DiBlasi developed and began production on the project Transcoded Ecologies, which was initiated during the Fulbright US Scholar award/Q21 residency program. Transcoded Ecologies is an ongoing, novel artwork that involves the production and the installation of a public art piece that takes the form of an interactive experience of light and sound.

A tree 'node' gathers biodata from the microclimates created by an array or grouping of plants or tree saplings placed under a large grow light. This data will be sent to a server that is downloaded, cataloged, and stored while also sending the data into the system to control the light's intensity and color along with various computer generated soundwave frequencies or oscillators. Sensors and electrodes attached to the plants gather biodata from the grouping of plants within a controlled or fabricated micro-environment. Specifically, DiBlasi is interested in reading the EEG or electrical current signals moving throughout the plant and the CO2 levels, and this data controls the installation's system of generative light and sound that is in turn providing light and sound for the plants in a feedback loop.



Additionally, he set up a sound system within the space which translated the data into projected soundwaves that filled the space with multiple channels of audio. LED strips in light boxes generate light above the plants. As he stated, the biodata is then transcoded and interpreted into various different experiential forms such as frequencies of soundwaves, color and intensity of light, and rhythm of changing light. He will take this system and apply it to the project when it takes the form an installation within a gallery context. For the final installation piece, the work will be scaled up to include multiple 'tree nodes' which are networked together where a more nuanced and complex interaction of light and sound will evolve between the various groupings.



MICROBIOLOGY
NEUROBIOLOGY
PHENOMENOLOGY
CYBERNETICS
BIOART
BIO-DATA
COMPUTATIONAL MEDIA
CREATIVE AI
ARTIFICIAL INTELLIGENCE (AI)
SITE-SPECIFIC INSTALLATION [ART]
INTERACTIVE