

互動科技藝術組評審感言

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「音、悅、卉」(Flower Muiz)，利用磁場與震動感應裝置，創造出人性化的仿生互動介面，作品表現十分出色，值得稱許。在產業運用上，如能將作品的數量與面積加大，可做為公共藝術或大型裝置藝術運用，利用自然風形成如風行草偃般壯麗的地景藝術，表現著無限的詩意與幻境。

立體影像與環景影像為未來數位影像發展的趨勢。「塔羅斯」(Wetris)僅利用曲面反射鏡與一台單槍投影機，即創造出一座複雜的 360 度互動遊戲介面，非常難能可貴。未來如能將作品尺度放大，與開發更多有趣的遊戲軟體，相信於商業上運用的可能，已為時不遠。

「動覺生物」(Motivational Sense Organism)以記憶金屬加熱候收縮的物理現象，配合人臉辨識系統，使仿生植物緩緩抬起葉脈，如同召喚與親近觀眾一般，創造出人性化的仿生機械互動介面，作品表現十分出色，在國內亦較為少見，值得稱許。

今年得獎的作品，在產業應用的可能性均較往年為佳，以符合 K.T.獎(K. T. Creativity Award)的設立目的與宗旨。科技藝術為數位創意產業的火車頭，K.T.獎步入第三個年頭，已有十分耀眼的成績，希望主辦單位能再接再厲，藉著 K.T.獎的推展，加速國內數位應用產業的轉型與提升。

“Flower Muiz” uses magnetic fields and vibration sensors to create a humanized artificial interactive interface. This work is outstanding and worthy of praise. In terms

of industry application, if this artwork's quantity and size can be increased, it can be used for public art or large installation art, using natural wind to form a brilliant landscape art like grass waving in the wind, capable of expressing unlimited poetic and fantastic scenes.

Three dimensional images and panoramic images are the trend for future development in digital images. "Wetris" uses only a curved mirror and a projector to create a complex 360-degree interactive game interface that was not simple to produce. If this kind of piece can be enlarged, many different kinds of interesting game programs can be developed. I think it has commercial potential in the near future.

"Motivational Sense Organism" uses the physical phenomenon of the contraction caused by heating up memory metal along with a human face recognition system to make artificial plants slowly open up their veins, like they were amicably waving to the viewer. It creates a humanistic artificial mechanical interaction interface. The presentation is very outstanding, and it something rarely seen in Taiwan, which is worthy of praise.

This year's prizewinning pieces have higher commercial possibilities than those in previous year, which meets the purpose and mission of the K. T. Creativity Award. Technological art is a driver for the digital creativity industry, and the K. T. Creativity Award is only in its third year, With these brilliant achievements, I hope that that the organizers can become even more effective using the promotion of the K. T. Creativity Award to accelerate the conversion and improvement of the Taiwanese digital application industry.