

KINETIC SCULPTURES:

THE ART OF MOVEMENT

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Movement



Fig 1. Camp Fire



Fig 2. Ocean Waves



Fig 3. Clouds

Introduction

- Increased prevalence of tech in Art museums:
 - Room wide projections, immersive
 - Engineering Principles:
 - Programming
- Digital is the logical first step

But what about physical moving art?



Fig 3. Immersive Van Gogh Experience



Fig 4. teamLab-Borderless

Theo Jansen

- Makes wind powered sculptures
 - “Strandbeests”
- Civil Engineering nightmare
- Made out of PVC pipes, cloth, wood, and zipties

Background on the Artist:

- Dutch artist
- Studied Physics in college, dropped out
- First started in the 90s



Vid 1. [Evolution of Jansen's Strandbeests \(YouTube\)](#)
(link)

Evolution of his work

- Really cool biological theme where he defines different “periods” of his strandbeests
- Periods are defined by him finding new tools/techniques
 - ex: a heat gun
 - crawling
 - walking
 - flying
- -> PERIODIC MOTION



Fig 5. Strandbeest from the “Gluton Period”



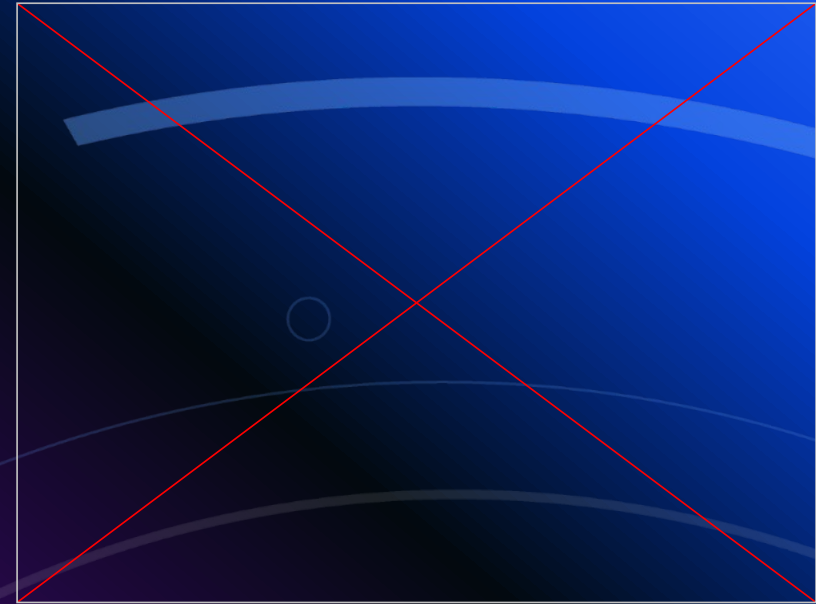
Fig 6. Strandbeest from the “Chorda Period”

Reuben Margolin

- Wave focused Art
- Breakthrough piece was Nebula (2010) in a hotel
- Engineering Concepts
 - Visualizing MATH
 - Fine point mechanics

Background:

- Bachelors in English in Harvard
- Then got classically trained in painting
- Started in 1999



Vid 2. Instagram post of new 2024 exhibit ([link](#))



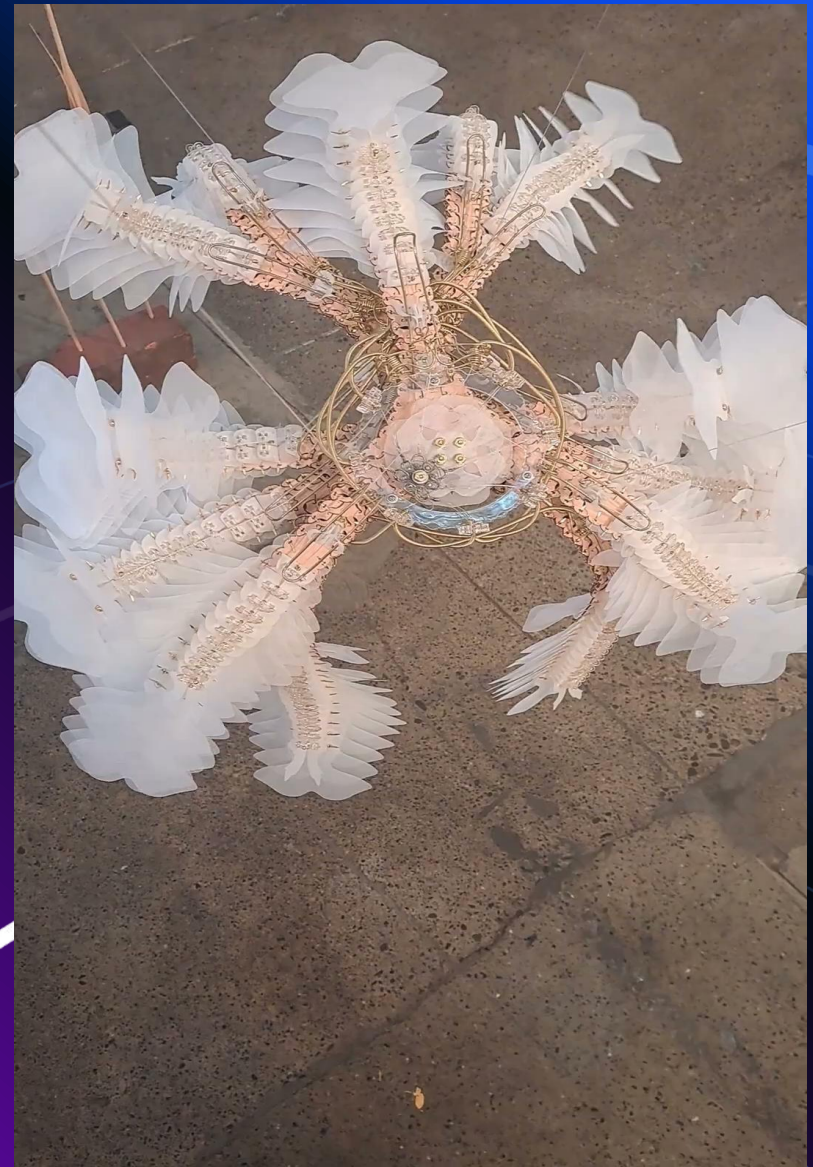
Vid 3. Artist Introduction video ([link](#))

Casey Curran

- Does very stylized white and gold elements
 - Opening/Closing Flowers
 - Birds/Bees

Background:

- Bachelors of Fine Art in Seattle
- Went the very traditional route of becoming an artist
- Inspired by living things and complex systems



Vid 4. Video from HeronArts Exhibit

Curran (continued)

- Original Work Powered by hand cranks
 - Then moved on to simple motors
- Partnered with Iris Van Harpen
 - Made wearable kinetic art
- Different Fabrics are laser cut to get different textures, shapes, and motions



Fig 7. Hand cranked installation emphasizing fabric laser cutting

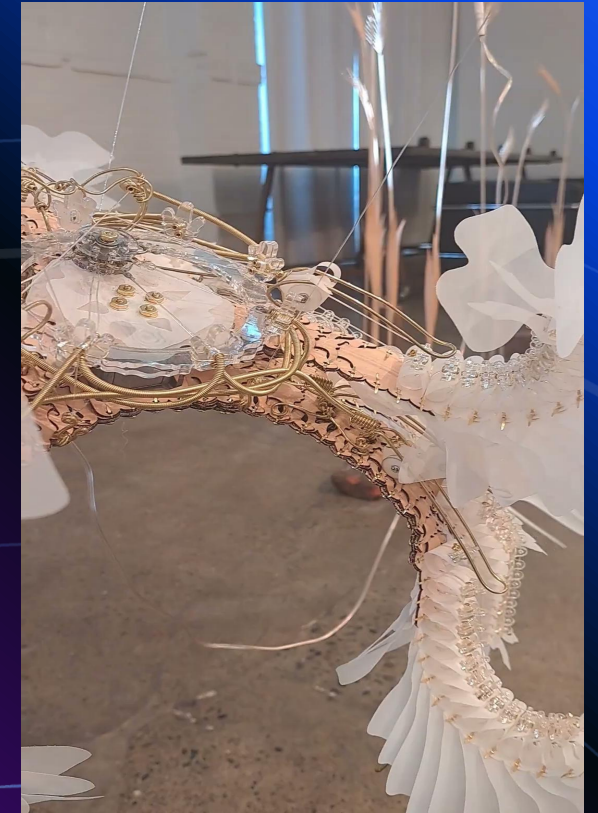


Fig 7. Image showcasing the circular periodic movement and tensioning mechanisms in his later designs

Connection Between Jansen, Margolin, and Curran

- Goal:
 - Imitate life -> Biomimicry
 - Sine waves are the building blocks of motion
- Reliance on Periodicity
 - Sine waves
- Complex Systems



Fig 7. Image of Floating exhibit for Museum of Museums

Increased Access to Tools



Fig 8. An arduino kit you can buy on Amazon

- Can buy micro controllers (arduinios) on Amazon
- 3D printers are cheap
- Access to information and people
 - wikipedia
 - chatGPT
 - instagram
- Kinetic Art is becoming easier to make at home
- It is becoming more popular!



Fig 9. A picture of a 3D printed rotating psychedelic inspired piece (Instagram)

Thank You!

