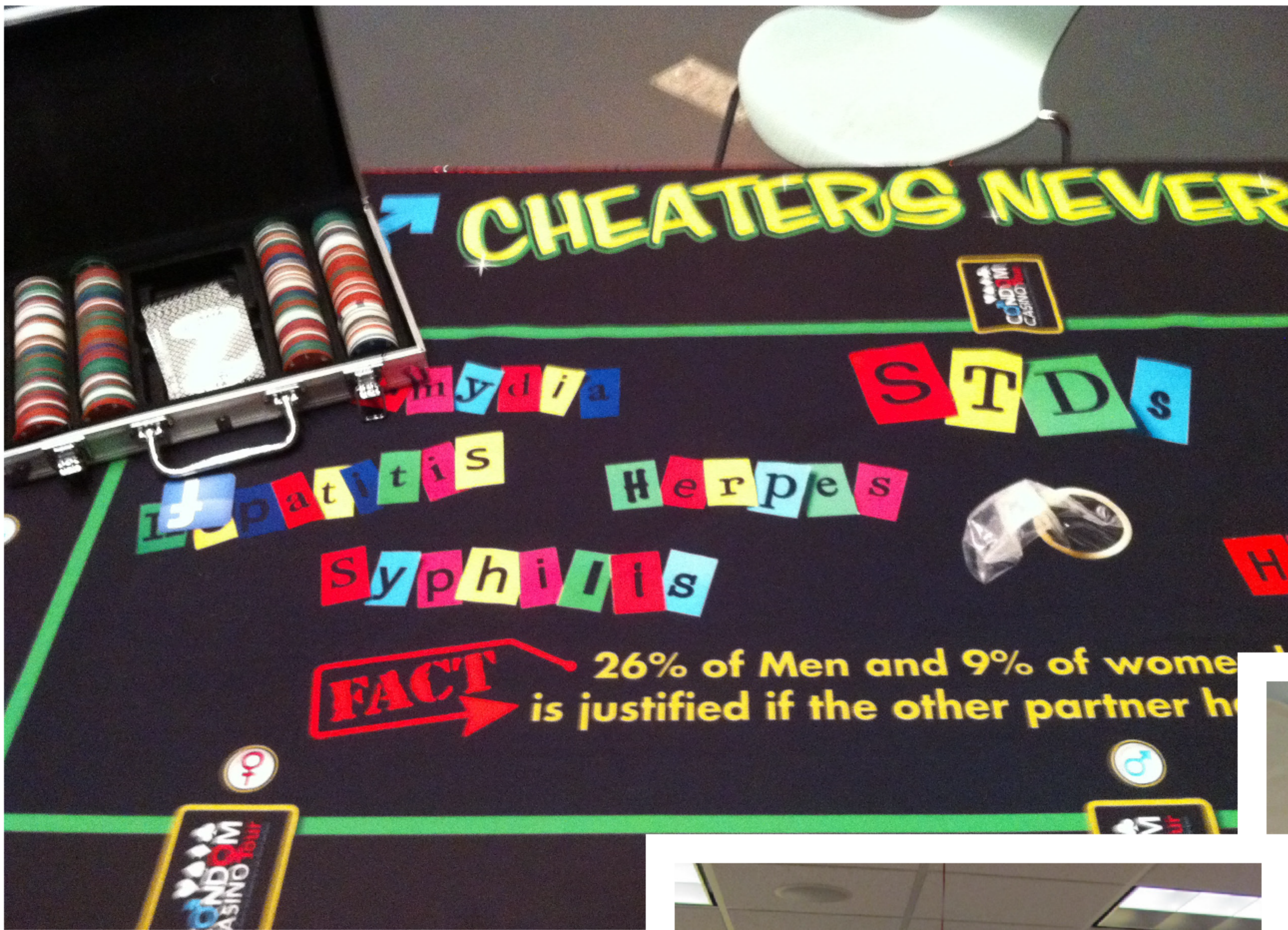


# Feminists United enters Sex Week 2012 head-on



Photos by Hannah Larson

## Shimer College presents lecture on electronic visualization

By Swasti Khuntia  
LAYOUT EDITOR

Shimer College organized a guest lecture on "35 Years of Art & Science Collaboration". The lecture was based on Dr. Daniel Sandin's "History of the Electronic Visualization Lab at University of Illinois, Chicago". Dr. Daniel Sandin is an internationally recognized pioneer of electronic art and visualization, and 1964 alumnus of Shimer College. In 1973, he co-founded the Electronic Visualization Lab with Computer Science professor Tom DeFanti. The EVL is an interdisciplinary graduate research laboratory that combines art and computer science, specializing in advanced visualization and networking technologies. It represents the oldest formal collaboration between art and engineering in this country, offering graduate degrees in electronic visualization.

In the talk, Dr. Sandin spoke about the history of the lab and its significant creative, scientific, and pedagogical impact. In 1969, he developed a computer-controlled light and sound environment called Glow Flow at the Smithsonian Institution. By 1973, he developed the Sandin Image Processor, a

highly programmable analog computer for processing video images in real time. He then worked with DeFanti to combine the Image Processor with real-time computer graphics and performed visual concerts, the Electronic Visualization Events, with synthesized musical accompaniment. In 1991, Sandin and DeFanti conceived and developed, in collaboration with graduate students, the CAVE Virtual Reality (VR) theatre. The concept of Virtual Reality (VR) is being used on the development of auto-stereo VR displays (i.e., free viewing, no glasses), and on the creation of network-based tele-collaborative VR artworks that involve video camera image materials, rich human interaction and mathematical systems.

The talk was a combination of power point presentations and interesting videos of Dr. Sandin's work. He emphasized how the collaboration between art & science has been essential to the success of computer science and math research at the lab, the production of many art works, and the education of computer science and art students. Dr. Sandin answered queries of students. Overall, it was an interactive and interesting lecture which was enjoyed by the audience.



Images courtesy of evl.uic.edu & omnispac.org