



A good-hearted girl gives gifts to Japan

B3



LIFESTYLES

Thursday, June 25, 2015

lajollalight.com

St. Germaine grants stir fight against child abuse

B10



10 QUESTIONS

Intrinsic rewards of civic service inspire Cal Mann

Cal Mann was born to a happy family of nine in an idyllic lakeside community near Seattle. He majored in industrial design and marketing, and spent college summers as a commercial salmon fisherman in Alaska.

He moved to the New York City area to join and build a successful design firm, consulting for Tylenol, Jell-O, Frito-Lay and other top consumer product clients. His community service started in Connecticut as a Big Brother to a fatherless 9-year-old boy. His volunteerism continued by tutoring elementary school readers in Carmel Valley and La Jolla.

When he joined Rotary Club of La Jolla, his activities expanded to working with middle and high school students — especially IJHS Interact Club, a Rotary-sponsored service group that offers volunteer and leadership opportunities to students. Mann organized the program between Interact and Rotary Club of La Jolla to build homes for 23 poor Tijuana families, among other initiatives.

He holds board positions and active leadership roles with Rotary, La Jolla High School PTA, La Jolla High Foundation, La Jolla High Scholarship Foundation and the San Diego District Rotary Youth Leadership Awards Committee.

What brought you to La Jolla?
The great public schools, one of La Jolla's crown jewels! My wife, Natalie, an exhaustive researcher of all things educational, identified La Jolla's schools as being a great resource for the edification of our two boys, Ryan and Charlie. That hard work paid off handsomely as both have now graduated La Jolla High and are in the UC system.

If you could snap your fingers and have it done, what might you add, subtract or improve in the area?
Two things: I'd love to see La Jollans move past some of our minor differences and build

SEE 10 QUESTIONS, B21



Artist Brian Pepper interacts with his video image during the IDEAS Forum (Initiative for the Digital Exploration of the Arts and Sciences) opening at UC San Diego's Calit2 Qualcomm Institute June 15.

UCSD: IDEAS event links art and technology to present science in exciting new ways



2015-16 IDEAS featured artists include Danilo Rodriguez, Nadir Weibel, Sylvia Li, Emily Grenader, Jimmy Nyguen and Weder Xaxier. PHOTOS BY WILL BOWEN

BY WILL BOWEN
Imagine a drawing that includes everyone in the entire world. Advances in technology have brought a drawing like this to the realm of possibility. To make such a drawing is the dream of Emily Grenader, an art instructor at The Bishop's School, whose specialty is the artistic study of crowds. Grenader, along with five collaborators, moved a step closer to the realization of that dream as featured artists at the opening of the 2015-16 IDEAS (Initiative for the Digital Exploration of the Arts and Sciences) series at the Calit2 Qualcomm Institute June 15 at UC San Diego.

SEE IDEAS, B14



Joan Schultze

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Emily Grenader said she began working on crowd art because she believes society has become isolated and alienated due to insulating experiences created by interactions with smart phones, tablets and computers rather than real people. PHOTOS BY WILL BOWEN

FROM IDEAS, B1

Sound design professor Shahrokh Yadegari, of the Theater & Dance Department, heads up the series in its second year. Its mission is to bring together the best of the arts with the latest in science and technology. Yadegari, along with 10 other UCSD professors, selected nine IDEAS events from a field of 28 proposals. "It was very difficult to narrow it down," Yadegari said. "There was a great deal of good work submitted for consideration. In comparison with last year, this year's

projects are characterized by more collaboration between individuals of different disciplines and a heightened awareness of all the advanced technology available here at Calit2." Grenader and her team of Danilo Gasques Rodrigues, Nadir Weibel, Sylvia Li, Jimmy Nguyen and Weder Xaxier, started their presentation in the Calit2 Vroom (Virtual Room). The Vroom is a place where one wall is covered with a bank of 20 large, high-definition digital TV screens linked together by computer to become one large screen. On the Vroom screen, you can

simultaneously watch 10 different videos for an amazing perspective. Grenader's team formed when she befriended Rodriguez, then an exchange student from Brazil, in computer science class offered by Weibel. Both Rodriguez and Weibel became interested in her crowd art and asked to work with her. Together they came up with the idea of shooting videos of individuals and then linking them all together into one crowd scene video. The sum ended up greater than the parts. Almost all of the individuals videotaped danced, jumped, waved or acted silly in

front of the camera. The combined imagery of all the individuals as a crowd resulted in a beguiling potpourri of movement and gestures. Right now Grenader just has videos of people in America, but she hopes to branch out and videotape people in other cultures, like Mexico or Brazil, to see if they act differently in front of the camera. Grenader said she began working on crowd art because she believes society has become isolated and alienated due to insulating experiences created by interactions with iPhones, iPads and computers rather than real people. Grenader is hopeful her



IDEAS Director Shahrokh Yadegari, Calit2 director Ramesh Rao, visual arts professor Michael Trigilio and Rebecca Webb, director of ArtPower's Filmatic Festival

crowd work will lead people to become more connected to one another, rather than their electronics. One of her ideas is to shoot video of people boarding a bus or airplane, and then download the images into one viewable crowd shot that would be projected on an overhead screen so people could see themselves incorporated into a group in a meaningful way. After the Vroom presentations, the audience moved to the room next door that houses the 3D CrowdCAVE. Inside, we put on 3D glasses and walked into a half circle alcove where images of a crowd of people confronted

us. We see a man stroking a cat he is holding, a fidgety little boy, and a gloomy professor with glasses, among others. If you wave to the crowd or say "Hi," sound and motion sensors pick up your gestures. This elicits a response from the crowd. They may wave back or say "Hi," too. This is virtual reality at its spookiest because the life-size people seem quite present and real. When the CrowdCAVE is working properly (it was not at the opening) you can upload video of yourself and see yourself as part of the crowd you are viewing. ♦

Related Events for IDEAS
(Initiative for the Digital Exploration of the Arts and Sciences)
Each presentation takes place 5-7 p.m. at UC San Diego's Calit2 Vroom

- Monday, June 29: Generative Music Using Biological Metaphors.** Paul Hembree, Ph.D. will improvise music and lighting with four automations (robots) he built for his Cellular Automata Studies series. Each is like a musical instrument governed by an algorithm that influences how it plays.
- Thursday July 30: Entering the Echo Chamber.** Visual artist Angela Wasko creates new venues for the discussion of feminism, such as the multiplayer game, World of Warcraft. She will perform backed by videos that describe her interactions with Roosh V, an international Internet playboy and pickup artist.
- Thursday, Sept. 3: Rockets' Red Glare.** Visual arts professor Amy Alexander and clarinetist Curt Miller team for performances derived from YouTube videos of explosions. Alexander will debut her Percussive Image Gestures System (PIGS).
- Wednesday, Oct. 21: Immersive Lab.** Composition professor Katherina Rosenberger brings Jan Schacher and David Bisq from Switzerland's Institute for Computer Music & Sound Technology (ICST), along with a cylinder-shaped immersive lab platform, to integrate panoramic video and surround audio played by touching its large screen. The show consists of pieces developed for the lab during its month-long stay at Calit2.
- Thursday, Nov. 12: Lilith.** Anthony Davis presents a new version of his opera for six singers about Eve's predecessor in the Garden of Eden. The libretto is by Allen Havis, sound design by Shahrokh Yadegari, direction by Keturah Stickann. Members of the MIT Media Lab Opera of the Future Group will help with illusions.
- Thursday, Jan. 21, 2016: StilHouette.** Ryan Welsh's multimedia piece using the DL-1 camera/projector, a 4K video projector, and 10.2 surround sound with dancers Dina Apple and Emily Aust, flutist Michael Matsuno and videographer Huy Trihn.
- Thursday, March 10, 2016: Head Over Heels.** Grady Kestler, Anne Gehman and Justin Humphries present a live performance using gesture-controlled armbands, infrared tracking technology and real-time image processing, with audience participation in a virtually interactive space.
- Thursday June 9, 2016: Past Teton Gap.** Kyle Johnson delivers a speech/song consisting of nine scenes, as he stands between two 4K video displays and stereo loudspeakers with which he interacts. His song explores fiction, lies, devotion, pragmatism and intimacy. ♦