At Wood Street show, the more you play the more the art responds

A viewer participates in Basu Theory's game "Can You See Me Now?". The London-based group is among several interactive pieces installed at Wood Street Gallery. "Replay."

WOOD STREET GALLERY

It's not unusual to walk into a school and observe a teacher in the middle of a discussion with students. Often, the teacher is leading the discussion, but the students are actively participating in the conversation. This is the atmosphere at Wood Street Gallery, where the art is not passive and the audience is not just onlookers. The more you interact with the pieces, the more the art responds. This is the idea behind the gallery's Interactive Art Exhibit, which opens on Thursday and runs through Saturday, December 1.

The gallery has invited five international teams of artists to create interactive installations that engage their viewers. The goal is to create a space where art and audience are in constant dialogue, with the visitor's actions influencing the artwork in real-time. This approach challenges traditional notions of art consumption and encourages active participation.

The exhibit features a variety of mediums, including video, sound, and physical installations. Visitors can play games, explore virtual environments, and manipulate digital elements to see how their actions affect the artwork. One of the highlights of the exhibit is a piece by the London-based group Basu Theory, which has created an interactive game called "Can You See Me Now?". In this game, players try to find hidden objects in a virtual environment, and their movements affect the world around them.

The Interactive Art Exhibit is a unique opportunity for art enthusiasts to experience art in a new way. By engaging directly with the pieces, visitors can create their own narratives and interpretations, making each visit to the gallery a singular experience.

ART REVIEW

"Replay"

WHERE: Wood Street Gallery at 901 Wood St., 3rd floor
WHEN: Thursday, December 1 through Saturday, December 10, 11 a.m. to 7 p.m.
INFORMATION: 412-271-9085

"Replay" also features a work by the artist Jonas, an interactive installation that invites viewers to interact with the art in a more personalized way. The exhibit is a great opportunity for those interested in exploring the intersection of art and technology, and for anyone who wants to experience art in a new and engaging way.

Through the use of all the senses in this exhibition, visitors are encouraged to think critically about the role of technology in our daily lives. The gallery's efforts to bridge the gap between art and technology demonstrate the potential for innovation in the field of interactive art.

Linda Hohmann is a reviewer for the Pittsburgh Post-Gazette. 
When visitors play, this exhibit comes to life

By Leslie Hoffman

A pen, a bracelet, a watching eye of who-knows-what. Each of these items acts as an invitation to participate in the interactive artworks by "Display." Wood Street Galleries' current exhibition, "Display," consists of works by internationally acclaimed artists, Masahiko Fujibayashi, Kazuo Watanabe, Glenn Lewis and the London-based group Blast Theory. A component of an installation by Rafael Lozano-Hemmer is also represented. In each case, the art relies on audience participation. If the audience member interacts with the piece, it will react and the art will change. In some cases, the audience is recording, and in others less so. Fujibayashi's piece, "Beyond Pages," resides in a器材 "house" built for the occasion beside a table, which holds a window and a video projection of an image of a book. Each page of the book, when in use, reveals itself as an Asian, Japanese kanji letter, a glass of water or a door. When the pen touches the line, an animation occurs. A blue pen takes out of the envelope and a small child suddenly opens and closes the door. The interactive book seems especially fitting for those who are "reading" as the program is a physical window where we place our hand, which will read the book as if it were a book. In this case, a paper crimper is also used to make a page. The "Beyond Pages" piece is a narrative device, like a mystery novel. Blasting: a "novel" is Latin for "novel" and a book, as a narrative device, there are "novels." The "Display" piece is narrative device, like a mystery novel. Blasting: a "novel" is Latin for "novel" and a book, as a narrative device, there are "novels."