The art of data visualization

Art & Culture, Artists

The Art of Data Visualization Golan Levin uses an artistic approach called the visualization of data. In this approach he, systematically or unsystematically, collects data and arranges them according to their shape, size or general semblance onto a computer. Different programs can be used to arrange data based upon preference like shape, color, size, etc. Joshua Davis on the other hand works on a patterned set of figures. These figures could be anything from circles, boxes or flowers. His creativity lies in the fact that how simple figures can be changed with just a single click of a button from the mouse. For example, rotating and rearranging flowers on Photoshop could add a new meaning in art.

Both artists use a similar technique to display their skills. They use computer programs like Photoshop to create and alter figures, shapes and sometimes images of real persons. However, their work is quite different to one another. Golan Levin uses data to visualize things on computer software Joshua Davis maps the drawings onto a computer.

Holism is referred to parts of data that is summed up into a whole. It establishes that the whole is greater than parts as a whole helps to give a better and clearer picture. The creativity of both the artists relies on the whole, which is showed through parts of pictures, figures or data of any sort. Sometimes data is too complex to be analyzed by traditional applications because of the size and magnitude of it. Such types of big data are broken into parts, just like shown in the art of Golan Levin and Joshua Davis and then analyzed after being arranged.

One really interesting work by Golan Levin shows the visualization of data in terms of music. Music is displayed in the form of shapes that changes as the

beat, rhythm and volume of the music changes. For example, a triangle would become bigger if the volume of the music is raised (Levin 0 min. 33 sec.). The artist might have tried to experiment with the music stabilizer that shows the velocity of volume and bass in music. It is not something new as mostly we all know or have seen a music stabilizer. It is an instrument that indicates how high or low the music is playing on rhythm and base. However, Golan Levin adds creativity by combining music with shapes.

In order to recreate the project, I would use a computer and some software to make changes on one of the current projects by Golan Levin. I am interested in experimenting with the hidden world of noise and voice project of his in which he uses different shapes to indicate music. I would like to replace shapes with symbols of animals like Elephant, zebras and flies. This idea would be self-explanatory to some extent. For example, a fly would indicate a low sound or bass of a song or tune. When the song would get louder, it could show animals of larger size like from fly to zebra and from a zebra to an elephant. It would be very creative with kids in the educational department as well.

Many artists create music in the data visualization pattern. I do not find the music to belong to this category. The aim of data visualization is to gather small chunks of data and to place them in a visual context so that the smaller chunks do not go unnoticed. Even if the audience notices music in chunks then it would be very hard to remember or follow it as it is a continuous process.

Works Cited

Levin, Golan. The Big Picture Symposium. 21 September 2009. YouTube.

Web. 29 October 2014. .

Davis, Joshua, New Experimental Work from Joshua Davis. 2009. Adobe.

Web. 29 October 2013.