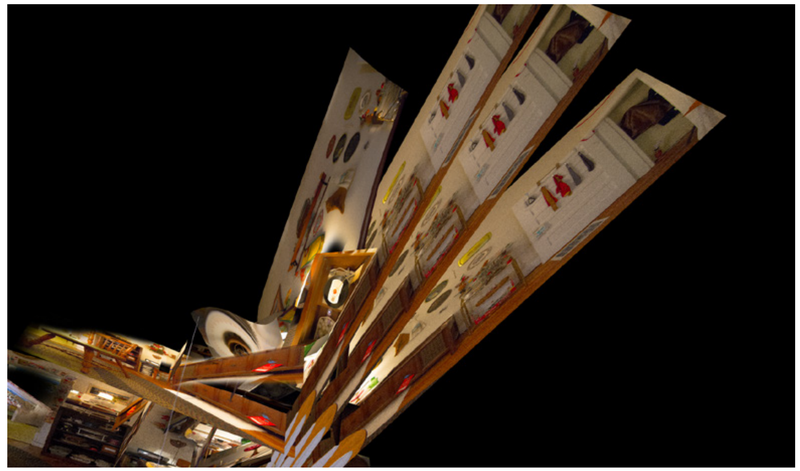
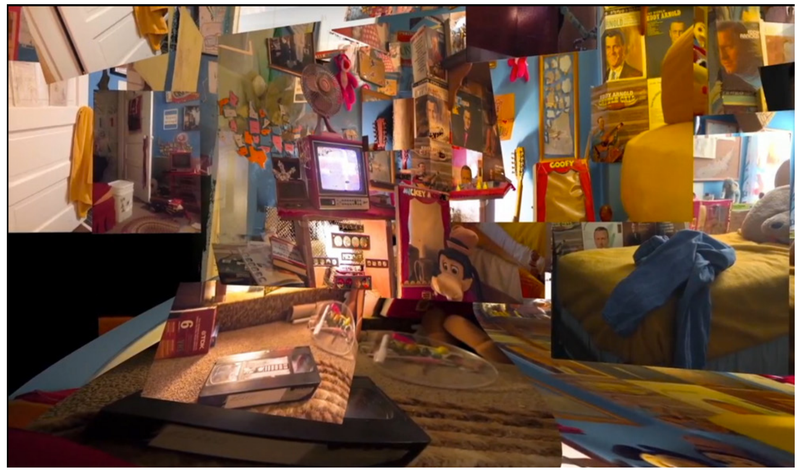
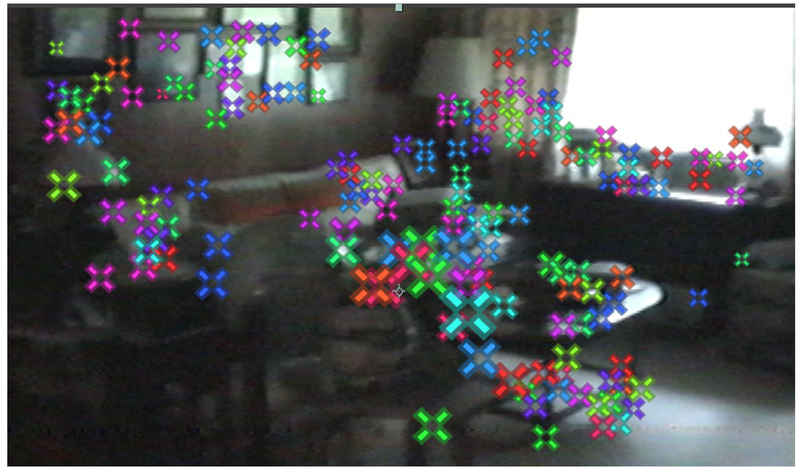
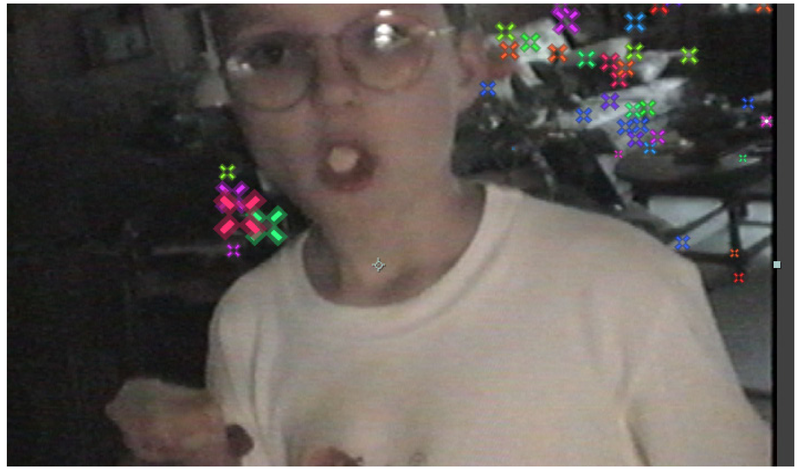
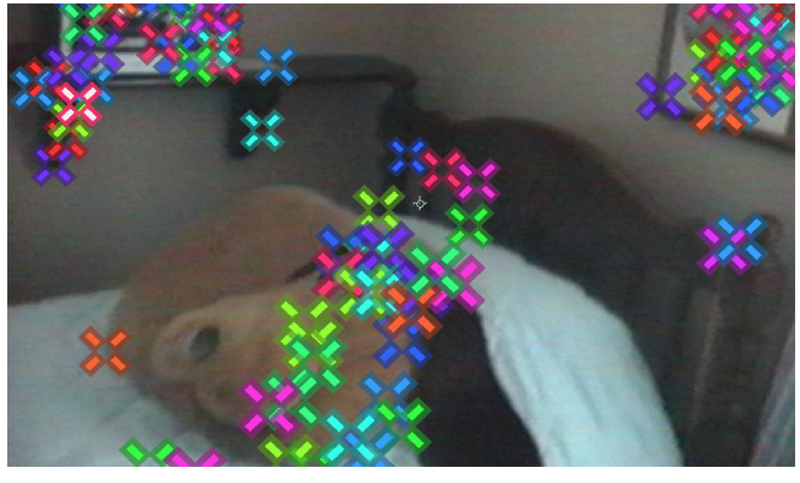
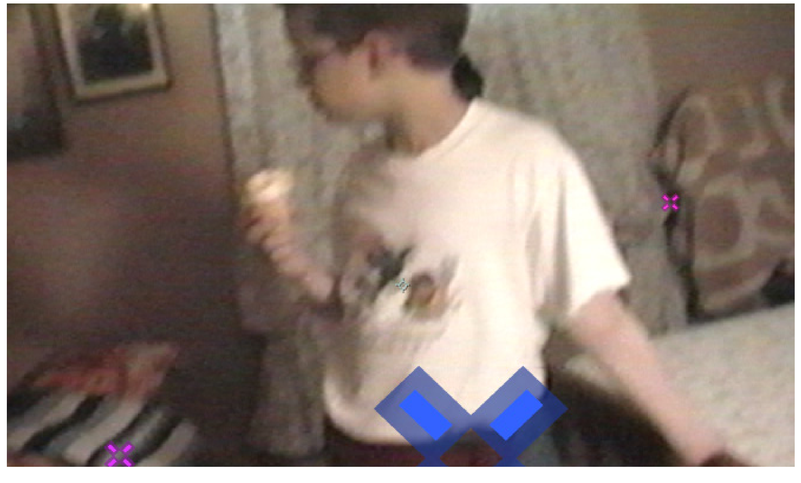
Grandma's house, 2014-15, ongoing
A project about gender, American history, sexual identity formation and simulation, dimensions variable
Second room of 7 room installation. Contents of dining room reinstalled, dining room table split at center with custom photo-album-lamp mounted to lazy Susan with curated family history, yellow cellophane on window, numerous bric a brac, projector with 8mm digital film of 1984 tour of the original home on small screen under fireplace, audio embedded in mid-century media console, carpet, multiple shelving units with souvenirs and disposable family paraphernalia memorabilia, multiple lamps,



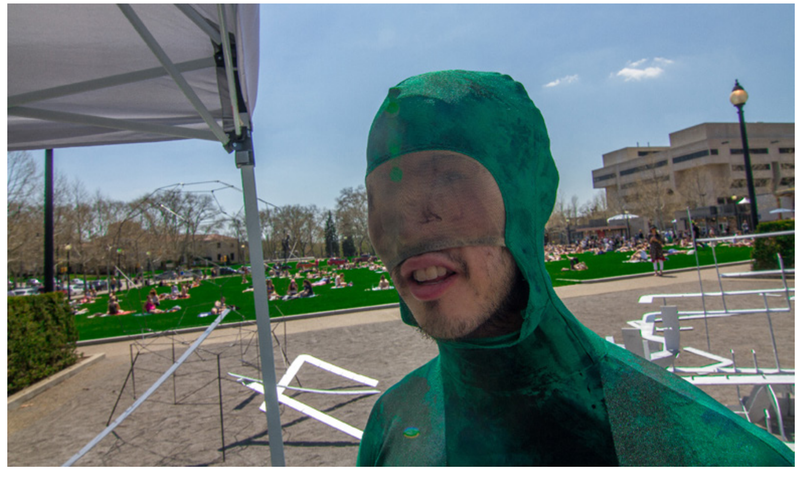


Detail images showing the process

City of Lost Men, installation view, 2015
Found film serial, un-edited into 600 individually looping gifs and chronologically projected with three projectors, endless loop, dimensions variable, entire empty theatre, four accent lights in chairs. An interactive cinema experience, with an onstage viewfinder that lets viewers re-edit the film. An environmental reconstruction of a 1940's serial film broken down into individual edits. A racist and homo-erotic science fiction film presented as a interactive narrative where the viewer re-edits the film through a Pepper's Ghost. Full Project: http://www.danielpillis.com/city-of-lost-men

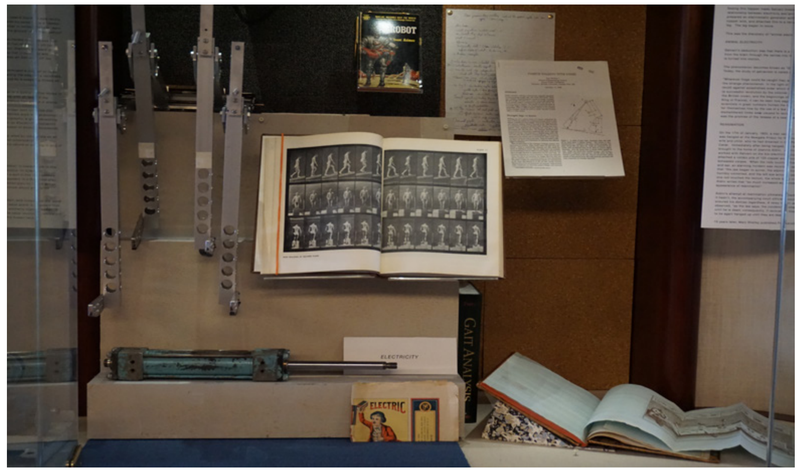
Andy Warhola's Living Room, 2015
Seven CNC routed 3D reliefs of Andy Warhol's drawings of his childhood home furniture, assorted real furniture found on Craigslist from a local Pittsburgh estate sale, yellow dyed cloth curtains, three television sets with a looping animation of Andy Warhol's childhood home drawing, extruded as a three dimensional landscape, assorted knick knacks and tchotchkes. Full project: http://www.danielpillis.com/andy-warhola-s-living-room

Intergalactic Immigration Office, 2015
A 3D scanning social practice project in a public square
Part of Open Engagement, Pittsburgh 2015. CNC routed architectural unit, 3D scanning equipment, two LCD displays, green alien costumes, 3D scans. Location: Schenley Plaza, Pittsburgh PA
Full Project: http://www.danielpillis.com/intergalactic-immigration-office



Ivan Sutherland's Trojan Cockroach, **2016**
1 of 6 vitrines documenting the work of Ivan Sutherland and the development of computer graphics
A copy of Ivan Sutherland's MIT thesis "Sketchpad: A man-machine graphical communication system" published in 1963. Two photos of Ivan Sutherland and his Machina Versatilis, one taken in 1959 and one taken in 2016, with the same robot in perfect condition. Richter Blocks from the 1880's, numerous archival images mounted to materials used in robotics, machine parts from the Trojan Cockroach, a mousepad from Sun Microsystems. Full Project: http://www.danielpillis.com/thetrojancockroach

THE TROJAN COCKROACH

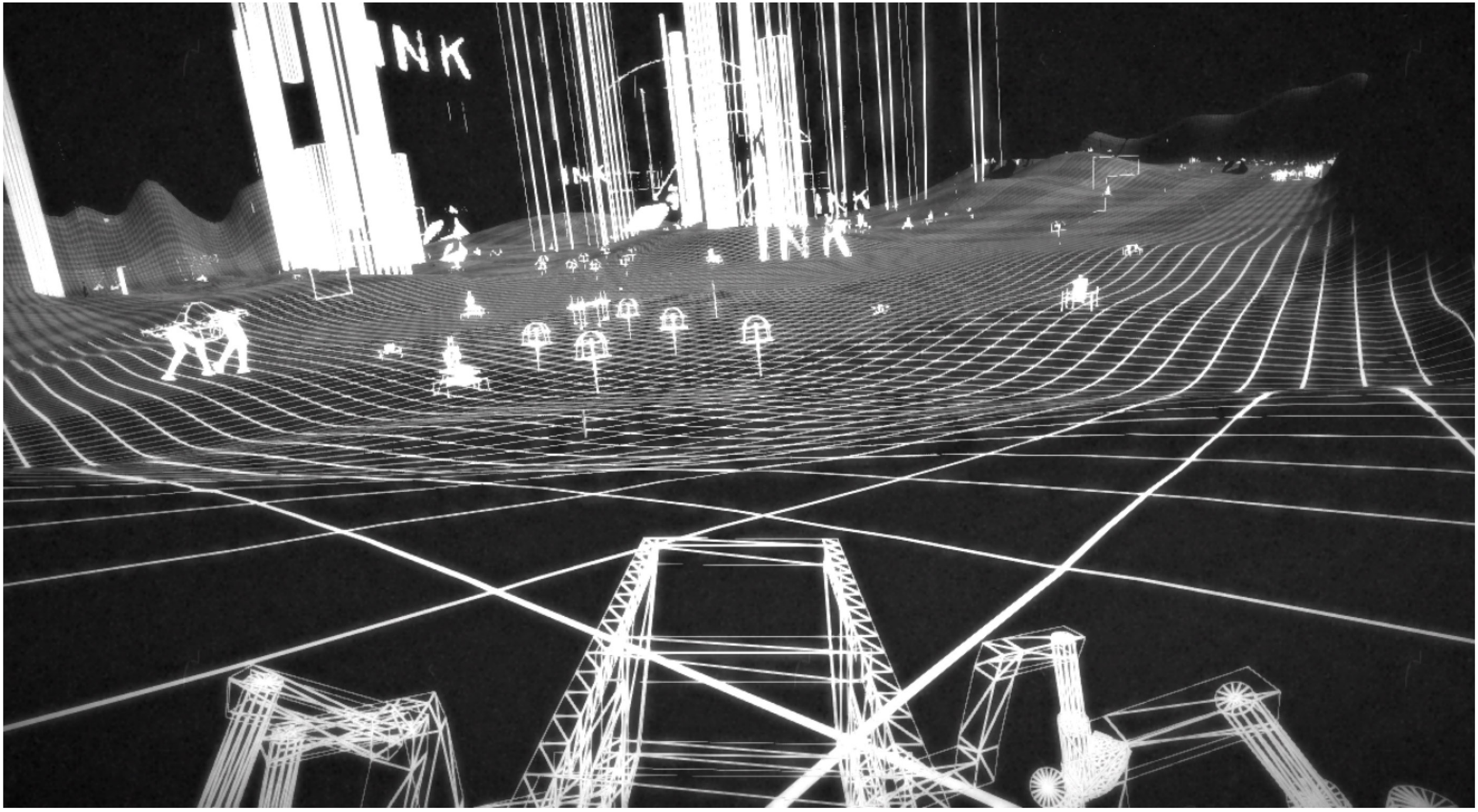

ROBOT
GAIT ANALYSIS
ELECTRICITY
ELECTRIC

THE TROJAN COCKROACH
SCIENTIFIC AMERICAN
A WALKING ROBOT
written by
Ivan E. Sutherland
illustrated by
Frederick H. Carlson
January 1983

Oculus

2.

Ivan Sutherland's Trojan Cockroach, 2016
One of 6 cases in a rare books archive filled with robots. First printing of Mary Shelley's Frankenstein, 3 volumes, a Boston Dynamics terrain simulator (backdrop), a Little Dog by Boston Dynamics, a first edition of Acta Eruditorum, the first scientific journal published in 1682, a compendium by Gottfreid Leibniz, robot toys, technical reports from the Leg Laboratory founded by Marc Raibert, archival photograph facsimiles. Full Project: http://www.danielpillis.com/thetrojancockroach

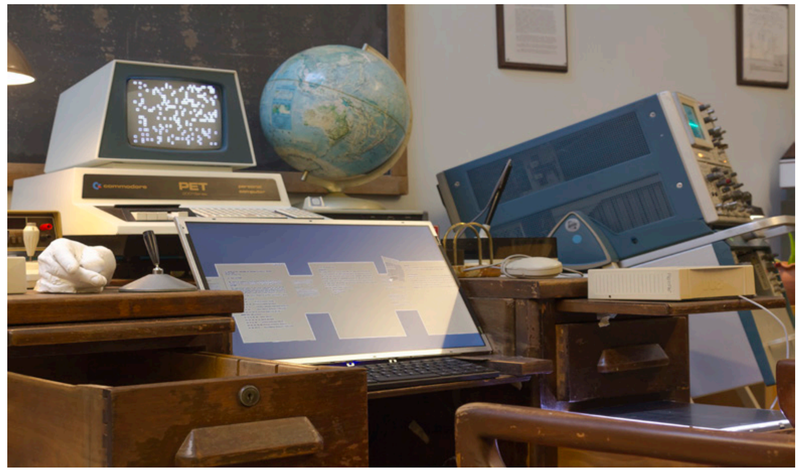


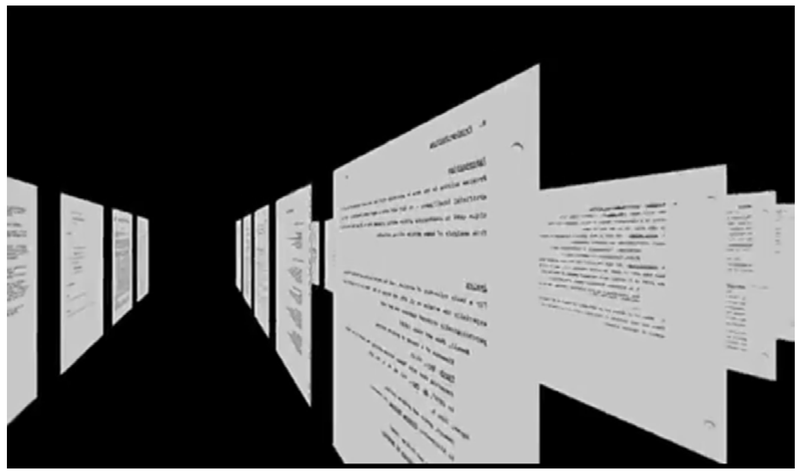
Ivan Sutherland's Trojan Cockroach, 2016
Oculus VR simulation, based on Ivan Sutherland's first VR experiment and Marc Raibert's robotics work, featuring video footage from Sutherland's seminal graphics program, *Sketchpad* and over a dozen walking machine experiments animated in wireframe environments, moving autonomously in an interactive VR space
Full Project: https://www.youtube.com/watch?v=xhBqscHLuK8

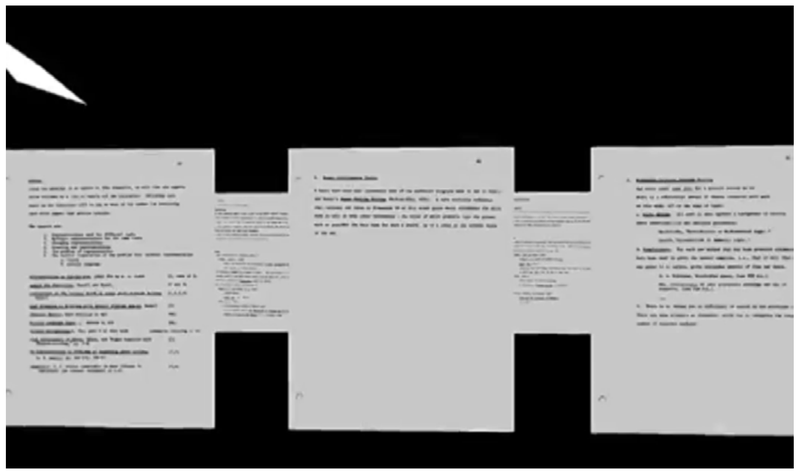
Virtual Newell/Simon Simulation, 2016
Full room installation. Components: Herbert Simon's chairs, carpeting based on sample, cement blocks under standard issue office furniture, custom Allen Newell standing desk, multiple embedded audio speakers, 8 empty standard issue filing cabinents, multiple bulletin boards with removable facsimile documents from the Newell Simon archives, a Perq workstation, a Mac Plus, a Commodore Pet, custom augmented reality software, custom archive interface, various period specific accrouetements, plants
Full Project: http://www.danielpillis.com/virtual-newell-simon-simulation

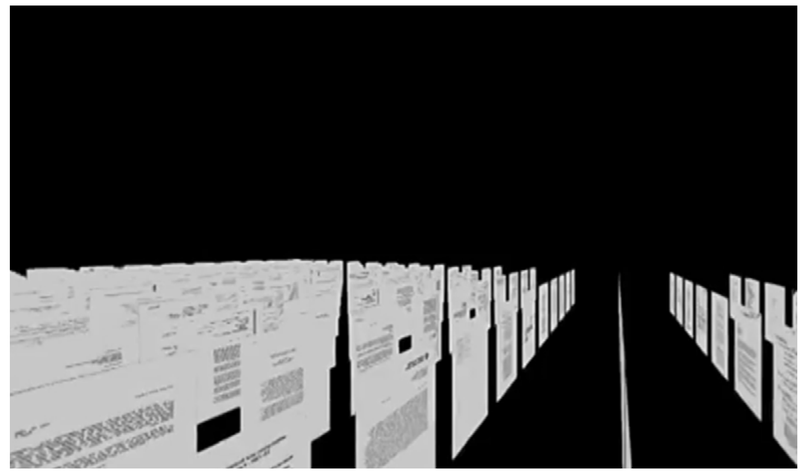
Virtual Newell/Simon Simulation, 2016
Full room installation. Components: Herbert Simon's chairs, carpeting based on sample, cement blocks under standard issue office furniture, custom Allen Newell standing desk, multiple embedded audio speakers, 8 empty standard issue filing cabinents, multiple bulletin boards with removable facsimile documents from the Newell Simon archives, a Perq workstation, a Mac Plus, a Commodore Pet, custom augmented reality software, custom archive interface, various period specific accrouetements, plants
Full Project: http://www.danielpillis.com/virtual-newell-simon-simulation

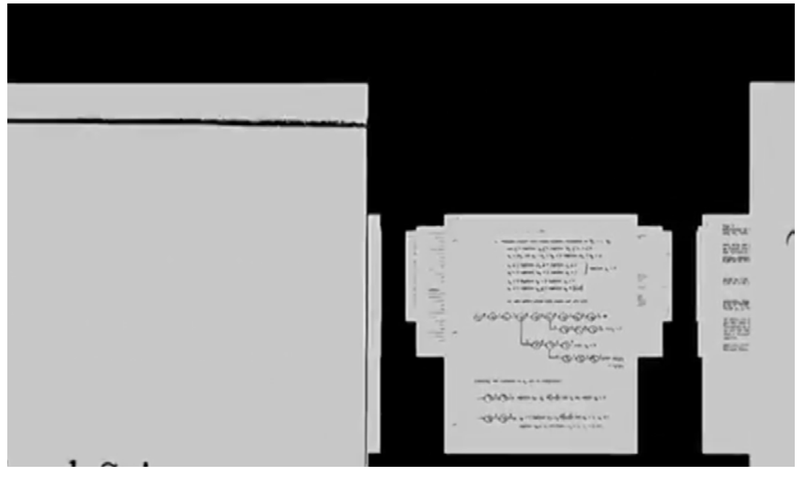
Virtual Newell/Simon Simulation, 2016
Image showing participants using a leap motion controller to navigate custom archival software, a 3D database of the archives of the fathers of artificial intelligence that participants could explore by waving their hands. The documents were also an augmented reality interface in the installation
Full Project: http://www.danielpillis.com/virtual-newell-simon-simulation

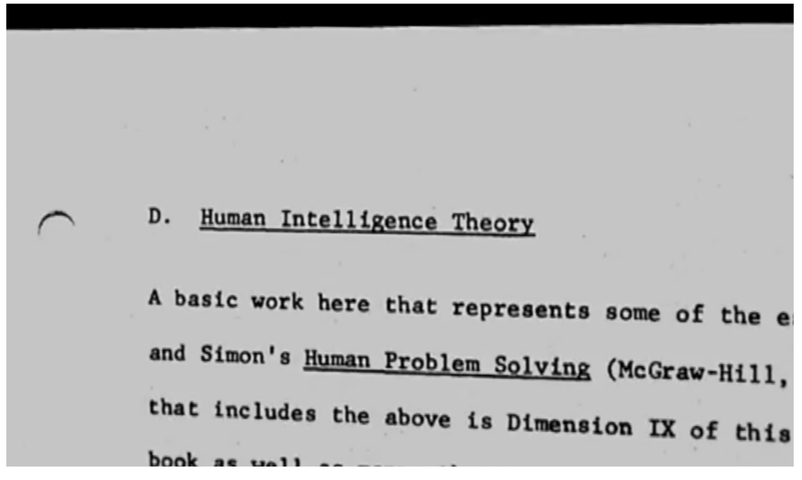












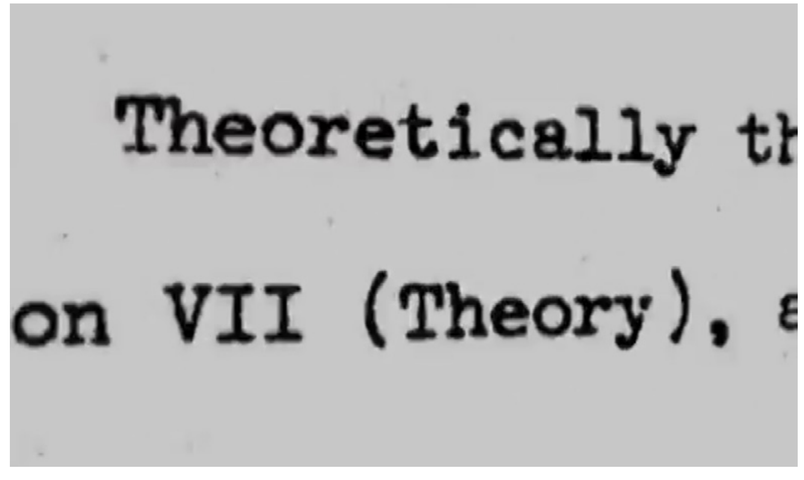
D. Human Intelligence Theory

A basic work here that represents some of the e

and Simon's Human Problem Solving (McGraw-Hill,

that includes the above is Dimension IX of this

book as well

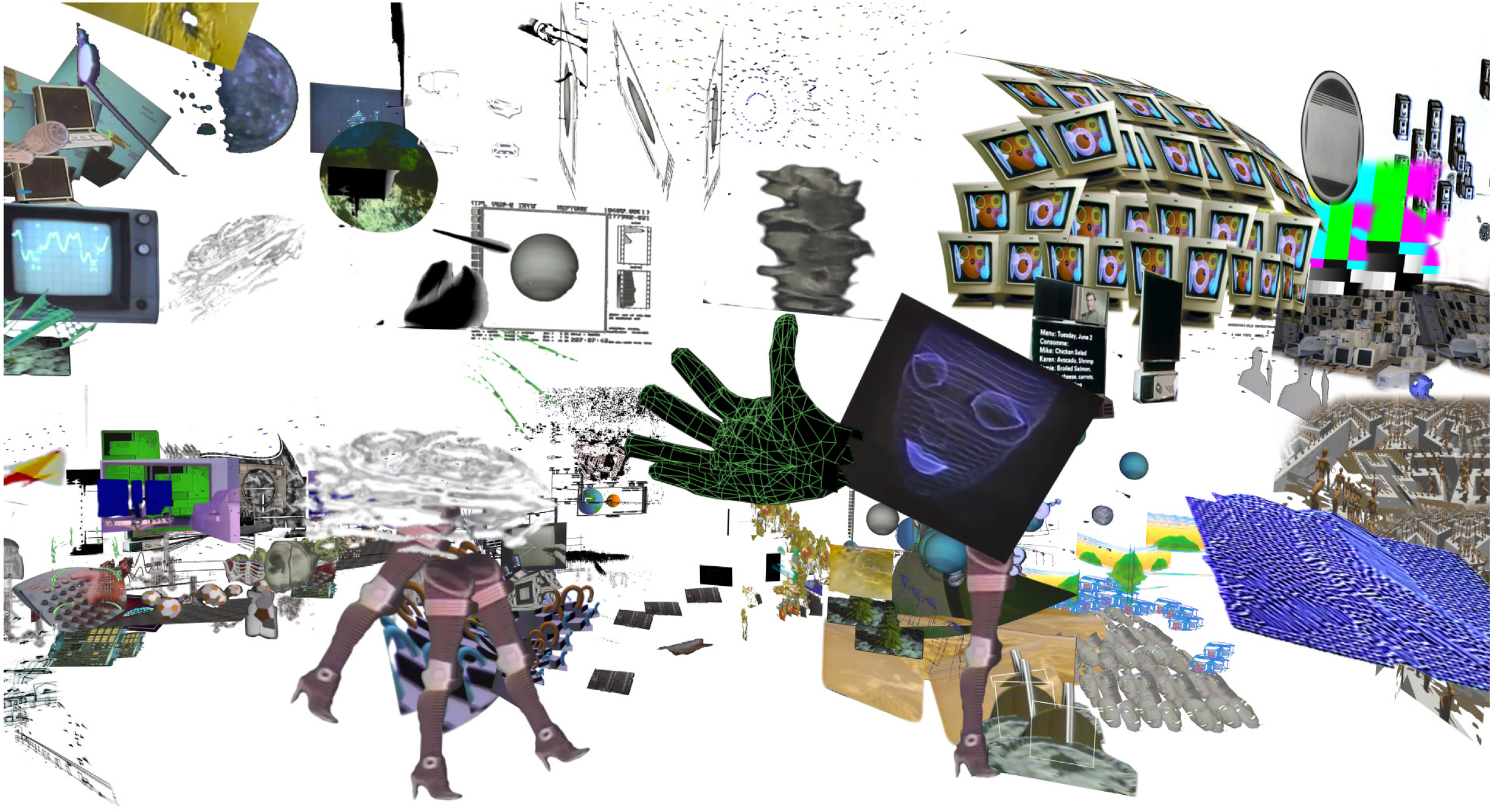


Theoretically th

on VII (Theory),

The Blue Plate, 2016
Image showing participants using a leap motion controller to navigate custom archival software, a 3D database of the archives of the fathers of artificial intelligence that participants could explore by waving their hands. The documents were also an augmented reality interface in the installation
Full Project: http://www.danielpillis.com/the-blue-plate

The Blue Plate, digital animation, 2015, part 1 of a three part video suite
Image of two channel video installation component. Two avatars based on the first 3D models of the human face are rendered as animations speaking the dialouge narrative of E.M. Forster's "The Machine Stops", the narrative that runs through the installation.
Full Project: http://www.danielpillis.com/the-blue-plate



The Blue Plate, digital animation, 2015, part 1 of a three part video suite
A Youtube playlist https://www.youtube.com/user/VintageCG downloaded and reconstructed as an environment. 120+ extracted and looping historical animations with a reconstructed 3D model of the first 3D animation, Ed Camull's *A Computer Generated Hand*
Full Project: http://www.danielpillis.com/the-blue-plate

Robot Museum, 2017
Ongoing Installation. Robot artifacts, virtual reality simulation, projection of robot film history. Found footage from “The Leg Laboratory” on video tape projected in the environment. A collection of objects related to the history of robotics.

Robot Museum, 2017
Installation, various objects and robotic ephemera, including fragments of Ivan Sutherland's Trojan Cockroach, various texts, foam, carpeting, numerous monitors, heaters, Rooba, 15 RS Media robots, Boston Dynamics staircase props, texts on artificial intelligence, ancient egypt interactive text, three gallons of paint (black, beige, white), Boston Dynamics Aluminium Truss structure for motion capture control of robots, office chair, little dog, omni-directional oil painting, projections, VR simulation