Rutgers Climate Symposium 2023
Transdisciplinary Design and the New Climate
Lisa Beth Robinson
Kristin Thielking
KT, can we put a Marshfield pic here (outdoor art)?
Documentation of Catching a Wave
Technology makes it possible for artists and scientists to communicate in a more impactful and memorable way by creating immersive, visceral experiences that engage the senses.

To create sustainable futures, one must be a participant. One must be a collaborator. Collaboration is essential for innovation and inherent to wholistic and inclusive design.
Planetary Wave Project:
Connections and Community
The Planetary Wave Project | a virtual installation connecting all wavelets & the people who have them

The Planetary Wave project was initiated at the workshop we held in Dublin in 2019 and continued at the last workshop we held in San Diego 2020 whereby the participant received a ‘wavelet’ which is cut from a larger glass wave. We’ve asked everyone who received a wavelet either through the workshops or in other ways we connected to take a picture of themselves with the wave so we can include them in this piece. The larger glass waves, from which 9-15 ‘wavelets’ are cut, are an exact replica of a wave of water, captured in real time using photogrammetric and highspeed imaging processes.

The nature of this virtual installation is to visualise the connection we all have in different ways with the ocean. By bringing all the ‘wavelets’ together in this grid we are re-creating the larger wave these small ‘wavelets’ were cut from as well as connecting all the people who are part of this collection. Click on any of the grid picture to find out the name of the person, their location & links if applicable.

#NotJustAPrettyWave #PlanetaryWaveProject
Planetary Wave Project: Virtual Global Installation

Locating these works in an unexpected context captures the viewer’s attention and emphasizes the connection between the ocean and our everyday experiences and actions. The glass waves draw the viewer in with their beauty, mystery, and ocean sounds and illumination triggered by motion sensors. The works conjure thoughts and feelings about the ocean provoking questions about the viewer’s connection with the ocean and embedding those thoughts into their consciousness and memory.
Catching a Wave
www.catchingawave.org

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Examine the Potential of Art-Science Collaborations in the Anthropocene: A Case Study of Catching a Wave

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ORIGINAL RESEARCH
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We are a group of multi and transdisciplinary researchers from universities based in the USA, UK and Ireland, combining expertise in environmental and social sciences ranging from marine biology, climate change adaptation, coastal management, science communication, geography, sociology, human well-being, fine arts, visual arts, mixed media, graphic design, film, poetry, and sculpture.

by catching a wave

https://www.catchingawave.org/

Driven by the conceptual, aesthetic and technical potential of creating a wave which would function as a physical snapshot of a frozen moment in time, Catching a Wave juxtaposes the beauty of a glass wave with installation in a man-made environment to create a sense of reinvention and reconnection. The work will highlight geographical; ecological; philosophical; cultural; and emotional connections via lighting, sound, as well as text and imagery embedded in the glass waves.

CAPTURING THE WAVES
Artists & coastal scientists capturing a moment in time

Waves: Science and Art Drafts

KEEP UP

https://www.catchingawave.org/
FIGURE 2 | The architecture for a transdisciplinary collaboration for shared knowledge generation elements that underpins CaW to reflect both cognitive and emotional elements that can support societal transformation for sustainability. The collaboration acts as an integrating interface between both disciplines of enquiry and communication technologies to develop products – in this case artistic representations of waves - to encourage and enable conversations between holders of different facets of knowledge, opinions and perspectives that might not otherwise take place, or would take place in a contested setting.
FIGURE 5 | A graphical recording of the CeW interactive workshop at the Art in the Anthropocene Conference 2019 that captured conversations and observations made by attendees. Graphic Artist: Eimear McNally.

Project in progress: Immersive Installation