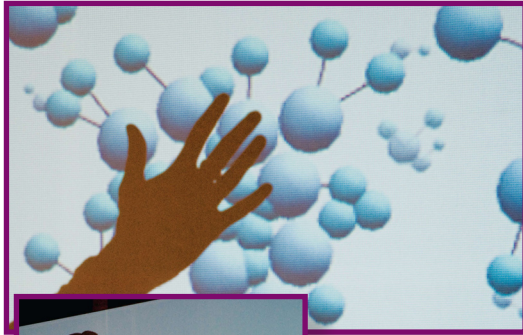
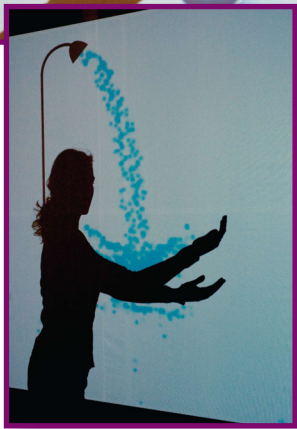


Science & Art

Meet the Scientist-Artists Scott Snibbe - The Digital Canvas



Scott Snibbe uses his knowledge of computer science and filmmaking to create artwork that interprets scientific ideas.



Snibbe's parents were sculptors who worked with technology; their entertainment was making sculptures. His main influence is experimental film and animation, especially the work of Len Lye, who made films without a camera by painting, scratching and stenciling directly onto motion picture

celluloid.

At Science & Art, "meet" Snibbe, an electronic artist, computer scientist and science communicator. Snibbe's piece, "Three Drops," is a full-body,

multimedia experience that introduces the concept of nanoscale in a way that only art can do. Move in front of a large screen and interact with projections of water at the macro, micro and nanoscale; see how the physical properties of water change at the different scales. Explore how at this tiny scale, the physical laws we are used to don't always apply. Nano-science an abstract area

of science. While it offers new and possibly lifesaving technologies, it also presents challenging issues. Artists such as Snibbe are working to explore and explain this new area of science, helping educate a public that will be making decisions about how and when nanotechnology should be used.

Snibbe creates immersive interactive art that evokes powerful emotions and inspires social engagement. His works are known for fostering a sense of interdependence, promoting social interaction among strangers, and increasing viewers' concentration. His artwork has been

installed in more than 100 art museums, science museums and public spaces worldwide since 1995. Snibbe holds Bachelor of Arts degrees in computer science and fine art

and a Master of Arts degree in computer science from Brown University. Snibbe worked at Adobe Systems as a computer scientist where he made substantial contributions to the special effects software Adobe After Effects and research projects at Adobe Research.

For more info: www.snibbe.com



"As an artist, I conceive of an idea and let my mind range widely, often having no idea how I will actually create the work. Then, I put on my engineer's hat and start investigating which technologies will achieve my vision."

—Scott Snibbe

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