

Sensing, haptics and embodied immersion:
Interactive art practice and research

Camille Baker, PhD

Senior Tutor Digital Direction
Professor in Interactive and Immersive Arts
Royal College of Art, London, UK

artistic practice mediums



- XR / immersive experiences
- e-textiles/wearables in performance
- mobile media art & performance
- interactive installation
- networked/telematic & participatory performance
- responsive environments design and interaction
- curating digital, electronic, interactive art and performance media

online portfolio www.camillebaker.me

art research

at the intersection of art, design, engineering and electronics:

- immersive media and experience design
- experiential and participatory performance
- fashion, textiles, electronic and smart textiles
- screen arts: video production and art
- creative coding and emerging technologies (wearable devices, phones & VR)
- curation and community engagement in art and technology
...exploring developing methods for meaning-making in many art & technology modalities



practice trajectory

- studied and performed modern dance as in high school and in university in Canada 1983-1990.

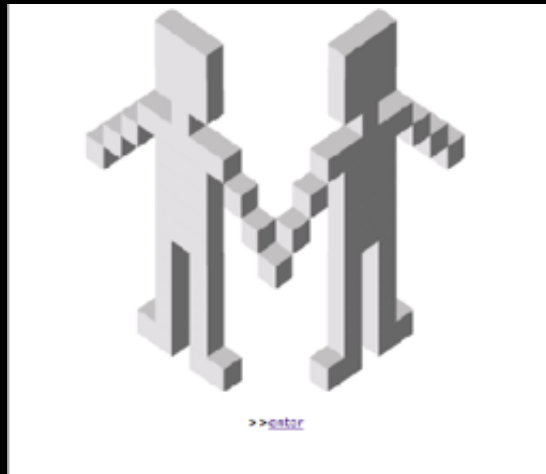


practice trajectory: dance, music, video, 3D, web, curating & wearables



- multiple artistic pursuits in Vancouver, Canada 1993-2007

practice trajectory: online communities



Online community
nurturing art,
performance,
parties &
relationships:
*“tales of slacker
bonding”*
Vancouver © 2001

practice trajectory: curating art & technology



- Curator and Event Producer - *The New Forms Festival* gallery, conference and performances - 3 years from 2002-2004

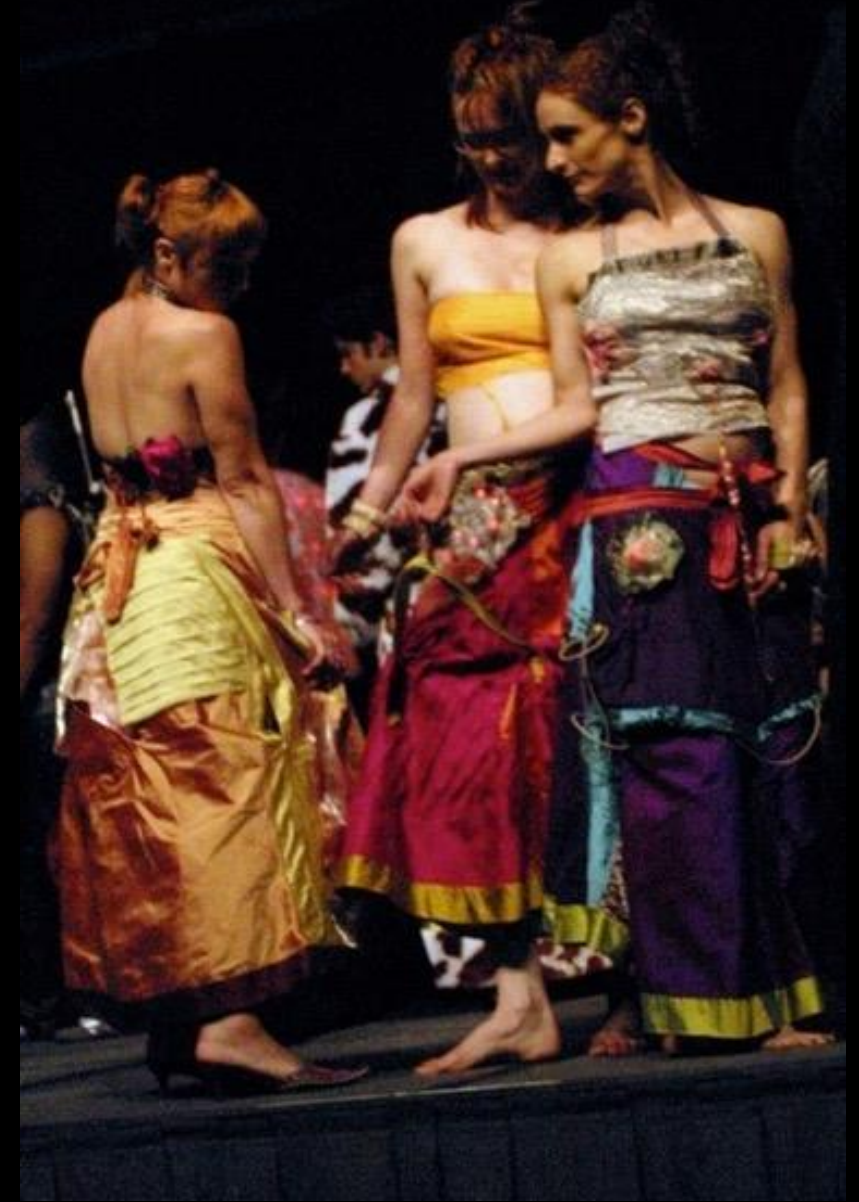
practice trajectory: curating art & technology

eyeteasers iPod film festival event 2006

- Co-Executive Director of *The Escape Artists Society (T.E.A.S.)* performance media event production, non-profit society 2005-2007;

research: art & technology

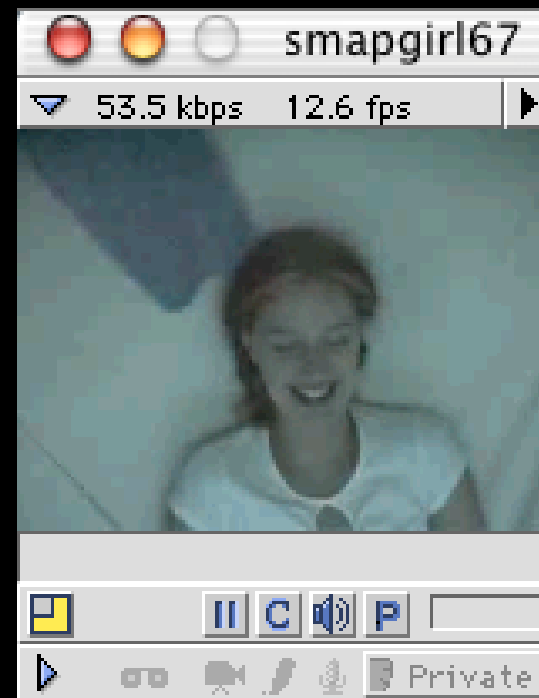
whisper[s] : wearable, handheld, intimate, sensory, personal, expressive, responsive system



the *whisper[s]* project

Researcher on the seminal wearable performance research project, led by Professor Thecla Schiphorst and Dr. Susan Kozel (2003-2006)
Vancouver, Canada <http://whisper.iat.sfu.ca/>

research: art & technology

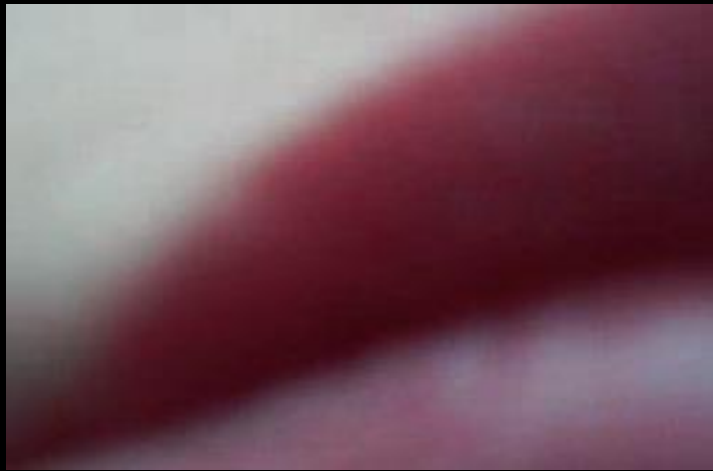


Dream Pod: Internal Networks
my Masters final project 2004

SMARTlab PhD media art research 2006-2011:

MINDtouch mobile performance research

C. Baker - stills from participants' videos from Vancouver workshop
July 2007 and Dublin workshop October 2007



–to uncover any new understandings of the sensations of ‘liveness’ and ‘presence’ that may emerge when using mobile technologies and wearable devices in performance contexts–

SMARTlab PhD media art research 2006-2011:

MINDtouch mobile performance research



prototype 2: garment 2009

SMARTlab PhD media art research 2006-2011:

MINDtouch mobile performance research

one of several events & participatory performance



Images from live events for *MINDtouch* C.Baker 2009-2010

SMARTlab PhD media art research 2006-2011:

MINDtouch mobile performance research



still of mixes for broadcast 2009-10

practice & research:

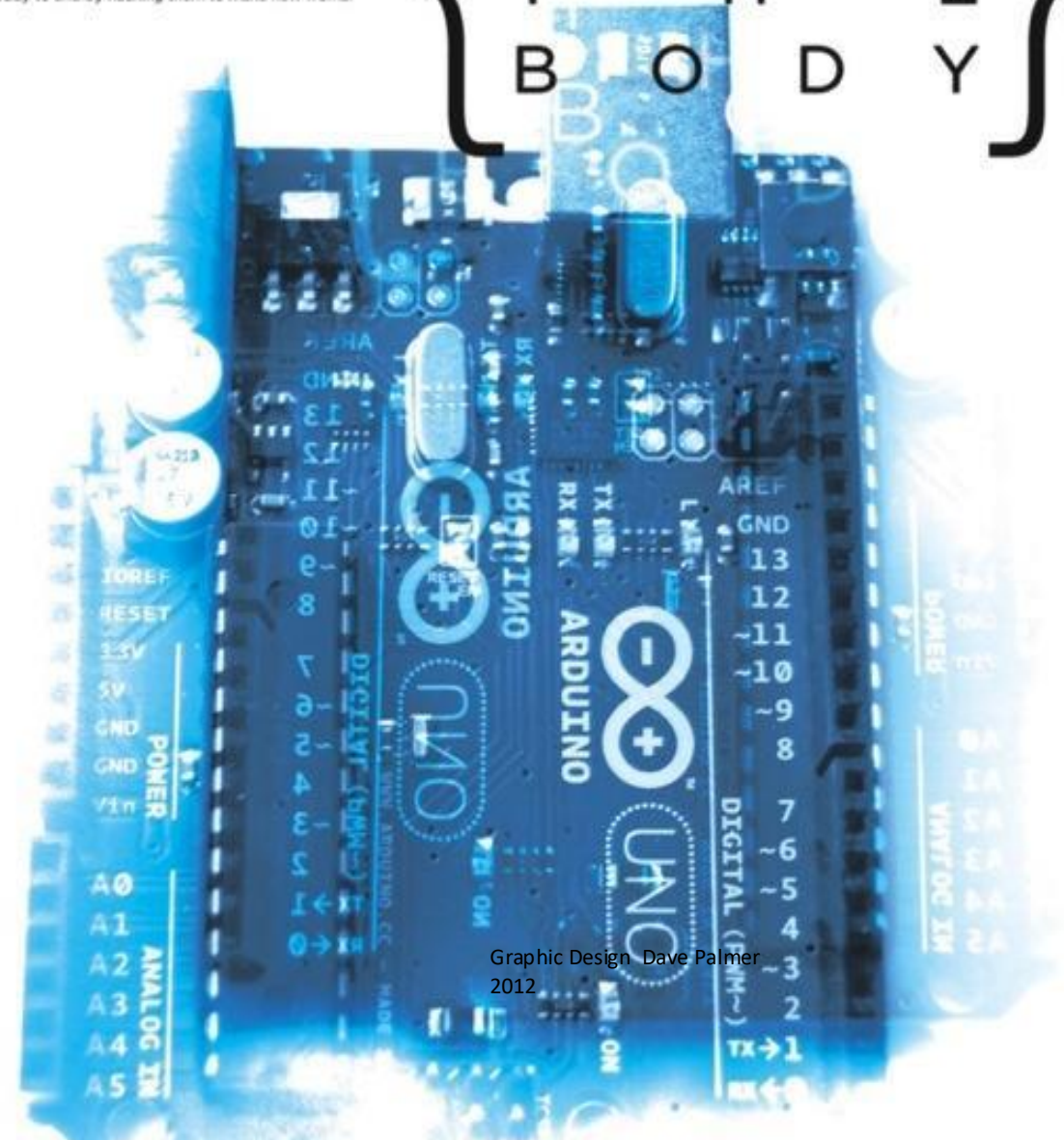
Hacking the Body

A long running
collaboration with dance
artist /choreographer
Kate Sicchio between
2011- 2018

RECONFIGURABLE
EXPRESSIVITY FROM
THE INSIDE OUT

Aims
Explore and investigate understandings of states of
the body to and by hacking them to make new works.

{ HACKING
T H E
B O D Y }



Graphic Design Dave Palmer
2012

Hacking the Body workshops: soft circuits for performance



Creativity and Cognition 2013, Workshop, Sydney Australia
June 17th, 2013



Image at soft circuits workshop run by Kate Sicchio & Camille Baker
Byron Bay, Australia, June 15, 2013

Hacking the Body workshops: performative electronics DIY Ethos



Tek* 2013, Workshop, Byron Bay, Australia – June 15th, 2013



ISEA 2013, Workshop, Sydney Australia – June 9th, 2013

practice & research:

- wearable technology and sensing devices in dance and participatory performance.
- novel uses of body data from wearable sensing devices as choreographic or performance devising material and research.
- ethics of data collection and how knowledge of it influences identity and expression in performance.
- making bespoke sensors and Smart Garments (wearable tech) as research

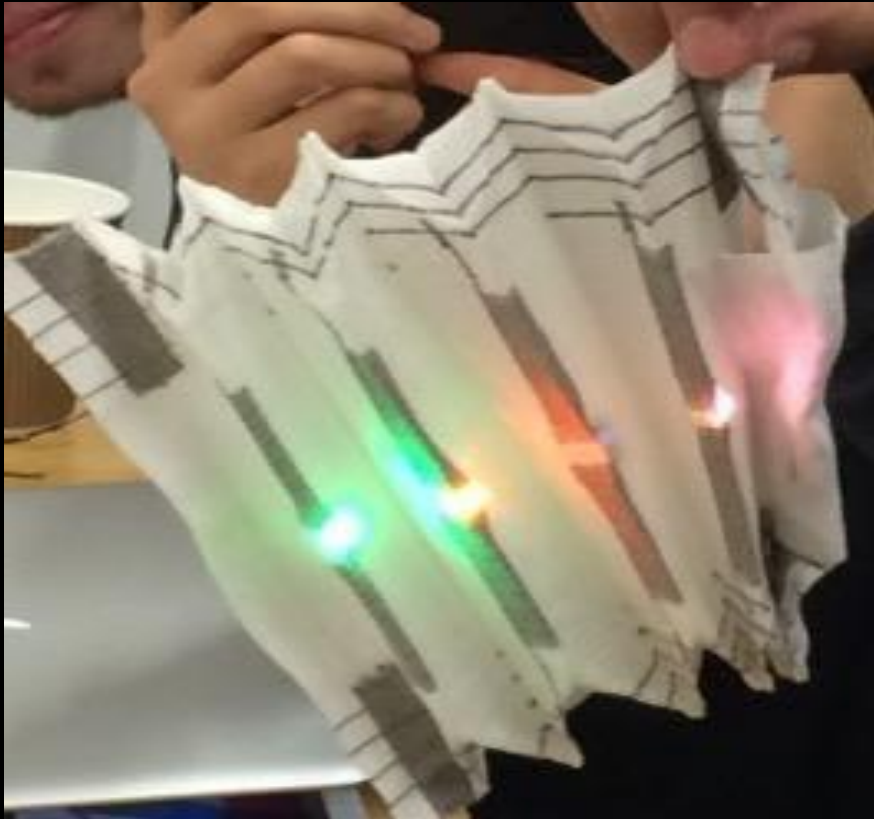


HTB 2.0: activities 2014-2018



TEDxBrighton 2014

Camille Baker
TEDx



e-stitches collective network
facilitating Design & Tech:

e-stitches is a community of specialists in the space of e-textiles and wearables in London. Through meetups, show & tell, and workshops, we create a space for learning, discussions, skill share and networking.

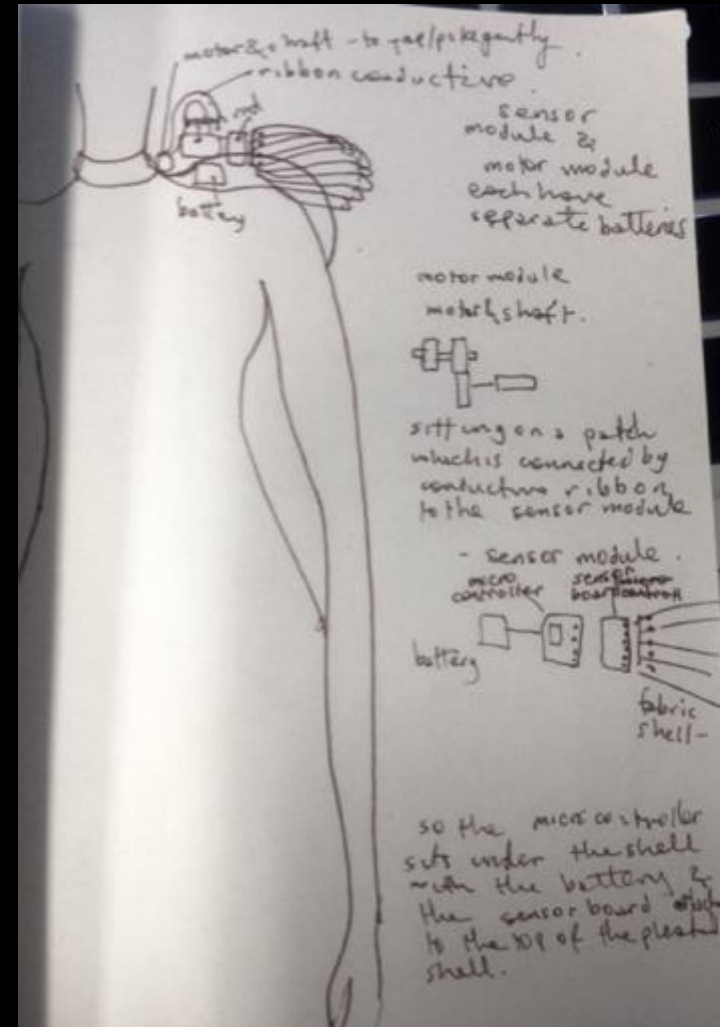
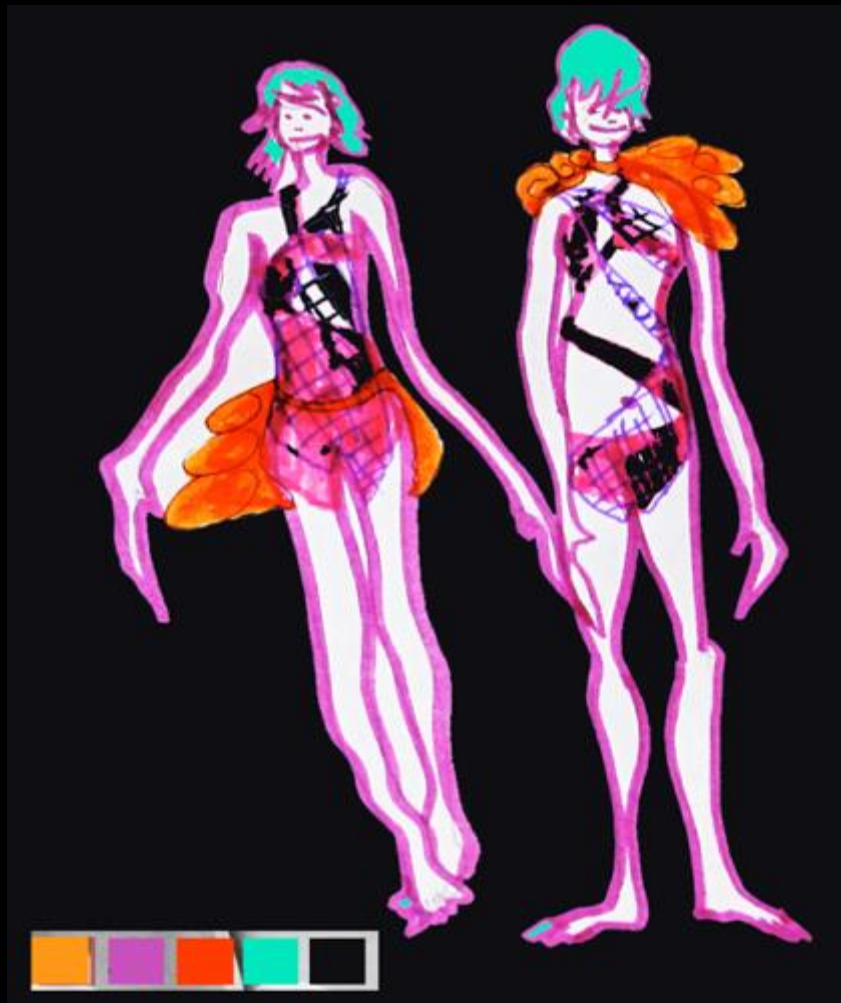
e-stitches started November 2014 co-hosted with Melissa Coleman, supported by Irimi Papadimitriou, Director of the V&A Digital Programmes (until 2017).

Online since April last year and until September 2021, then hybrid: local in-person & online.

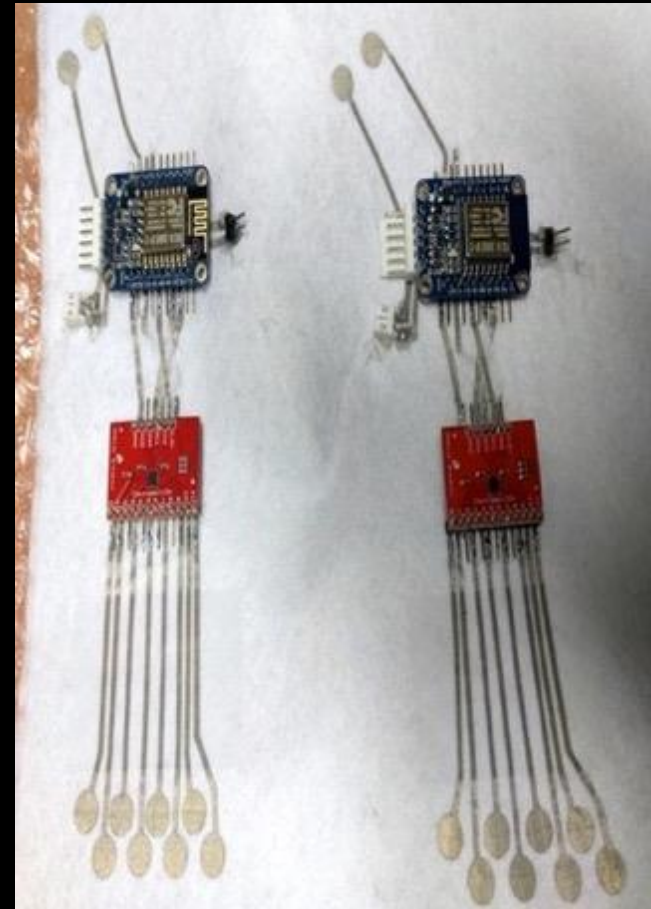
Now we have 6 chapters around Europe: London, Bristol, Limerick, Berlin, Barcelona, and now Rotterdam through V2.



HTB 2.0 – garment development 2015



HTB 2.0: electronics development 2015

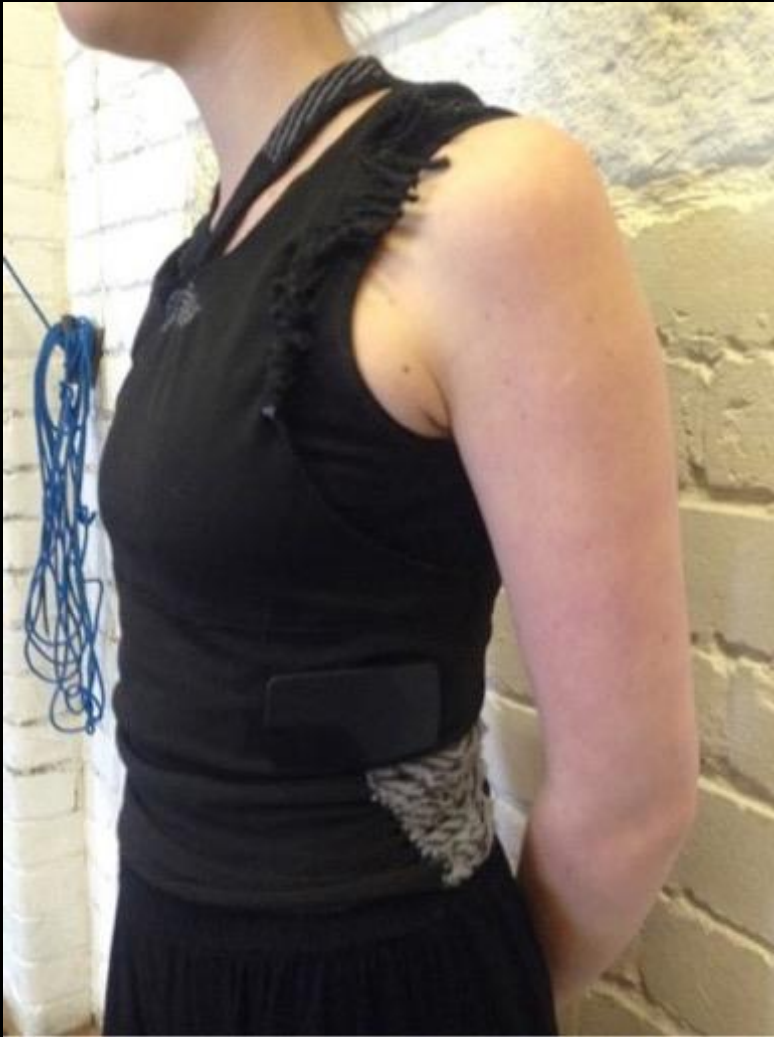


HTB 2.0: final garments Flutter Stutter 2016



image and garment by Tara Baoth Mooney © February 2016 – Hacking 2.0 part 2

HTB 2.0: hacked garments Feel Me 2016



HTB 2.0: performances of Flutter/Stutter

London Feb 16th -Sheffield Feb 18th, 2016



HTB 2.0: performances of Feel Me

London Feb 16th -Sheffield Feb 18th, 2016





WEAR
sustain

WEARABLE TECHNOLOGISTS
ENGAGE WITH ARTISTS FOR
RESPONSIBLE INNOVATION

4 KEY PROJECT ELEMENTS

#WEARsustain



SUSTAINABLE INNOVATION

Art/Tech Collaboration
|
Open Calls
(Cross Border::Cross Sector)
|
€2.4m Awards:
|
48 Innovations to market
|
Best Practice Methods



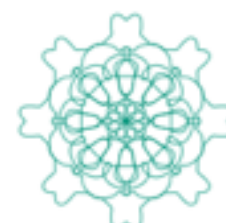
WEARABLES ECOSYSTEM

Be part of the next generation of wearables
|
40+ Network of Hubs & Advocacy Centres
|
Aesthetic Ethical Support



KNOWLEDGE EXCHANGE

Events
|
Symposia
|
Local Meet-ups
|
Digital Platform



ETHICS & SUSTAINABILITY

Personal (Data)
|
Environmental
|
Material
|
Critical



WEARSUSTAIN.EU

WEAR Sustain- SUSTAINABILITY STRATEGY & TOOLKIT

Sustainable & Disruptive Innovation >>
Next Generation Wearables
|
Wearables Ecosystem
|
New Knowledge
|
Ethics & Sustainability Guidelines



blumine

DATA SCOUTS

mec



Universität der Künste Berlin

University for the Creative Arts

Queen Mary University of London

DIRECTORY















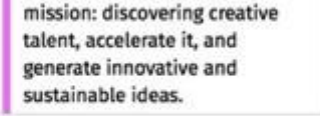
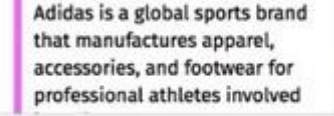
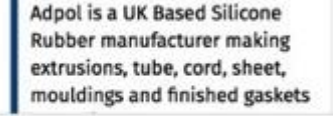

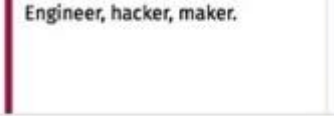

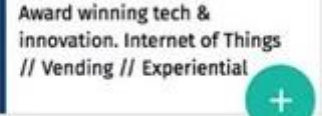
Explore actors by enabling the filters, legend items and keyword via search navigation at the left side.

COMPANIES PEOPLE COMMUNITIES **1135 ACTORS**

CATEGORY

- Academia
- Creative & In...
- Creative Prof...
- Government ...
- Incubator & A...
- Investor
- Technology P...
- Artist (Applic...
- Expert
- Researcher
- Technologist ...

[View more](#)

<p>!DROPS</p> <p>iDROPS is a digital innovation agency for the cultural, creative and social sector.</p> 	<p>(FAB)LAB DIGISC...</p> <p>High performance infrastructure for interactive and collaborative visualization and (also) to make almost anything we want.</p> 	<p>*MAGDALENA SC...</p> <p>Magdalena is an expert in sustainability in textiles with work experience for over 10 years.</p> 	<p>360FASHION NET...</p> <p>360Fashion Network applies the latest technologies to the fashion industry to create new products and experiences with relevancy.</p> 	<p>3ELECTROMODE</p> <p>Avant-garde crafting & consulting in fashionable technologies.</p> 	<p>A TWO DOGS CO...</p> <p>The artistic practice of Kris Verdonck has evolved in recent years. His present projects are both on theater stages and in museums at hom...</p> 	<p>A'PEAR</p> <p>Everything to make everyone look and feel attractive.</p> 
<p>A+Z DESIGN</p> 	<p>AARHUS WALKS ...</p> <p>Aarhus Walks on Water is an Aarhus 2017 Commissioned Event in collaboration with Central Denmark Region, presented by Aarhus University,</p> 	<p>ABC ACCELERATOR</p> <p>ABC (Acceleration Business City) is the private acceleration group dedicated to the best entrepreneurs from all over the world.</p> 	<p>ACADEMANY</p> <p>The Academy of (almost) anything. A global distributed campus for high level education, learn top skills from global leaders, master them...</p> 	<p>ACTE - EUROPEA...</p> <p>European Textile Collectivities Association: textile, clothing, leather, footwear and fashion accessories sectors.</p> 	<p>ADAM STARK</p> <p>Computer scientist and musician working on the mi.mu gloves</p> 	<p>ADAMSFOUR.</p> <p>EDERA Safety / adamsfour. has committed itself to increase the impact of personal safety gear (PSA+) in the areas of sports safety.</p> 
<p>ADDICTLAB</p> <p>mission: discovering creative talent, accelerate it, and generate innovative and sustainable ideas.</p> 	<p>ADIDAS GROUP</p> <p>Adidas is a global sports brand that manufactures apparel, accessories, and footwear for professional athletes involved</p> 	<p>ADPOL</p> <p>Adpol is a UK Based Silicone Rubber manufacturer making extrusions, tube, cord, sheet, mouldings and finished gaskets</p> 	<p>ADRIAN FREED</p> 	<p>ADRIAN GODWIN</p> <p>Engineer, hacker, maker.</p> 	<p>ADRIANA RESTRE...</p> <p>Fashion Designer</p> 	<p>AEGUANA</p> <p>Award winning tech & innovation. Internet of Things // Vending // Experiential</p> 



WEAR
sustain

WEARABLE TECHNOLOGISTS
ENGAGE WITH ARTISTS FOR
RESPONSIBLE INNOVATION



DISSEMINATION EVENTS

#WEARsustain



Digital Spaces Living Lab

blumine

DATA
SCOUTS

umec



Universität der Künste Berlin

University
for the
Creative Arts

Queen Mary
University of London

Book chapter: “Critical Interventions in Wearable Tech, Smart Fashion & e-textiles in Art and Performance”, *In Digital Bodies: Creativity and Technology in the Arts and Humanities*, edited by Susan Broadhurst and Sarah Price

book released Sept, 2017



Based on April 2015 residency experiments

ROUTLEDGE ADVANCES IN ART AND VISUAL STUDIES



INTERSECTING ART AND TECHNOLOGY IN PRACTICE

TECHNE/TECHNIQUE/TECHNOLOGY

EDITED BY CAMILLE C BAKER
AND KATE SICCHIO

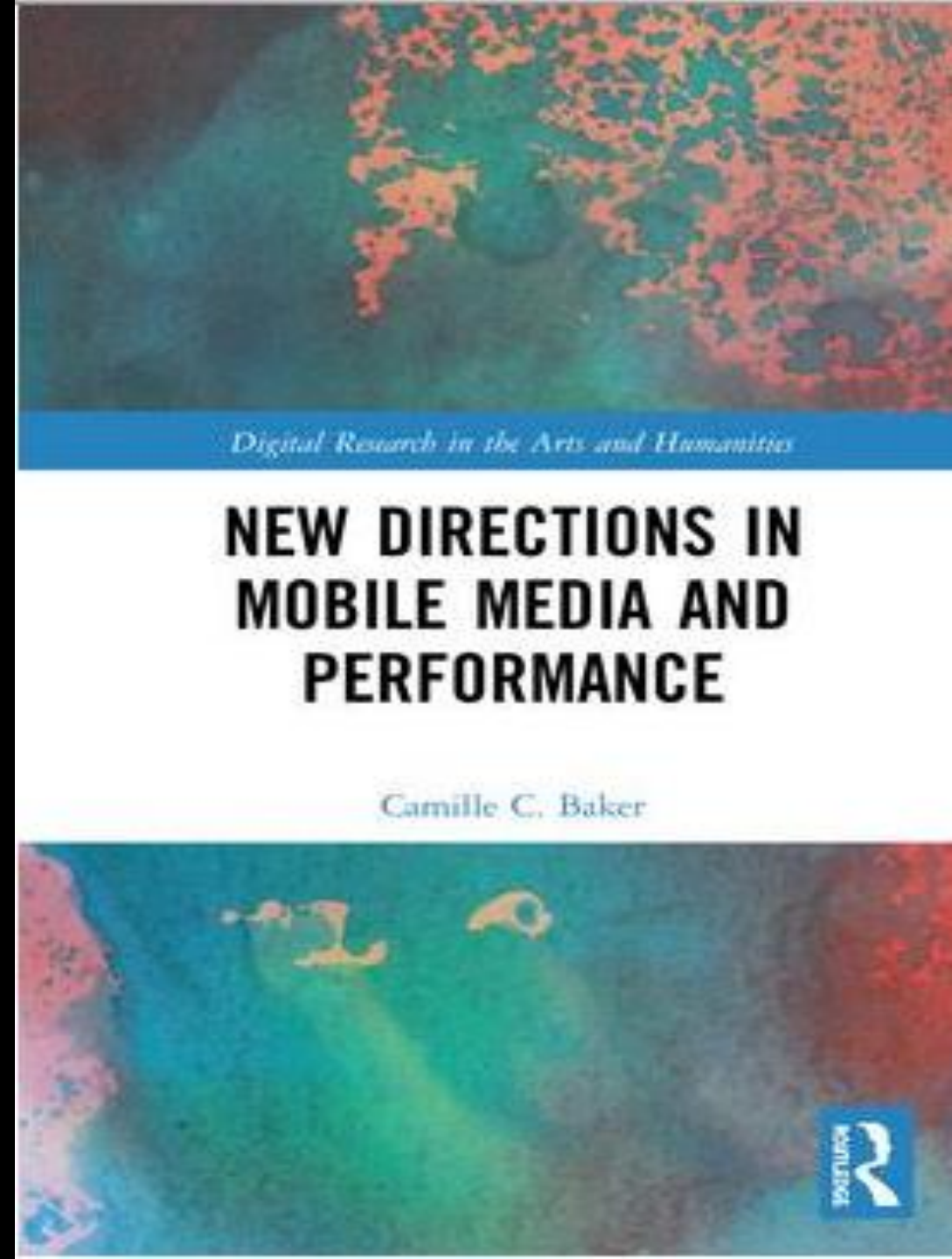


research writing

co-edited book, released
December 31, 2016 - on
creative processes in hybrid
Art & Technology practices

research writing

Monograph released August, 2018

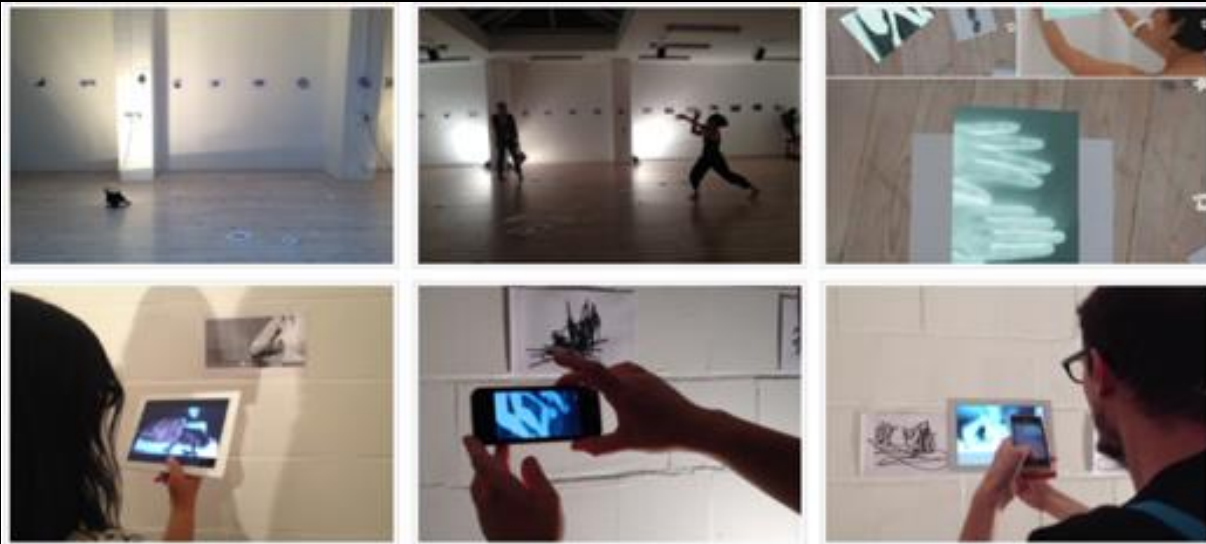


New Directions in Mobile Media and Performance

© 2016 - Kasia
Molga and
Invisible Dust -
*The Humaân
Sensor*



© 2016 Bushra Burge *Dark Matter, Dark Energy* project



© 2014 Jeannette Grinslov



© 2015 *Quasar* by FIELD and © 2013-14 The Constitute, *EYESECT*

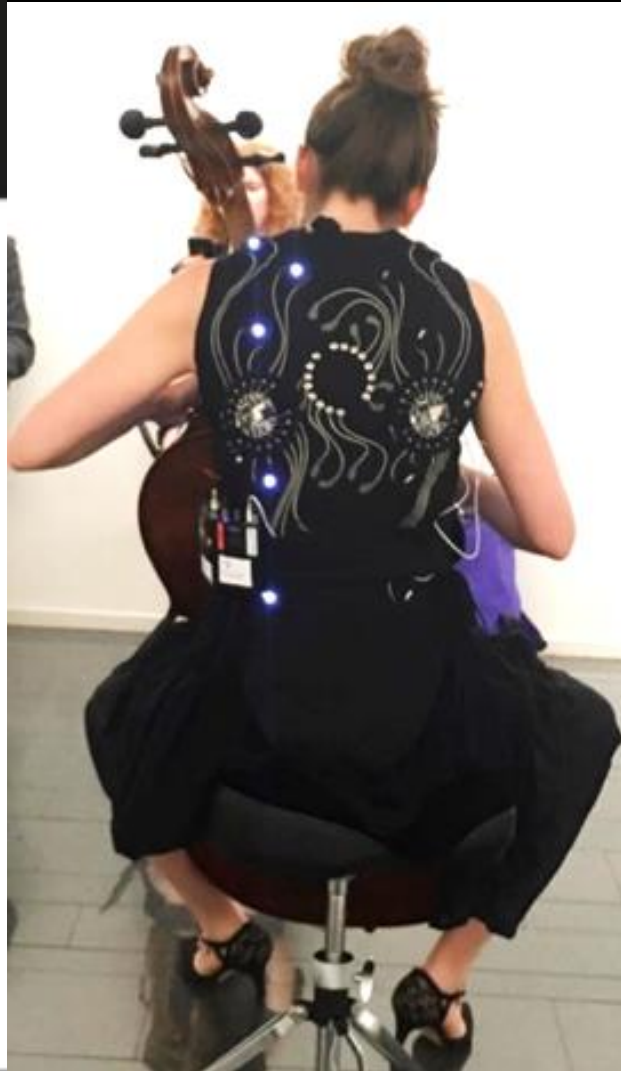


The **Routledge Companion** to Mobile Media Art



Edited by Larissa Hjorth, Adriana de Souza e Silva, and Klare Lanson

research writing



2020 book
chapter:

*“Wearing
Data: Intentions
and Tensions of
Art and Design in
Performance
using
Wearables”*

ARS ELECTRONICA | IN KEPLER'S GARDENS | PROGRAM

Ars Electronica Garden UK

Garden of Earthly Delights

**University for the Creative Arts, FutureEverything, University of Wolverhampton,
Art in Flux, NEO Digital Arts Festival (UK)**

Taking inspiration from the central panel of Hieronymus Bosch painting “The Garden of Earthly Delights” and the Ars Electronica 2020 meta-topics of ecology, democracy, uncertainty, humanity, reality, and autonomy. The UK Garden will act as a unifying community celebration of amazing art-tech/art-science collaborations showcased from north to south, with the START Prize winners, runners-up, nominees and other STARTS projects (residencies, Lighthouse projects) at the heart of the program.

<https://ars.electronica.art/keplersgardens/en/earthly-delights/>



In the Invisible Garden – where the magic happens..., University for the Creative Arts (GB), Credits: Art in Flux: Reclaimed virtual exhibition featuring the work of Aminder Virdee, Aphra Shemza & Stuart Batchelor, Camille Baker, Danielle Brathwaite-Shirley, Enrique Agudo, Kimatica, Natasha Troiman, Olive Gingrich & Shama Rahman and Ro Greengrass & Maddy James

ARS ELECTRONICA | A NEW DIGITAL DEAL | GARDENS

Ars Electronica UK Garden

In the Invisible Garden – where the magic happens...

University for the Creative Arts (GB)



<https://ars.electronica.art/newdigitaldeal/en/invisible-garden/>

Online Residency Programme 2020

Oct 1-Nov 5th, 2020 <https://access-space.org/>



Camille Baker and Susanne Palzer – Intangible Threshold

Access Space is delighted to present 'Intangible Threshold', a collaboration between Camille Baker and Susanne Palzer for the Access Space Online Residency Programme 2020.

Intangible Threshold investigates collaboration and the meaning of connection over distance through screens and available technology. Coming together as two artists from different backgrounds in performance, Susanne Palzer and Camille Baker were brought together to answer this question: what methods do we have at our fingertips to brainstorm, devise, and rehearse live performance in COVID times in 2020? Through performative acts, digital connection through cameras, as well as using video conferencing tools, they look at ways to comment on the meta-



curating art & technology

virtual exhibition: October 13, 2020 to Present

Curated and designed by Camille Baker



PEAU D'ÂNE: CELEBRATING THE WORK OF VALÉRIE LAMONTAGNE

<https://www.kunstmatrix.com/en/valerie-lamontagne>

Other projects:

S + T + ARTS

SCIENCE + TECHNOLOGY + ARTS

www.starts.eu

The digital platform for
hybrid collaborations
between Science,
Technology and Arts

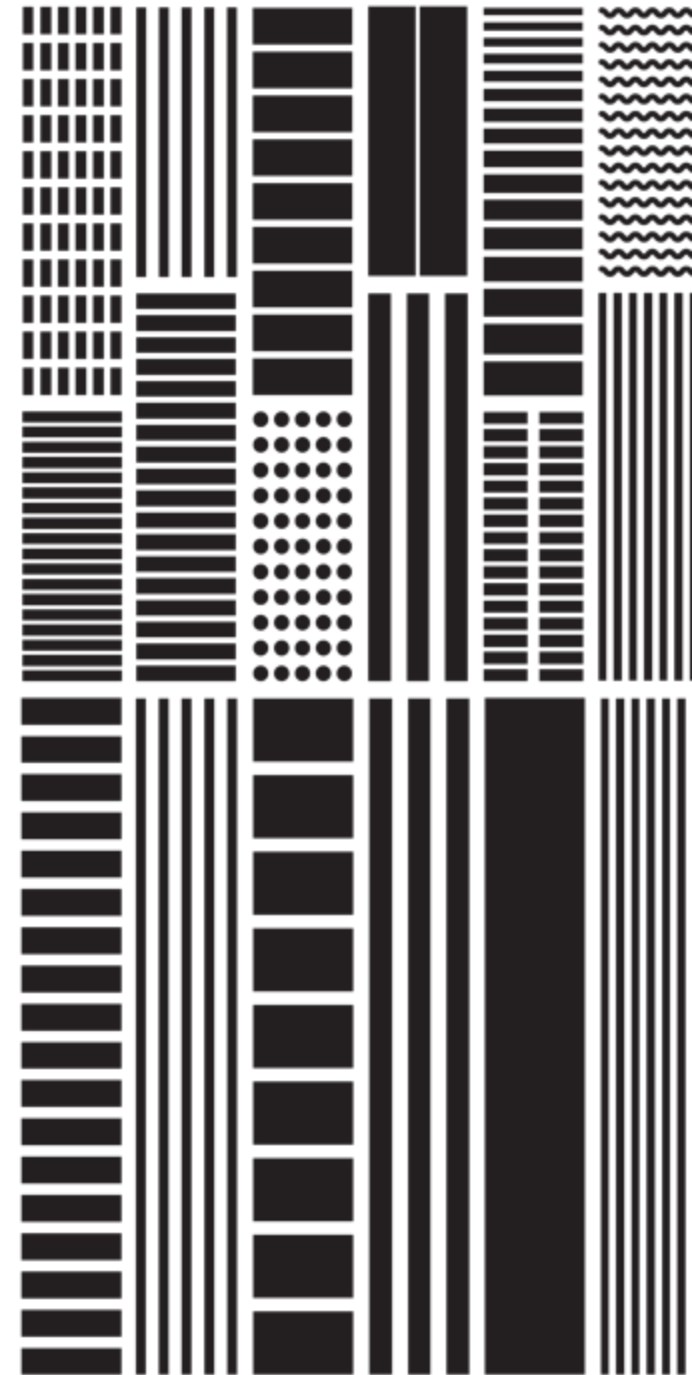
Sensory Spaces

April -Nov 2020

Professor Camille Baker

Professor Birgitta Hosea

Valkyrie Industries CTO, Ivan Isakov



StoryFutures: Fellowship Programme - Academics Collaborating with SME's



In collaboration with Dr Birgitta Hosea and myself - CTO and co-founder of Valkyrie Industries Dr Ivan Isakov will be developing a toolkit for sculpting in virtual reality using haptic gloves. Virtual haptic sculpting is the most direct, scalable and potentially impactful technology for the application of tactile technology to artistic creativity. Using Valkyrie Industries haptic gloves, we will develop a sculpting haptic VR tool that will become an enabler for many non-experts, facilitating their entry into 3D modelling and 3D animation.

S + T + ARTS

SCIENCE + TECHNOLOGY + ARTS

www.starts.eu

The digital platform for
hybrid collaborations
between Science,
Technology and Arts

S+T+ARTS

SCIENCE + TECHNOLOGY + ARTS

An initiative of the
European Commission – DG CONNECT
launched in 2012

ICT&ART 2012

FET-ART

ICT ART
CONNECT
2013

ICT ART
CONNECT
Study



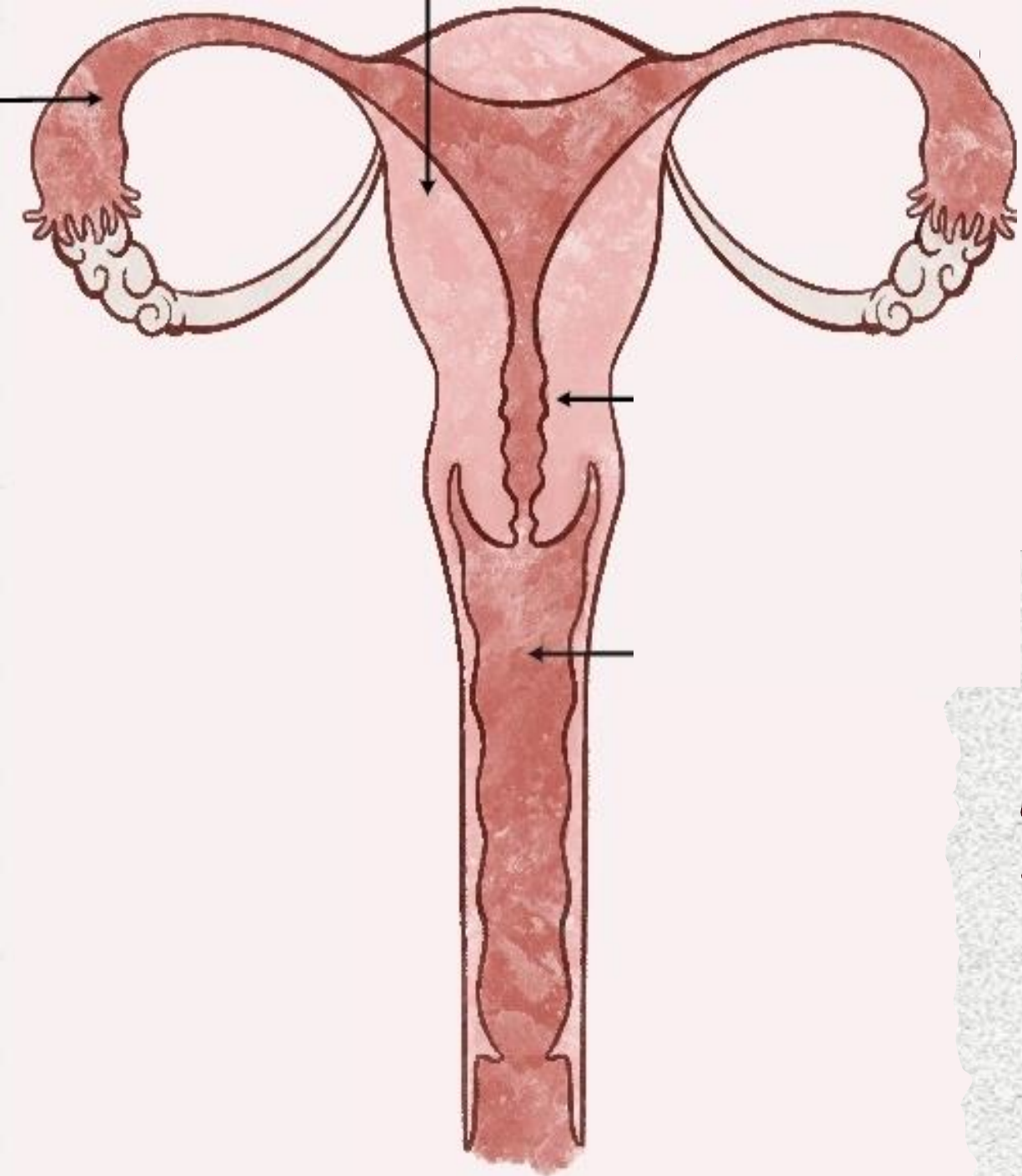
Extended Senses & Embodying Technology Symposium 2022

Exploring ways of extending and expanding the body through new and emerging modalities and technologies, but with the body as the primary site of knowledge production. Investigating and exchanging knowledge on the current state of the intersection between our embodiment, our senses and the technologies of today, focussing primarily on our living bodies as the key site of knowledge production, within immersion, haptic engagement and body interfacing.



in•ter/her

Intimate Journey Inside the Female Body



INTER/her: immersive art-ed project 2019-23

An immersive, intimate, haptic experience that takes participants inside the female body, to explore lesser understood post-reproductive diseases, such as fibroids, polyps, endometriosis, cysts & cancers emotionally, based on my own and other female family & friends' experiences.

INTER/her
immersive
experience ...

- Inspired by my own experience with Ovarian Cancer and treatment in 2016
- Stories – many different women who asked to be anonymous

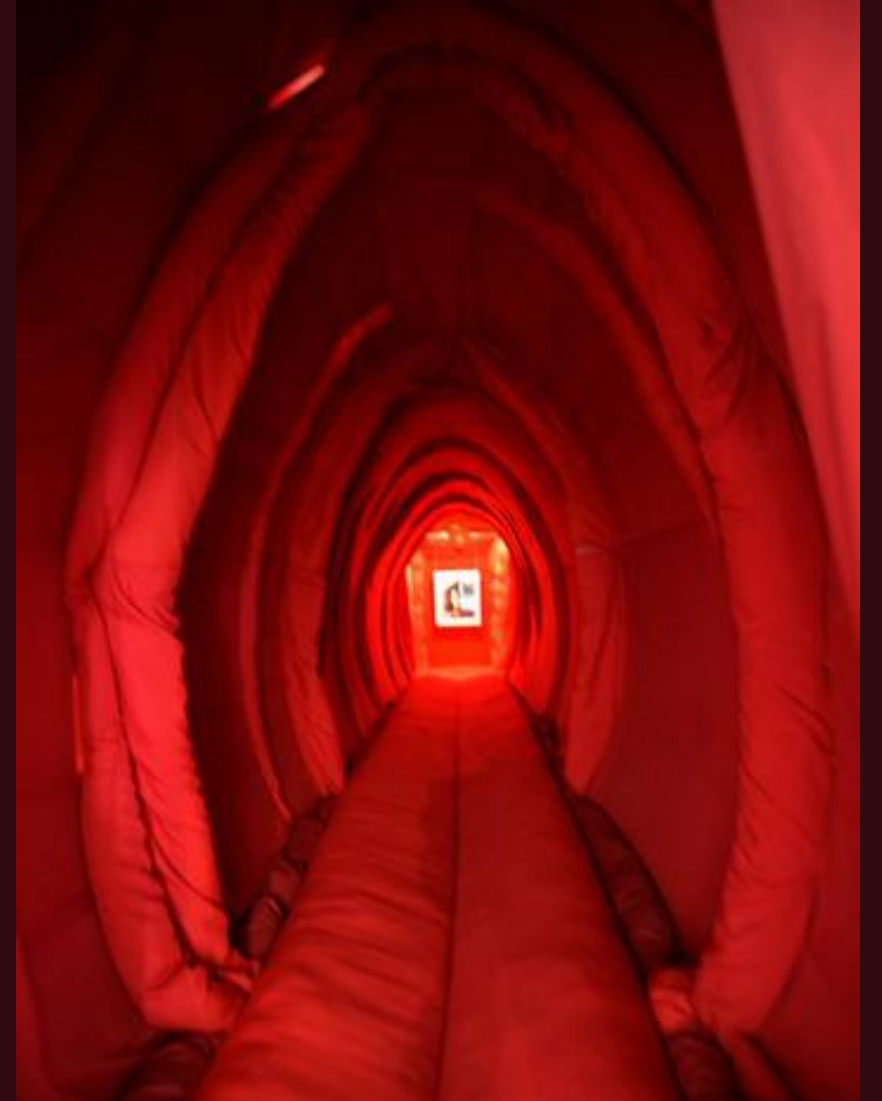
Excerpts from:

1. *WOMAN: An Intimate Geography* by Natalie Angier; and
2. *Invisible Women: Exposing Data Bias in a World Designed for Men* - Caroline Criado Perez.

INTER/her immersive experience ... influences



Rosario Dawson – *Misting Vagina* Installation Burning Man 2011



Walk-in Vagina by South African artist Reshma Chhiba 2013

INTER/her
immersive
experience ...
team expertise

Camille Baker - Artistic Director

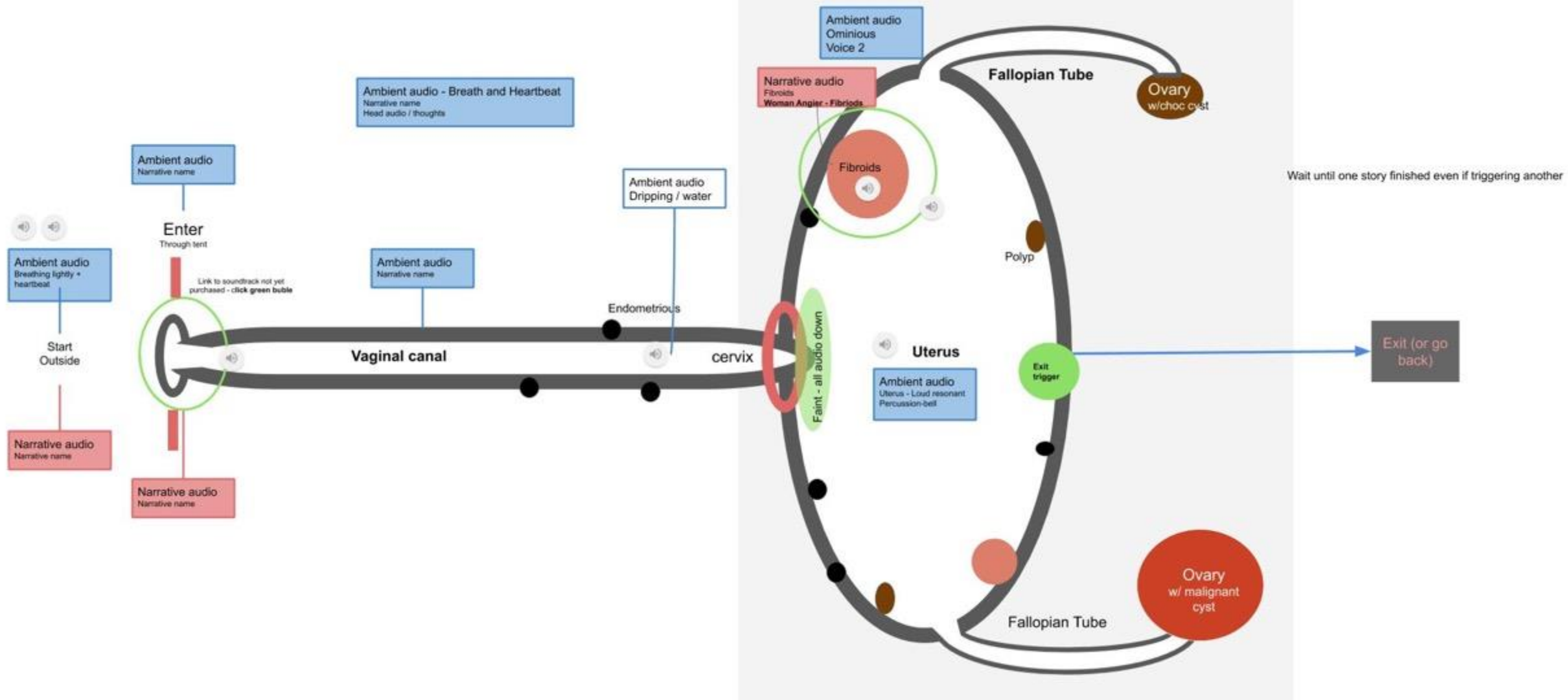
Maf'j Alvarez - Unity Designer / Media Artist

Bushra Burge - Haptic Interaction / Fashion Designer

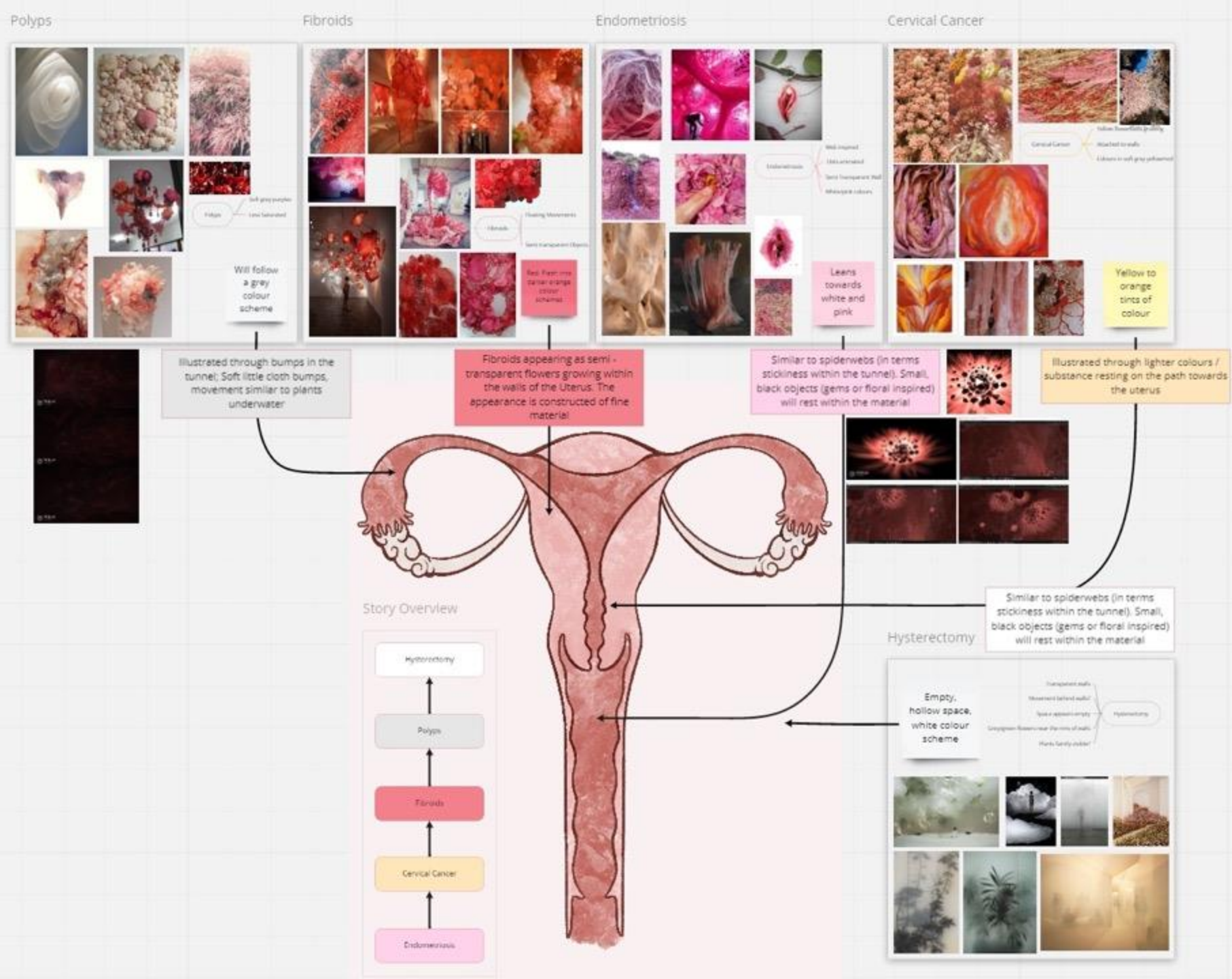
Kat Austen - Sound Designer/ Composer

Sarah Büttner - Tilt Brush and Concept Artist

INTER/her immersive experience ...journey

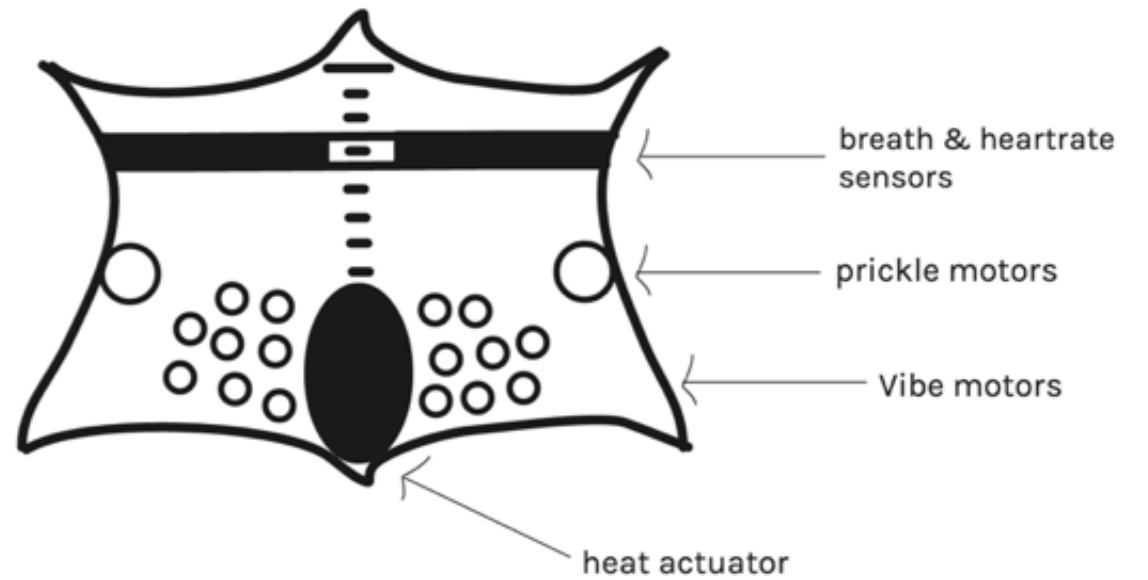
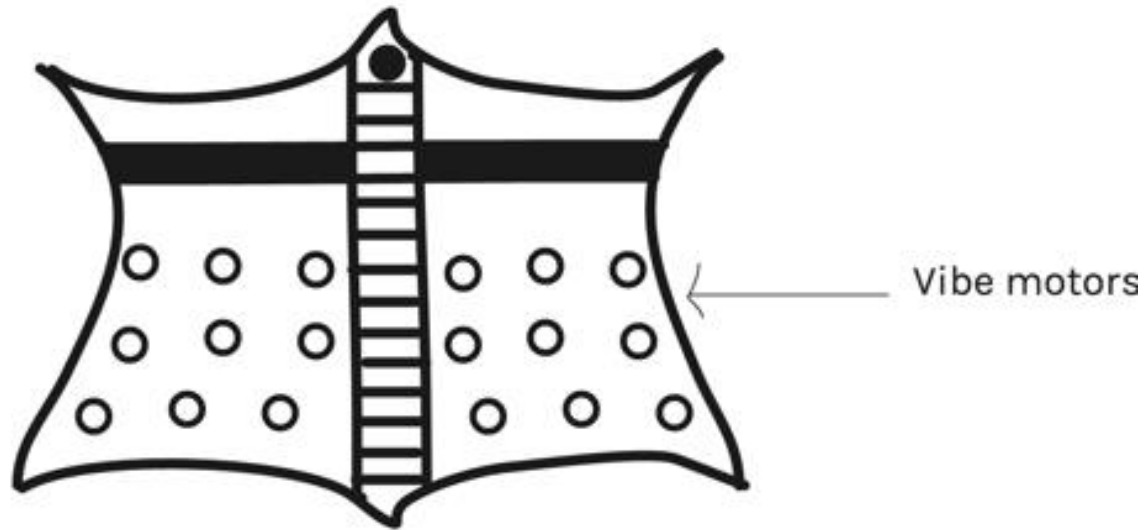


INTER/her
immersive
experience ...
visual planning
October 2020



INTER/her immersive experience ...early sketches

INTER/Her Haptic corset



INTER/her immersive experience ... haptic corset moodboard



INTER/her immersive
experience ... haptic
prototype electronics

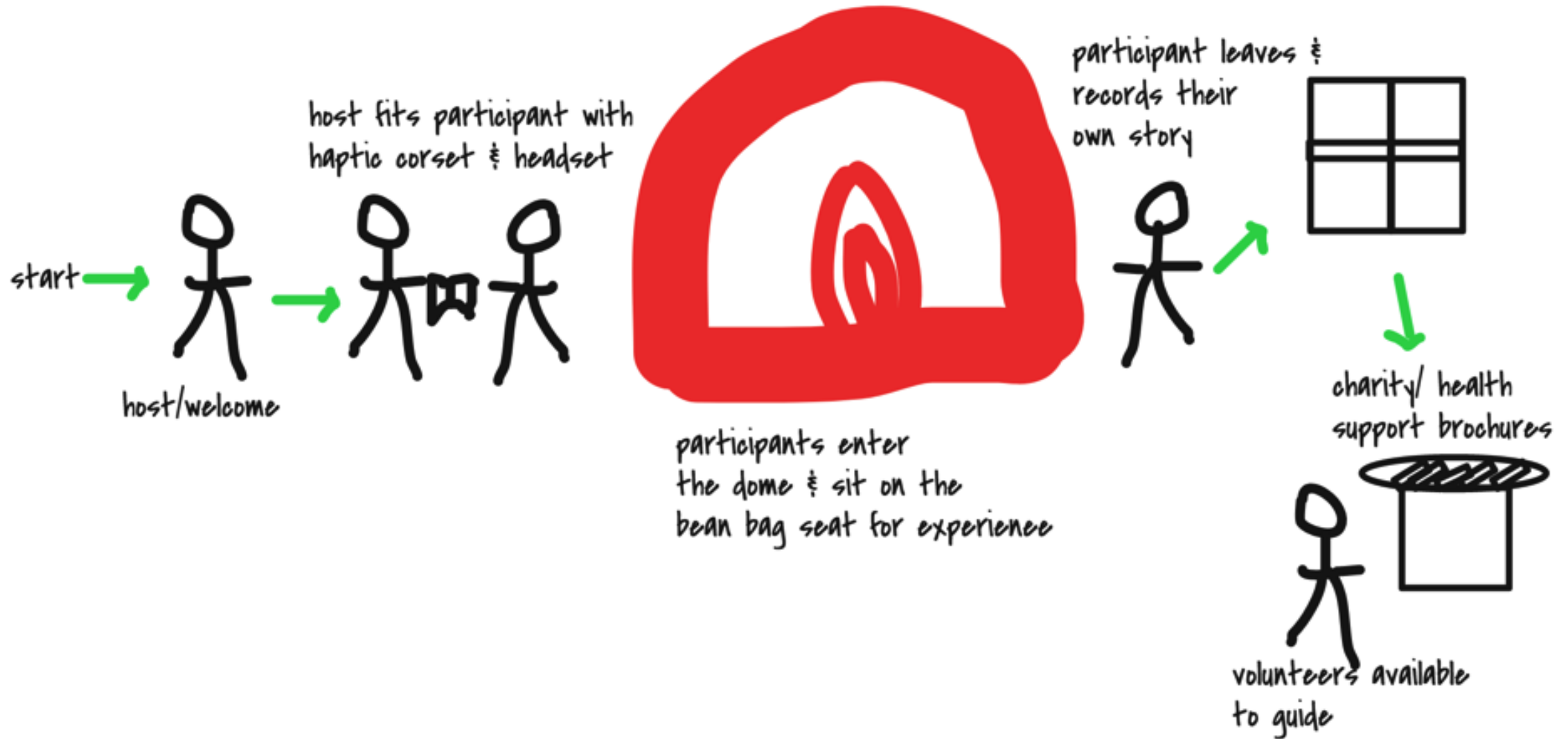




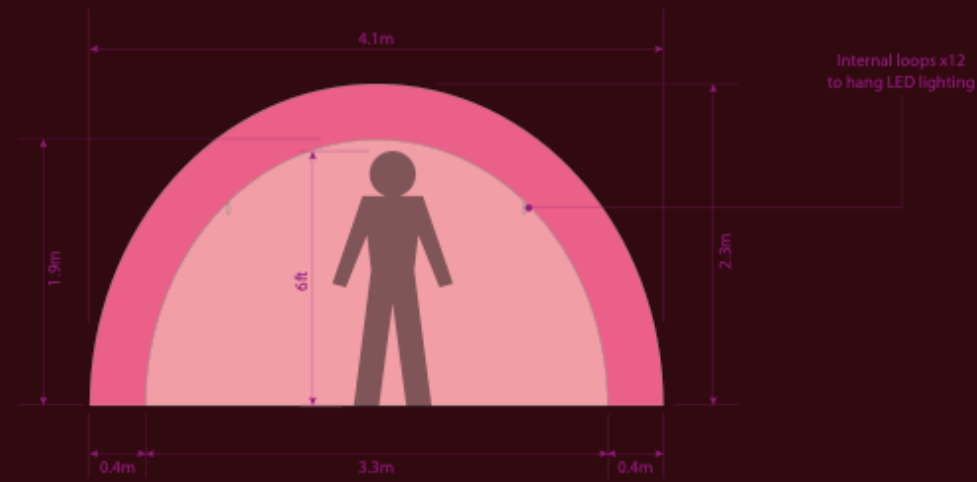
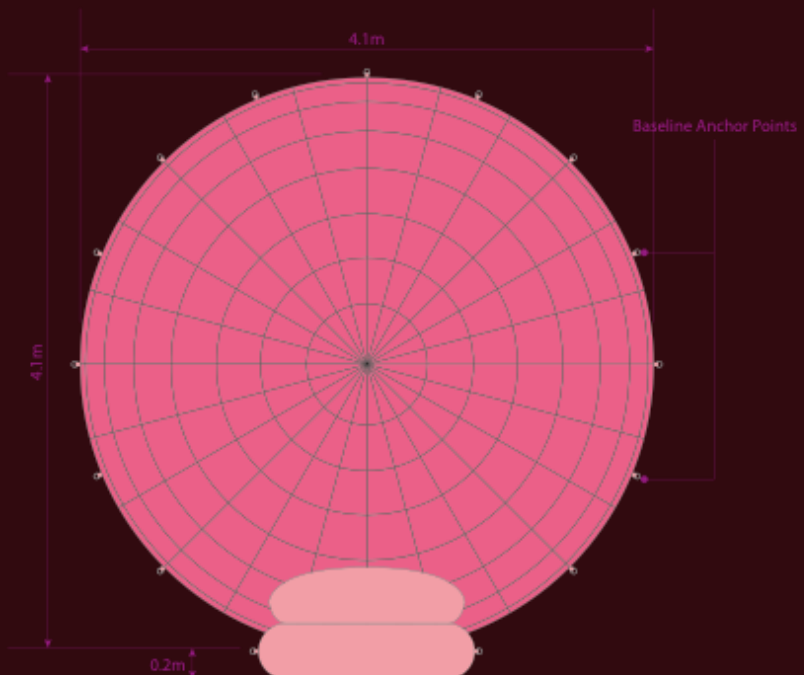
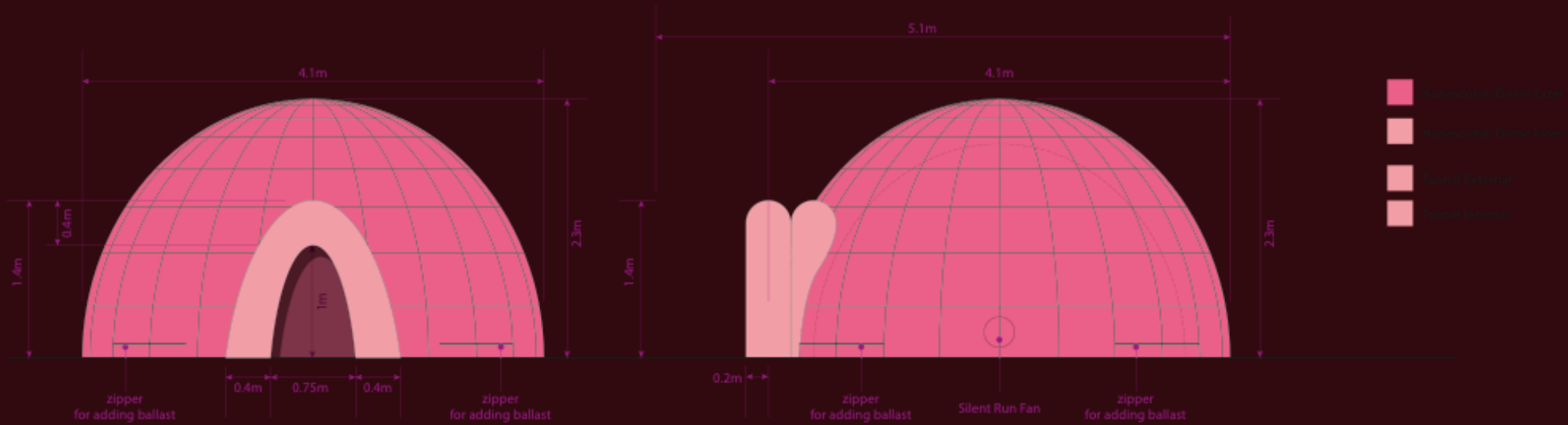


INTER/her
immersive
experience ...
final haptic corset

INTER/her immersive experience ...early sketches



INTER/her immersive experience ... dome space design sketch



Internal dimensions

INTER/her immersive experience ... other images



Peckham Digital Creative Computing Festival – February 2nd-5th, 2023



Brewery Tap Project Space Gallery, Folkestone June 23rd - July 6th 2021

INTER/her immersive experience ... real tent in various spaces



Brewery Tap Project Space Gallery,
Folkestone June 23rd - July 6th 2021



NEoN Festival: Wired Women, Nov 10-13,
Dundee 2021



Brighton Digital Festival Nov 3-7th, 2021

INTER/her immersive experience ... images from exhibitions



New Malden Studios - May 30th, 2021

Extended Senses Symposium Exhibition,
Greenwich University, Sept 2022

INTER/her immersive experience ... images from exhibitions

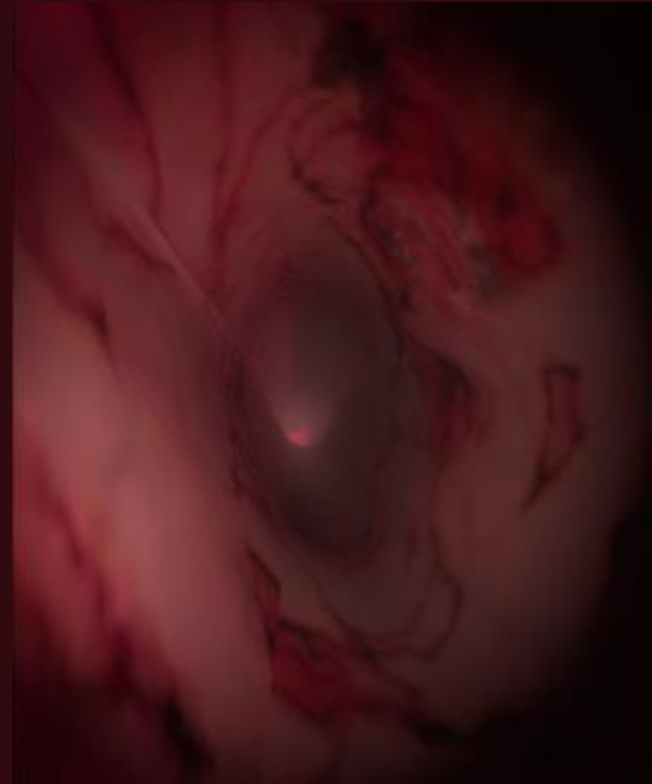
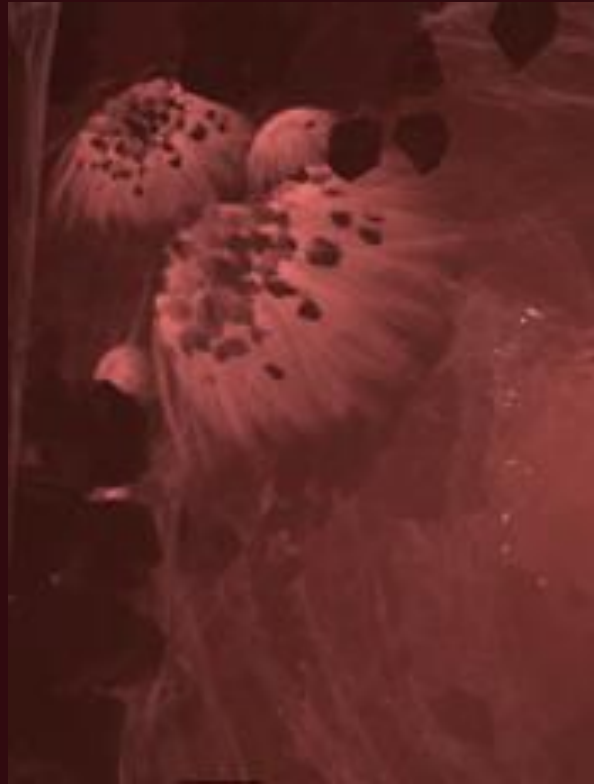


Brewery Tap Project Space Gallery, Folkestone June 23rd - July 6th 2021



Brighton Digital Festival Nov 3-7th, 2021

INTER/her immersive experience ... images inside VR environment May 2021



INTER/her feedback

Very good storytelling at the beginning
and felt the pain of the ignorance of
the medics + NHS. Good work and
enlightening.

Adam Glover

AMAZING!
Alice Moore

Very good ♡

Just incredible! I hope everyone
gets to experience this! An amazing
thought provoking experience.



Extraordinary project Camille!
Thought provoking, moving &
interesting! x

Amazing experience, evocative, thought
provoking - aesthetically beautiful! Thankyou.

Wonderful immersive
experience connecting visual,
tactile, & sounds & vision.
Fantastic. x

This was amazing and so
thought provoking and
important! Thankyou!

What a powerful and interesting experience
Thankyou for creating this - let's get
going!

2021 Lumen Prize 3D/Interactive Award Shortlist



INTER/her: Immersive Journey Inside The Female Body

Camille Baker

An immersive VR installation journey inside the female body, featuring personal stories of post-reproductive diseases and treatment experiences; moving from outside in within a real dome space, with an accompanying haptic corset to feel these experiences more vividly.

INTER/her funders

The project was funded by The University for the Creative Arts and Arts Council England with IN-Kind support from Root Interactive



LOTTERY FUNDED

Supported using public funding by

**ARTS COUNCIL
ENGLAND**



University
for the
Creative Arts



A stylized human figure is centered in the image. The figure is dark blue with white dashed lines tracing its outline and internal patterns. A glowing, reddish-brown heart is positioned in the center of the chest. The background is dark blue with a repeating pattern of concentric circles and squares. The title 'Mammary Mountain' is written in a white, cursive font across the middle of the figure.

Mammary Mountain


Tara Baath Mooney Maf'j Alvarez Camille Baker

Mammary Mountain



Brainstorming Residency: Planning

Mammary Mountain




**CREATIVITY
WORKSHOP**

**For Breast Cancer
Survivors & Patients**

Explore creativity activities
for self-expression &
healing

 Milton Mount Community
Centre, Milton Mount
Ave, Crawley RH10 3DY
at Worth Park

 **Sunday,
July 9th 2023
11am-4:30pm**

Register at:
camille@camillebaker.me

Come and join us!



Workshops



Story Collection

Mammary Mountain

Tara's Visual Timeline

Google Drive: Sligo
 https://drive.google.com/drive/folders/1...
 https://drive.google.com/drive/folders/1...



Life before
 Undefined possibilities
 Undefined trauma, repressed - unseen

Denial
 Everything's fine

Meliorist
 Transfer

Surgery

Chemotherapy
 looping around time

Self healing
 Hairbrush

Radiotherapy

Death Everything's
 not fine

Transformation
 The Callack

Support structure

World upside
 down

Adaptation
 Clancy's text

Knoedman -
 inspiration from
 breast mountain

Safe place to be

New perspectives
 The hagstones

Life after cancer - it's life with
 cancer, the story unspoken and
 being made

Mammary Mountain



Mood boarding in Miro

Mammary Mountain

Another reality - upside down and out of control

Surgery - a
white room

Turns to red

Change of scene - white light. The system is going to decide for you but it will give you the illusion of choice. - objects and papers - 2 goat skulls. projected on the surface are ideas of futures. One ancient/natural - the other futuristic. New breasts here. At the end there is a flash of white and loud explosion

A room has a big window open - you can see a natural life outside. A roller blind slowly closes it. This should be very obvious and the viewer needs to be looking directly at this blind closing. There is a smaller open window too high to look out of

Round 1 chemo. Third person - you see tara in the corner and the water rises to her neck. you see some objects floating on the water. you hear the people's voices if you look at them.

Round 2 chemo. you see the clumsy giantess emerge and starts to dance - the seaweed starts to die tara looks at CG

Round 3 chemo. You see tara as water rises above her head and she collapses and sinks to lie down on her front. The CG starts to a spell over tara to revive her CG moves closer to Tara

The water starts to rise as does tara and then starts to swim towards the high window which is now at her level - we look from underneath. The giantess wills her to get up

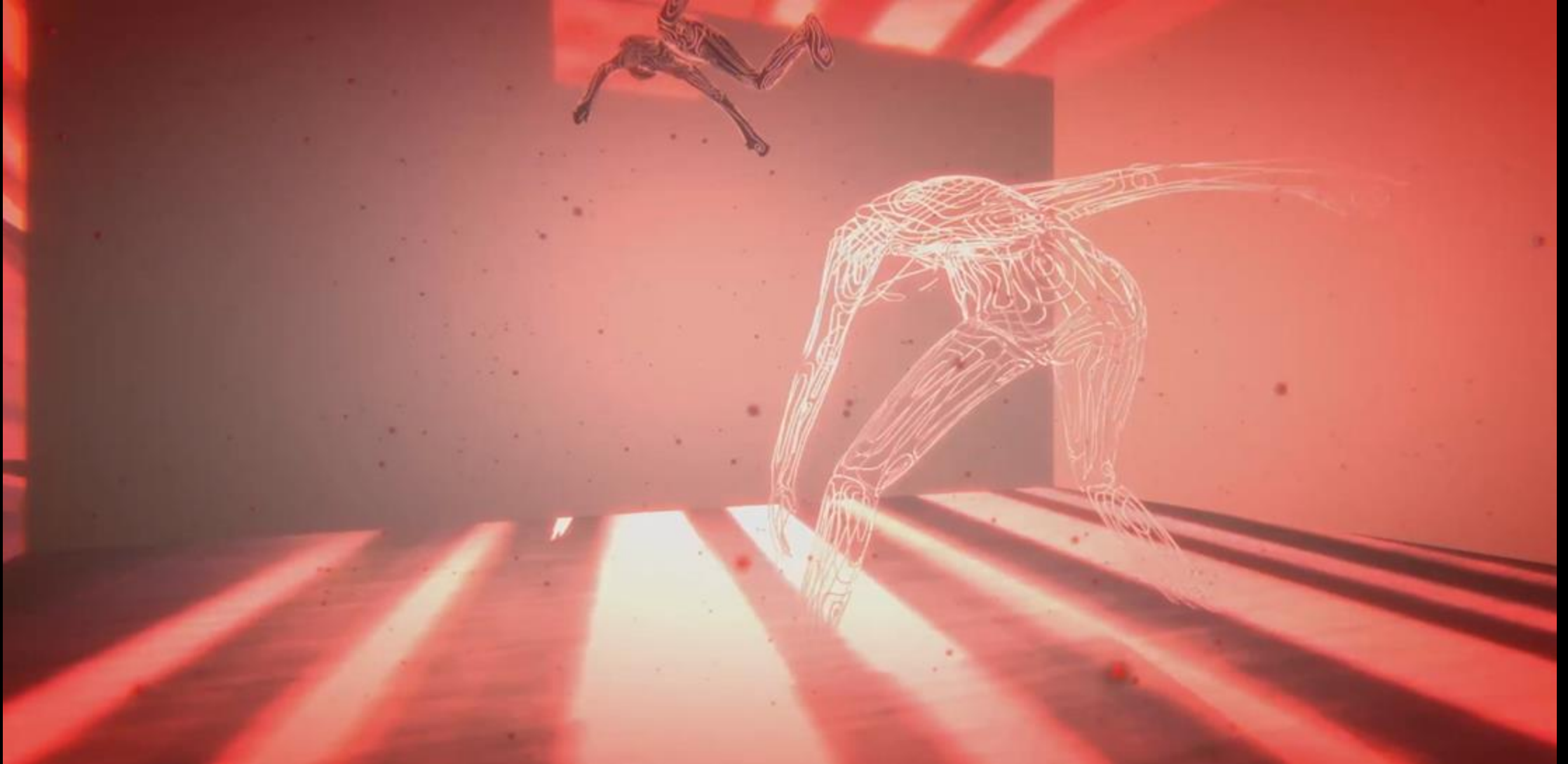
Narrative Audience Journey development

Mammary Mountain



Diagnosis

Mammary Mountain



Chemotherapy

Mammary Mountain



Radiotherapy

Mammary Mountain



Nature therapy

Mammary Mountain



Wearable Garment Design

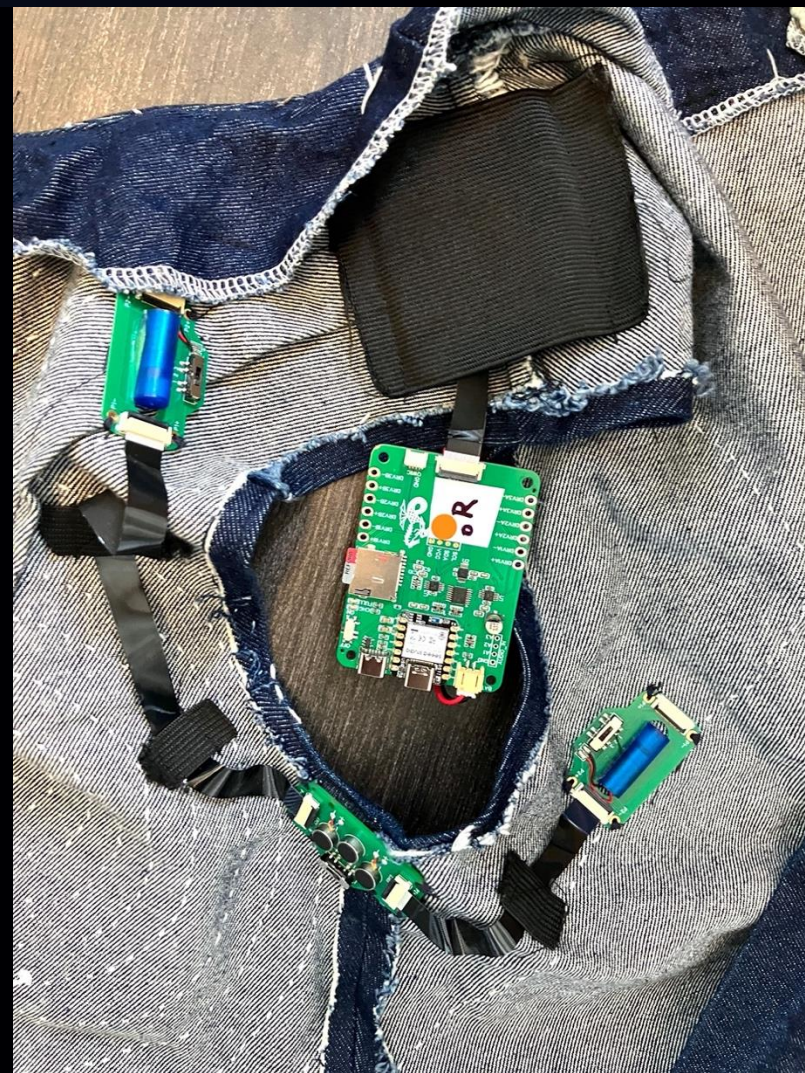
Mammary Mountain



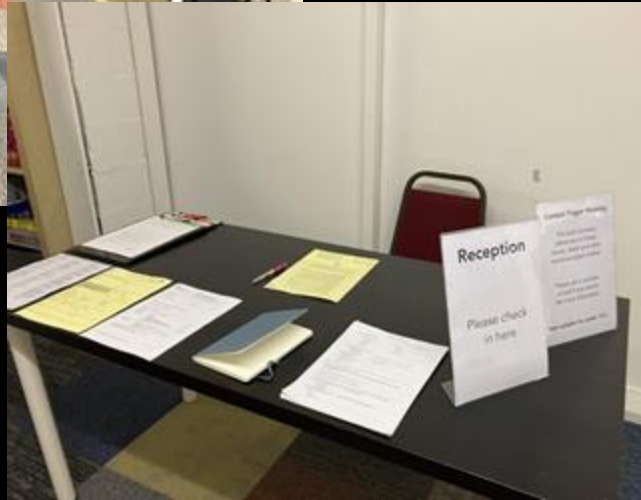
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Haptic Electronics Embedded



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Performative Installation

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Onboarding /
Offboarding



NEoN, Dundee, Scotland Nov 24th- Dec 3rd, 2023

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Haptic Garment in situ

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Venice Biennale 81st Film Festival -Immersive Programme Aug 28th-Sept 7th, 2024



Installation and Visitors

Mammary Mountain

Camille Baker

Concept, story collection & editing
narrative development,
installation design, executive production

Tara Baoth Mooney

Creative co-direction, writing,
music composition & sound design,
original stories & illustrations, garment co-design

Maf'j Alvarez

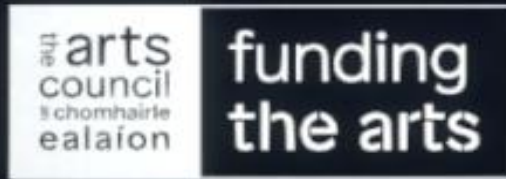
Creative co-direction, immersive experience design,
visual & technical art & animation,
Unity VR development & production

Credits

Mammary Mountain



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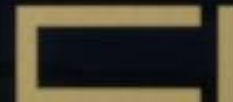


create national development
agency for collaborative arts



Comhairle Chontae Liatroma
Leitrim County Council

Clár Éire Ildánach
Creative Ireland
Programme



Funders



VOICE project launches to Shape Tomorrow's Sustainability Through Art-Tech-Society Synergy

RCA EU Consortium Project: VOICE (Valorising Artistic Interventions

Project coordinated by INOVA+ brings together eight partners from six countries and will receive total funding of 1.3 million euros from the European Commission's Horizon Europe program.

VOICE will promote dialogue, creativity and co-creation between citizens and industry, to respond to challenges in sustainability. The objective will be to incorporate the creative ideas and digital innovations resulting from this process into real contexts. To achieve this, a vibrant Community of Practice will be built.

As communities globally experience shifts in economic and social dynamics, with an increasing trend towards urbanisation, new challenges emerge. The VOICE project acknowledges the imperative to collectively generate, share, and transfer multifaceted knowledge. This knowledge is seen as a powerful tool to empower diverse stakeholders and communities to actively engage in addressing the complex issues associated with environmental and ecological sustainability.



Thank you

portfolio: www.camillebaker.me

projects: inter-her.art and mammary-vr.art

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