The article is basically about using visualization techniques to describe or simply show how a space has changed over time. This visualization can be used as a souvenir for that space. More specifically, the space mentioned in the article is a Museum gallery. Video and Audio footage is taken of this space over time.

This art installation called “Artifacts of the Presence Era” sounds a lot like something that has been done before. I am not aware of the age of this article. However, I have seen many videos that take audio and video footage of a space, usually a building, over time. These videos show the progression of the construction and aesthetic look of the place. I saw such a video at The Ventian Casino in Macau. The video used fast-forward video footage and audio commentary to show the building come to life. It was an awe-inspiring visualization. However, it would have been interesting to have the visualization be interactive. Whereby the user can actually control the visualization and go forward and back through time.

After reading through this piece I get the feeling that the visualization is not merely just a time-lapsed video and audio recording that will be fast-forwarded for dramatic effect. It will be a piece that has an “aesthetically compelling manner”. However, when looking at the history display at the way layers are formed, I was not very impressed. It is almost impossible to visually make out any of the clips. To understand the clips one needs to scroll through all of them and watch the smaller screen on the right-hand side. I find this technique not very appealing.
From a geologist’s perspective, however, I can understand how this view would be fascinating. All the layers built up over time, in the same way as the Earth’s soil is layered upon each other, is quite interesting. One is able to pick apart, almost “dig”, into the museums past and uncover various layers.

**Painterly Rendering with Curved Brush Strokes of Multiple Sizes by Aaron Hertzmann**

I found the article very interesting since it relates human painting with machine painting through coding. It was very tough to understand most of the math and computer programming. I enjoyed the four images of the woman holding the tomatoes. It was interesting to see how the image becomes clearer after finer and finer brush strokes are used.

The image of the Young Women Having Her Hair Combed also proved a very specific point. While looking at the picture, one is immediately drawn to the very carefully detailed children in the top right. This is due to the fine, small brush strokes.

I also find it fascinating when the author was able to define the styles, impressionist, expressionist, colorist wash and pointillist, in computer language. This method is very similar to the method that Adobe Photoshop uses when it changes real photographs to look like paintings. I’ve used this method several times before. I always find it difficult to portray my image exactly like a painting. Only after several tweaks to the blur factor, brush sizes and opacity am I able to produce a good painting. I would be interested in actually trying out the new algorithm presented.