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First Sculpted Artwork in Space Printed Aboard International Space Station
A Laugh Star is born -- created by artist Eyal Gever and crowdsourced from more than 100,000 contributions

MOFFETT FIELD, CA, Feb. 14, 2017 -- Since its inception, mankind has embraced art in many forms. Through paint, sculpture, music, photography, dance, and thousands of others, humans have been able to employ talent and creativity to share experiences with one another. Israeli contemporary artist Eyal Gever is passionate about using art as a medium for social impact, that connect people from different backgrounds and nationalities, and now, solar systems. Through a partnership with Made In Space, Inc., Gever will be creating the first-ever work of art off of planet Earth. While many notorious artists such as Andy Warhol, Robert Rauschenberg, and Damien Hirst have created works of art that have subsequently been sent to space, Gever’s artwork is the first to be produced in space through sophisticated zero-gravity 3D printing technology.

Known for their expertise in on-orbit manufacturing capabilities, Made In Space, Inc. owns and operates the Additive Manufacturing Facility (AMF), which is the first and only off-Earth commercial manufacturing facility. The AMF is a gravity independent 3D printer, which supports the daily operations of the International Space Station by producing necessary parts, tools and assemblies, effectively eliminating the need to wait months for those parts and tools to be launched from Earth.

Gever thought it fitting that the first-ever piece of art created in space be laughter as it represents what humanity can achieve with positivity. Similar to art, laughter is a human expression which is universally understood.

He explained, “We live in epic times, where continuous disruption and rapid change exists against a backdrop of extremely volatile cultural shifts constantly challenging our human conscience. A Laugh Star floating in space, above all our heads, is my attempt to create a contemporary metaphor for the hanging ‘Sword Of Damocles,’ a reminder that the beauty of human life is so fragile.”

Gever continues, “The earliest cave paintings were of human hands which were a way of proclaiming and celebrating the presence of humanity, #Laugh is the 21st century version of that -- a mathematically-accurate encapsulation of human laughter, simply floating through space, waiting to be discovered.”

#Laugh kicked off Dec. 1 with the launch of a mobile phone application that Gever and his team developed to record sounds of laughter from individuals and converts the sound waves into a digital 3D
model, or “laugh star.” Able to see stars submitted by others, users were encouraged to view, listen to, and vote on their favorite laugh star. Throughout the month of December, more than 100,000 people from around the world created their own laugh stars. Last Friday the winner of the competition, Naughtia Jane Stanko of Las Vegas, Nevada, had her Laugh star 3D printed on Made In Space’s Additive Manufacturing Facility (AMF) aboard the International Space Station.

“It’s important for the world to see that technology and art are not independent of one another,” said Andrew Rush, Made In Space, Inc. President & CEO. “We’ve enjoyed being a part of this project, and hope that it communicates to the world that innovation and creativity are the driving forces behind humanity’s future in space.”

Eyal Gever and Made in Space, Inc. Chief Technology Officer Jason Dunn will showcase the winning laugh star during their session “#Laugh: Creating Art Among the Stars” during the South by Southwest Festival on 13 March 2017. More information about the session can be found at: http://schedule.sxsw.com/2017/events/PP96556.

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About Made In Space:
Founded in 2010 as the world's first space manufacturing company, Made In Space, Inc. (MIS) is the world leader in 3D printing for aerospace applications. In partnership with CASIS, managers of the ISS National Lab, and Lowe's Innovation Labs, the disruptive technology hub of the Lowe's Home Improvement chain, Made In Space sent the first commercial 3D printer to the ISS in April 2016, designated the Additive Manufacturing Facility (AMF). Additionally, the firm was recently awarded a NASA contract to 3D print and assemble structures in the vacuum of space using their Archinaut architecture. For more information visit www.madeinspace.us.

About Eyal Gever:
Eyal Gever is a contemporary artist whose work sits at the intersection of art and technology. Using just a palette of code, he develops digital simulations from which he then creates 3D-printed sculptures and installations. Gever’s work has been featured in Wired, CNN, economist, the BBC, Financial Times and is currently the subject of a documentary being produced by VICE. View his work: www.eyalgever.com http://www.laugh.ai/.

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Note to press: View and download official #Laugh assets on Dropbox here. Assets of the competition winner are available here. Please attribute assets used to Eyal Gever.