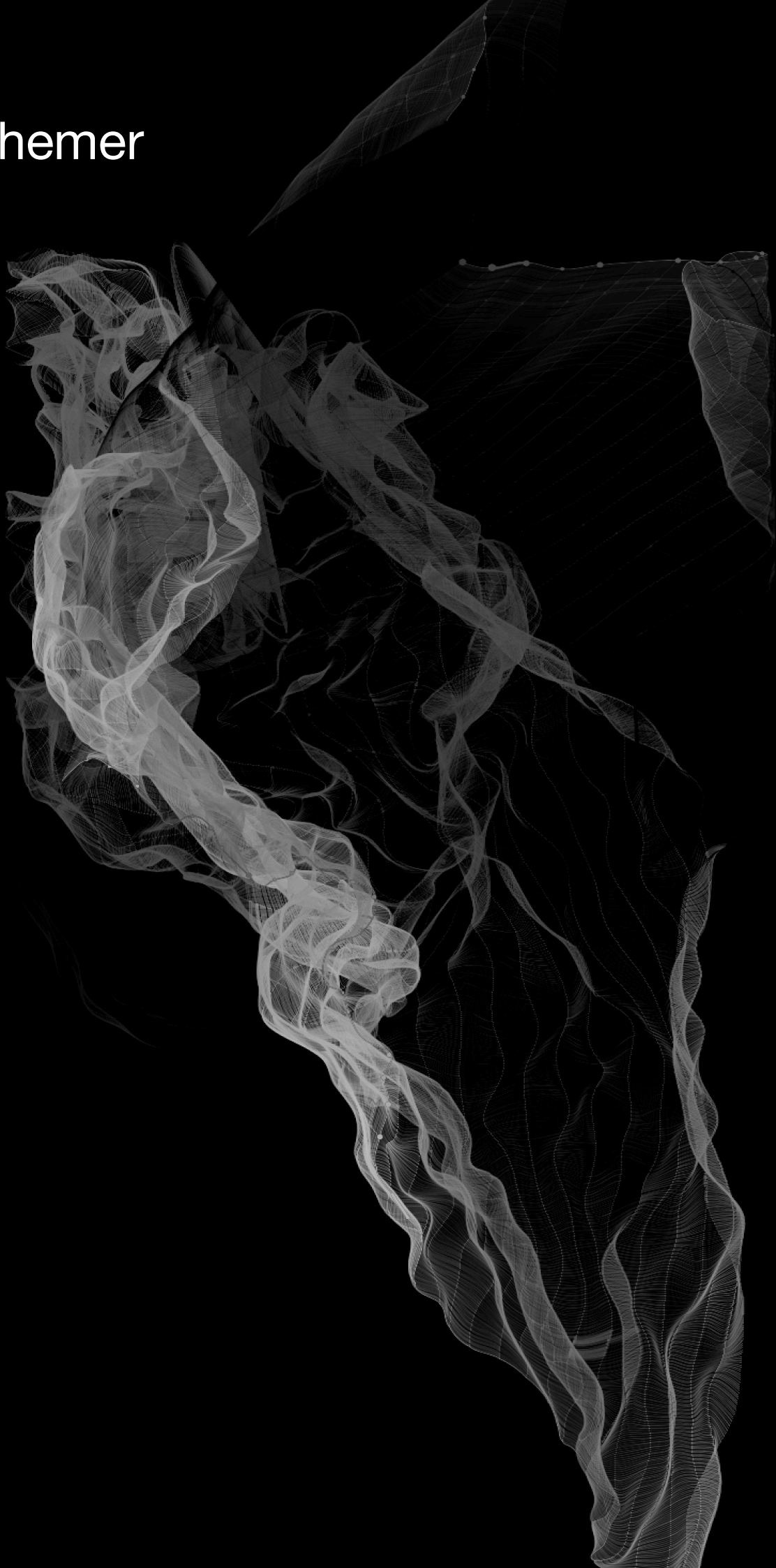


Ephemer



Ephemer (2016)

Form

Interactive generative audiovisual Installation for computer, video projector, sound system, kinect camera and laser pointers.

Description

This installation work is based on a simulation of ephemeral organic creatures. The behavior of these creatures, so called ephemers, is translated into sound. The ephemers move according to fictional nature inspired forces across the projection plane and leave trails behind. Ephemers and their trails both fade slowly into nothing. It's a reflection on the ephemeral nature of life.

With the help of a laser pointer visitors can draw these ephemers onto the canvas. They consist of elastically interconnected nodes and have the simple appearance of pearl necklaces but leave impressive trails. Each node of an ephemer is sequentially scanned with the timing of the drawing and sends its actual parameters (like position and velocity) to a synthesizer which turns this data into sound. With each scan the nodes lose some energy until they stop sounding. In addition to creating the ephemers users can drag them around to enhance the interactive experience. Multiple laser pointer can be used simultaneously.

Setup

The room should be at least 3m high with a smooth and light wall at least 5m width for the projection and at least 60 square meters area for the ground. A short throw projector is mounted under the ceiling to reduce shadows of the audience on the projection. The projection should reach down to the floor and have a height of 3m.

One Kinect camera is mounted 4m from the wall and 2m above the ground. The two loudspeakers are placed to the left and right of the projection and about 1,5m above the ground facing the audience. The room should be completely dark.

Pictures

