

title[provisional]:

T3D

work [briefly]:

This work attempts to transform time into space. It turns an individual's actions through time into 3D structures.

The installation consists of two well defined and clearly differentiated moments. Firstly a multiple videos tracking and image analysis system generates the 3D structure of the passing of time. Secondly a physics interface allows the user to audio visually navigate the resulting 3D structure using both hands to gesture.

It's a spatial exploration of the spirit's angles in a moment.

reasons:

My life is torn between two prevailing and opposite ideas.

Either we exist and our psychological being is a consequence of this existence. Or we exist psychologically and the world we perceive is simply a construction created by our senses.

This work defends the second idea.

If our existence is primarily psychological, time is just the consequence of our inability to comprehend the dimensionality of certain objects. Our inability to understand a book by merely touching it, forces us to read it in order to know it.

Thus, time is only the consequence of our cognitive apparatus, it veils the spirit and the dimension we cannot perceive in objects or moments.

If we were only able to perceive two dimensions, we would only know three-dimensionality as the passing of time, and the front and back of an object could only be explained as different moments (times) of an object.

I sometimes dream something like this happening to us.

That we don't stop in the structures generated by time and memory. That we stay in a single angle of memories.

I once read from Ouspensky's hand that there should be a difference between the wood in a gallows and the wood in a boat. Use, existence, history make up the body in all of its dimensions.

Is that the spirit? I don't know.

But I want to find these shapes, these things time sculpts within us and see they're not made out of marble or fixed.

excuse:

We think of our time as a line, either straight or bent, but with a beginning and an end, our death.

I don't see it that way.

Watching time go by, we see the angles of a structure we cannot fully perceive. When we read a book, letter by letter, word by word, time becomes the vehicle with which we travel the immensity of literature. But when we reach the end, there isn't a linear route behind us, we didn't travel across from one point to the other, there's more than just the book. There is a mental structure we can appreciate from different angles and different approaches.

So time allows us to see aspects of the spirit's structure.

History is not recorded on a tape, it's a structure, a scale model to look at as we please and as we can.

Hence it could be said that time has sides, different sides and that it has volume. The

transformations of our memories are no more than rotations on one of these axes. They have a body, a shape. Our life doesn't draw a line or a path. It outlines a figure, a shape that contains the past and the present that will rotate and shift to become part of our future. This shape is contained in the dimension and in the space where time dwells. We can say, this shape contains us in essence and potentiality.

This work merely attempts to capture this idea; catch time in space. And in this way, at least start believing things have some sort of spirit.

Then what is the spirit? Perhaps it's just past history that refuses to leave, the lump of its dimension pressing today against my life.

artistic proposal:

The work is made of two applications that set two moments apart. The first captures time, the second allows navigation.

The first part consists of a perpendicular camera system that captures movement in all known possible spectrums. This data is subjectively transformed into a 3D shape created in OpenGL and into a spatial sound sketch.

During this first part the users participate for some forty-five seconds as the 3D object is generated. After this time, the final shape resulting from their interaction can be viewed on a set of screens.

During the second part, the central screen becomes a unit for the human interface. Based on the "Total Internal Frustrated Reflection" technique and on a project developed by Jeff Han [<http://mrl.nyu.edu/~jhan/ftirtouch/index.html>] for the Department of Computer Science of the Courant Institute of Mathematical Sciences of New York University, we developed a Multi-Touch interface that lets users navigate an object by gesturing with their fingers and hands placed on a screen.

In this way the generated object and space audio can be rotated, enlarged, moved and navigated, a present time is created by rearranging memories.

This record of space finally conveys a 3D structure of time gone by.

A navigable virtual structure, in which we can see subjectively reconstructed any point at any moment and from any angle.

technical requirements:

The installation consists of three screens, two of which can be either plasma or projections and the third, placed in a frontal position holds the Multi-Touch system.

A wide room with lighting controls is required. The installation is completed by a graphic display that helps understand and interact with the work.

technologies involved:

Capture: movement recognition system through IR cameras in Processing. OSC server for the dialogue among the different machines. OpenGL representations of the structure and real time audio manipulation through a Sonia library.

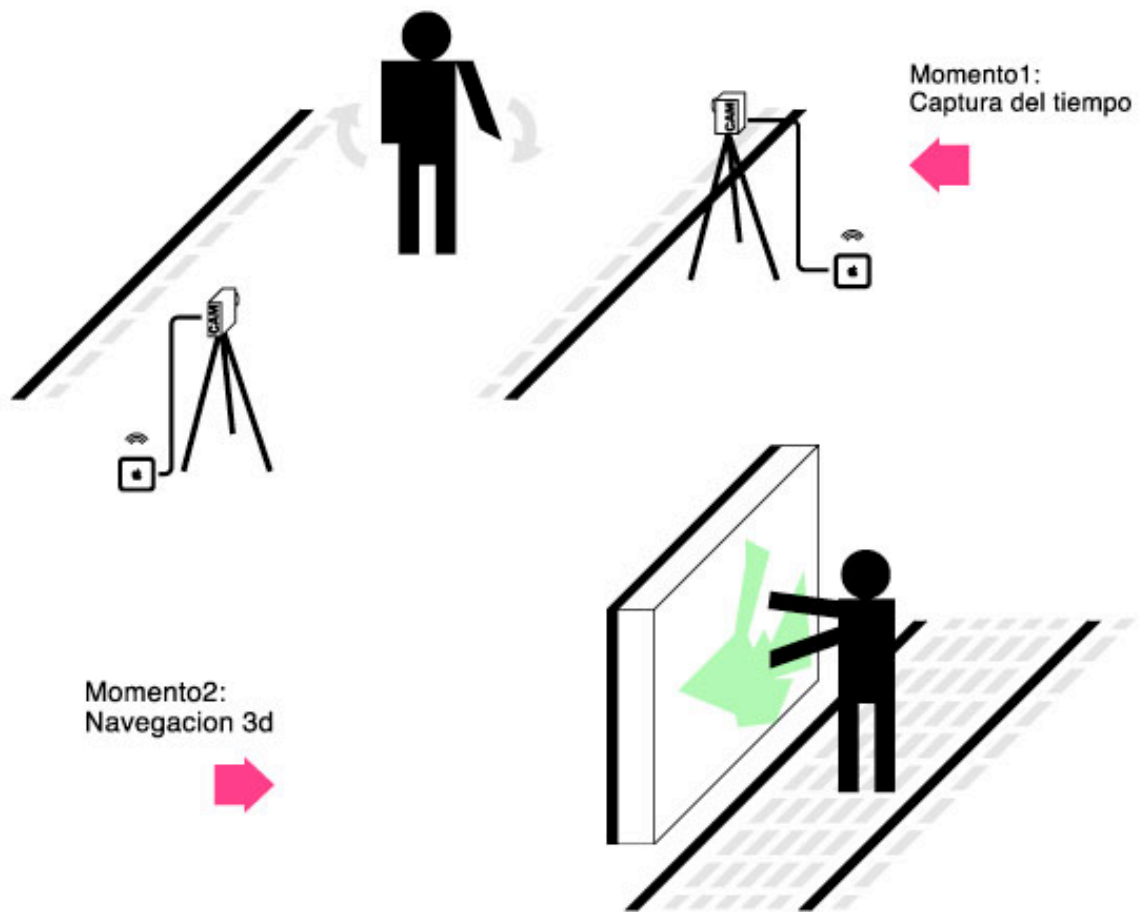
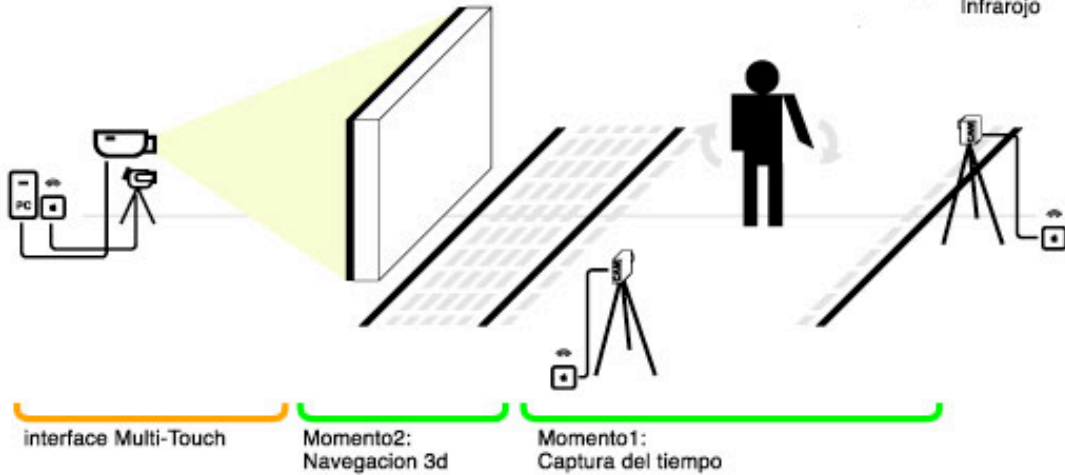
exhibition: tracking and hand gesture analysis in VVVV, OSC server for the dialogue among the modules. Processing application with OpenGL libraries for 3D and Sonia for audio involved in object manipulation.

diagram:

Esquema

T3d
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- ↔ Wireles
- 📱 Mac Computer
- 📷 VideoCamara
- 📽 Proyector
- 📷 VideoCamara Infrarojo



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