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Project 2 Paper

Interactive media art can target any of the formal elements to change or focus on. One of the most difficult to execute in media arts is space. This element seemed a mystery to me until I started looking and observing artworks by Richard Serra. This 2D and 3D artist did not do any work in media arts; however, his ability to bring the subject's awareness to the space around them is infallible. Observing his ability to bring attention to space, I decided to attempt a similar approach in making the subject aware of the space they occupy via media arts.

The main aspects that bring awareness to space relies on the human tendency, where humans subconsciously compare themselves to the objects/people around them. The main problem with this sketch is that the comparison needs to have a conscious decision made before the human subconscious tendency can do its work. This sketch utilizes the mousePressed function to alter the environment, so the subject must consciously make the decision to press the mouse before the the awareness-of-space event take place. This event is executed by the rotateY function to help contrast with the objects that are already rotating on their X axis. The 50 spiraling cylinders rotate and spin on the Y axis, which mimics planets revolving around the sun.

The revolving objects create a depth of field with every object that travels. Before the mouse is pressed, the objects all appear to be the same size, so the subject can surmise a distance has been placed between them and the moving cylinders because

of the new variation in sizes. This is one of the facets to this sketch that addresses space. The next is the size of the objects, which increase incrementally. Each second, the cylinders will grow and reset after sixty seconds. This small expansion paired with the revolving feature, is a reminder of growth every minute. The comparison of these objects in relation to the viewer is impossible due to the spinning cylinders interrupting the viewers personal space by revolving around and reappearing right in front of them in the center of the screen. The object is confronting the viewer and demands a response after infiltrating that space.

The agents in this media sketch are interacting with space and dawn this aggressive manner brought on by the speed of the revolutions and the interruption of person space with the viewer. The cylinders are unaware of the subject's personal space, yet we are made aware of their commanding presence, but need to be put into action by having the participant press the mouse. There were subproblems that I have encountered during this project, and one huge issue was addressing the autonomy of these cylinders. i wanted to use the delay function to start the revolution of these objects; however, after much time was spent on adjusting the delay function, I was unable to get the desire I wanted. The millisecond function only allows something to be executed every amount of milliseconds the time is set to. Timing functions such as delay have caused problems for me when working within a do and while loop, which is how I had planned to execute the rotateY function without needing mouse pressed.

Contrasting the rotate X and rotate Y function has allowed success in my sketch to address the element of space and its relation to the viewer. The autonomy of the cylinders is the next step that can bring this sketch to the next level. With the

complications, my project had to take a different approach in how space could be

addressed. By changing my stance, I was able to create a project that works and

functions similarly in its purpose despite using different methods.