

# The eye of the fish

Interactive installation of five semantic spaces.

(Towards a new cosmogony)

### Preface at the Large Door at the End

The project explores the knowledge of Alchemy and Mysticism. After the study of one of the most prestigious books in these fields, begins a path of no return.

Hermes Trimegistus, Robert Fludd, Ibn Al'arabib, Ramon Llull, Lao Tze, Saint John of the Dead Sea, Isaac Newton, Michael Maier, Giordano Bruno... words in the wind, whispers in our ears of pilgrims of the spirit.

Buñuel already said, "The more you see me the less you'll know. The more you hear me the less you'll hear. The more you love me the less you'll have". So, now we have less certainties than at the beginning of our studies. And we feel such a great pleasure with the vacuity of our backpacks. This is why we want to convey the audience the very same feeling of our vacuity. It's a pleasure to reach the goal, but it's a bigger pleasure to share it.

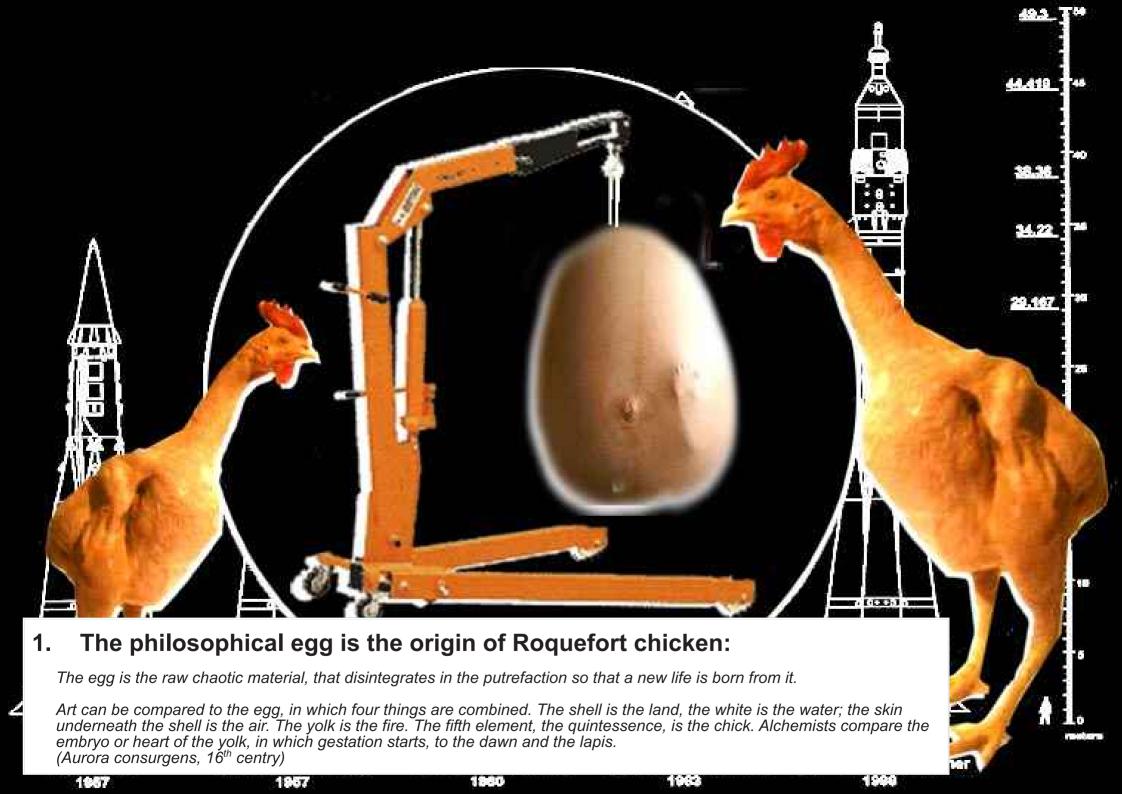
We propose an interactive multimedia installation where citizens overcome their limits. The daily routine blocks the infinite sensitivity of our Interior Conscience. We install some interactive devices that alert and multiply the attention of the pilgrims manipulating us.

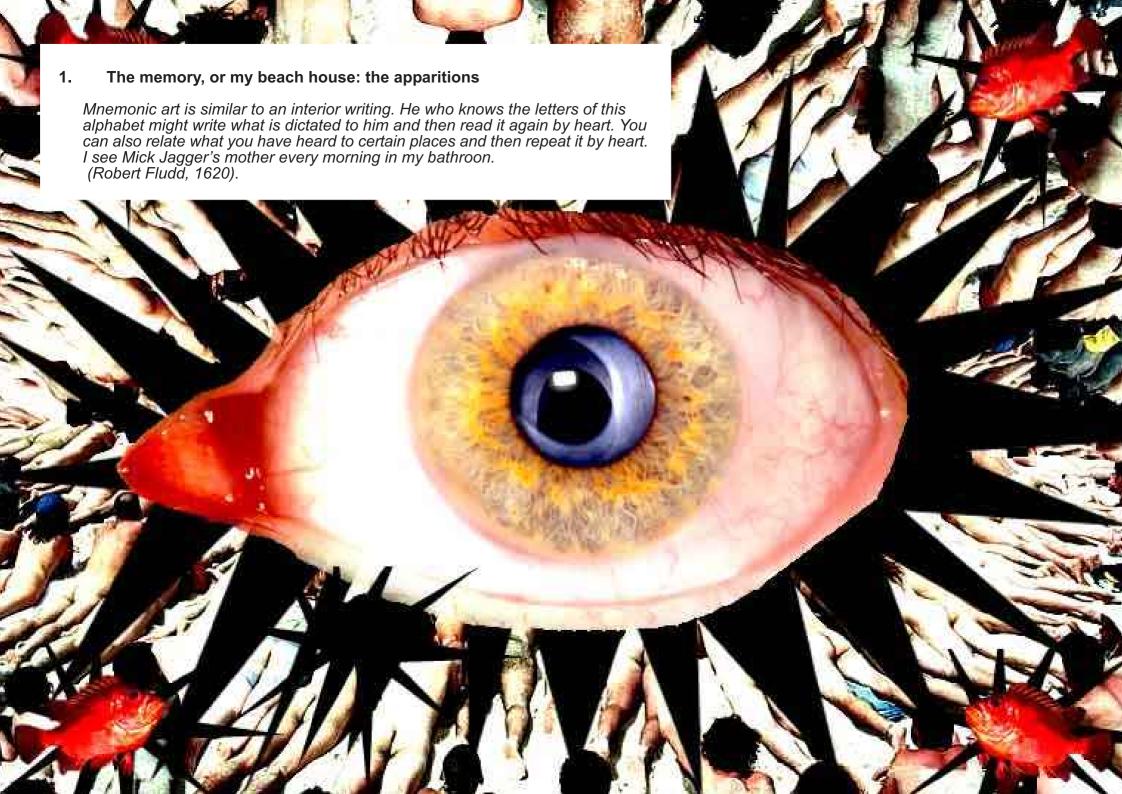
The materiality of the contemporary world generates monsters. We, Europeans, look at the mirror and we don't recognize ourselves. We see dwarfs of the spirit and gigants of the materialistic ego. We are deformed... and we like ourselves. Art has to show our real face and draw the path of surmounting. Lao Tze already said: "He who crosses the Door doesn't clean windows".

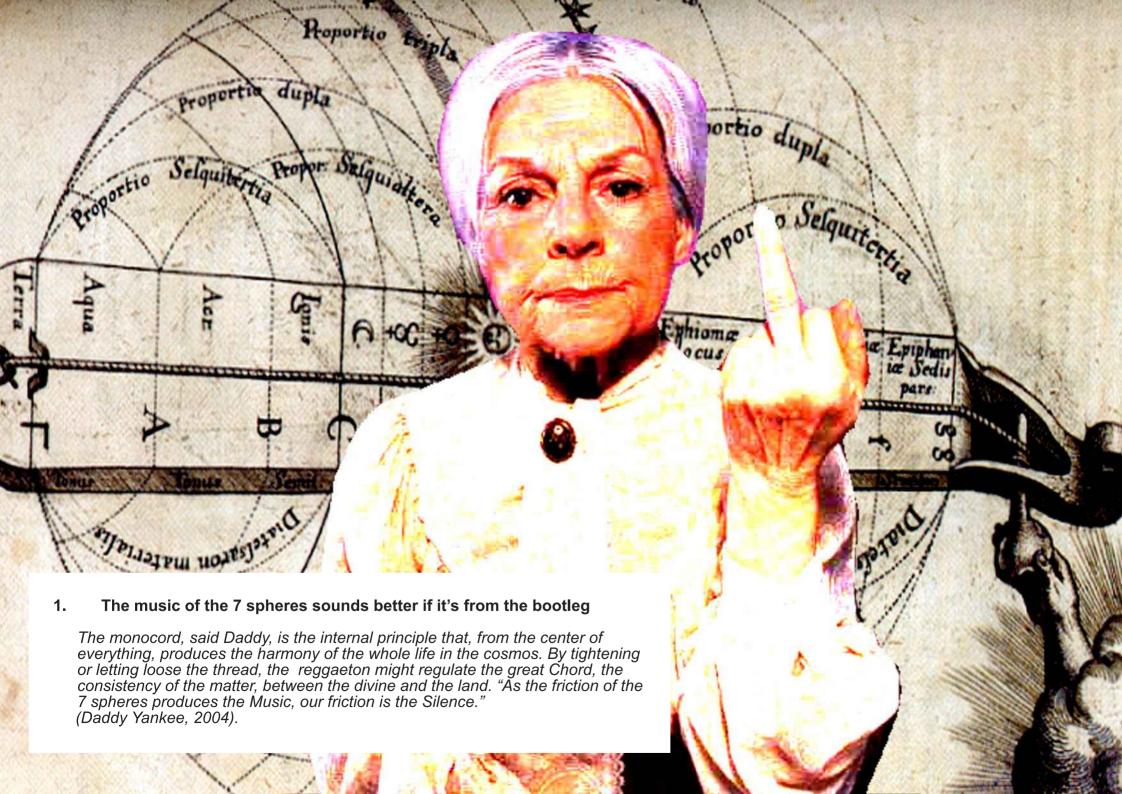
To create music, to trace spots that draw an only, new and untransferable path... each one of these steps in life is a creative act. You close your eyes and they give you a name, an identification number, a sum of euros... but who do we really are? If we put together all our perceptions, the burning lava of emotions that second after second are throwing up our bodies, the drive of the uapproachable heart, we'll get our true face. It's easy to open your eyes when you know you had them closed.

Alchemy and Mysticism in the 21st century are a game of many players, a huge board and too many pieces. Nobody seems to lose. But not everybody might pass through the Large Door. Not even wise men, nor poets, genius or scholars. There are no certainties in the path of the pilgrim. Ramon Llull was right when he said: "The eye of the fish is stronger than a hundred armies".



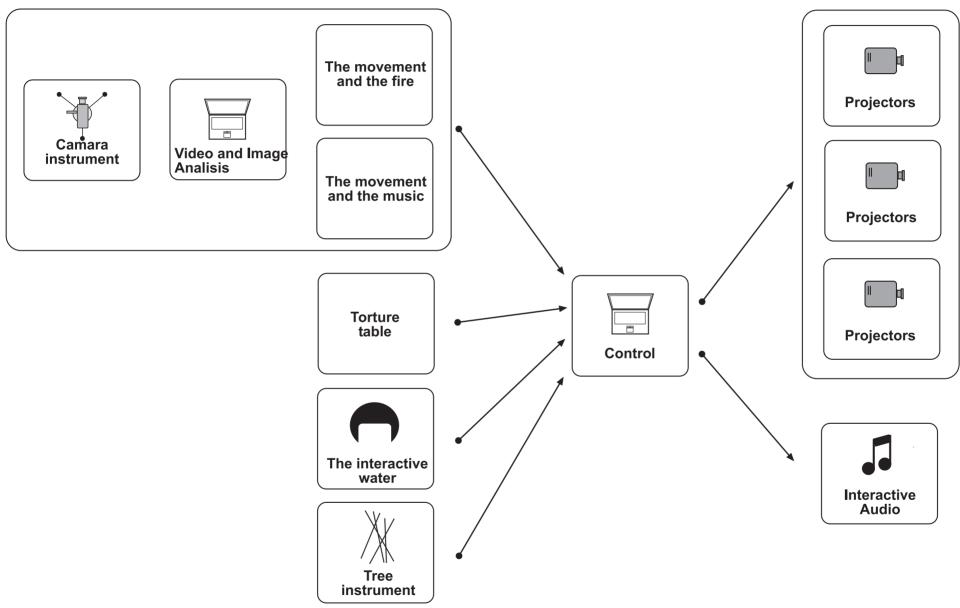








# Interaction system

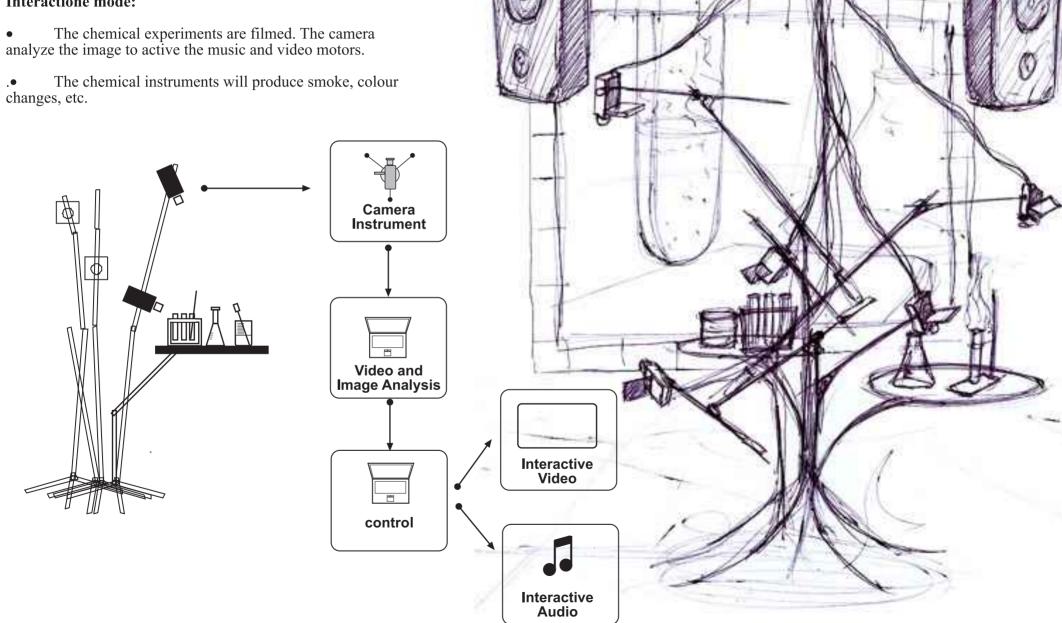


INPUTS OUTPUTS

# Interaction with the movement Camera Video and Control instrument Image Analisis **Audio** Interactivo **Interaction mode** The performers movement is analysed. The data are sent to an interactive audio system to generate sounds which will depend of the movement, the velocity, etc Also one serie of reactions in the screen is produced. For example, to get invaded by the fire while people is moving.

## Interaction with the chemic

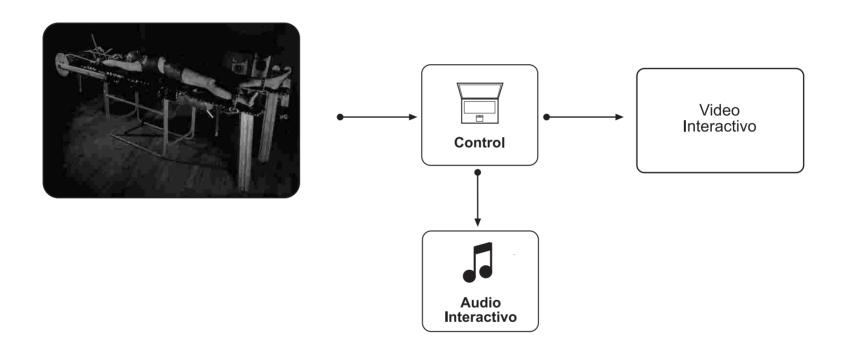
#### **Interactione mode:**



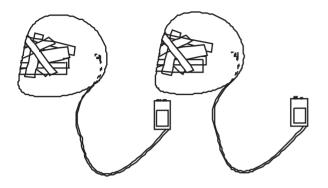
# **Torture Table**

#### **Interaction mode:**

• The tortures active sounds and videos.



## El water

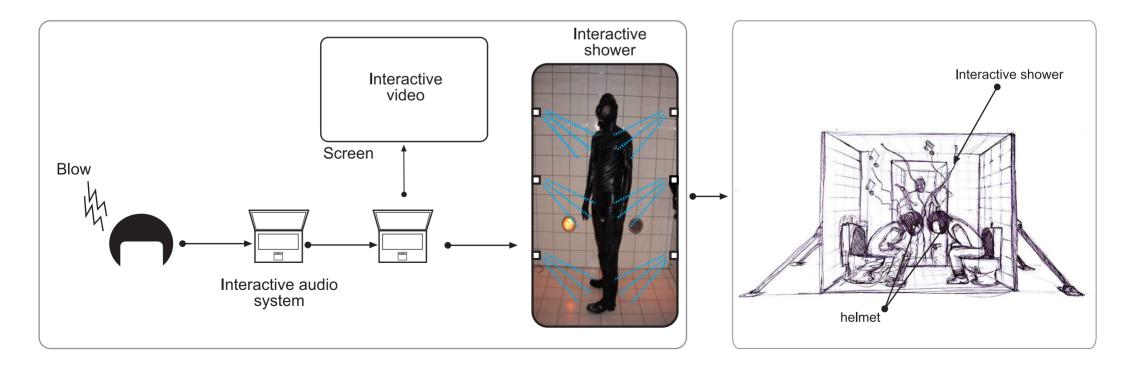


#### Interaction mode:

- Helmet as instrument
- Helmet as interaction with the images. Helmet as interaction with the shower.

#### Instrument:

Each helmet has a wireless microphone which will create a sound for each blow received by the helmet. This noise will opened the faucets of the shower.



## The tree instrument

#### **Interaction mode:**

- The instrument is composed by tightened wire with piezoelectric microphones to catch the wire vibration.
- This vibration is sent to the interactive audio system which will analyze the vibrations to generate the sounds.
- The people will walk inside the forest where they will generate the music.

