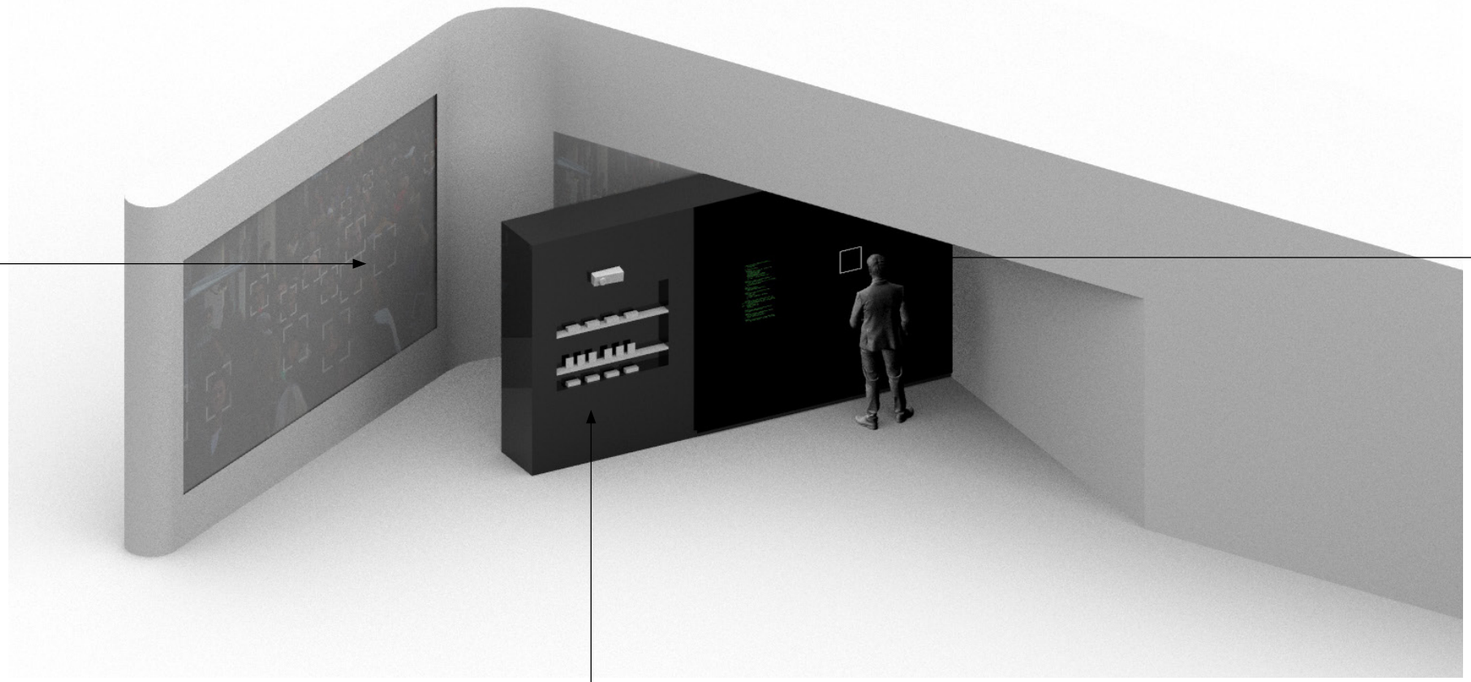


STEP 3: ENTERING THE CROWD

ONCE THE USER HAS ASSUMED THE ANONYMITY SHIELD, THEY CAN SEE THEIR FACE IN THE CROWD AT THE BIENNIAL. THERE WILL BE TWO PROJECTION SURFACES TO EXPERIENCE THIS: ONE IS THE CROWD VIEW (LARGE PROJECTOR) SHOWING A VIEW OF THE BIENNIAL SPACE AND THE VARIOUS FACES UNDER RECOGNITION. THE SECOND PROJECTION, THE FACE MONTAGE (SMALL PROJECTOR) SHOWS THE VIEWER'S REGISTERED FACE NEXT TO THE POPULATION OF FACES IN THE NEURAL NETWORK.

STEP 1: REGISTRATION

A USER STANDS IN FRONT OF A MIRROR TO HAVE THEIR FACE REGISTERED IN THE FACIAL RECOGNITION MODEL*. THE MIRROR HAS A GLOWING SQUARE ON IT (ACHIEVED BY PLACING A MONITOR BEHIND THE 2-WAY ACRYLIC. AFTER A FEW SECONDS THE USER IS FACIALLY RECOGNIZED USING SIX CAMERAS IN THE SPACE. BY LOOKING AT THEIR OWN REFLECTION WITHIN THE SQUARE AGAINST A WHITE BACKDROP, THE USER WILL STAY STILL LONG ENOUGH TO ALLOW THE SYSTEM TO CAPTURE THEIR FACE FROM MULTIPLE ANGLES. ONE THEY ARE REGISTER THEY MOVE ALONG TO AN ADJACENT MIRROR TO EVADE RECOGNITION.

CONSTRUCTION:
NICHE BUILT INTO WALL
TWO-WAY MIRRORED WALL

EQUIPMENT
MULTIPLE CAMERAS TO CAPTURE FACE FROM DIFFERENT ANGLES
ONE MONITOR BEHIND TWO-WAY MIRROR

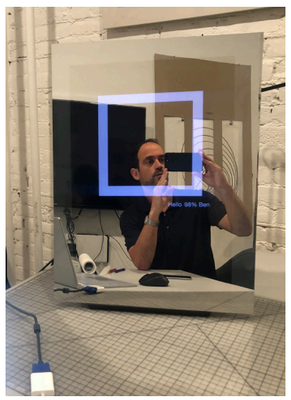
NOTE: *THE FRM (FACIAL RECOGNITION MODEL) IS AN OPEN-SOURCE FACIAL RECOGNITION NEURAL NETWORK TRAINED ON AN OPEN SOURCE POPULATION OF FACES. FACES REGISTERED AT THE BIENNIAL WILL BE ADDED TO THIS POPULATION. IT WILL RUN ON A COMPUTER LOCALLY THAT WILL RESIDE IN THE MIRRORED BOX.

STEP 2: GAINING ANONYMITY

AFTER REGISTRATION THE USER WILL TRY DIFFERENT CAMOUFLAGE TOOLS TO GAIN ANONYMITY FROM THE FACIAL RECOGNITION SOFTWARE. THESE TOOLS INCLUDE GLASSES, PATCHES, MAKE UP ETC. THEIR ANONYMITY WILL BE SCORED AS A PERCENTAGE OF RECOGNITION. WITHOUT A DISGUISE USERS WILL HAVE A HIGH PERCENTAGE OF RECOGNITION (95% FOR EXAMPLE). AFTER PUTTING ON GLASSES OR MAKE-UP OR PATCH ETC, VIEWERS WILL SEE THEIR PERCENTAGE OF RECOGNITION ADJUST (45% RECOGNITION, FOR EXAMPLE).

MATERIAL CONCEPT: TWO-WAY MIRROR INTERFACE

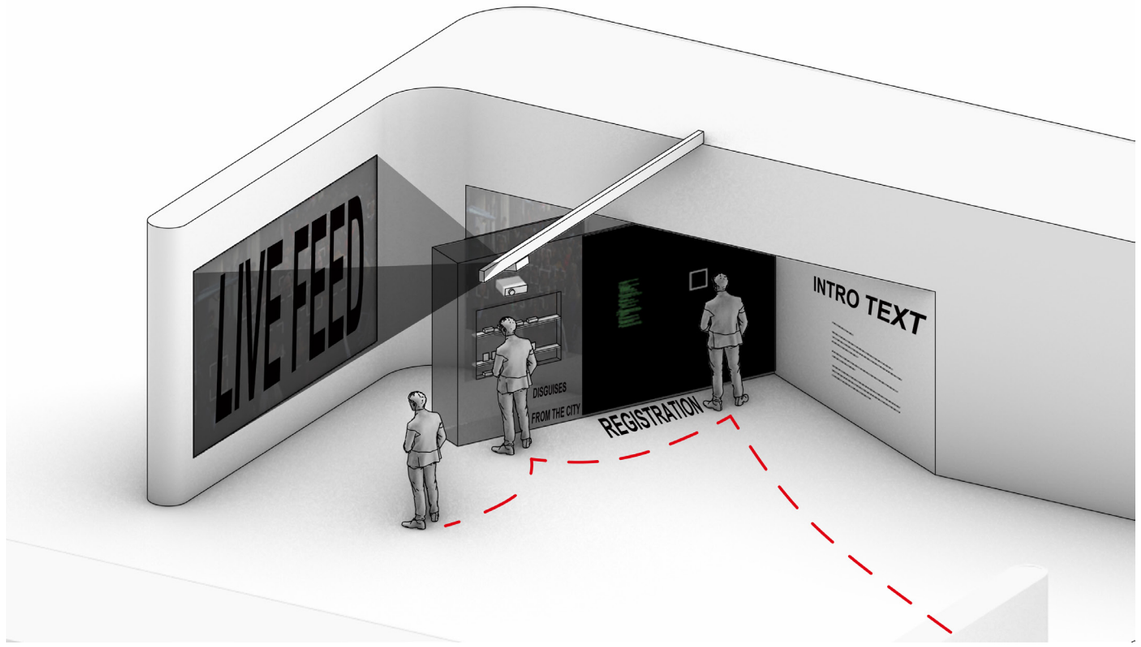
MIRROR CUBE EXAMPLE



MONITOR BEHIND 2-WAY MIRROR

CODE:	60A_Camouflage_CooperUnion	SCALE:	1:XXX	Bi-City Biennale of Urbanism\Architecture (Shenzhen)
PROJECT TITLE:	Hiding from the Eyes of the City	DATE:	2019/11/20	7th Edition - 2019
TEAM MEMBERS:	B Aranda / S Keene	DESIGN CONTENT:	Presentation	"Eyes of the City" Exhibition

BI-CITY BIENNALE OF URBANISM\ARCHITECTURE 深港城市\建筑双城双年展



DIAGRAM

ELEVATION

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TEAM MEMBERS: B Aranda / S Keene

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DESIGN CONTENT: Presentation

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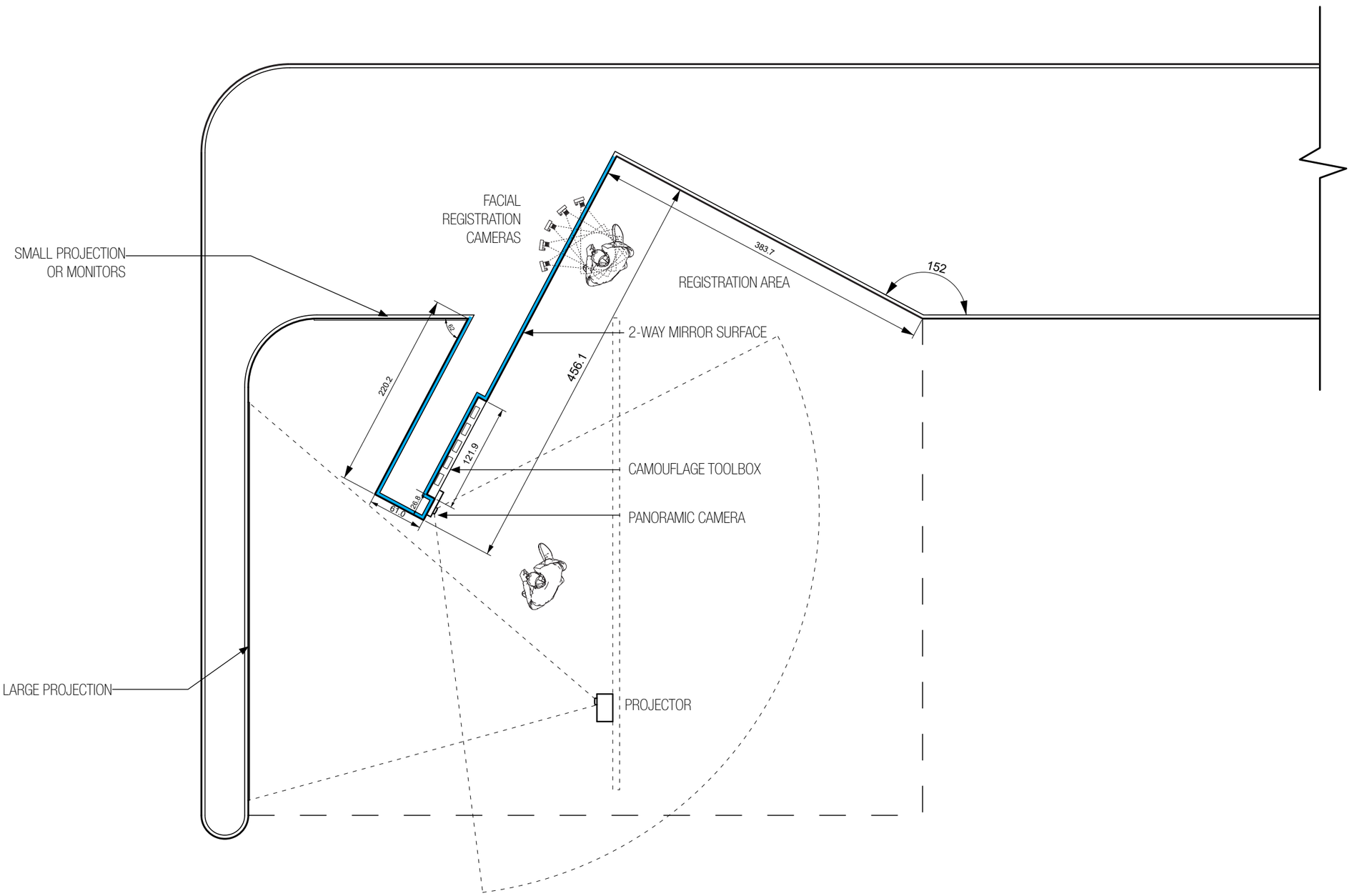

CODE: 60A_Camouflage_CooperUnion
PROJECT TITLE: Hiding from the Eyes of the City
TEAM MEMBERS: B Aranda / S Keene

SCALE: 1:XXX
DATE: 2019/11/20
DESIGN CONTENT: Plan

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