**Final Proposal**

Title: Get Close & Get Far

Description:

This is a live cam video interactive installation. People get closer to the screen, the more unclear their appearance becomes. Everybody has the experience of looking into a mirror. We want to see our appearance clearly in mirror, and actually the mirror does a good job. The we get close, it shows every detail of our face. In this case, close = clear. However, in my work, I want to reverse the situation so that when we get close, the image looks out of focus and unclear. This work tries to discuss the boundary of inside and outside, the relationship of fact and hope, the contrast of virtual and reality. When we experience familiar things but with unfamiliar feeling, what is that inside us?

Media:

Interactive cam video

How to Exhibit:

The live capture video will be projected on the wall which will be decorated like a normal mirror. People interact with this work just like they look in mirror.

Materials:

Processing software, Camera, wall, building materials to make mirror

What skills and techniques do I already know:

Basic knowledge of Processing and capture tracking methods

What skills and techniques do I need to research and learn:

* How to connect Processing to project the video onto wall
* How to make the live cam video unfocused naturally
* The potential technical and physical needs for exhibiting the project
* A projector
* A camera

Calendar:

* November 9- proposal due
* November 13- revised proposal due, after feedback. Buy additional materials to build mirror object
* November 16- demo #1 (present project progress). First draft of the project. Finish the interactive action and video part
* November 30- demo #2 (present project progress) / portfolio of semester work due (minus final projects). Set up the exhibition and optimize the appearance.