SYNOPSIS:

A lone boat is lost in a sea of pastel blobs, only finding the power to move through contact. In this world, nothing moves quickly. What little movement is seens happens over a long period of time. The boat may or may not be occupied, but all naviagtional abilities have been lost. Perpetually floating in a wrapped space, the boat is at the will of the growing, shifting blobs that enter from the outeside world.
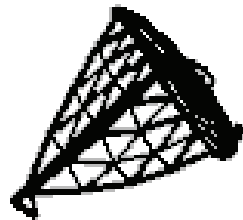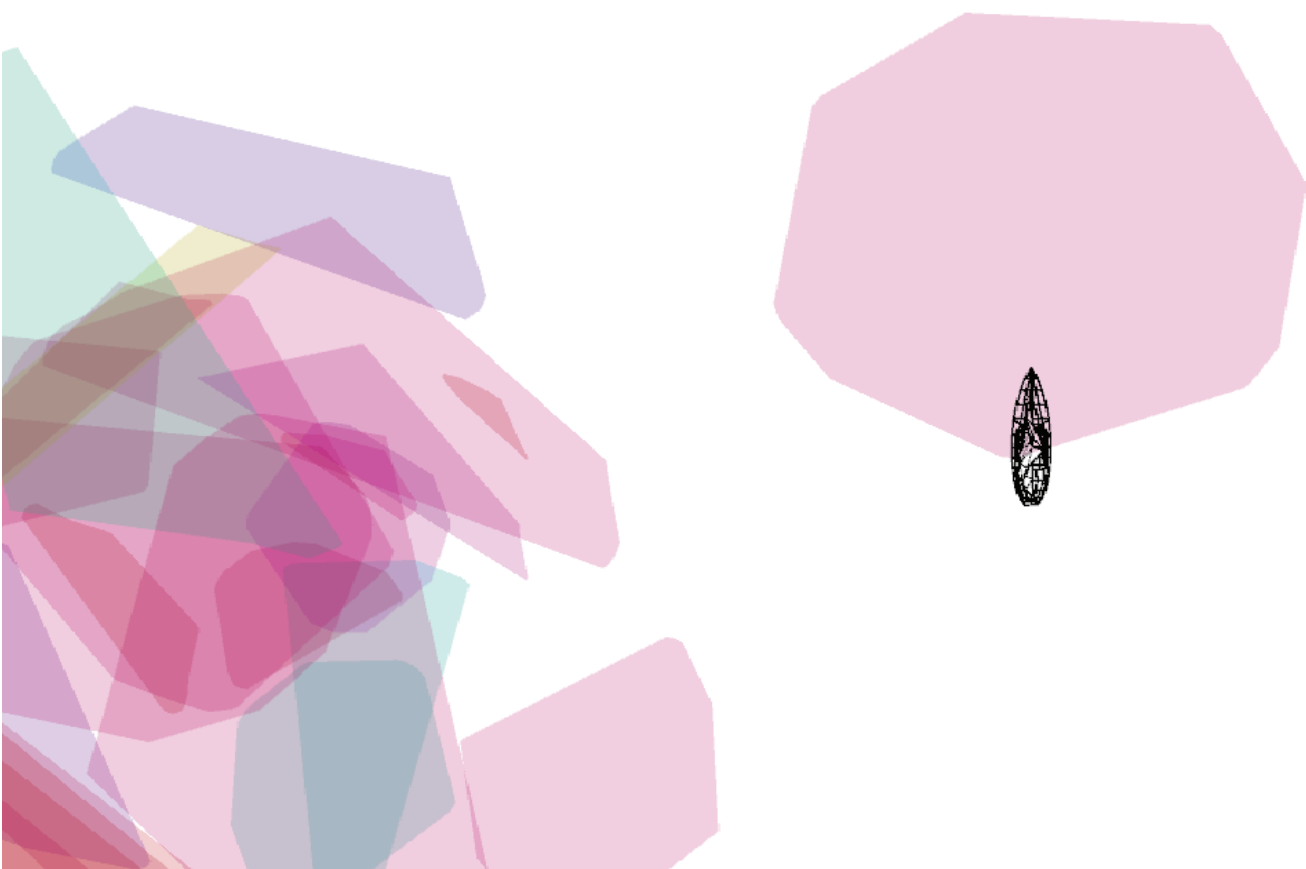

MATERIALS:
(1) Projector
(1) HD Webcam
(1) Mac Mini / Intel Nuc

LOST WAVES
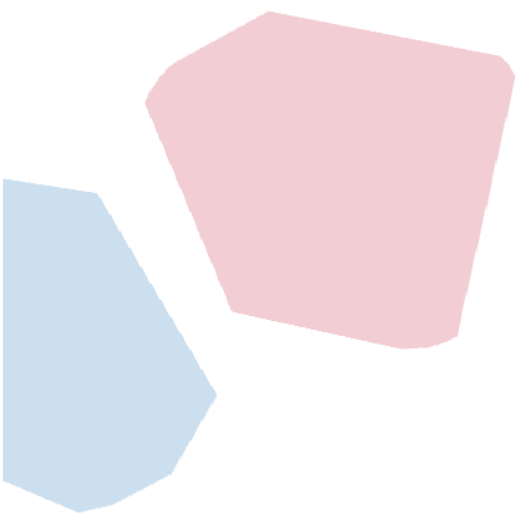
The blobs expand outwards as pastel rings.
Each blob is found through the webcam and must remain in frame for a set period before appearing.

When Blobs stay stagnant the world becomes crowded and pushes the boat towards the open space.
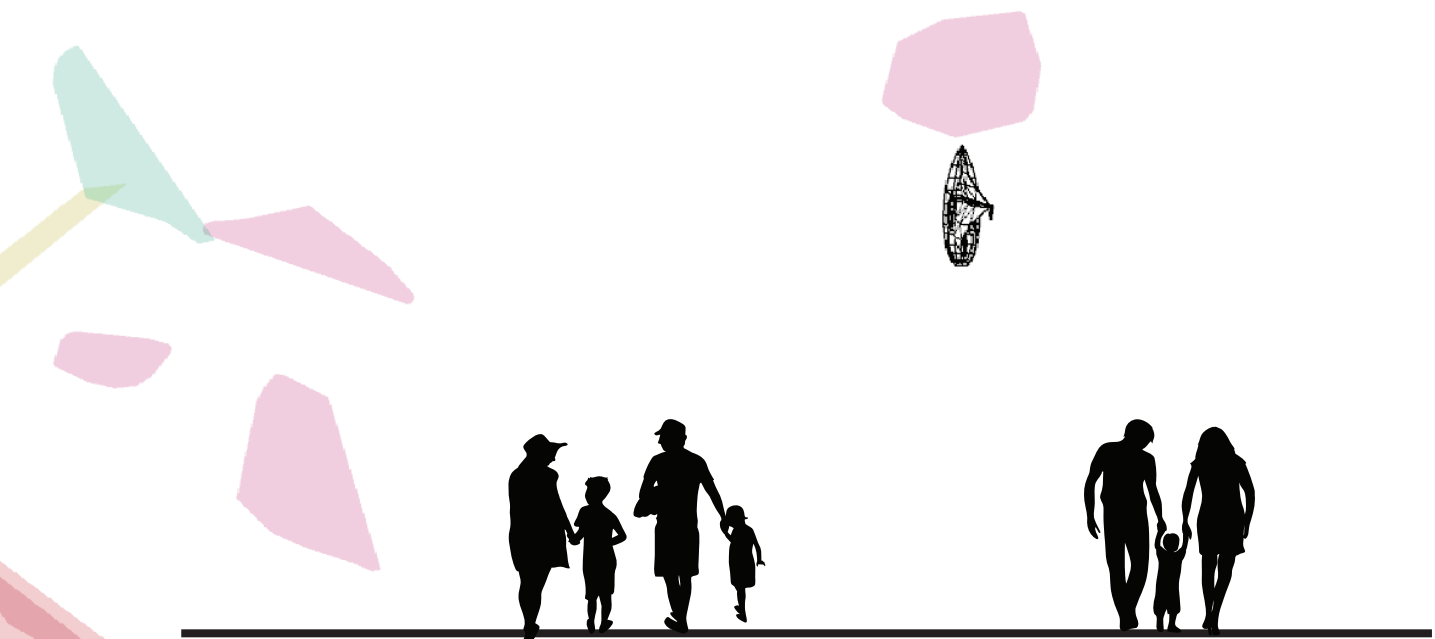
THE INSTALLATION

The camera hangs above a large room, one that has frequent foot traffic. People should be free to walk through the space and talk amongst eachother. Soft oceans sounds should be just barely audible above the voices echoing in the room, adjusting to the current volume. On all walls, the display should be projected (See next page).

The blobs are created from people spending time in the room, so not all people moving through will notice their affect on the virtual environment. When they enter, their blob will be assigned a color and will move with them throughout their time in the room.

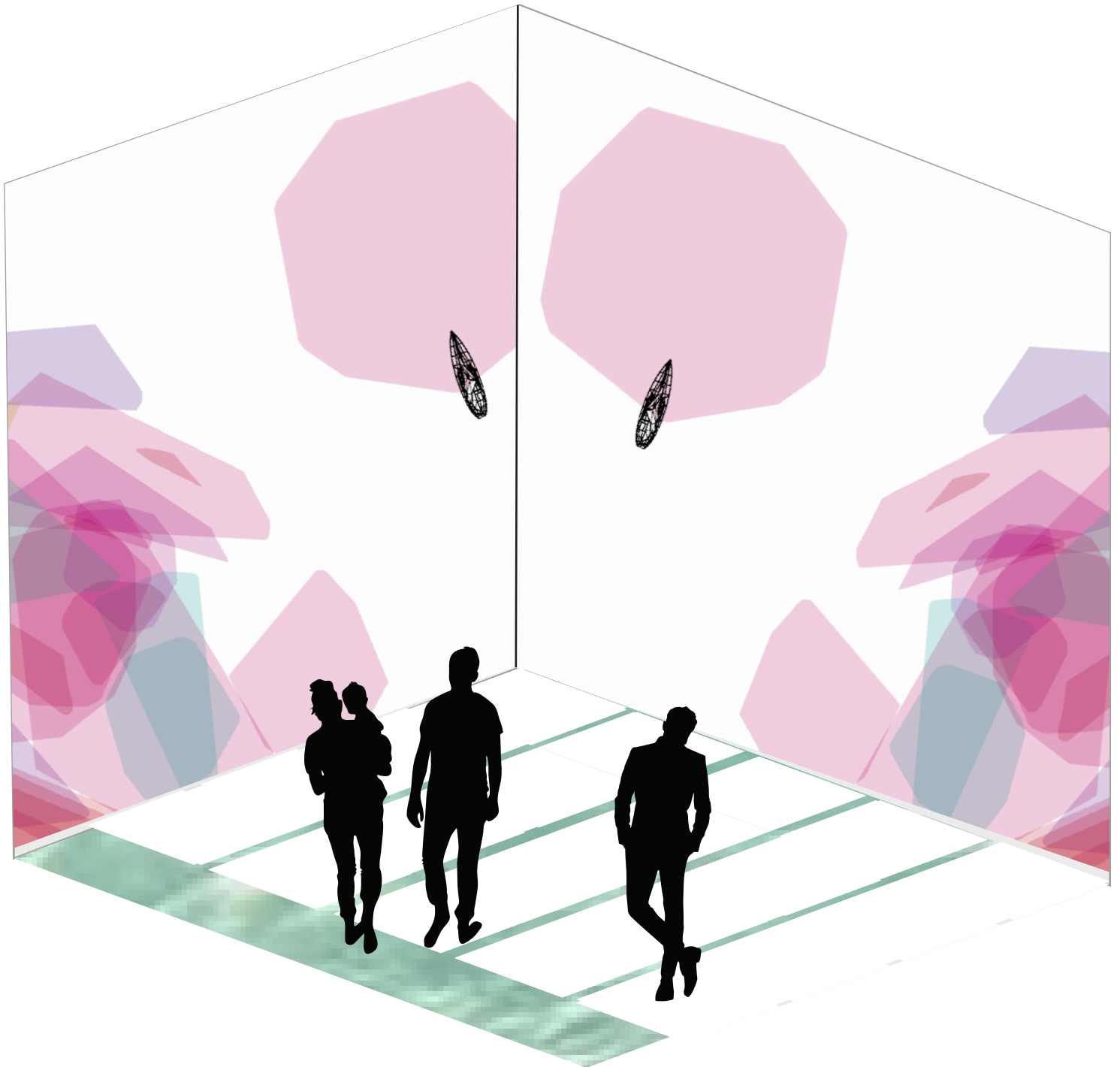Camera and projectors mounted from ceiling.

LOST WAVES

austin ce

THE INSTALLATION

The floor should be either textured with ocean print or a light ocean blue with white panels stripped across it. Projectors and camera hanging from the ceiling are not pictured. The two walls that are also not pictured should be projected onto as well in a similar fashion

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LOST WAVES