Projection Reflections was the first time I began interacting with live data, creating experiences with a responsive feedback. I think these sketches represent the potential to manipulate the structure of media to create unique, interactive experiences. At this stage I was beginning to develop an understanding of how my prototyping was forming a design process. I was moving towards a design that offered user interaction based of their manipulation of live data.

Projection Reflections 2
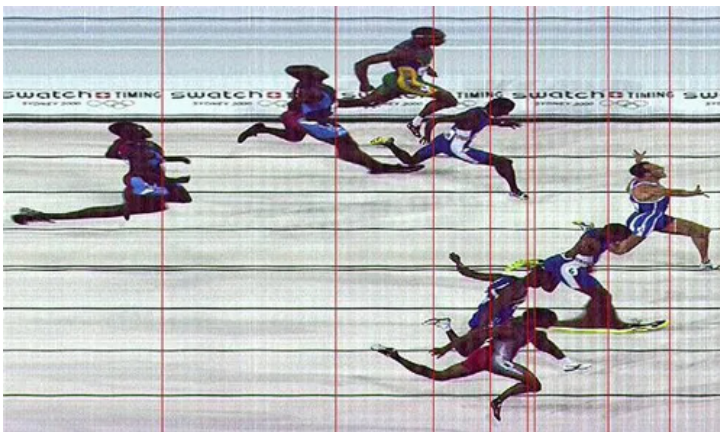
Each frame of the projection is captured a moment behind the frame in front. The following frame was actually a previous moment (we're talking a split second) in time that had been captured in the past.

It made me think again of media ecology and how different structures of media can alter our understandings and behaviours. It reminded me of the high tech cameras they use on Olympic finishing lines that layer frames together to 'stretch time' and of the future pathway visualisations from Donnie Darko that map the future.