The 4D Mirror experience helped to introduce the spacial element but I was struggling to design an interactive aspect to the prototype. There was little feedback and no real-time responsiveness as I had to edit together the footage afterwards to create the 4D Mirror effect.

While I couldn't meaningful development with that prototype, the visual reflections of the camera screens stayed with me.

Facing and recording each other, the screens reflecting into infinity was a very interesting visual. Frames within frames within frames. Gradually getting smaller with each reflection. My face became increasingly pixelated as I disappeared into the resolution of the camera.

I felt there was something in the pixulation that could reflect the data gathering. The technological structure of how cameras are used to capture a space and digitalise it. The camera screens were too small to really explore this effect though so I recorded myself on a computer in a DJCAD media lab, and projected the computer screen onto the wall behind me.

I was able to interact with the 'Projection Reflections' in a more responsive way, playing around with the spacing in between the frames. As each frame is reflected, it becomes increasingly distorted. This is because each time the captured data (pixel RGB value) is reflected, it adds 'noise' (a computer-y term for distortion). In this case the noise is caused by the projected image being lighter than real life and so when the projected image gets captured by the computer camera it becomes paler and paler.

Projection Reflections 1