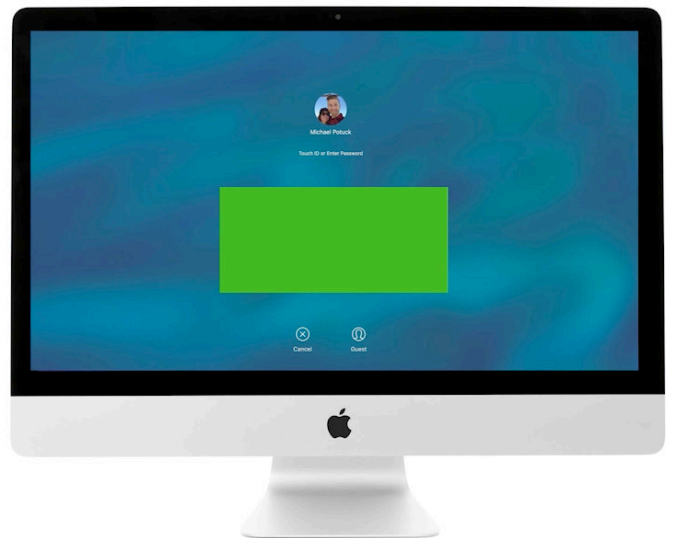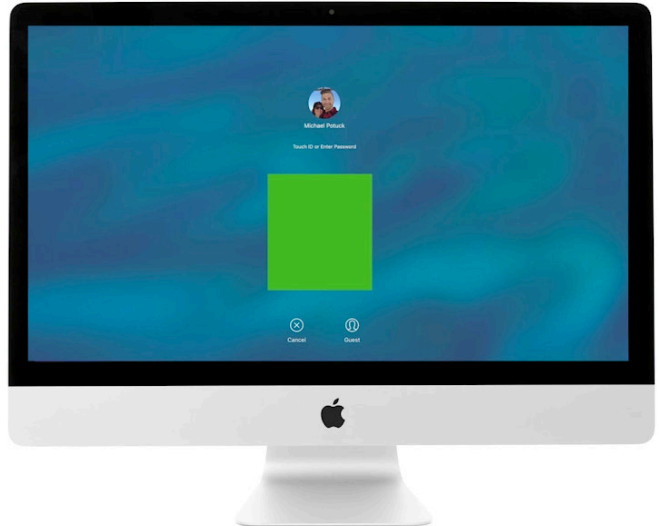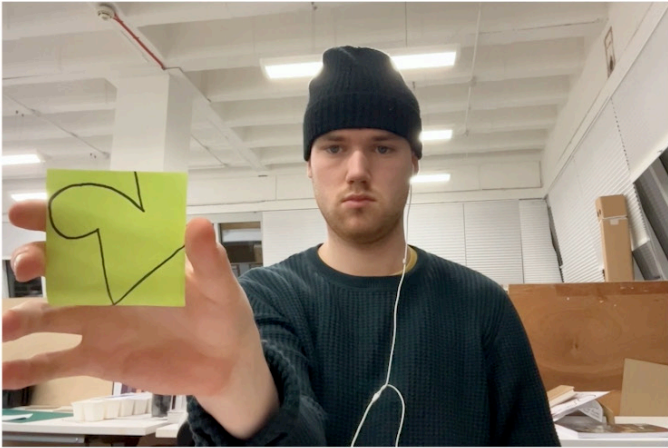The first prototype uses the com-
puter camera to identify a unique
pattern. Once ID-ed, the pattern is
rotated in a similar way to opening a
lock with a physical key.

The second prototype is similar in
a sense that the unique patterns
are recognised. Only when they're
matched up in a certain way would
the user be 'logged-in'.

The prototypes use synthetic me-
dia to recognise the shapes and
movements of a human. Algorithms
deciding if a human can access a
digital space reflects the changing
relationship between humans and
computers.

The introduction of synthetic media
offers computers more autonomy
and represents a changing power
dynamic.

I felt I was now beginning to form
an interaction that uses synthet-
ic media to explore the changing
relationship between humans and
computers.