EFFIGY

YOU FINALLY HAVE YOUR WISH: ELMO IS UNDER YOUR COMMAND

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"Effigy" brings the physical manipulation and control of another organism into the digital realm through the creation of an interactive physical and onscreen voodoo doll. By implanting buttons and LEDs seamlessly into an existing doll of a recognizable character, the usually passive, generally positive symbol of the doll becomes a surreal way to communicate with an onscreen rendition of the same object. The goal is to transform the object in a sinister manner while maintaining its warm familiarity to the viewer, and by giving the doll sensors and actuators able to be manipulated by any viewer, the doll is in a much more simultaneously submissive and powerful role.

The onscreen element will involve a reproduction of the image of the doll, slowly rotating. As the buttons are pressed on the physical doll, parts of the onscreen doll will glow red, the speed of rotation will increase, and the colors used online will grow in contrast and become more aggressive and threatening. If the physical doll is left alone, the onscreen doll will return to its stasis and await further manipulation.

Physically, this piece will require the doll itself, 7 buttons and red LEDs, an Arduino Uno, wires and resistors, preconnected pins for easy connecting and disconnecting with the arduino itself, and the cord to the laptop for the onscreen element. I will not be using the breadboard, but will rather be using small handmade elements to bind the various components to the doll.

Work Calendar:
2/21: Physical computing aspects (LEDs and buttons) wired and Arduino coded to share serial information with Processing
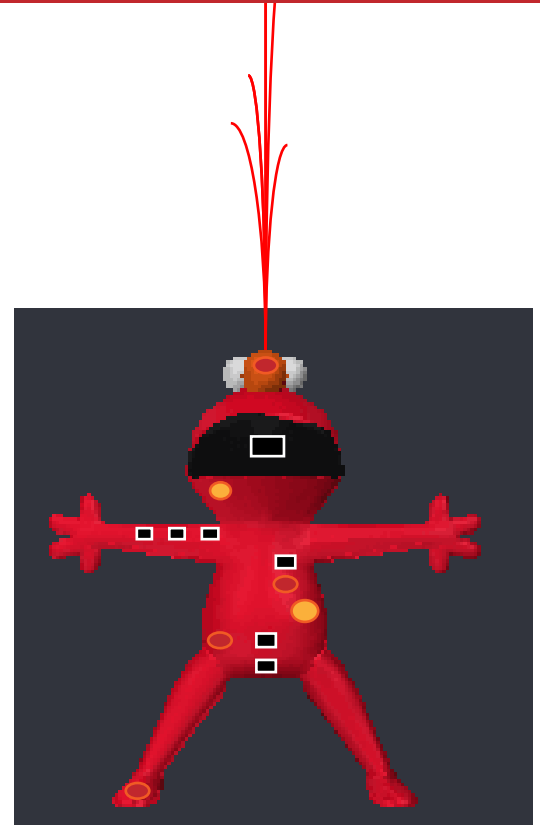2/23: Obtain doll, begin embedding components
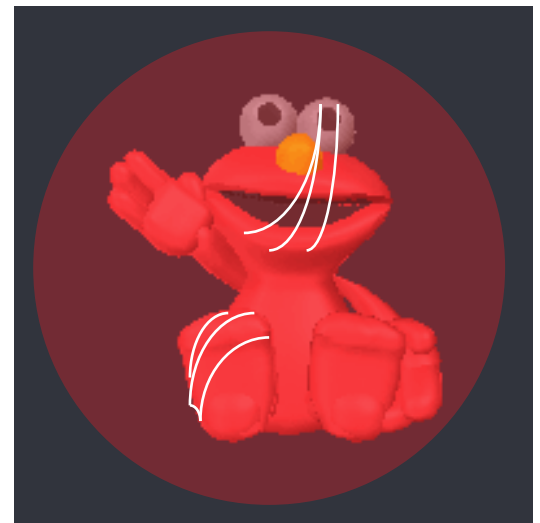2/25: Doll totally constructed, digital representation of doll begun
2/28: Processing primitive sketch affected correctly by the doll
3/06: Processing sketch polished, piece troubleshooted, complete
3/08: Documentation and presentation

CONTROLLER

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