H. Cole Wiley

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"riverless walk"

Proposal

I propose to mount on the ceiling a rig containing a projector, laptop, and kinect (for tracking) that allows the projector and kinect to rotate (http://youtu.be/PvvoCj8pvlE). The rig is surrounded by a circular wall with a radius of roughly 17ft. The projector and kinect will rotate in place and then project out onto the walls a virtual landscape that follows a person around the room; not images, but an actual three dimensional space.

Artist statement

My most recent work investigates the way that technology, art, and people interact; my interest lies specifically in the interaction that takes place when I connect these three elements together. As an artist and interface designer I am focused on the interaction between viewer and piece, and the relationship they form when the viewer takes time to investigate how their presence is altering the piece.

My installation will build off a recent piece, building bridges out of buildings (http://hcwiley.com/installation/building-bridges-out-of-buildings, and seen below), which sought to bridge the gap of presenting a three dimensional object on a two dimensional surface; I want to extend this idea to an entire environment instead of just one object. By expanding the interaction to encompass an entire room rather than just the area in front a screen, I will be able to develop a more complex relationship with the viewer and the space he is occupying. For the viewer to understand the virtual environment he must spend time moving around the physical space. By simply walking around the room once the viewer will see the virtual environment I've created, but the longer the viewers spends exploring the space the more he will understand what the virtual environment is and how it relates to itself and to physical spaces. I am interested in using the body as an interface but abstracting that fact from the viewer.
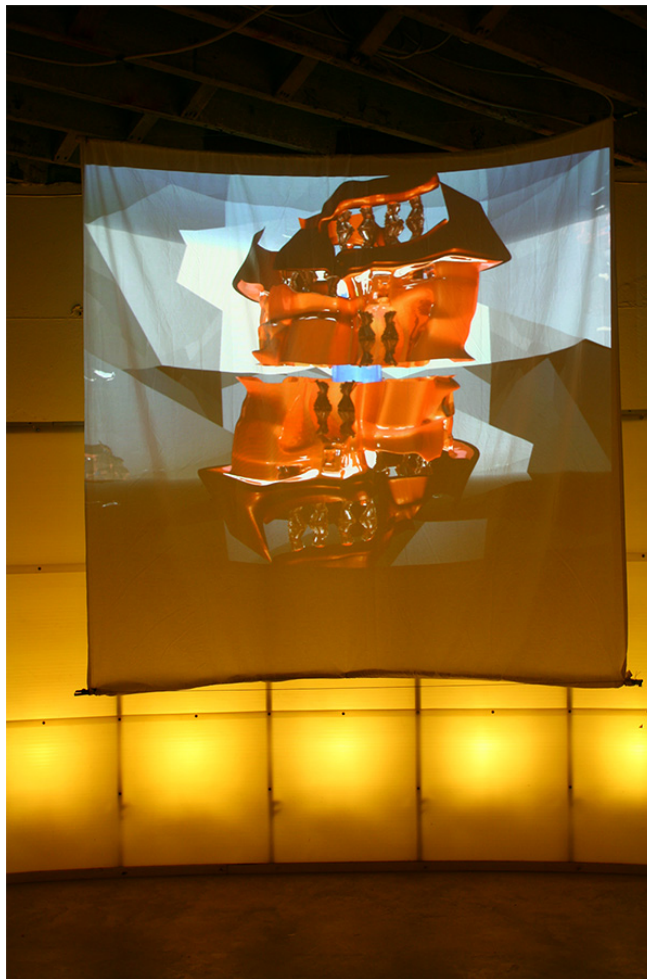
"building bridges out of buildings"

I found inspiration in installations such as Amazonia: http://www.asisi.de/en/Panometer/Amazonien/Panoramaprojekt

The virtual environment will be sculptural forms inspired from the architecture of the Chicago Riverwalk.