"Artificial Impression" – Bridging Art and Technology Through Immersive Projection Mapping

**Project Overview:**

The exhibition titled "Artificial Impression" stands at the intersection of art and technology, with a primary focus on projection mapping to create an immersive and dynamic experience. The project, initially presented in Paros, Greece, and later in London's Hoxton, revolves around themes inspired by George Orwell's "1984," addressing dystopian concepts of surveillance, oppression, and the artist's personal journey.

**Technical Innovations and Challenges:**

The artist successfully employed six home projectors, specifically the Optoma HD29HST, controlled by the Datapath FX4, to cover a 3m high wall in the gallery. Challenges included addressing pixelation due to the short-throw nature of the projectors and ensuring seamless blending of visuals. Notably, the Datapath FX4 proved to be an incredible tool, efficiently managing six outputs and contributing to the exhibition's technical success.

**Artistic Vision and Societal Reflections:**

The artist, guided by the Orwellian narrative, used the digital medium to unfold a series of images, weaving a story of surveillance and miscommunication within relationships. Animations, strategically placed over art prints, added depth to the narrative, addressing the societal impact of AI and technology on human connections.

**Collaboration with Kaiber AI:**

Kaiber AI played a fundamental role by sponsoring the event, providing funds for essential equipment, and assisting in developing animations. Their application facilitated the incorporation of AI animations into the artist's work, introducing prompts such as "psychedelic glitch" and "chromatic aberration." The collaboration showcased the potential of AI in the creative process and served as an accessible outlet for artists to experiment with animation.

**Positive Audience Engagement:**

Audience members expressed keen interest in learning more about the artist's creative process. The exhibition served as a platform for attendees to share their experiences and experiments in the digital art and projection mapping scene, fostering a community of creativity and innovation.

**Projection Mapping and User-Friendly Setup:**

Projection mapping played a pivotal role in creating an immersive room and controlling visual output with precision. The computer built for the exhibition streamlined the setup process, allowing the gallery owner to easily turn on the computer and projectors each day. Remote connectivity to the computer ensured prompt troubleshooting in case of technical issues, contributing to a smooth and efficient operation throughout the exhibition.

**Future Plans and Impact:**

The success of "Artificial Impression" has fuelled plans for future exhibitions in different locations, expanding and progressing the collection. The positive reception and engagement from the audience demonstrate the potential of projection mapping to bridge the gap between technology and the arts, making it an integral part of the artistic landscape.

*In summary, "Artificial Impression" stands as a testament to the artist's ability to merge artistic vision with technological innovation. The collaboration with Kaiber AI, the positive audience engagement, and the seamless integration of projection mapping showcase the potential for immersive exhibitions to not only captivate audiences but also serve as educational and collaborative platforms for the broader artistic community.*