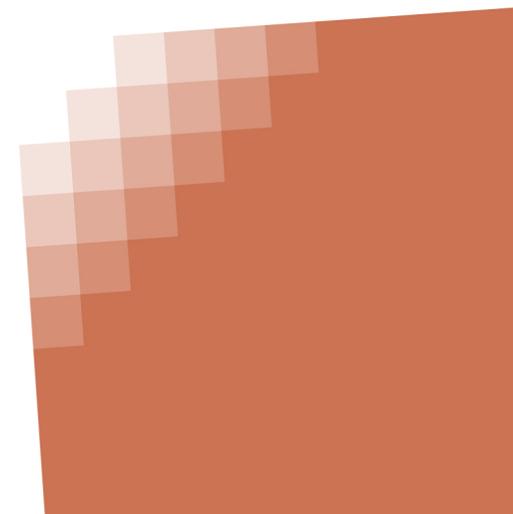


Personal Space

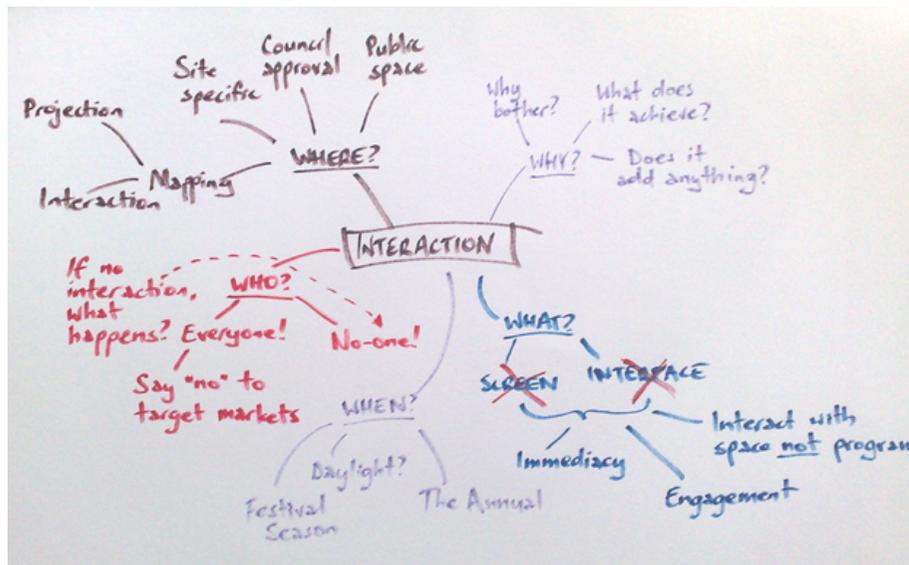
Engaging community to reclaim public areas

Overview

- Site-specific, large scale projection.
- Audience is able to interact with the work (audio and visual).
- Project is about bringing people together – not the artwork itself.
- Work will be displayed in a public space.



Concept



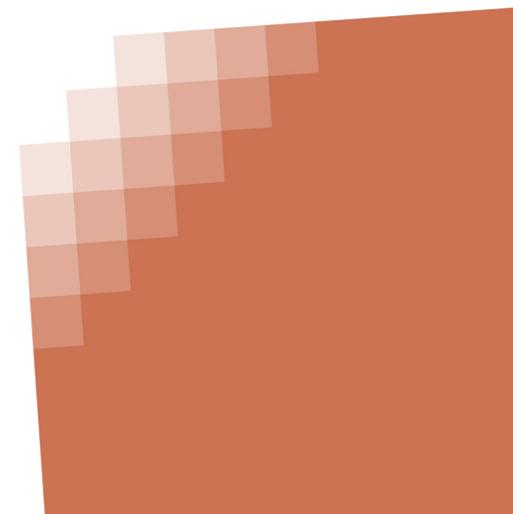
- How do you engage people in a public space?
- Why would an audience choose to interact with a public space?
- What mediums are available for connecting with a large group?
- What benefit is there to a viewer by taking part in a large-scale interaction (as opposed to a smaller-scale screen)?

Concept

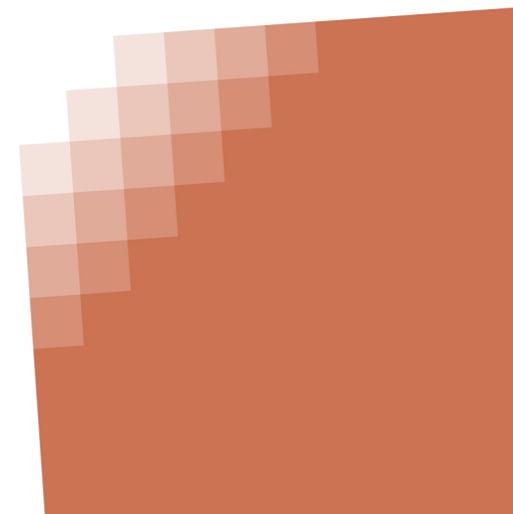


- Particularly in high-density, or highly multicultural areas, many individuals feel marginalised or isolated.
- If people feel as though they have 'ownership' of a public space and participate in activities within their local area, is there an increased sense of community?
- Exposure to people from different groups (ethnicity, age, religion etc) in a communal environment may help to break down stereotypes and barriers.

Concept | Projection



Concept | Interaction



Timeline



Concept

Research

Venue Liaison

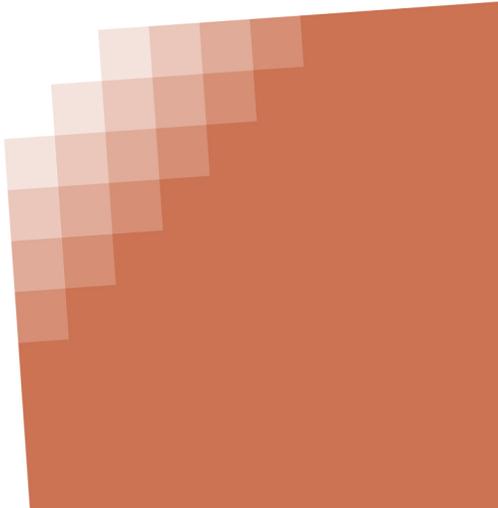
Development

Construction

Promotion

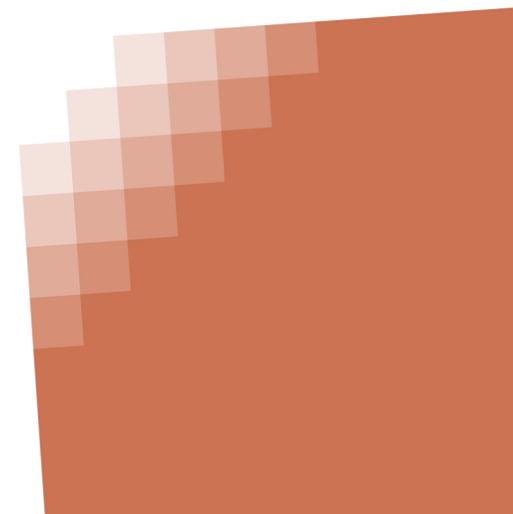
Presentation

- KEY
- Complete
 - In Development
 - Not Started

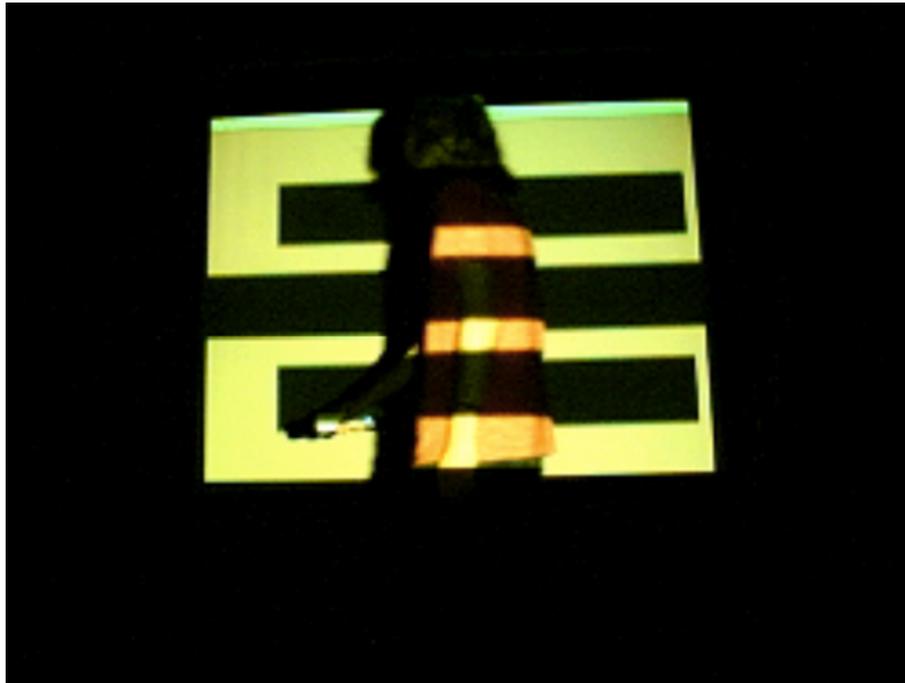


Research

- Primary focus over the first 5 months of production.
- Aim is to understand how and why an audience engages with art and potentially quantify these ideas before producing the final work.
- Feedback gathered from presenting small-scale interactive projects and collating viewer comments.

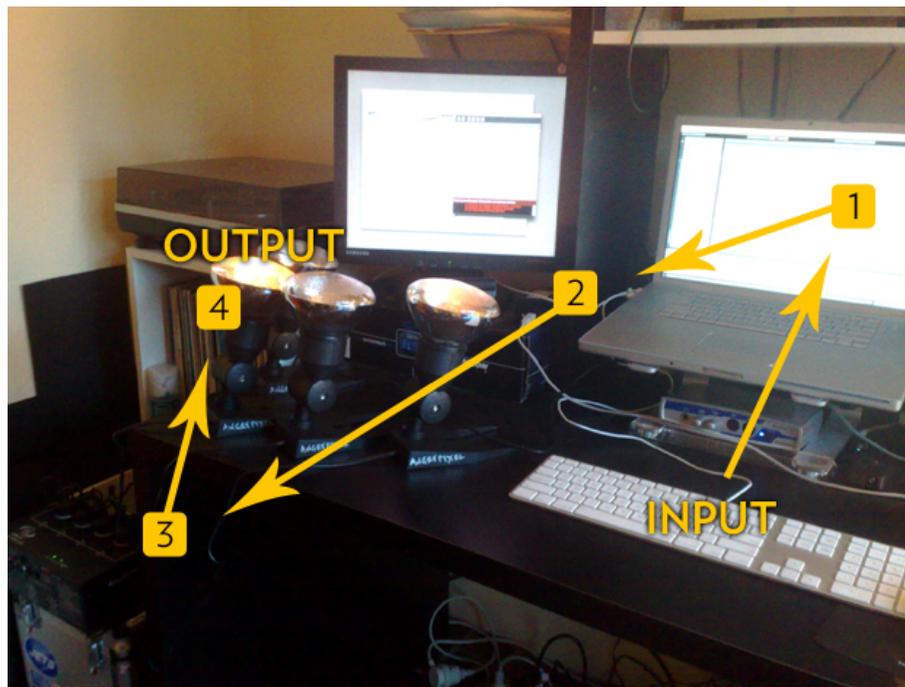


Research | Experiment 01 (Physical Interface)



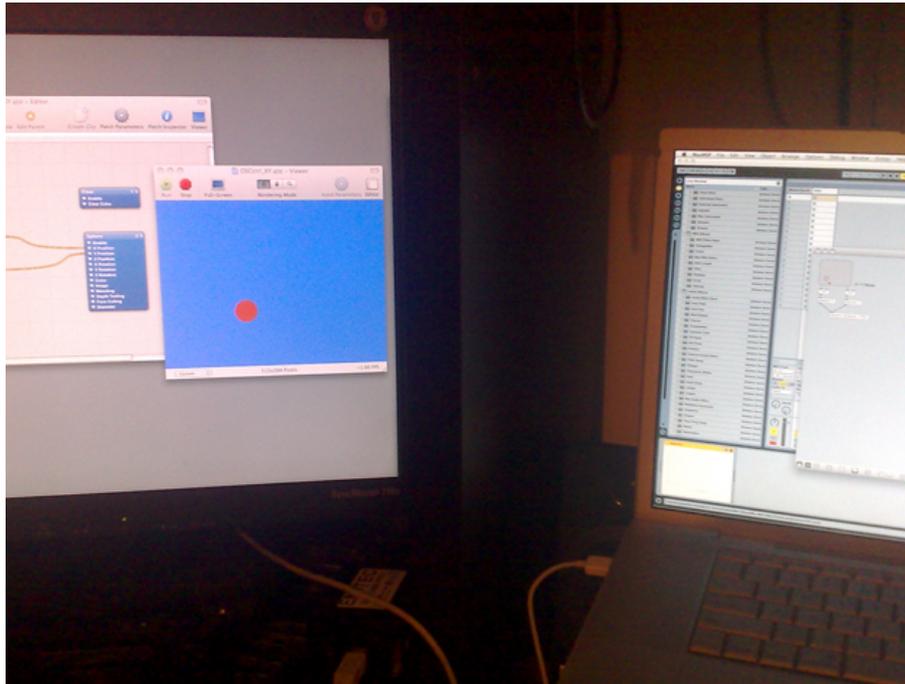
- *Nintendo Wii* remote used to interact with simple geometric shapes and colours.
- No instructions were given to participants.
- User comments recorded:
 - more visual or audio feedback was required;
 - using a *Wii* remote out of context was confusing; and
 - the simplicity of programming gave it a limited lifespan.

Research | Experiment 02 (DMX512)



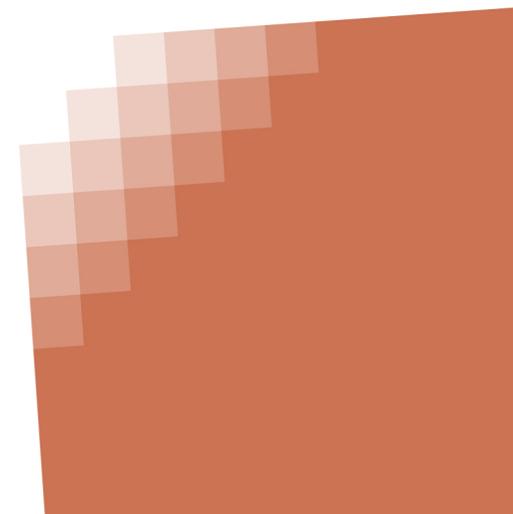
- Protocol for controlling lighting and lighting effects.
- Technology already tested during a previous interactive performance work.
- Input in the form of camera tracking / sensor data.
 1. Data triggers programmed messages
 2. Messages converted into DMX signal
 3. DMX signal sent to...
 4. ...lights
- User feedback in the form of light changes.
- Not yet tested in situ.

Research | *Experiment 03 (Networked)*



- OSC (networking / communication protocol) allows multiple computers / software systems to communicate.
- Can separate or share the workload of visualisation and processing interaction data.
- Can use more 'appropriate' program for each task:
 - *Max/MSP/Jitter* for interaction; and
 - *Quartz Composer* for visualisation.
- Not yet tested in situ.

Research | Motion Tracking



Venue Liaison

- Marrickville Council (Caroline McLeod – Arts and Cultural Development Coordinator) have had a positive response to the concept and provided information on the approval process.
- McLeod has suggested starting the process of locking in a venue immediately, in case the project needs to go to Council for planning approval(s).
- Public artwork needs to go through the DA process if it meets two (2) or more of the following criteria:
 - requires a traffic management plan which changes conditions on a public road;
 - runs over more than one date (i.e. extends over more than one day);
 - has five (5) or more stalls selling food or beverages;
 - has five (5) or more stalls selling other goods;
 - expects a public participation of one thousand (1000) or more people during the event;
 - has amplified entertainment or video/cinema projection;
 - charges an entry fee on public land; or
 - any other event that Council deems should be subject to a DA.

Venue Liaison | *Location*



Calvert Street Carpark

(cnr Calvert St & Illawarra Rd, Marrickville)

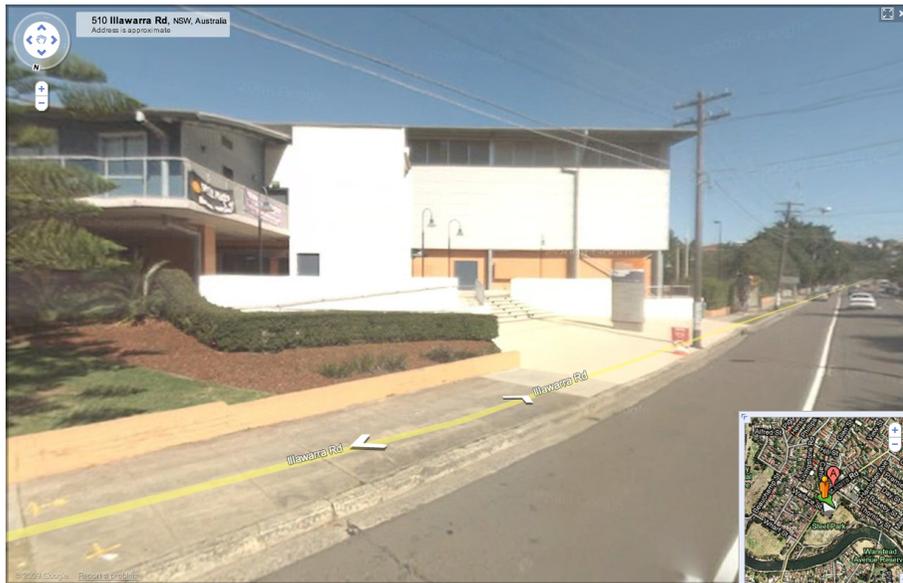
Strengths

- Space is unlikely to be currently considered a public area in the mind of the community, which is a major concept of this project.
- Location is surrounded by shops, increasing foot traffic.

Weaknesses

- May need to shut down part or all of the carpark, requiring a high degree of Council approval.
- Some existing structures – such as trees – may be difficult to negotiate.

Venue Liaison | Location



Debbie & Abbey Borgia Recreation Centre (Steel Park, Marrickville)

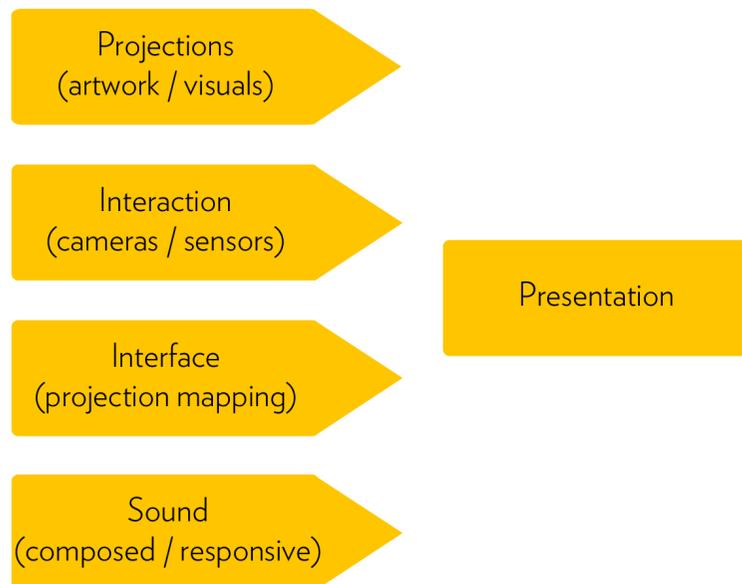
Strengths

- Structure would provide an uncomplicated surface for projecting visuals.
- As the venue is already a space used for events, fewer approval process may be needed.

Weaknesses

- Already a space that is known as a public area. This goes against one of the main concepts of *Personal Space*.
- Venue may not receive a large amount of foot traffic after dark.

Development | Project Streams



Projections (artwork / visuals)

- Likely to be abstract imagery and rendered in response to audience interaction.
- Based on the feedback from the research stage of the project.

Interaction (cameras / sensors)

- Means of interaction with audio and visuals.

Interface (projection mapping)

- The building itself will act as the interface for the audience.
- Projections will be mapped to the site and create a unique interface for the viewer.

Sound (composed / responsive)

- Combination of composition and responsive audio, functioning similarly to visual interaction.