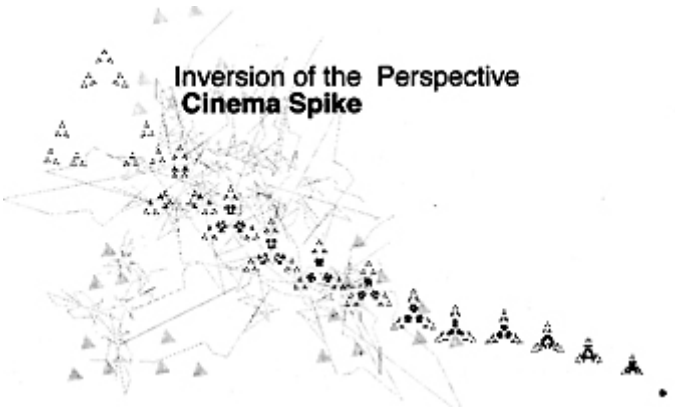
Cinema Spike
KARIN HAZELWANDER



Inversion of the Perspective
Cinema Spike

Perception:

"Cinema Spike" is a steel sculpture, which communicates with the viewer and interacts with space and with sight. It communicates within itself (see Sketch 3), with itself and also with the outside world, as soon as a viewer approaches it. Without these viewers — human beings — it cannot produce worlds of images, the perceptible result of which could be documented. In communicating with humans, the area in which the communication takes place is always one-sided. The sensory or emotional re-action is reserved for the human.

Technique:

Three-sided columns form the space, and a digital image is projected onto each of the three sides. The special arrangement of a fractal triangle enables interaction between the viewer and two of the three sides. In all, images will be projected onto 81 steel columns. The projection will make use of painting techniques. In order to see an identical image, the viewer must stand at a distance of approximately five meters. The entire length of the sculpture layout is 2.43 m.

The sum total of the columns and images is the result of the number of pixels in a monitor image and the fractal calculation of an image in this three-dimensional communication space.

Reflection:

This work illustrates regulative principles of abstract trains of thought on the basis of a pictorial realization. On the basis of two images, the faces of a woman and a man which are half turned away, sterile communication is represented as a social game, commented upon linguistically with the word "dialog". So that an "intelligent ambience", which can also be interpreted as plain luxury, is able to lead to an "ambient intelligence" of essential importance to human development, "interaction" must be stressed. This is the work's central theme.

Interaction:

Where can the focus of an interaction be found? Can trust replace objectivity? Which color is the standard? All of these questions will be answered after entering the "Cinema Spike" communication space.

"Cinema Spike": by Karin Hazelwander and Wolfgang Werner in scientific cooperation.

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