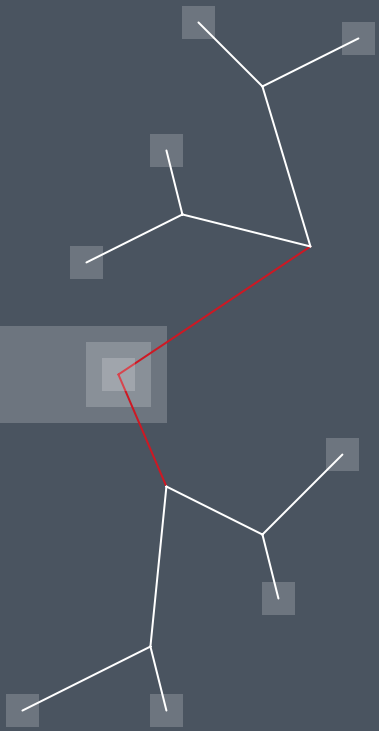


:: mein stiffi productions presents ::



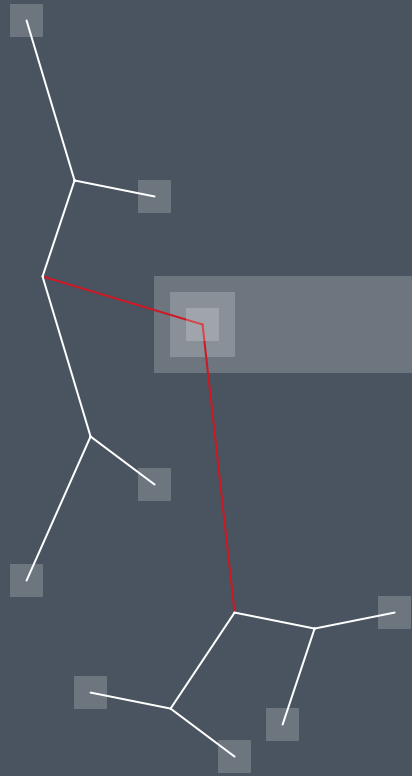
Zur Anzeige wird der QuickTime™
Dekompressor „H.264“
benötigt.





::simasticus::

chris hennelly
marcus pingel
charles yust



context

research
concept
precedence
testing
technology
projections

::simasticus::

instruction sets for strangers : :

union square : :

no comment : :

: : sign systems

: : social networks

: : urban constellation

: : multidimensional interrelations

: : complex dynamics



context

research

concept

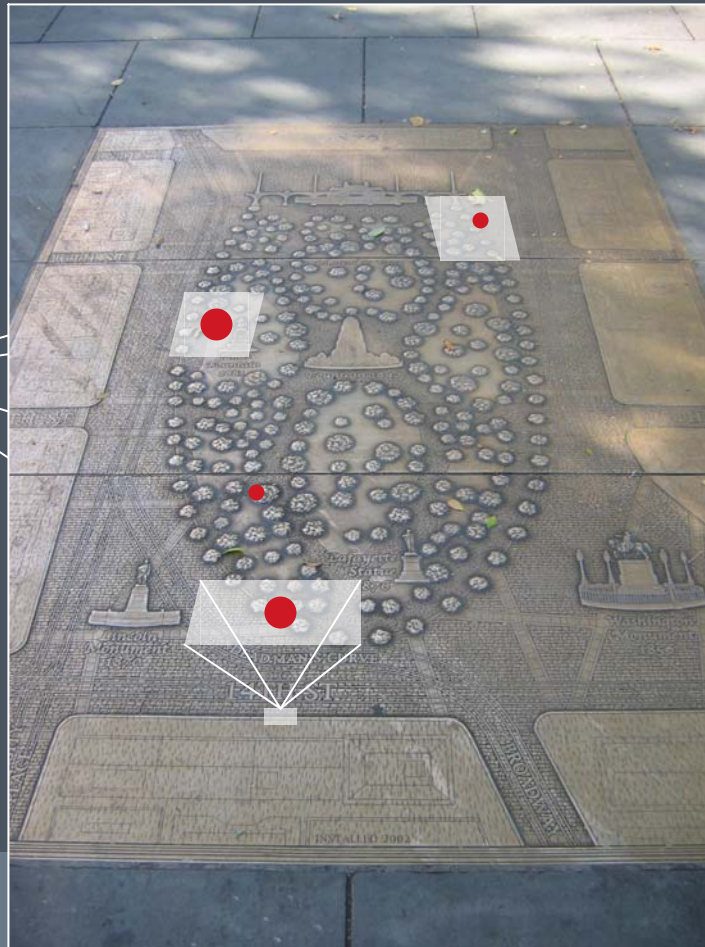
precedence

testing

technology

projections

::simasticus::



explorations in space

idea
research
concept
precedence
testing
technology
projections

::simasticus::

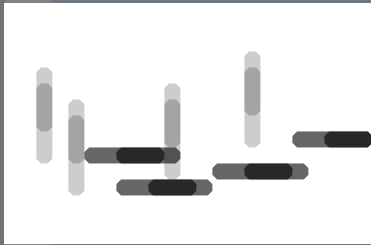
- :: spontaneous aggravation
- :: ephemeral participatory performance
- :: connecting strangers
- :: restructuring interaction
- :: one way communication
- :: triangulation



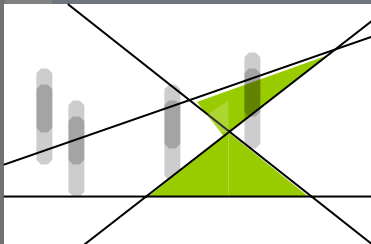
::simasticus::

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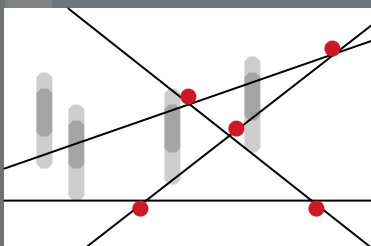
early ideas ::



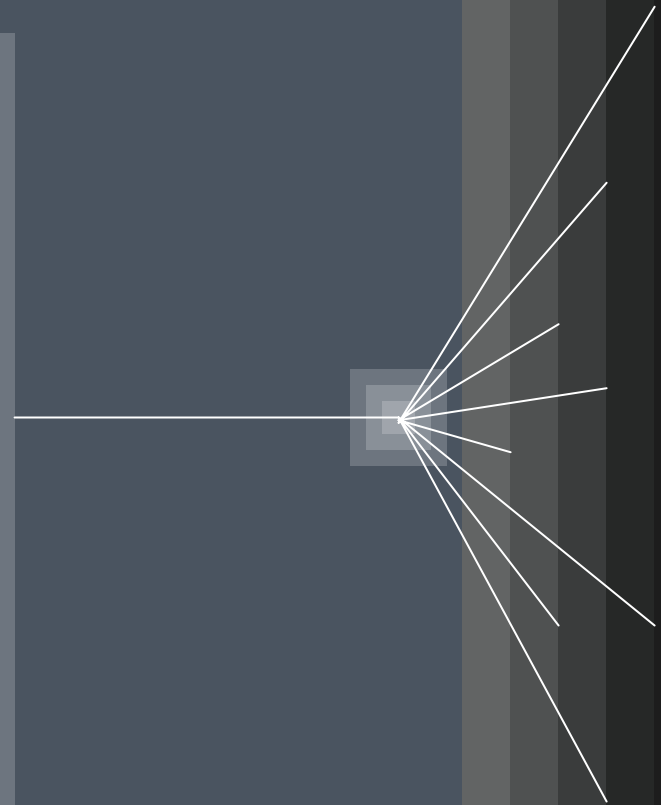
project people
into their path



evoke soil
grass in fields



make intersections
of paths visible



idea
research
concept

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precedence
testing
technology
projections

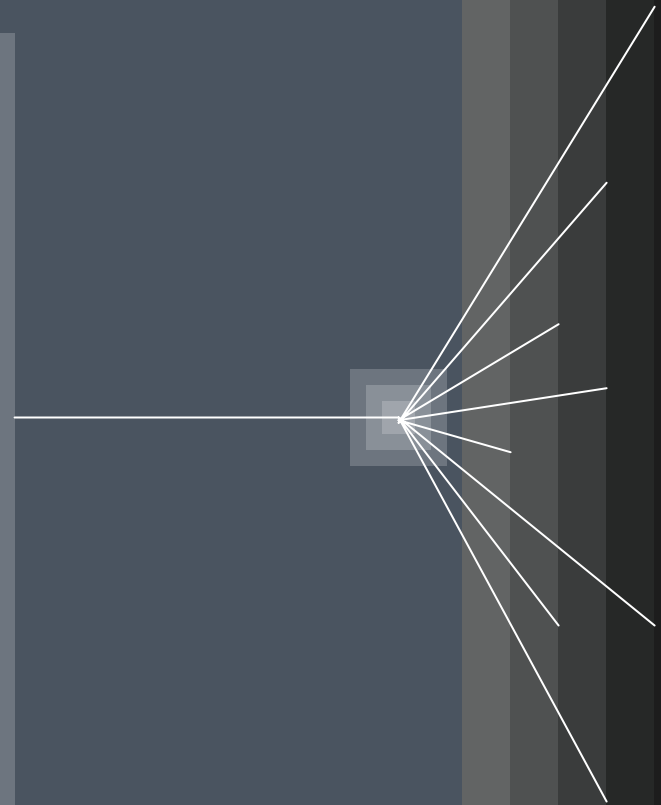
meet the sims ::

:: ea design jam

adapt for the sims 2

externalise game dynamics

...



idea
research
concept

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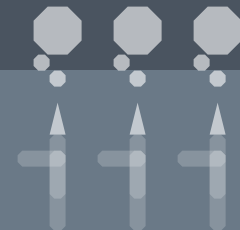
precedence
testing
technology
projections

lev manovich

“metadating” the image

the example of new “social granularity” is provided by the popular computer game *the sims*. this game that is better referred to as “social simulator” models ongoing relationship dynamics between a number of characters.

: : full adaptation of the sims 2 model



idea
research
concept

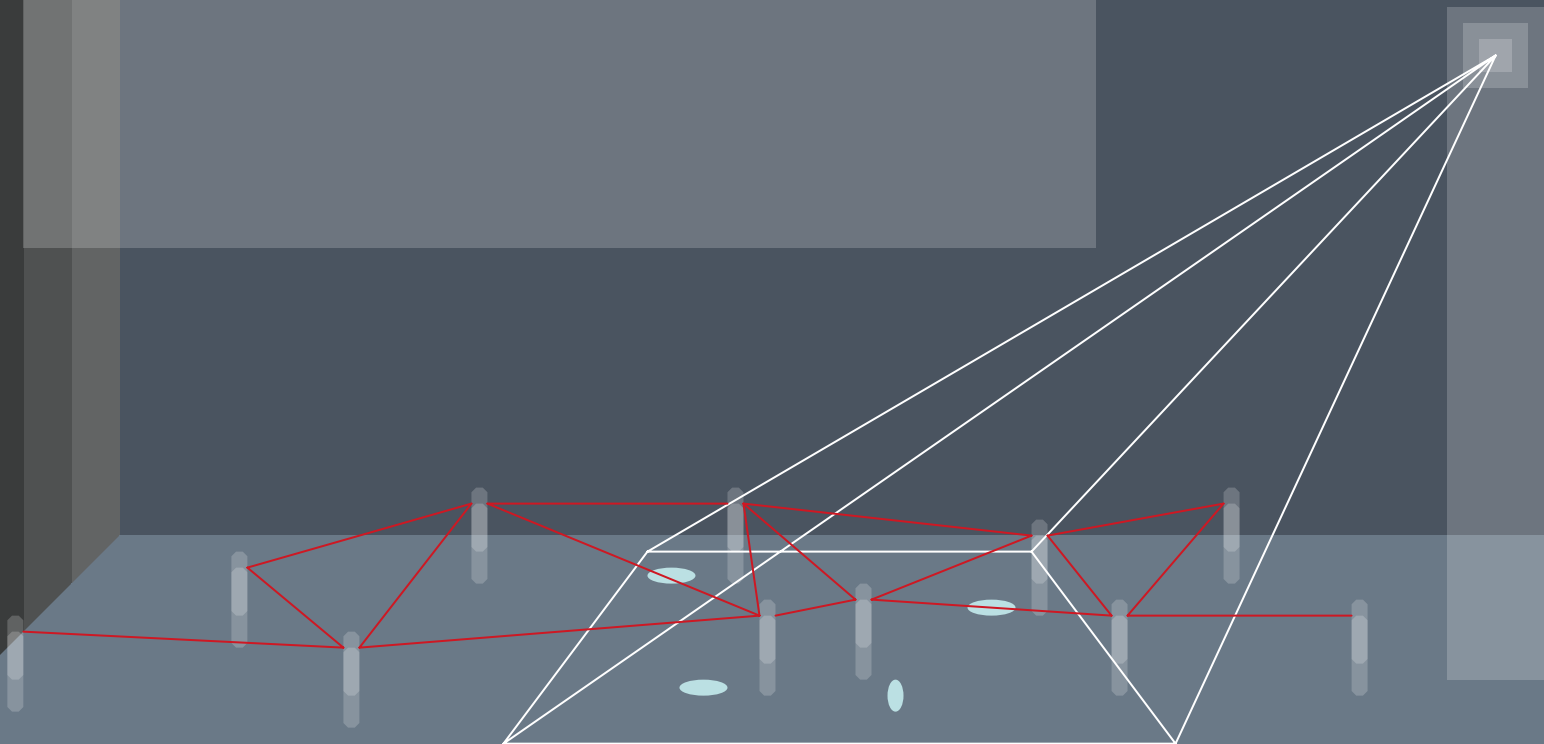
::simasticus::

precedence
testing
technology
projections

signsystems into urban space

triangulation

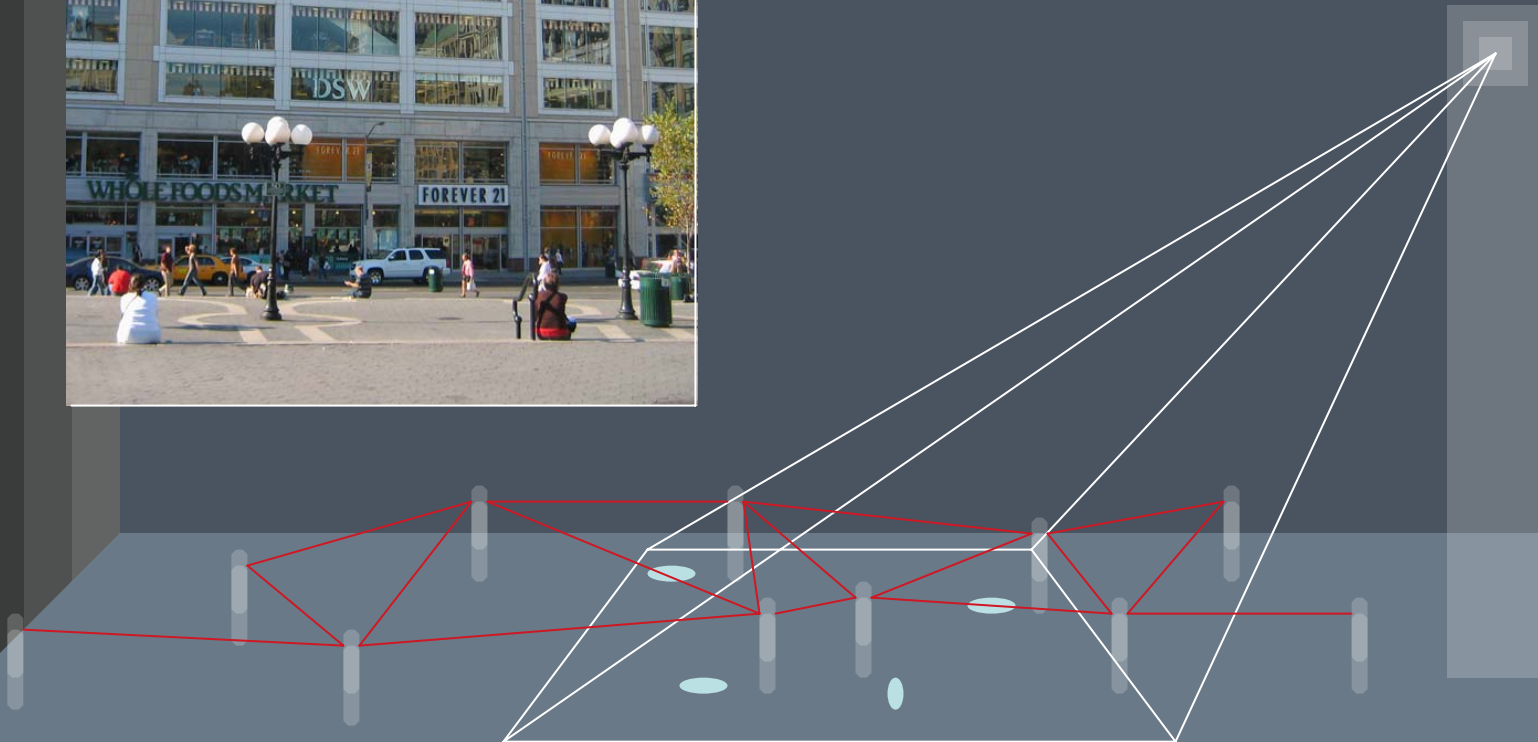
connection



idea
research
concept

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precedence
testing
technology
projections



idea
research
concept

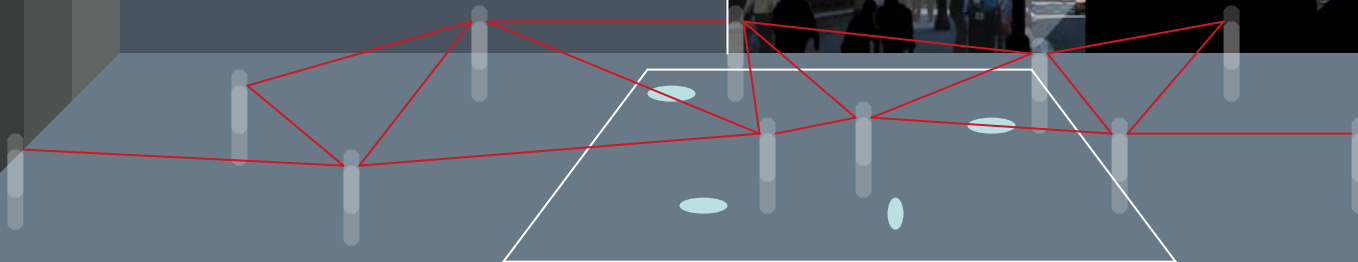
::simasticus::

precedence
testing
technology
projections

signsystems into urban space

triangulation

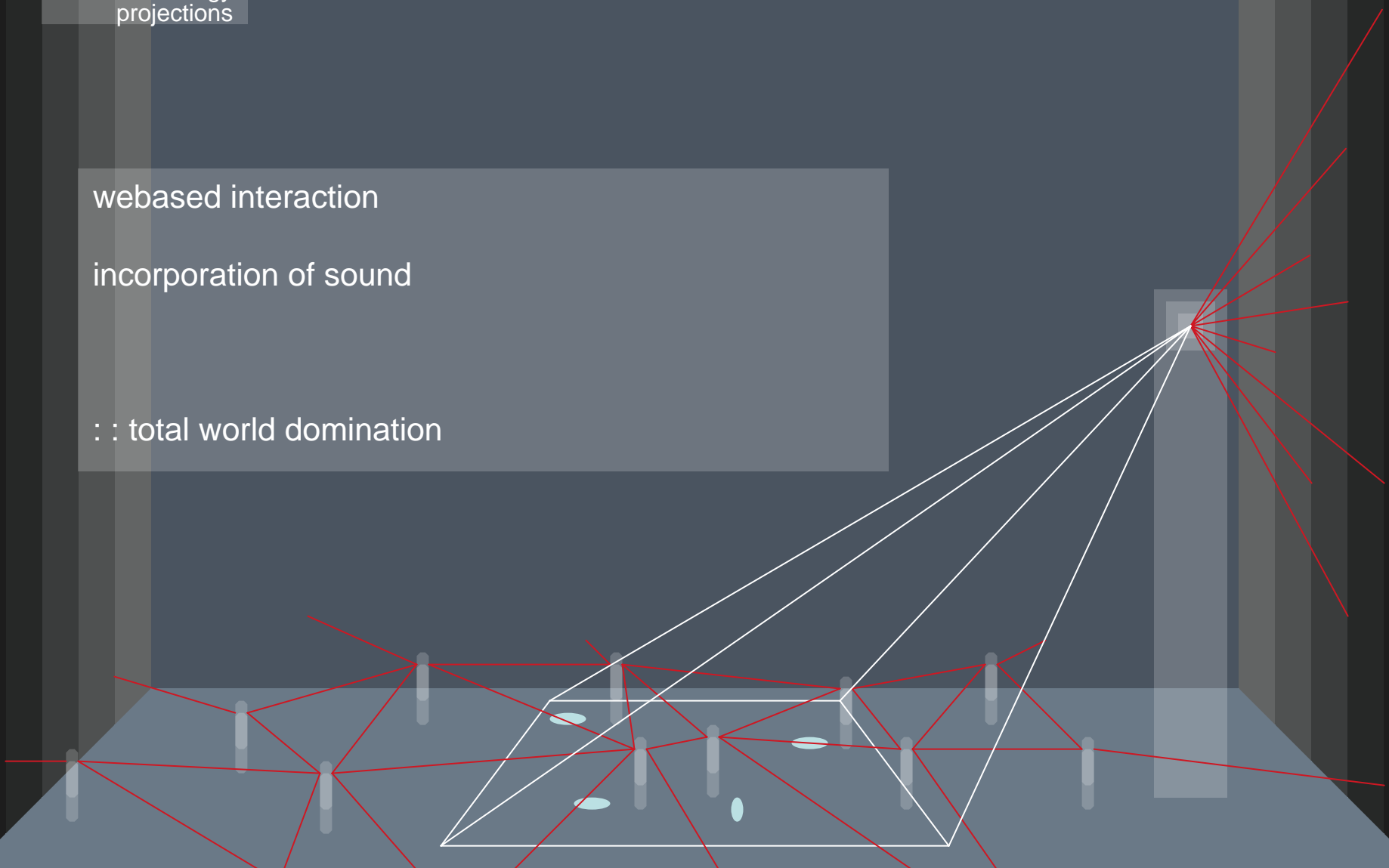
connection



idea
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concept
precedence
testing
technology
projections

::simasticus::

webased interaction
incorporation of sound
: : total world domination



idea

research

concept

precedence

testing

technology

projections

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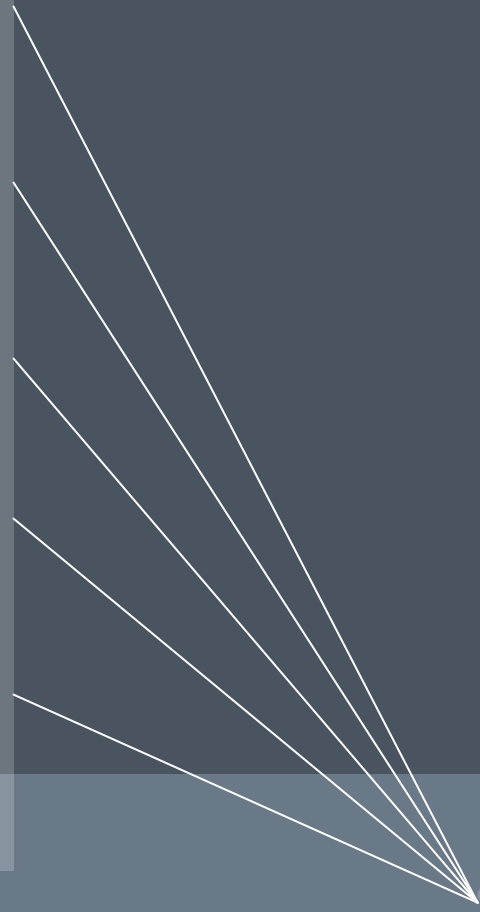
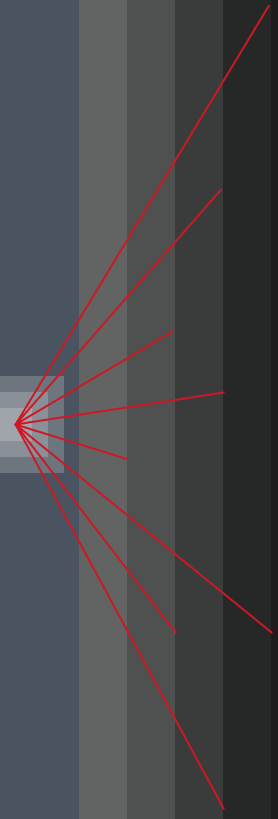
messa di voce
by golan levin and zach lieberman

txtual healing
by paul notzold

access project
marie sester

cecut project
krzysztof wodiczko

shadow
adam frank



idea
research
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::simasticus::

messa di voce
golan levin and zach lieberman

description : :

messa di voce is concerned with the poetic implications of making the human voice visible. *phonesthesia*, or phonetic symbolism, is at the heart of the *messa di voce* project.

relevance : :

messa di voce visualizes the interactions of live performers using an automated software projection system that reacts to their voices. An iteration of our project may incorporate automated software (max, processing) and projection to create real-time interventions without the need for a “game-player”.



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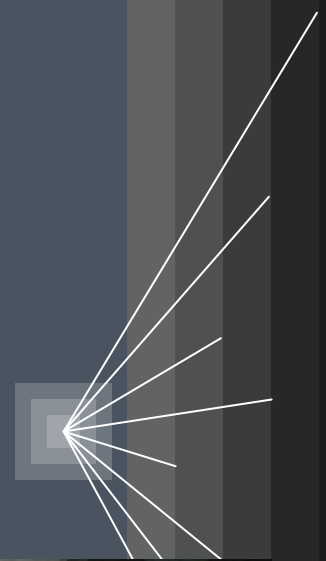
access project
marie sester

description : :

access lets you track anonymous individuals in public places, by pursuing them with a robotic spotlight and acoustic beam system.

relevance : :

real-time, one-way communication is initiated in this System which gives participants the awareness that they are unwittingly the subject of a game or system that is interacting with them.



idea
research
concept

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precedence
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technology
projections

txtual healing
by paul notzold

description : :

explores the use of mobile technology to trigger dialogue, with the intention to engage an audience to think about the physical spaces we move through, live in and share.

relevance : :

different from our project in that only the “game-player” or person using the interface has the ability to determine what is displayed in the speech bubbles. this project also addresses the public generally whereas our project can be personally tailored to an Individual pedestrian.



idea
research
concept
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projections

::simasticus::

cecut project
krzysztof wodiczko

description : :

the purpose was to use progressive technology to give voice and visibility to the women who work in the "maquiladora" industry in tijuana. we designed a headset that integrated a camera and a mic and was connected to two projectors and loudspeakers that transmitted the testimonies live.

relevance : :

wodiczko uses projection to give mexican women a public voice. they assume a temporal position of authority as the camera looks up at them, giving them the converse perspective of looking down on everyone else. similar to our project in the way it uses one-way communication, and one participant at a time is in control.



idea
research
concept

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precedence
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projections

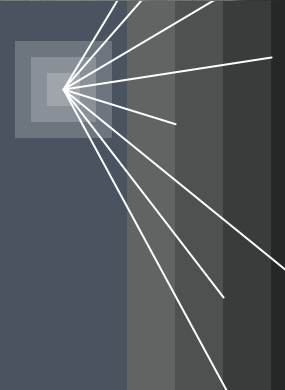
shadow
adam frank

description : :

shadow is an interactive installation that projects a disembodied, autonomous, human shadow on the ground. This apparently living shadow attempts to merge itself with the viewer's real shadow. the invisible figure, implied by the virtual shadow, inhabits the viewer's own personal space.

relevance : :

Shadow illustrates one of our initial concepts. It uses Projection to interact with users on a one-to-one basis.. An example of an automated iteration of projected interactions



idea
research
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::simasticus::

first test ::

:: ea design jam

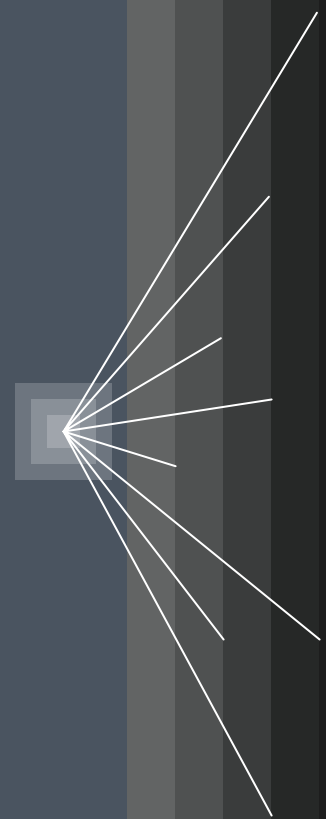
10th floor lab onto 13th and 5th

white ball - some reaction

“hello” - good results

typing in bubble real time - great results

projector tests



idea
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precedence
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technology
projections

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second test : :

: : playtech event

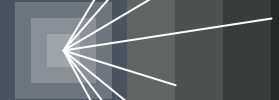
25-30 highschool students

classroom setup

strong interest

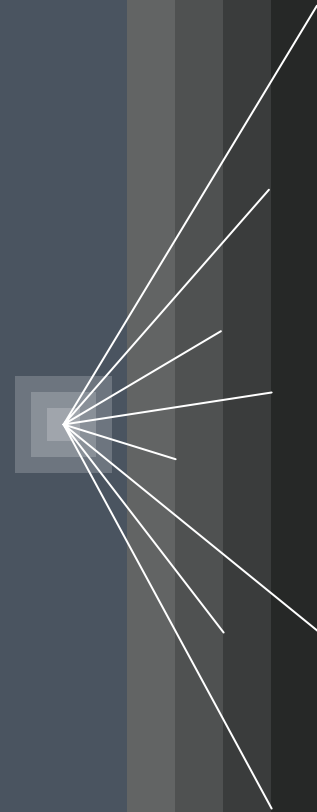
discussion

feedback: sound & webaccess



- idea
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- projections

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third test ::

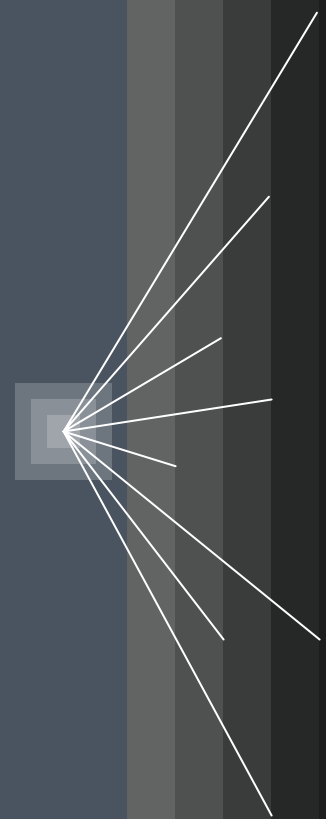
:: last night

very short test...

full moon straight on site

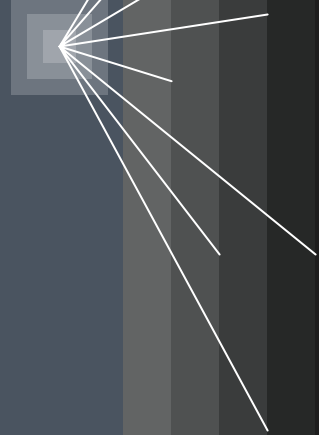
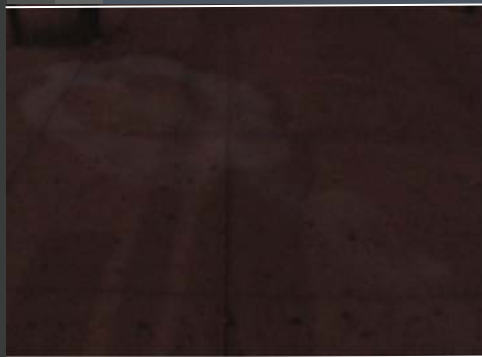
extremely cold

strong reflections



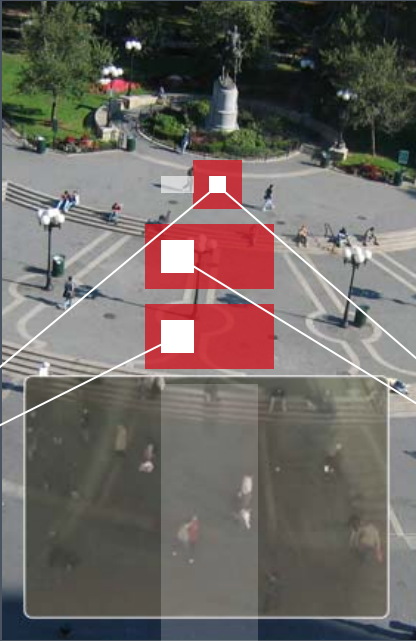
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research
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- idea
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- precedence
- testing
- technology**
- projections



notebook



camera

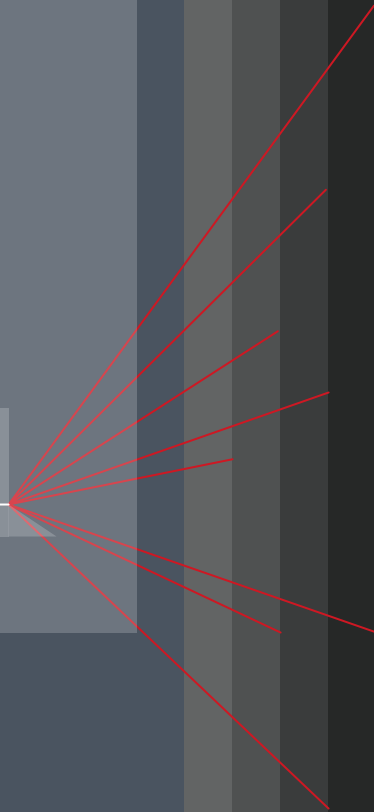
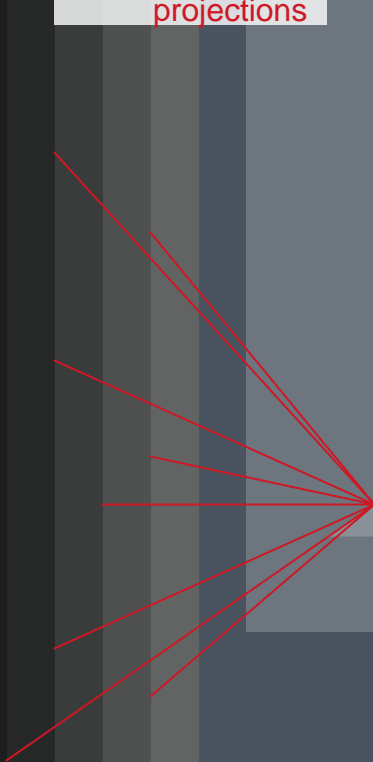
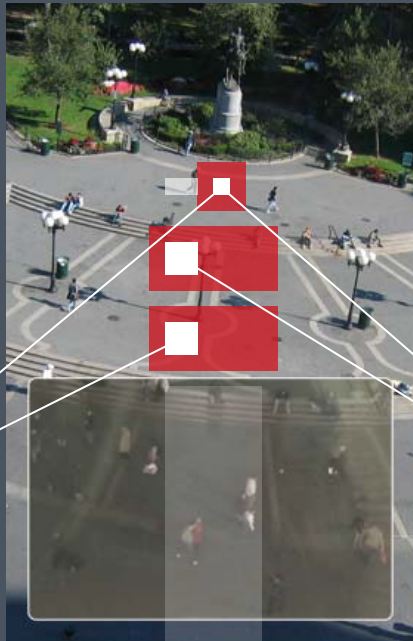


notebook

2 proectors

idea
research
concept
precedence
testing
technology
projections

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notebook



camera



notebook

2 proectors