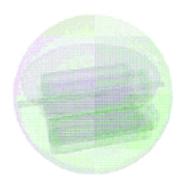


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poster



lab III for art-, media studies and computer science

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Abstract

Lab III at the Academy of Media Arts Cologne is an experimental space in the key area Art and Media Studies, especially Computer Science. The Lab educates and experiments with fully mobile computing facilities in open workshop situations and is regenerative in relation to its content.

Keywords: It hosts guests, fellows and special projects. Current topics of interest include: Interface technologies, Simulated Interfaces, Live Code Performances, Robotics Games, Self Modifying Media, Technovisionary Media, Neuronal Networks

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Project URL:

http://interface.khm.de/

Lab III productions:

His Master's Voice Volker Morawe/ Roman Kirschner

Good tone

His Master's Voice is a board game. The figures used in the game are semi-autonomous spherical robots that are sensitive to singing.

Encoding

The players have to sing to the various robots, and each robot reacts to a different pitch. When one of the figures detects the vibration for which it is encoded, it begins moving and can take part in the game.

The playing board

The robotic balls roll into position on a corrugated 9x9 grid. The playing board constitutes the communication area and serves as both a man-man and a man-machine interface.

Visionary.apparatus Axel Roch

The visionary apparatus neither tool nor machine provides the individual observer the process of contemplation as an experimental and subjective sketch. The spectator experiences intensively and temporal a dynamical, flowing image.

The interface between the subject and the object is an eye/gaze- tracking system that performs the selective and generative gazes of the observer into a subjective moment of looking. The gaze regulates in a meta-dynamical way the image not as data but the conditions of the permanent regenerative image systems itself. Here, the spectator does not appear in the image, he creates the process of seeing individually.

The touch between the gaze and the object, the movement of the eye as the observer's body are imprinted and expressed in fluid codes. The algorithms of technical visionariness adapt the history of the spectator dynamical in and through the process of looking. Here, subjectivity appears as cybernetical emergence.

Installation, 2001

Steirischer Herbst, Graz www.medienturm.at