

THE IDEAS BEHIND MY INTERACTIVE WORK AND PROCESS

Ideas:

I want to create interactive pieces that, through intrigue and direct interaction, pass along information/build knowledge. I love creating large real-world/tangible dynamically interconnected systems that are driven by a viewer (s).

There is a balance between artists' process and desired response- engineered reaction.

General Process:

I usually work on multiple pieces at once and am currently focused on interactive installation through suction.

I thrive in a collaborative setting and search out people to work with that fall outside the fine art realm because I love to watch my concept grow in way I did not foresee. For example my suction piece started out as a work of fire and morphed into a project of air. Although I always start a project with a direction in mind it is the surprising twists and turns that I love.

I approach new works by first defining the project scope and the methods for completing the project. I then rough out the time frame involved in each major task and identify the critical path. Next I list the necessary resources and estimate the costs in order to properly allocate time and budget. This stage helps to create a balance between resources and project duration to comply with the installation objectives. This 'baseline' is what I measure my projects progress against (earned value management).

Suction Piece Process:

System design (note: system theory) 'is the process or art of defining the hardware and software architecture, components, modules, interfaces, and data for a computer system to satisfy specified requirements.'-wikipedia

Spiral Model development process: 'combining elements of both design and prototyping-in-stages, in an effort to combine advantages of top-down and bottom-up concepts.'-wikipedia

SUCTION COMPONENT LIST:

Receptacle (1)

Tubes (2 very long, 3 long, 2 short)

Vacuum (2)

Podium (1)

Hidden digital camera for single reaction shot per suction

Tables (2)

Benches (2)

Paper object creation area(s) and what it offers (paper/pens/basic folding directions)

Multi-colored/multi-sized paper scattered on tables along with writing utensils and a couple basic paper folding techniques provided to the viewer in hopes they will personalize one and add it to the collective.

User interaction

Sensors (Note: Quality Kits)

Ultra Sonic movement detector – the transistors operates at 40 kHz with movement detection between 4m and 7m away.

Ultra sonic wind speed meter – uses Doppler Effect between two 40 kHz ultrasonic movement detectors to measure wind speed.

Passive I/R motion detector

Passive infra red

PIR motion detector