

1. Project Description

Floating Eye

Floating Eye is an interactive installation that separates vision from the body. The participant can only see wide-angle image floating in the air. Wide-angle image is taken by a convex mirror and a video camera. The camera is equipped with a wireless transmitter. The camera-head is attached to an airship. The participant sees the wide-angle image through a wearable dome screen. The display employs a convex mirror. Light from a projector is scattered by the convex mirror. Projected image covers full field of view of the participant. This optical configuration corrects the distortion of the image taken by the camera-head. The system simulates out-of-the-body experience.

The camera-head is designed to capture look-down image from the sky. The participant can see his/her body in the captured image. The airship can be maneuvered by towing the string. The participant can walk looking him/herself as well as surrounding scene. However, slight wind disturbs the airship. Thus, the participant is forced to interact with the atmosphere. This installation evokes new style of self-recognition and relationship between human and atmosphere.

