

WHAT IT IS

AKT/NUDE is a work in progress. The resulting work is a video showing the author in a standing position and turning constantly around his axis. Its realization started in the context of the **Inter Act !** exhibition at Wilhelm Lehmbruck Museum in Duisburg/Germany (27.4 - 15.6.97). The work was realized with participation of the public on 10., 11. and 13. of May in the rooms of the Museum. At fixed times visitors (most of them amateurs in drawing) were asked to realize a drawing of the author. Each drawing session (one full turn in the video) consists of eight people placed in the same distance from each other. According to the response of the public one to three sessions were realized per day. A total of fifty four drawings were realized in seven sessions. To obtain a smooth camera-turn around the figure, the gaps between the drawings had to be filled up. The drawings were digitized and a Morph program on the Macintosh platform was used to create the missing frames between the neighbouring drawings. For one full turn four hundred frames were generated out of the original eight drawings. The goal was to update the video after each session and to display it with a video beamer (life size), enabling the participant to watch the result with a minimum of delay. With each session the video grew sixteen seconds to a total length of one minute and fifty six seconds.

WHAT TO THINK OF

The work has several ends:

Ideally it tries to represent the author in a most objective way by combining a maximum of interpretations, a thing a normal portrait wouldn't do, for it represents a single view.

The work tries to free drawing from its two dimensions, it fakes the three dimensions in a way a QUICKTIME VR film does.

The work is able to compress a whole life span into a rather short amount of time (if the author is able or willing to continue to work with it forever). It would form a sort of diary and, if presented in an interactive movie form, one could travel forwards and backwards in time.

HOW TO PRESENT IT

The best way to present the work to the public is to continue working with it.

This is needed:

- *a small pedestal for the model, eight chairs, paper and pen - cil*
- *a scanner or a digital camera*
- *a Macintosh Computer with a Videocard (MPEG compressi - on card)*
- *a good video beamer, a white wall or a projection screen in a dark corner.*

Another way to present the work to the public is to present the already existing work as an interactive movie, enabling the visitor to travel backwards and forwards and at different speeds

This is needed:

- *a Macintosh Computer with a Videocard (MPEG compressi - on board)*
- *a good video beamer, a white wall or a projection screen in a dark corner.*
- *a wheel like device as a mouse substitution*

The easiest way to present the work to the public is to present the already existing work as a video

This is needed:

- *an S-VHS Player with Loop function*
- *a good video beamer, a white wall or a projection screen in a dark corner.*