

THE CONCEPT

The virtual being, created by virtual reality technology, closed in white container reminding incubator or sarcophagus. It responds to human speech with movement, sounds and shape changes. Observation can be done thru narrow visor with mount in microphone bellow.

The installation RESIDENT settles to myths and legends about the creation of artificial life. The way of its design is inspired by methods of alchemy. The form of body, immaterial field of light, and behaviour of the creature are exactly numerically defined (key numbers are: one, two, four and seven).

REALIZATION

The voice of an observer is taken off by sensitive microphone bellow the visor. The lenght and loudness of visitors speech are measured by the special hardware between the microphone and personal computer. On PC AT 286 software analysing mesured data runs and controles the process of real time visualisation running on SGI Onyx Reality Station (also SGI Indigo High Impact or Indigo Maximum Impact can be used). The reactions of the virtual body depence on lenght and loudness of the speech. Computers are via serial ports. The video signal from Onyx is projected by LC projector inside the container to make illusion of moving field of light.

The model of the virtual being was created in Alias Autostudio V.7, converted into the Open Flight Format by Clarus Interactive and textured. The real time simulation is done in Performer. Software for controlling of simulation was written in C++, as well as software for voice analysing.

Hardware - schéma zapojení (HARDWARE - THE SCHEME)

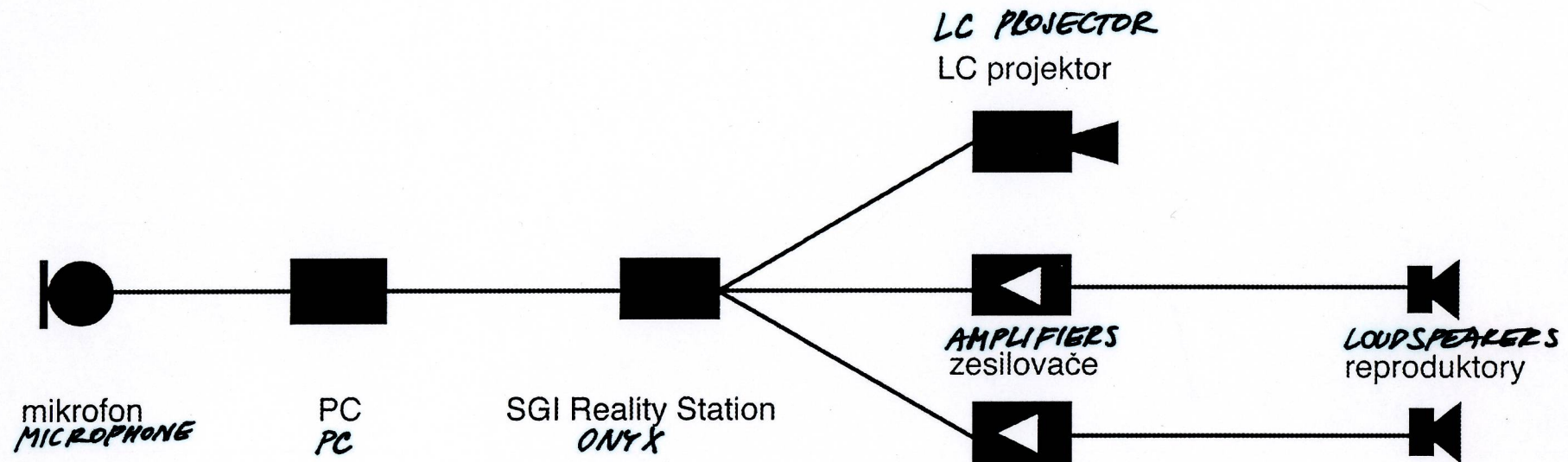


schéma podob a pohybů
SCHEME OF CHANGES

CHANGE OF MOVING

změna podoby

změna
pohybu ►

CHANGE OF SHAPE

