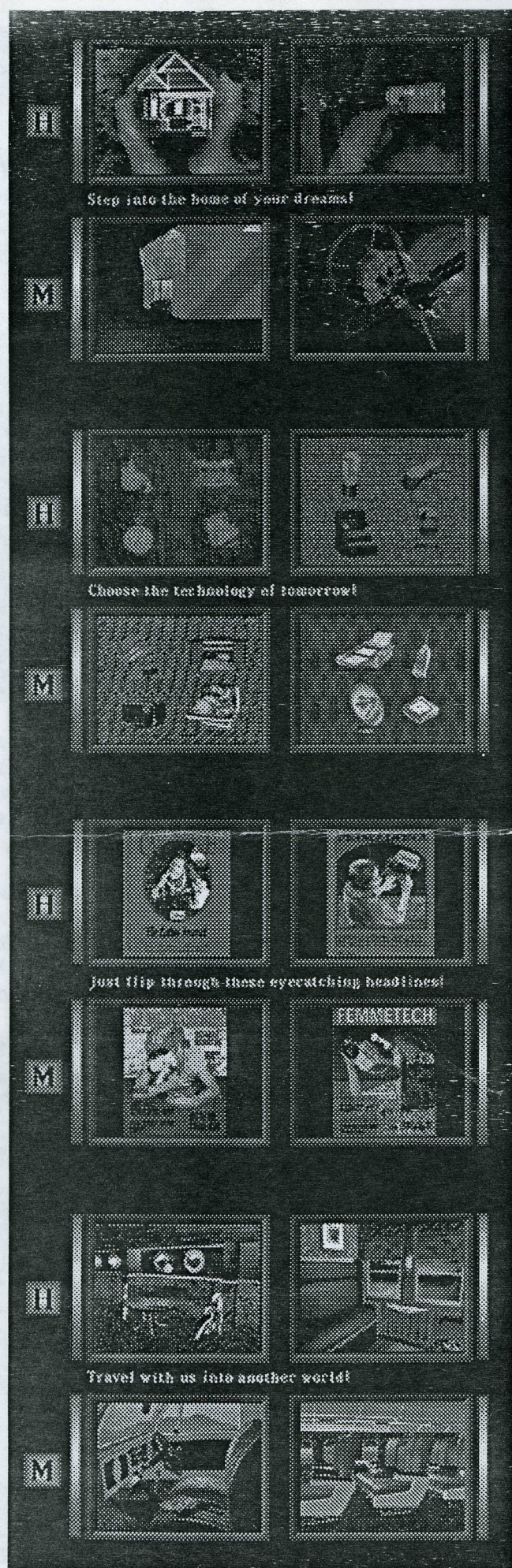
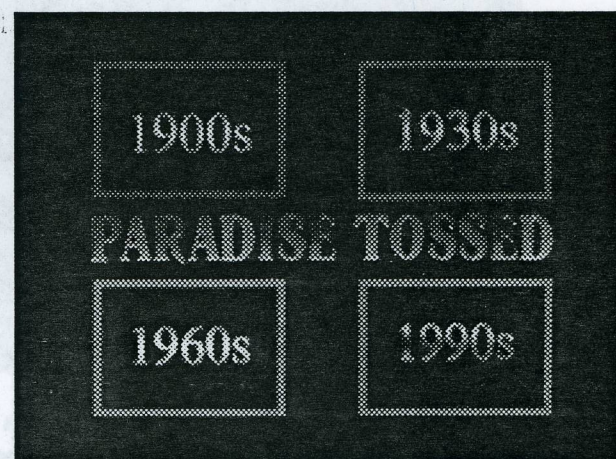




Paradise Tossed (Stage one) IS3

The installation uses Macromind Director's lingo to access a 12 minute animation on Sony Lazerdisc. It is displayed on a MacintoshFX with NuVista+ and Sony Laserdisc Player and touch-sensitive Apple RGB screen.

The animation has been constructed in 16bit with Topas and Lumena software on two IBM Clone 486's and Photoshop on a MacintoshFX with with Vista Boards. A Diaquest 422 Animation Controller was used to output this to Sony BetacamSP.



Credits:

Production/Script/Design:

Jill Scott

Animation/Models/Graphics

Don Ezard

Simon Gresham

Isabelle Delmotte

Jill Scott

Music

Andrew Quinn

Interactive Programming

Jens Mueller

Produced with the Assistance of
The Australian Film Commission.
and Mikros Image in Paris.

With Special Thanks to
Sony Australia and
Sony Einhorn Trier Germany
Apple Computers Australia
Diaquest USA

Animation produced at
Lumagraph Productions/
Sydney Australia.

Titles co-sponsored by
Animal Logic and Mikros Image,

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PARADISE TOSSED

H

"UTOPIA is built on the great diversity of human propensity and gift and it must be in terms of modern information theory redundant enough to catch the developed imagination of each different member of society"

Margaret Mead

Please choose a subject from our Photo Album!

T

Credits

Architecture

Technology

Media

Transport

"Paradise Tossed" (Stage 1) is an interactive animated survey of technological terrain, idealism and design from a women's point of view. Consequently, domestic technology is used as a metaphor for the history of human/machine interface and the viewer is presented with utopian elements of architectural design, science, advertising and transport from our Western history.

In the installation, participants can travel through and interact with four time zones 1900's (help) 1930's (hope) 1960's (growth) and 1990's (change). It is hoped that the interactivity will offer them some new information about the the changing nature of roles and workplaces; the connection between our physical dexterity and the development of machines and the relationship between idealism and design.

Jill Scott

OK

In PARADISE TOSSED you are invited to view utopic elements of Design and Technology from different Time Zones (1900s, 1930s, 1960s and 1990s). There are four basic subjects and sixteen movies.

Operation instructions - please follow

M

- 1 Press ☐ to look through the menu to choose a subject from the Paradise Tossed Photo Album.
- 2 When looking at a single page you can choose to set any photograph in motion by pressing on the photograph of your choice.
- 3 When the movie is playing, the frame of the chosen photograph will change color.
- 4 If you want to see more of one era, then press on the * after the movie is finished.
- 5 At any point you can go back to the Help ☐ or the Menu ☐. If you don't interact, the introduction will play again.