

H.1 Summary of Videotape "Interactive Events"

Documentation — Stephen Wilson , 1987-1991

1/2 " VHS (NTSC) : Running Time - approximately 6 minutes

Segment 1— EXCURSIONS IN EMOTIONAL HYPERSPACE, NCGA CADRE Show San Jose, CA, 1989 Four computer controlled mannequins responded to viewers presence by each recounting a fictional life event from a unique emotional perspective.

Segment 2— ORATORIO FOR RELIGIOUS OPINION, V2 INTERNATIONAL ARTS MANIFESTATION, S'Hogenbosch, Netherlands, 1990 --An interactive sound installation creates an "opera" of voice by digitizing the philosophical opinions of citizens about religious issues and moving processed versions of their stored voices among several loudspeakers on a public church square.

Segment 3— FATHER WHY, ARS ELECTRONICA, Linz, Austria, 1989 and Richmond Art Center, 1989. --A physical space serves as a metaphor for the emotional space surrounding the imminent death of a loved one. Computer responds with digital speech and music to viewers walking through the places of anger, longing, sadness, and forgetfulness. (Documentation focuses on Richmond show.)

Segment 4 — DEMON SEED, SIGGRPAH Art Show, Anaheim, 1987 - Four computer choreographed moving and talking robot arms simulated demons in various world cultures. The robots were periodically controllable by audience via velvet squeeze rods and spoke with digitized versions of viewer voices.

Segment 5—OCEAN MERGE, CSU Summer Arts Invited Sculpture, San Luis Obispo., 1987 - By reading the changing resistance of sea water, the computer uses wave action to create a sound event of changing spatial location and digitized combinations of the viewers' voices with sea mammal sounds.

Segment 6 - HI STRANGER, WELCOME TO CITY HALL, SF Arts Festival, 1986 - Interactive robots used synthesized speech and computer controlled video switching to simulate bureaucrats. Commissioned for City Hall lobby for festival.

Segment 7 - INQUIRY THEATRE, prototype work in progress - Voice recognition allows viewers to use their voice to control digital video simulation of a walk down San Francisco's multicultural Mission Street and to inquire deeper into the contradictions of the dreams ~~of dreams of dreams~~ of immigrants. (This sequence demonstrates only a preliminary version of the voice control of the image.)