

# MOBILE CRASH

*a project by lucas bambozzi*



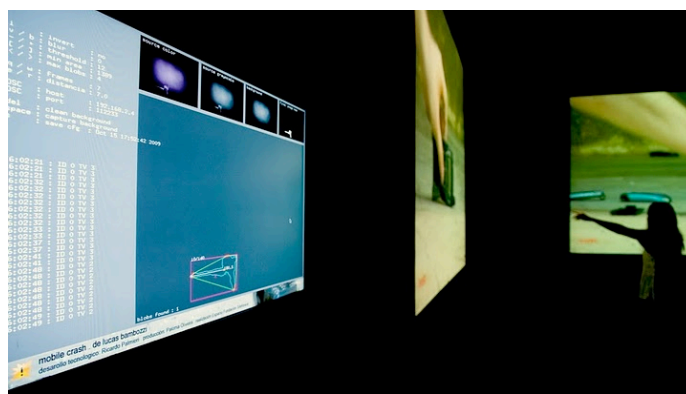
<http://bambozzi.wordpress.com/projetosprojects/mobile-crash/>

## definition

**Mobile Crash** is an interactive installation constituted by four projections in a room, with its respective direct sound, creating an immersive audio and video environment. Through public interaction a series of “sentences” or rhythmic sequences are reproduced in an increasing scale of intensity, sound and action. Images show devices and equipments in state of obsolescence being hammered. It invites the public to share the actions in a kind of catharsis, which can be collective or individual.



**Mobile Crash** is composed by 4 projections over 4 walls, resulting in a sound and visually immersive environment. Activated with the help of a customized IR/camera detection system, the interface was specially developed for the work and has proved to be very intuitive, robust and reliable. Once the viewer enters the space the system detects his/her direction and would respond accordingly, by playing a series of video sequences in the related screen. Inside the room, one would just point to one of the four screens to make it respond by triggering the videos. It produces instant dialogues between the screens and creates different rhythm possibilities with the audio, as in a kind of *live-video set*.



Interactions made by the visitors are a basic input for the system, triggering a series of audiovisual sequences. When modified by the *interactor*, the sequences produce rhythmic “dialogues” in a progressive sound and visual chain, escalating also in terms of intensity and power (as the bigger and

noisier are the technological devices – mainly mobile phones - being smashed by the hammers. The sequences would reach up to 12 levels, according to the wishes of the *interactors*.

It might be the desire of many to be holding the hammer seeking to achieve a catharsis, a little revenge against consuming so many technological devices that will not be around for long in their lives.

## **concepts**

The project deals with concepts related to the increase of obsolescence in new media and comments on how languages sometimes also disappear when a media is dead.

The presence of such concepts is a constant issue in my work, very often focusing the *unstability* of the medium, the fragility of languages involved in on the technical image production, the anachronistic side of audiovisual techniques in times of mobility, the consumerism and *fetishe* associated to the current technological system.

## **comments on the production**

Mobile Crash is an independent project made after my involvement with mobile media technologies (curating exhibitions for Arte.mov Festival <[www.artemov.net](http://www.artemov.net)>). The production of the project started with the presentation of “Da Obsolescencia Programada”, a live video performance commissioned by Itau Cultural for its ON\_OFF Festival (São Paulo, Brasil). This live act included sets criticizing current gadget consumerism and the obsolescence of technological devices.

It was transformed into an interactive installation, using parts of the video prepared for the performance. An interface was built considering intuition, gestures and its pertinence with the produced video sequences.

The première was done at Geografias Celulares, curated by Marcus Bastos at the Espacio Fundación Telefonica, in Buenos Aires, in 2009). These exhibitions abroad, in Argentina and Peru, were made possible with a range of institutional and collective supporters such as Ricardo Palmieri and Pure Data developers community (São Paulo, Brasil), Espacio Fundacion Telefonica (Buenos Aires, Argentina) and Centro Fundación Telefonica (Lima, Peru).

## **References on the exhibitions**

see blog: <http://bambozzi.wordpress.com/projetosprojects/mobile-crash/>

### **Site Centro Fundación Telefonica, Lima, Peru**

[http://centro.fundaciontelefonica.org.pe/geo\\_celulares\\_intro.htm](http://centro.fundaciontelefonica.org.pe/geo_celulares_intro.htm)

### **Blogs (Peru)**

<http://www.arturogoga.com/2010/02/26/geografias-celulares-exposicion/>

[http://centro.fundaciontelefonica.org.pe/geo\\_celulares\\_muestra.htm](http://centro.fundaciontelefonica.org.pe/geo_celulares_muestra.htm)

## **other articles**

<http://elcomercio.pe/impresas/notas/rutas-alternativas-creacion/20100225/419298>

<http://terainfo.net/2010/02/26/geografia-celulares/>

<http://www.facebook.com/event.php?eid=322757957850&ref=mf>

## **some conceptual references**

### **“The Life and Death of Media” by Bruce Sterling**

<http://griffin.multimedia.edu/~deadmedia/speech.htm>

**“Raising the dead : built on digital sand” published by Horizon Zero (Banff Center), this text comments on Bruce’s articles on dead media and a lot more:**

<http://www.horizonzero.ca/textsite/ghost.php?tlang=0&is=18&file=4>

### **“Creative Uses for Obsolete Technology”, have fun...**

[www.mousetrak.com/obsolete.htm](http://www.mousetrak.com/obsolete.htm)

**“Capturing Unstable Media”, a series of links based on a seminal catalogue/publication by V2 (maybe at an outdated URL)**

[www.v2.nl/Projects/capturing/index.html](http://www.v2.nl/Projects/capturing/index.html)

## technical details

**the following equipments are provided by the artist as inherent part of the installation:**

1 PC Intel Quad Core - 2 NVidia boards 9800 GS – 4 Gb RAM Linux – sound card 5.1

kit Infrared with 4 spots InfraRed, 1 camera Unibrain Firewire with IR-Pass lens

MacMini Intel CoreDuo 1.83 or higher;

60 videos + sound properly encoded for the installation system.

### **set up needs:**

**a montagem da instalação demanda os seguintes equipamentos que não são fornecidos pelo artista**

\_1 LCD display or TV with input VGA (minimum 19 inches – up to 40 inches according to the available space size)

\_4 projectors LCD or DLP (min. 2100 ANSI lumens

\_4 amplified speakers + *subwoofer* (min. 100w RMS each)

### **others:**

\_montagem do espaço em MDF ou dry wall;

\_cabearamento geral via aérea;

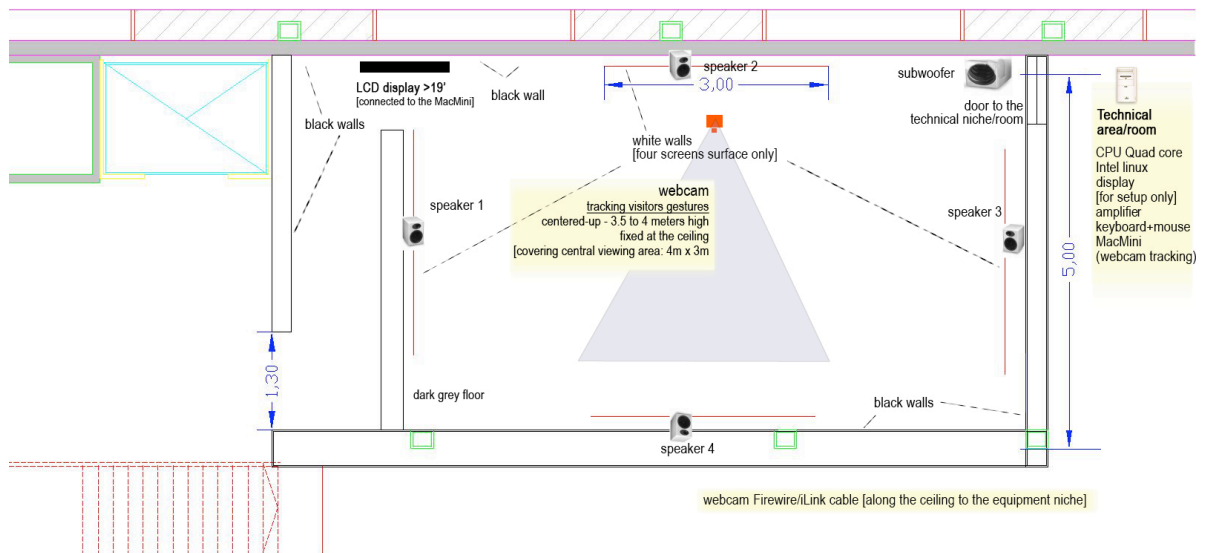
\_montagem de base para fixação dos projetores;

\_montagem de área técnica para os computadores;

## set up drawing:

### mobile crash. lucas bambozzi technical details

version 05/10/09



## ficha técnica e equipe:

**conceived by :** Lucas Bambozzi

**assistance and editing :** Paloma Oliveira

**technological development (Pure Data) :** Ricardo Palmieri

**vector tracking system (openFrameworks) :** Roger S.

**images :** Lucas Bambozzi and Lucas Gervilla

## technical info

operating systems:

computer 1: Linux Ubuntu

computer 2: Mac Mini MAC OSX 10.5.4 Leopard

software: Pure Data and openFrameworks

screen resolution: 800x600

**openFrameworks** is an open source toolkit designed for "creative coding". OpenFrameworks is written in [C++](#) and runs on [Windows](#), [Mac OS X](#), and [Linux](#). It is developed and maintained by [Zachary Lieberman](#) and [Theo Watson](#).

**Ubuntu** is a computer [operating system](#) based on the [Debian GNU/Linux distribution](#). It is named after the [Southern African](#) ethical ideology [Ubuntu](#) ("humanity towards others")<sup>[7]</sup> and is distributed as [free and open source software](#) with additional proprietary software available.

[excerpts form Wikipedia]