

AUGMENTED SCULPTURE SERIES

PABLO VALBUENA 2008

description

This project is focused on the temporary quality of space, investigating space-time not only as a three dimensional environment, but as space in transformation.

For this purpose two layers are produced that explore different aspects of the space-time reality.

On the one hand the physical layer, which controls the real space and shapes the volumetric base that, serves as support for the next level.

The second level is a virtual projected layer that allows controlling the transformation and sequentiality of space-time.

The blending of both levels gives the impression of physical geometry suitable of being transformed.

The overlapping produces a three-dimensional space augmented by a transformable layer that can be controlled, resulting in the capacity through the installation of altering multiple dimensions of space-time.

These ideas come to life in an abstract and geometric envelope, enhanced with synesthetic audio elements and establishing a dialogue with the observer.

about interaction

These series of work develop a dialogue with the observer based on mechanisms of perceiving and engaging through physical space. Rather than establish interaction through direct action/response mechanisms I am more interested in subtle ways of dialogue.

Ideas commonly used in architecture or sculpture like scale, rhythm, light or our own way of perceiving physical space can be used as a tool to cause a stronger emotion than direct response from a certain action. My interest is to work with these mechanisms of perception on a phenomenological level, manipulating how we perceive the experience rather than the experience itself.

At this point of the series I have been developing these elements and testing abstract narrative concepts and responses with a linear projected content. There are several modes of interaction that are being explored on further pieces where I use these elements to take this dialogue into a more elaborated experience of perception, but still subtle and engaging.

biography

Pablo Valbuena (ES), born in 1978, studied Architecture at Politecnica University in Madrid. In the past he has worked for several international videogame and film studios investigating spatial concepts applied to virtual environments and digital architecture as a concept designer.

He is currently focused on developing personal projects and artistic research about space, time and perception. He has recently presented his work in Ars Electronica 2007 (Austria), Singapore, Canada, France and Spain.