

Response to They Watch

This installation is an interactive 3D experience comprised of several lifelike characters projected onto screens in a circle around the viewer. The viewer interacts with the characters by moving around the circle towards or away from each character. The technological innovations involved with this installation were interesting.

As a viewer approaches one of the characters, that character will appear to move closer on the screen while the other objects in the screens seem to move further away. The characters are not “moving” that is, they are not walking but rather sliding as they would from the point of view of someone walking towards them. Once a viewer approaches a character, that character looks directly at the viewer and begins to speak. The player can then walk away from one character and towards another. Doing so resulted in the first character’s voice becoming quieter and the next character’s voice becoming louder. The second character also moved closer in the screens while the first character moved away.

This installation manages to track the viewer as they move around the room. It then calculates where it should move the characters in their digital space in order to create the illusion that the character is walking through a crowd of people. The installation also changes the volume of several audio tracks (one for each character) depending on how close the viewer is to a given character. These technological abilities were very interesting to think about while walking around the room. The audio tracks themselves were very difficult to understand making their message unclear. The characters seemed to have some relation but without the audio it was impossible to determine what that relation may have been. Despite the lack of clarity in the story

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behind the installation, the technology used in its implementation was intriguing enough to make this an impressive installation.