Islands.

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Spatial Media Midterm
ITP 2011
Three islands are floating in space in a interactive gallery. There is over head projection onto the islands and a camera that detects hand motion over the islands. Small people are projected onto the islands from an over head perspective to create the illusion of real miniature people on the islands.

The little people on the islands act like small versions of real people. The viewer must treat them a certain way to get them to do what they want. If the viewer moves their hand too quickly the little person will run away from them, if the viewer is patient the little person will jump into their hand in order to be moved to a different island. The viewer will understand the context of each island by observing how the little people act on each island; Dance Island, Sleep Island and Boring Island. Developing trust between the viewer and the content of the piece is the core of the interaction.

The little people in the piece live in a world of islands and the only way they can move between islands is by viewer interaction. The three different islands have their own contexts. the people on each island act according to each island’s context. When a person is on a Dance Island they dance, when they are on Sleep Island they sleep when they are on Boring Island they just want to get off! This is a commentary on social context and appropriate actions for appropriate spaces. The hope is to make the viewer think about why they act certain ways in certain spaces.
Setting:
Dancing Island
Sleeping Island
Boring Island
Moving Fast

Moving Slow

Moving Stop