Ephemeral Architecture is an interactive art installation designed for a loft space in Soho during NYC Internet Week. It will be installed and open to the public from May 14-21, 2012. It is an art piece in a public venue designed for casual visitors at a technology festival. The space will be dark and filled with a fine haze, giving the impression that there is a materiality to the air inside it. Light projected through this medium takes on a seemingly solid form. Visitors are encouraged to enter the haze-filled installation and play in the space.

In embracing the openness of the internet as well as the ideas of open-source and crowd-sourcing, we aim to create a space that allows for visitors to manipulate its structure.

The content of this installation is the geometric forms that are projected into the space, and being generated and manipulated by the presence of the users in the space. Essentially, the space is meant to be a medium for the creation of content by the users who are the visitors of the space. As users traverse the space, they leave traces of their presence in the form of abstract geometric forms. Visitors are also able to physically manipulate holographic geometric surfaces that are projected onto the atmosphere.

With Ephemeral Architecture, we imagine the internet as an abstract architectural structure, assembled and traversed collectively. We realize the internet as a physical space where the perceived size of a site is determined by the amount of attention given to it. At the same time that we deal with this perceived physicality, the information that makes up the web is moving constantly - within a server, across the world - connections are made, strengthened, fade. Sites are reorganized, released, created, destroyed. We represent the fleeting architecture of the internet by allowing participants to create and manipulate walls of light with the movement of their bodies through the space.