

Camille Baker & Kasia Molga

Layers of Frozen Shadows



Additional Visual Material, London March 2011

London, March 2011



By pointing a mobile phone towards the shadow, it is possible to see another shadow of a person who was there before or who plays with his./her shadow at the same time elsewhere.

In the intersection of those two shadows another image is revealed - video clip or picture uploaded to archives by people participating in previous workshops.

NOTE: it will be possible for audience to add new material regardless time and space. All material might be curated.



“Layers of Frozen Shadows” will have few manifestations - it will be available in “unmanaged way” to anyone with the smart phone through the especially designed for it app, as well as it will be happening during a number of managed events. People who don’t own a smart phone will be still able to participate by accessing “Layers of Frozen Shadows” online or by SMS/MMS facilities of the phone.

1. Unmanaged Experience.

Members of the audience will be able to play anywhere anytime via “Layers of Frozen Shadows” app. Although all functionality is not specified yet (it will be during the respective residencies), the basic concept is that by logging to the app, a spectator will be able to look at the shadow’s map and: a) see if anyone else is online at that moment, b) see if anyone left “a shadow” nearby.

If there are other people online, a viewer will be able to look at his/her shadow by pointing a phone camera at it. In the AR this shadow will be overlapped with the shape of the shadow of another person who plays with the app at the same time. In the intersection of two shadows, another image/movie clip will be revealed - a story about the shadow uploaded by participants (who either filmed/make pictures during the workshop or have known about the project and take part in it independently - as it will be open to anyone).

If there is no one online, a viewer will be able to find a geo-tagged shadow of someone who left it there before, access it, overlap it with his own shadow and discover a movie clip/image at the intersection.

Looking at the map revealing locations of geo-tagged shadows left by other participants

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Looking at the activated shadow-play - either through another person who is present online at the same time, or by finding one of the geo-tagged shadows left by another participant some time ago

During workshops carried at the respective residences, and thanks to the promotional material disseminated across various European countries (through institutions, online social networks, etc) members of the audience will be informed about how to contribute. Everyone will be able to carry the “shadow investigation” and through taking pictures or making short movies they will be able to express themselves. That material will be then uploaded onto the server and archived so that it is available later to view as a part of the AR “shadow’s unveiling” - when activated by running the app on the smart phones. It will be another layer of the shadow - the layer which tells another story.

Those contribution might also be available to look at online - with credits to those who made them.



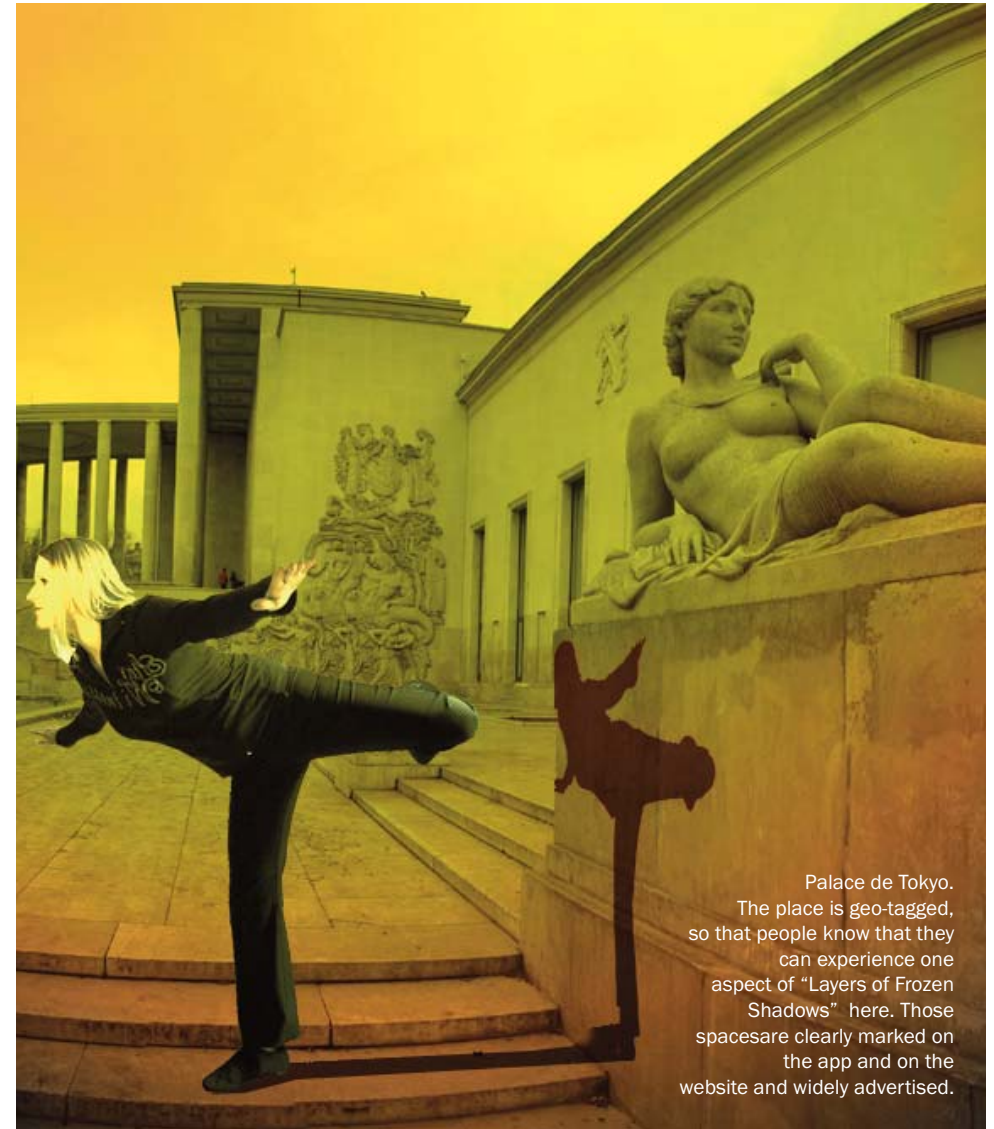
The “shadow’s unveiling” - in the intersection there is a fragment of the movie clip/image contributed by participating member of the audience



Eminonu Square, Istanbul. The place is geo-tagged, so that people know that they can experience one aspect of "Layers of Frozen Shadows" here. Those spaces are clearly marked on the app and on the website and widely advertised.

1. Situation - Eminonu Square

A member of the audience plays with his shadow. Someone else films it through the smart phone. His shadow will appear somewhere else.



Palace de Tokyo. The place is geo-tagged, so that people know that they can experience one aspect of "Layers of Frozen Shadows" here. Those spaces are clearly marked on the app and on the website and widely advertised.

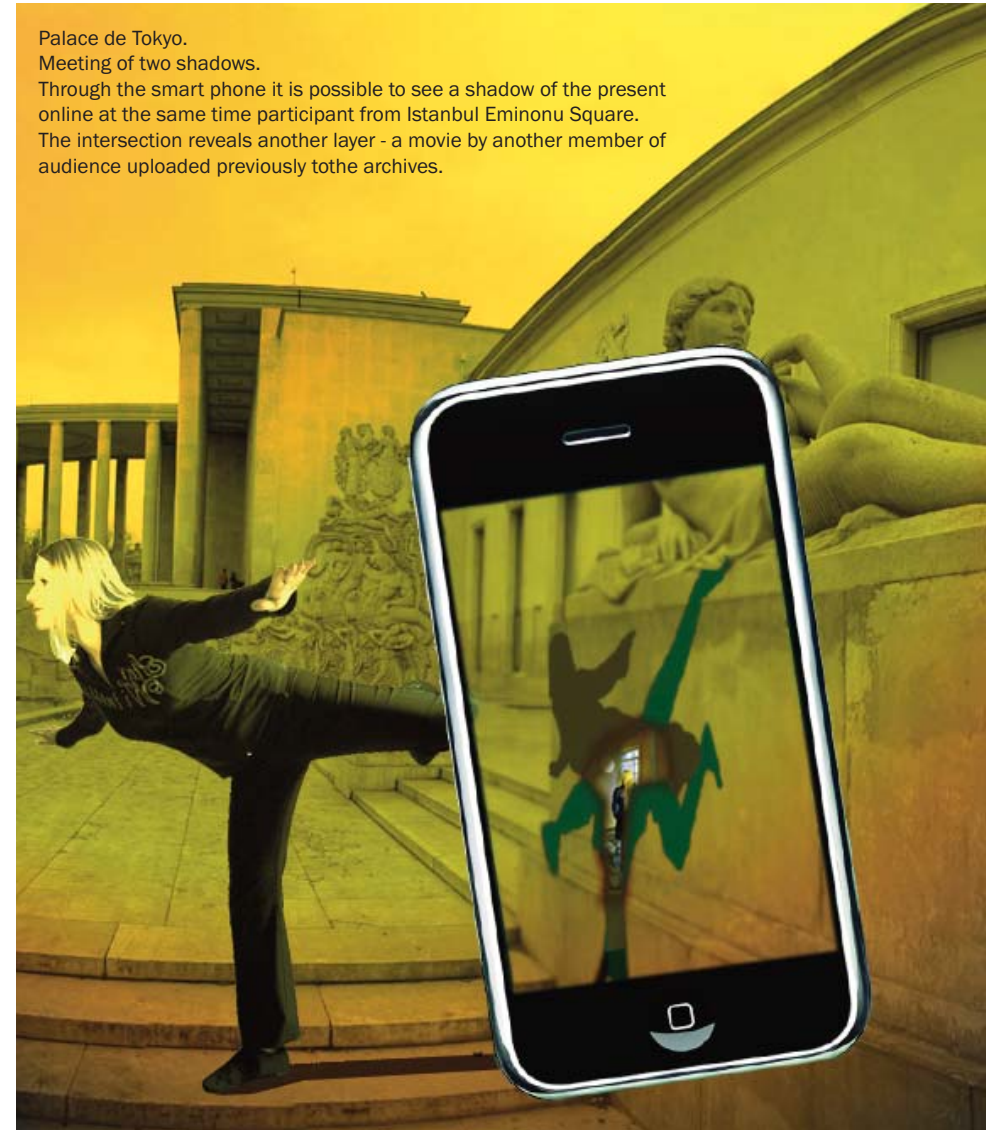
1. Situation - Palace de Tokyo

A member of the audience plays with his shadow. Someone else films it through the smart phone. His shadow will appear somewhere else.



2.Situation - Eminonu Square

Meeting of two shadows. Through the smart phone it is possible to see a shadow of those present online from Palace de Tokyo. The intersection reveals another layer - a movie by another member of audience uploaded previously to the archives.



Palace de Tokyo.
Meeting of two shadows.
Through the smart phone it is possible to see a shadow of the present online at the same time participant from Istanbul Eminonu Square.
The intersection reveals another layer - a movie by another member of audience uploaded previously to the archives.

2.Situation - Palace de Tokyo

Those situations will be carried as managed events/experience during the end of each residency. Every time the technology will be tested to become better, more intuitive and easier to use. Most importantly however thanks to the app it will be possible to play with it outside the events - anytime anywhere.



MANAGED EVENT. Residency # 4

The project will conclude with the managed event/exhibition during the last residency (and hopefully it will be exhibited many times after). In the exhibition space thanks to the geo-position recognition / motion sensors and bluetooth, spectators will be able to play with shadows appearing on the fog screens. The layers of shadows will be revealed through projections rather than AR application, although it will be possible to use AR as well.

Technical Specifications' Diagram

Please note that it is an initial version - it might change in the course of the residencies.

