

OTIS.50.00

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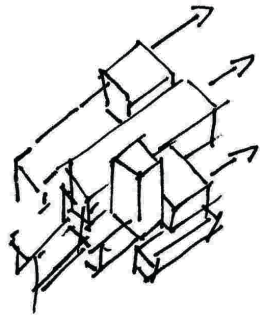
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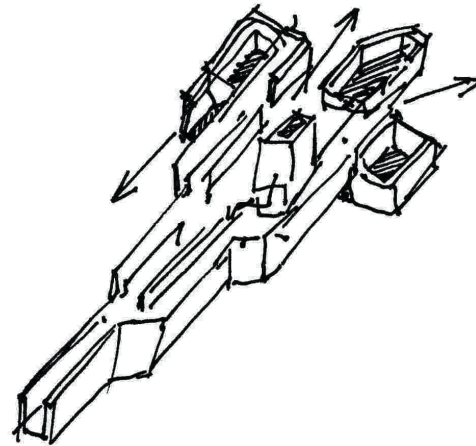


“Boredom has brought more misfortune to the world, than all human passions together.”

(Ludwig Tieck: William Love)



tipologias agrupadas



time out machine_open system

Basic idea

Time -as a measurable unit- is a phenomenon which forms and determines our western society in major ways. Individual time perception is not measurable and often tricks us, which can lead to strange situations. It calls into question all human effort of rational behaviour.

Disastrous situations especially accentuate the phenomenon of time changing. On the one hand, at some critical moments, time can stretch endlessly which could allow you to visualize your whole life in seconds. On the other hand, at other critical moments, time can shrink so rapidly that you are unable to react rationally at all.

But usually we are at the mercy of time changes, and it is only later, when it is all over, that we realize how fast or how slow time had passed by.

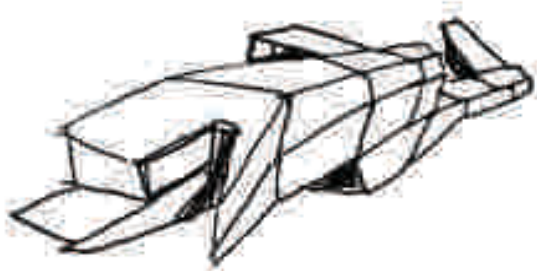
The basic intention of the **TimeOut** is to play with the phenomenon of time in an artistic way and to change peoples perception of it.

With these new media tools, we offer the visitor a different experience of time and sensitize them to its multiple expressions.

TimeOut is a blurred moment in which the visitor encounters lucidity, a new approach to time.

00.46.00

The Installacion



TIME OUT MACHINA_close system



TIME OUT MACHINA_open system

The Installation

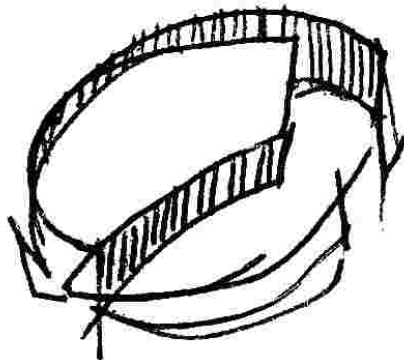
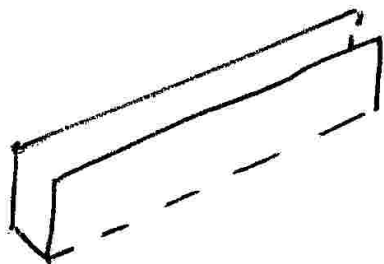
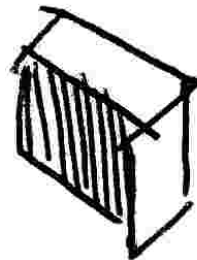
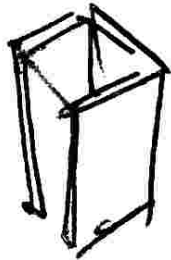
TimeOut is a laboratory for experimenting with the perception of time. When you enter the installation, you will find the four media installations proposed. Each room is connected to a space designed to foster communication about these time-changing experiences. This space is called the **Core** and is designed to resemble a cafe, because it is the place where visitors can actively discuss their experience of the installation.

TimeOut can be installed in every building, museum or public place. The installation is designed according to the following principles:

1. If an installation spaces has one entrance and one exit, the entrance is the entrance of the exhibition. The exits lead to **the Core**.
2. If an Installation Space has only one entrance/exit, it has to be inside **the Core**.
3. The exit of the Core must to be the exit of the installation.
4. If the exhibition space cannot have **the Core** and the four installation rooms on the same floor, there should be a connection somehow, with the use of stairs, corridors, panels, etc.

00 39.00

Elements



The Rooms

Each room has its own concept of time manipulation. The rooms are planned as one-way passages that do not allow visitors to re-enter.

When visitors enter the Core, they will have had the experience of one room.

The Core

It is a lounge of any size that is connected to all the exits of the four different installation rooms. The interior of the Core consists of tables, chairs and a bar.

The visitors can consume soft drinks and hot drinks.

Room I The Elevator



Equipment

3 x computer
3 x video-beamer
1 x basic stamp
1 x control panel
1 x 5.1 sound system

elevator cabin

Description

- 1,5 m x 1,5 m ground and 2,2 m high
- Three walls are made of opaque Plexiglas, on each is a retro-projection
- On the right wall is a control panel with 7 buttons
- The ground of the cabin is unstable
- A maximum of two people can enter the room

You enter the room and the door closes behind you. Then, the retro-projection starts, giving you the sensation of the cabin moving up.

By pressing the panel buttons, the visitor can change the direction of the virtual sensation (movement speed) and the sound.

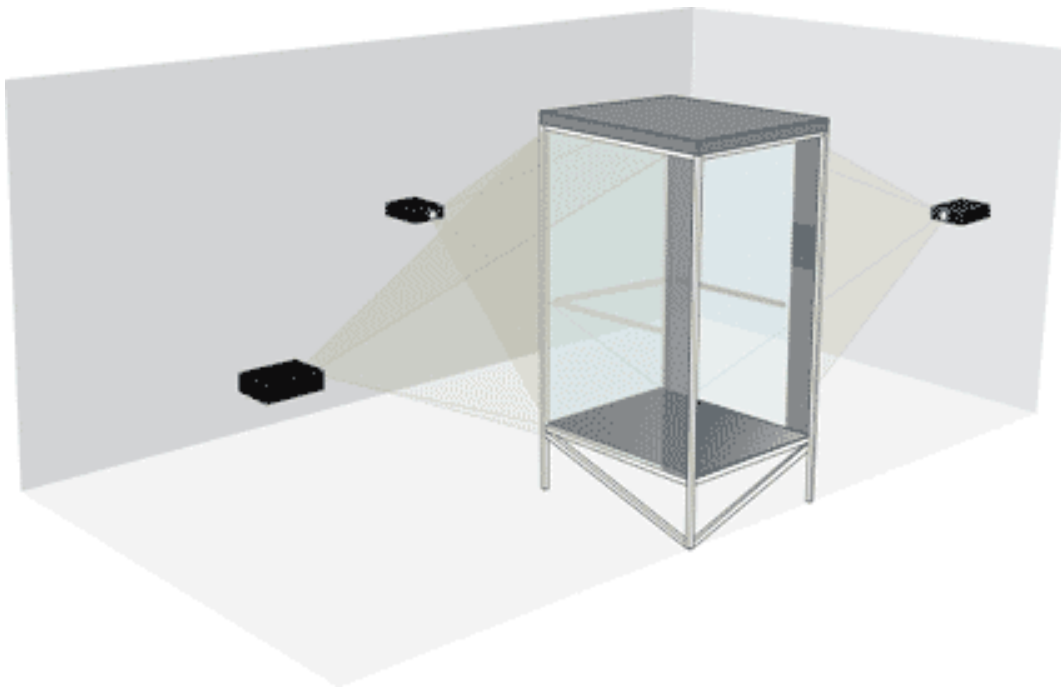
At a certain point on the time line, the installation changes by itself and gives the sensation of falling.

The light changes completely, the sounds become more uncomfortable and the functions of the buttons change. The more you push the buttons, the more uncomfortable the situation becomes, unless you push the right button which stops the sensation of the fall immediately. Otherwise, the installation leads you to a virtual crash.

At the end, irrelevant of the button pushed, the door opens and the visitors can leave.

00.26.00

Dimensions - Room I



Room II

The Corridor / De Proxémica



Proxémica: Study of the cultural, sociological and behavioural aspects of the distances in space between individuals.

Equipment

- 1 x computer
- 1 x webcam
- 1 x 5,1 sound system

Description

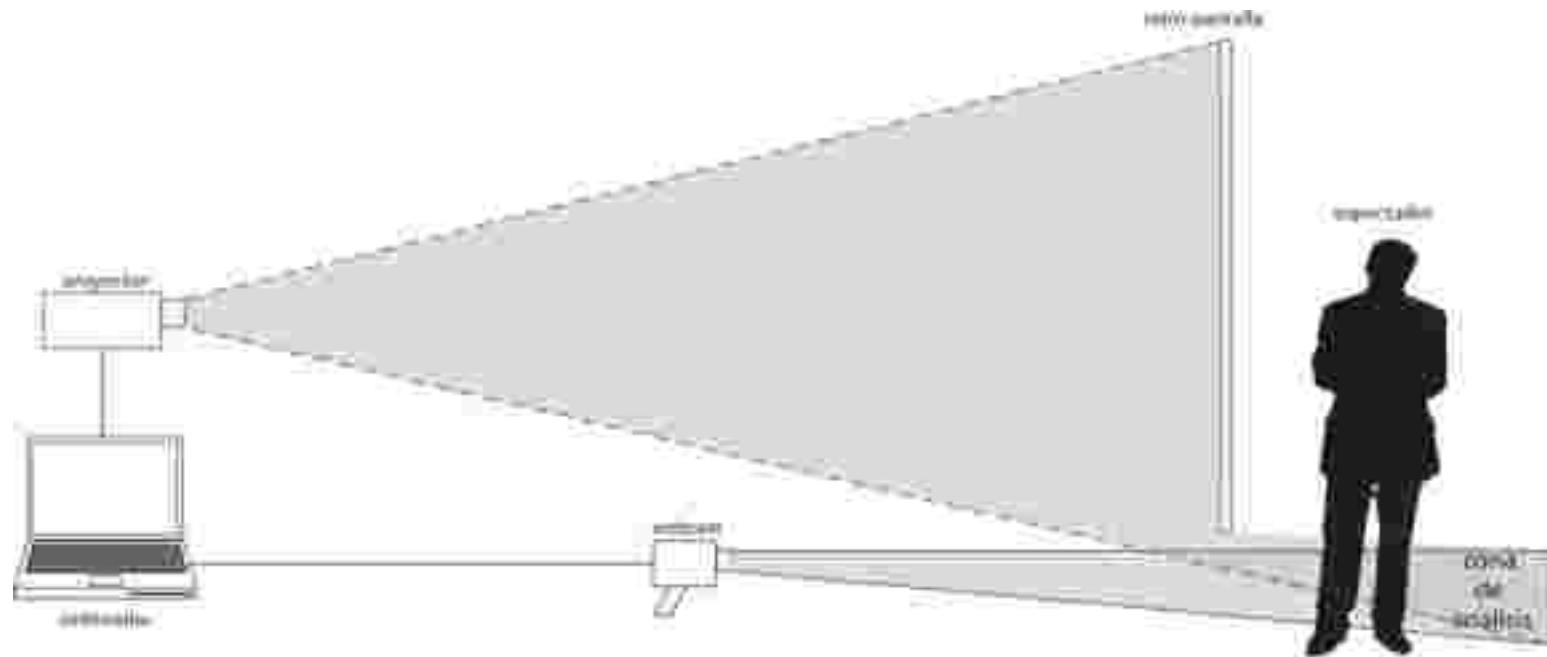
De Proxémica is an interactive video-installation that creates a situation which plays with the relativity of the time and the space by the representation of an environment of social relationships. In this atmosphere, that responds to the category of not-place or zone of delay, a series of microhistories carried out by different personages appears who react before the presence of the spectator.

The same microhistories, nor the same combinations and reactions of the personages always do not appear, so that there is a system of random relations destined to multiply the possibilities of the piece, breaking the linearity of the narrative, raising it like a continuous flow.

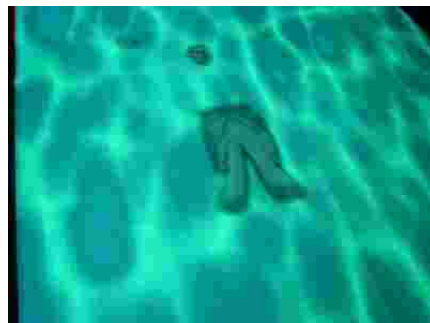
The final result is a modular system that works with a simple device in such a way that it allows us to adapt certain parameters of the piece to the context in which it is going to be exposed and thus not to depend on infrastructures of greater complexity. This not is single resource oriented to extend his possibilities of exhibition, but that it connects directly with the idea of "not-place" that we want to represent, being a space that with slight variations can be specific of almost any place.

00.18.00

Dimensions - Room II



Room III The Drowning



Description

- Two video projections and an invisible sound systems
- Video and audio are connected

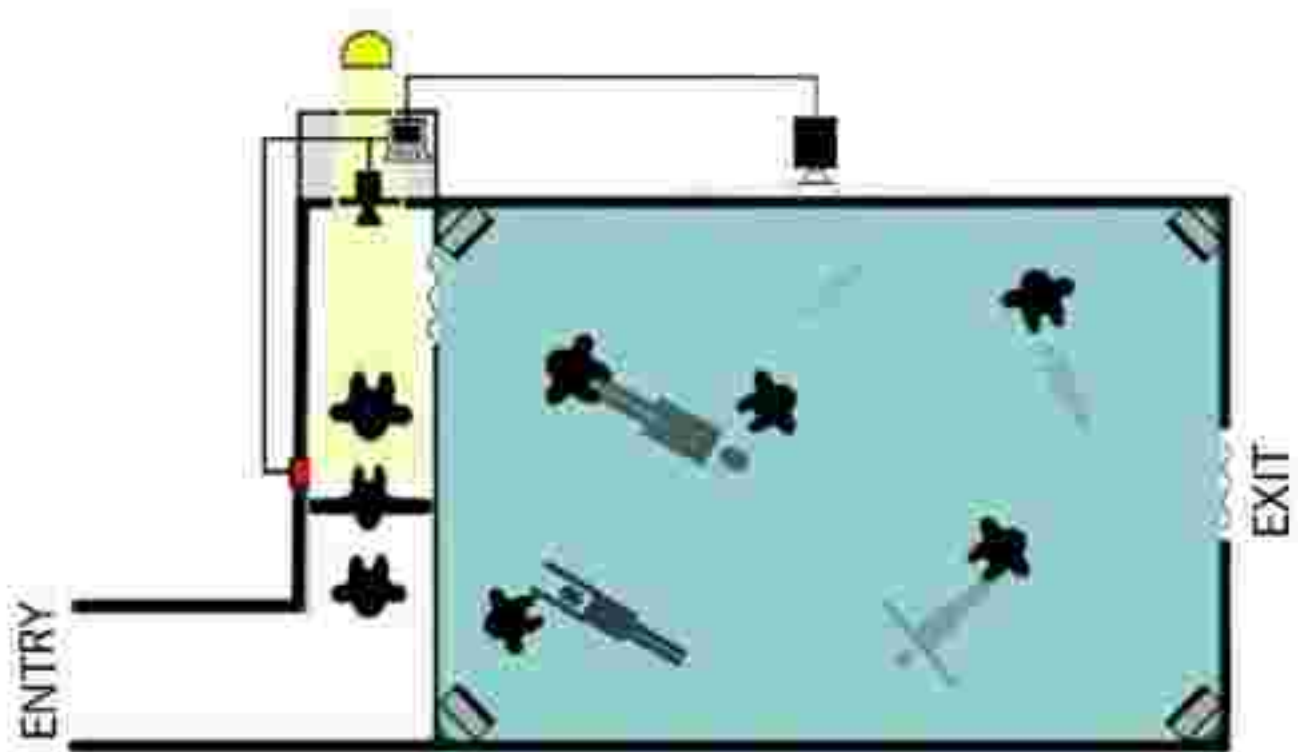
A camera captures the passing Visitors before they enter the space of the drowning.
Inside the space the visitors can see themselves processed inside the projection that gives an image of being under water.
The sound system processes the sound of the space and gives it directly back to the space

Equipment

- 1 x MiniDV camera
- 2 x video-beamer
- 2 x 5.1 sound systems
- 1 x basic stamp

00.09.00

Dimensions - Room III



Room IV The Pleasure



Equipment

- 3 x DVD player
- 3 x video beamer
- 6 x sensors
- 2 x 5.1 sound system
- 1 x basic stamp

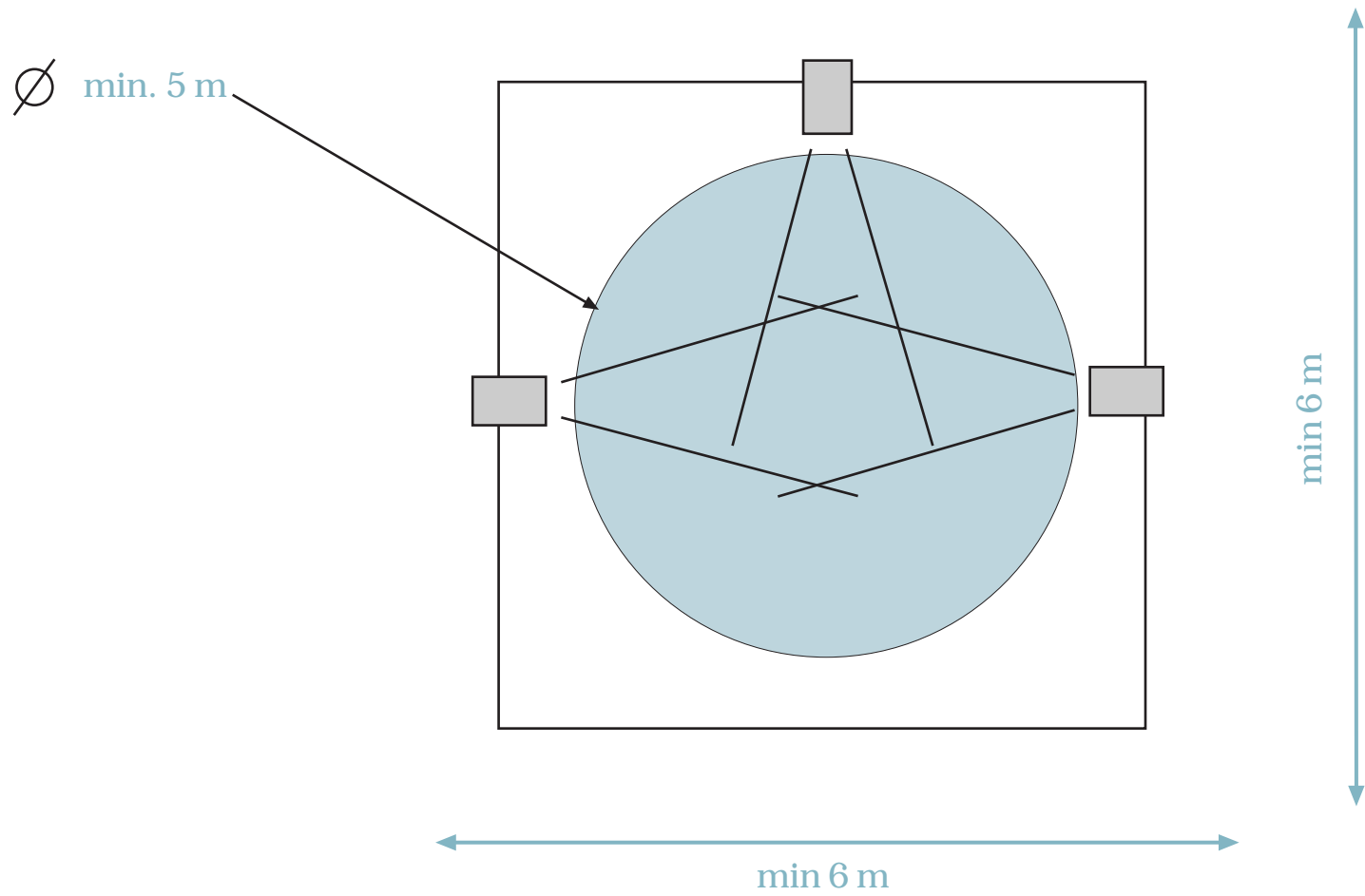
Description

- 5 diameter, 3 m high
- The room is dome-shaped, the walls are structured with paper
- The floor is soft, covered with foam
- One up to three different video projections.

When visitors enter, the room is bright. The places where visitors sit down and place their hands are indicated. Every seat is connected to a video projection and a sound file. A sensor recognizes the touch, turns off the light and starts the related projection to each seat. As long as the sensor is continuously touched the video runs, otherwise the video pauses. The next time someone activates this seat, the video starts from the last pause. If there is no seat activated, the room becomes bright again.

00.05.00

Dimensions - Room IV



Center The Core

00.03.00



Description

The Core has no specified measures.
It is a flexible area that connects all installations.

The interior of the core consists of tables, chairs and a bar.
The visitors can consume soft drinks and hot drinks.
The Core is designed to resemble a cafe because it is the place where visitors can actively discuss their experience of the installation.

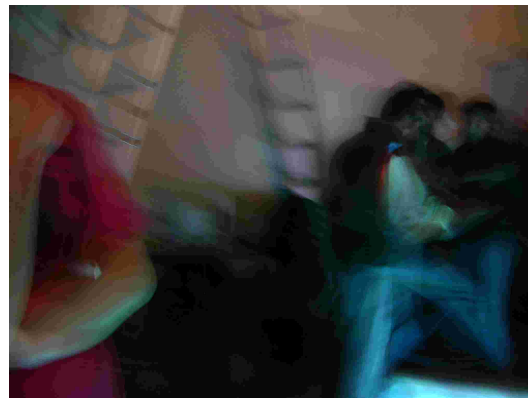
For Room IV (the pleasure room) has only one door it will be in the middle of the core and enlighten the area.

We will create an atmosphere in where people can discuss about experience and exchange them.

The exit of the core is the exit of the exhibition.

00 12.00

About TimeOut



TimeOut

is a **F+plus** project in cooperation with the Institut Universitari de l'Audiovisual (IUA) Barcelona and the Kunstakademie-Münster.

Between March and June 2004 we worked out the concept at the university in Barcelona with students of the master in Digital Art and tested the technical basics.

The Master in Digital Art is a postgraduate course related to digital communication and virtual reality. The students come from Europe, Middle- and South-America to specify their artistic profession. Some of the students choose **TimeOut** as their Master project.

TimeOut will be shown in December 2004 in Barcelona and in February 2005 in Nimwegen / Netherlands.

Information about the previous projects of **F+plus** in cooperation with the IUA Barcelona (Expedition, Rescue) and all other activities of F+plus can be find at

www.fplus-art.de

Information about the IUA can be find at

www.iua.upf.es

Projects of F+plus (Selection)

- 2000 Generation M, Fair Cologne pumpgun
- 2000 IUA Barcelona Expedition
- 2000 WDR Visions 2000
- 2001 Akzente Duisburg Rescue
- 2001 Sonoluca Frankfurt Silent old movies



- 2002 Akzente Duisburg Wewerka Münster Moerser Artprize The town



- 2002 Barrikade Moers 007



- 2003 Library of Art and Architecture Münster Labor 15/3
- 2003 Mediathek of the KHM Köln Kölnr Labor 15/3

Information about the involved artists and the other projects of F+plus you will find in the Internet at the adress :

www.fplus-art.de

Information about the involved institutions can be found on the following pages:

www.iua.upf.es
www.kunstakademie-muenster.de



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