The shadow dreams of flying.
Remnance of Form is an interactive installation that explores the dynamic tension between an object and its shadow. By fusing light, projection, and motion technologies, the shadow can now detach itself from its former role. This creates a new narrative that challenges our perception of reality, and even the simplest objects can be seen as sophisticated and personified. Through several playful vignettes, the shadow interacts with viewers’ presence and body posture, as well as their manipulation of the light source creating the shadow.

http://www.sangww.net/2015/02/remnance-of-form.html
https://vimeo.com/105505950
https://vimeo.com/108858592

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2. Tele Echo Tube

Tele Echo Tube (TET) is a speaking-tube installation that interacts acoustically with a deep mountain echo, a Japanese mythological creature named Mr. Yamabiko, through a vibrating lampshade-like interface. TET allows users to interact with the mountain echo, which occurs at an elevation of 1,200 meters in the University of Tokyo Forests, in real time through an augmented sound-echo experience with vibration over a satellite data network.

This novel interactive system can help create the imagined presence of a mythological creature in undeveloped natural locations. It leverages the boundaries of the real and virtual worlds to allow people to experience an interaction between humans, nature, and mythology (i.e., a non-human-centric interaction).


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3. Vector Field

Vector Field is a sound installation that offers a meditation on space, light, and interactivity. It combines a polyphonic drone with a network of sensors to create a space that is sensitive to disruption. Viewers who break a laser beam cause the installation to fall silent; the work reflects on this tension and the “activated space” it articulates.

- [http://www.conorpeterson.org](http://www.conorpeterson.org)
- [https://www.youtube.com/watch?v=oAV9CM8qMRA](https://www.youtube.com/watch?v=oAV9CM8qMRA)
- [Vector Field, Activated Space and Inverse Interaction, DOI: 10.1145/2677199.2690872](http://www.conorpeterson.org)

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4. Pattern Stations #2 / Tangible Patterns

A pattern station is a standalone interactive video installation that extends and enhances textile patterns through video manipulations and physical objects with embedded sensors. It is a collaborative project between textile designer and artist Cecilia Heffer and interface designer and interaction researcher Bert Bongers.

In this project, we investigate material and aesthetic innovation through engagement with textiles and interactive software. Viewers can explore an extended kaleidoscopic pattern through an algorithm of fragmentation, rotation, mirroring, and magnification. Derived from an Australian landscape, the work follows a conceptual link between lace patterns, sensor objects, and video material to create ethereal animated environments.

www.bertbongers.com
www.ceciliaheffer.com
https://vimeo.com/110638100
Embracing Innovations Vol. 4.
Craft ACT, Canberra, Australia (www.craftact.org.au). Exhibition Review: Angelina Russo, Associate Dean in Research, Faculty of Arts and Design, University of Canberra.

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The work follows a conceptual link between lace patterns, sensor objects, and video material to create ethereal animated environments.