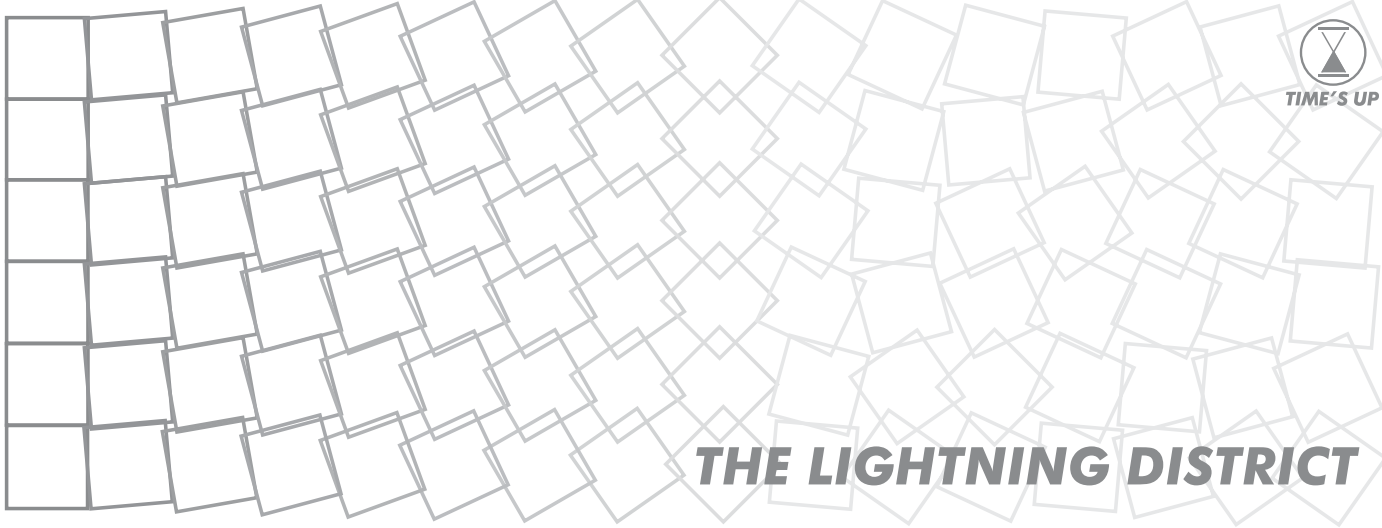
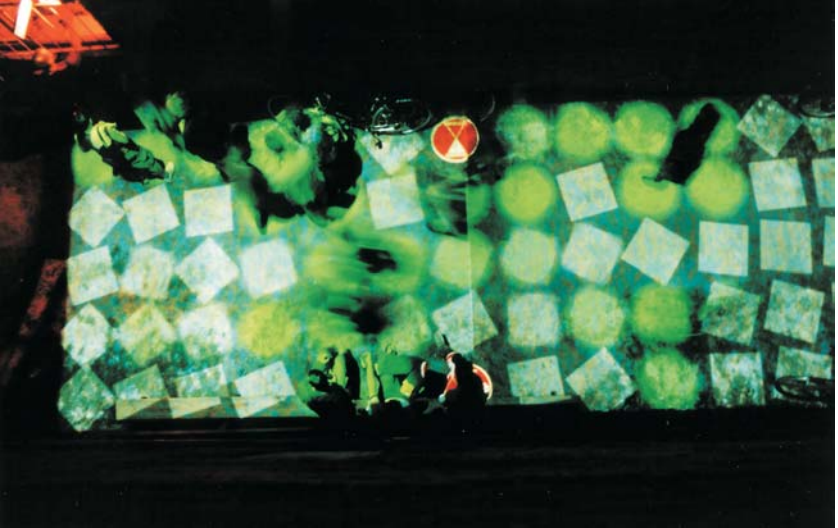
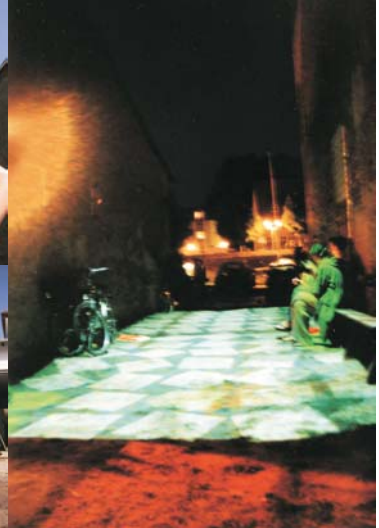

TIME'S UP
THE LIGHTNING DISTRICT



Projected upon the ground, a flexible, reactive grid reacts optically and acoustically to the movements of the visitors. An acoustic carpet, formed by the various paths of the public, induces an audio stroll and distracts from goal-oriented striding.

## *THE LIGHTNING DISTRICT*



The grid is produced by two data projectors mounted above the playing field. Motions of the visitors are traced with a camera. The grid reacts with variations in its visual representation and emits acoustic reactions. For instance the fields change colour upon contact and begin to rotate. Simultaneously a sample or a tone is played. A surround sound system enables the positioning of acoustic elements around the playing area.

# THE LIGHTNING DISTRICT

The Lightning District works well in highly frequented zones, e.g. in passages. The visitors step on it unconsciously. After some seconds they recognize the acoustic and visual reactions to their movement. They reduce their speed, the grid tempts to jump from field to field. Observed interactions with the virtual environment: jumping, running, standing, talking, crouching, dancing (experimental to classic) and some kids were caught conjuring.

## *THE LIGHTNING DISTRICT*

# THE LIGHTNING DISTRICT

Contactless interfaces to artificial spaces allow a simple and intuitive interaction. There are no barriers in terms of mechanical aparatii or sensors. The body and its motions become the triggering moment.
The Lightning District closes the test person into an acoustic and visual field and thus makes them a part of it. Physical and virtual environments melt into one another.

# THE LIGHTNING DISTRICT

The Lightning District is conceived as an audiovisual installation and will be extended in this sense. Extra degrees of flexibility for the interactive surface are planned. The surface will transform into separate, autonomous surfaces and beams which react to the touch of the visitors by bouncing around the field. The grid breaks down into its component parts. The sound follows suit, breaking up into parts as the visuals do so.

## *THE LIGHTNING DISTRICT*

The main goal of Time's Up is the composition of experimental situations. With a concentration upon the active involvement of the visitor, Time's Up constructs interdisciplinary media space filling projects. Intuitive interfaces combined with legible applications are developed and constructed in the harbourside laboratories in Linz. The productions speak for themselves:

http://www.timesup.org/productions

**TIME´S UP**

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