Interactive Installations

Reface (http://www.flong.com/projects/reface/)

- The installation records each viewer's face. Then the facial recognition software divides each face into three sections, the forehead, the eyes and the bottom half of each face. The three sections of the various faces are scrambled together, mixing the three sections to create new faces.
- The rules are simple. Through video input the faces of the viewer is recognized and recorded, to be used for later viewers. The viewer is able to see the changes in their own facial expression on the screen. However they see their own movement in fragments in parts of other composite faces. In addition, when the viewer blinks the faces on the screen change to be different combinations.
- The viewer or audience is the actor. The actor's face is the input, recognized through facial recognition software. Edge movement and location do not affect the display; they are unnecessary because of the facial recognition software. The location of the display causes the audience to come to the exhibit intentionally.
- The point of the display is to play with the personalities and physical traits of those viewing the exhibit.

FLUXe – An Interactive Art Experience (http://www.youtube.com/watch?v=DD-pFCCbews)

- Essentially this exhibit is a simplified version of a drawing program, such as Microsoft's "Paint". The user draws a design on a tablet. The design appears on a big screen. However, the image on the big screen the lines of the design become a certain pattern. There are many patterns that the lines can become, one pattern is a series of words another is a series of rock-like shapes.
- The interaction has a video output and a video input where the edge movement is tracked. The edge movement is recorded and shown on the screen by the lines of pattern.
- Because the actor can intentionally create something the piece amuses people for a moderate to long period of time. It is in a location that the audience is composed of people who are passing by. There can only be one user at a time.
- The point of the piece was to advertise the company.