

# Bit.Fall



*Keywords*  
Visual, Public

*Input*  
So far: computer  
(automatic)  
extension: webcam

*Output:*  
Rain Drop Image

*Technology:*  
Array of 128 nozzles  
(openCV?)

# Bit.Fall

## *Description:*

Bit.fall is an installation that uses water droplets to create a display capable of showing various information such as text and images. The display measures 3,5×5 metres in total, and the construction consists of 128 nozzles equipped with magnetic valves. The magnetic valves are controlled by a computer, thus enabling control of the frequency with which the water droplets follow one another. It is this difference in distance between the water droplets that creates the bitmap pattern and thus the image. The water is continuously recycled using a pumping unit.

The viewer creates the images and associations inside his mind and therefore this incessant flood of information acts as a metaphor on the everyday information from which we draw our perceptually changing realities.

## *Links:*

<http://juliuspopp.de/html/bitfall.php>



# DANCING HOUSE



## *Keywords*

Texturing, immersion,  
AR

## *Input*

Visitors' Position/  
Movements

## *Output:*

Dynamic Wall  
Projection,

## *Technology:*

Video Projector  
IR Cameras  
IR Light

# DANCING HOUSE

## *Description:*

[Dancing house](http://www.exile.at/dancing_house/project.html) is an installation that projects onto the facade of the Kurmittelhaus in Bad Rothenfelde in Germany. The projection exactly matches the many details of the building with the antique portico, arched windows and turrets. The installation creates an immersive and communicative experience by inviting the spectators to participate in the artwork. The projection will only become alive through active participation from the spectators. When participants move in front of the building the projection will change character and adapt to the movements from the participants. As indicated in the title, the projection brings the building and participants to dance. The installation then turns passive spectators into creative participants. Technically, the installation consists of software and hardware such as IR-cameras, IR-light, Max and a video projector. The dimensions of the projection are approximately 16 meters high and 24 meters wide.

## *Links:*

[http://www.exile.at/dancing\\_house/project.html](http://www.exile.at/dancing_house/project.html)



# Out of Bounds



*Keywords*

Visual, Peephole,  
Pointing

*Input*

infrared pointing  
device

*Output:*

Peephole

*Technology:*

„Torch light“ IR  
OpenCV

# Out of Bounds

## *Description:*

[Out of Bounds](http://www.chrisoshea.org/out-of-bounds) is an interactive art installation which lets you peek through walls using an x-ray torch! To achieve this super hero power you simply point the torch on a nearby wall and you'll be able to see everything behind it.

The installation consists of an infrared pointing device resembling a flashlight. As you point it at the wall the infrared signal is captured by a camera and transmitted to a computer. The computer uncovers an area of the wall which gives the illusion of looking directly through the wall.

## *Links:*

<http://www.chrisoshea.org/out-of-bounds>

