

Introduction:

/<souslasurface> is an interactive installation integrating notions of web art, programming and electronic that includes a printed and performative component.

This project explores the correspondence between the online digital activity and the physical presence of the users at its origin.

In the context of the work, the spectator witnesses a physical transposition of the virtual online activity, as well as his own influence on the Internet.

We intend that the surface of the screen constitutes both the limit and the bridge between two corresponding planes.

Device:

Specifically, the system accesses Wikipedia and selects entries that are made there to physically transpose them into the installation.

The screens on the floor are equipped with a device that can mechanically generate clicks. Thus, each physical click that can be seen - under the surface - of the screens is in fact specifically linked to the click of an Internet user, in real time.

The projection broadcasts the web part of the installation. All the data relating to each of the transposed clicks scrolls through it; one can see exactly which screen, which entry, and when. People are invited to use their phone to get access it by visiting: www.souslasurface.net.

In the installation, taking part in or observing the flow of information has an effect on the flow of information: Thus, virtually visiting the web part has a physical impact in the room. Conversely, the physical presence in the installation is digitized by a motion sensor and sent back to the web part.

The two systems interactively receive the public's visit and activate each other in a loop operating on two levels: the virtual and the physical.

Printed part :

In the same spirit of correspondence, data relating to visits to the facility are both digitally archived on the server and physically stored on paper.

The characteristic sound of the dot matrix printer is combined with the crackling of the screens as the two systems operate in reciprocity.

For each presentation, a new frame is created, as well as its virtual correspondence online, accessible via a QR code.

This component completes the conceptual reasoning of the piece and adds a particular material tangibility for a web art project.

Concept:

We have recently witnessed the almost systematic dumping of the sum of human knowledge and experience online. A collective digitization, now comparable to an equally legitimate second plane of digitally grafted "reality".

In this sense, one of the most relevant examples is probably the Wikipedia online encyclopedia project. This free, multilingual and license-free site allows users to consult, edit and use content freely. A joint initiative that is constantly changing, Wikipedia is now considered one of the world's most consulted reference works.

It is through digital platforms such as this one that the human experience now progresses inseparably on two levels: a physical and a digital, or virtual, plane.

It is in the prism of this correspondence that is /<souslasurface>: we intend that the surface of the monitor represents as much the border as the bridge between these two corresponding planes.

This project explores the relationship between the incessant digital signal in relation to the physical presence of the users at its origin.

Impact :

The work observes the current relationship of the individual to technology, poetically transposing the notions of knowledge acquisition, progress, obsolescence and archiving.

It thus addresses several of the fundamental issues of the current era that lead the viewer from all horizons to a universal questioning oriented on his own perception of the relationship with others in the current digital context.

Performance : (optional)

Performance of a musical nature including the use of the device as a unique audiovisual instrument.

The 10 to 15 minute performance can take place several times during the same event, in a context coupled with the presentation of the installation. The audience is invited to walk through the work during the performance to experience it from different angles.

