

E/M/D/L presents: *Liminal Spaces, Dream Collider, and Murmuration*, the culmination of a EU funded collaboration between Canadian and European partners. This research project was carried out through eight international residencies and is presented in the Satsphere of Montreal's Society for Arts and Technology (SAT). Articulated through the fulldome environment as an instrument to explore transdisciplinary forms of artistic expression, these experiments oscillate between performance, interactive installation and immersive event.

The overall research benefitted from the sharing and development of the latest tools for capturing, synthesizing, and re-visioning the world by the imaging and sonification methods of sampling, IR analysis, MRI, Atomic Force Microscopy, 3-D scanning, photogrammetry and point cloud visualization. These works capture the multiple, heterogeneous forms of presences generated by a digital culture but also critique the intrinsic homogeneity that emerge through processes of surveillance and control. This transdisciplinary research interrogates the language of the new creative environment of the fulldome, creating the possibility of a rich experience of audience participation: a world of multi-user interactions, navigating through trans-scalar, recursive imaginary territories, harnessing both physical and synthetic worlds.

Liminal Spaces

We are made up of layers: the physical ones of skin and tissues, but also the intangible ones of history, tradition, images, and words. In the strata of sensations and accumulations of meanings, what strategies can be used to subjectivate such heterogeneous materials and find coherence among them? Where should borders be porous and where should they be strengthened? How can we let them breathe and allow them to change their contours? How to inhabit the threshold between two states, conditions, or regions – the transitory, the indeterminate? Sheltering layers of performance, interactivity and image, sound and text, the dome becomes the intermediary membrane between inside and outside, as it is explored and pierced through at the limit of palpable space.

Organizations: Department of Digital Art, Vienna, Austria / kondition pluriel, Montreal, Canada / Trans-Media Akademie Hellerau, Dresden, Germany

Murmuration

Murmuration [muttering of low, indistinct, whispers / abnormal heart sounds / mass cloud like flocking] is a series of trans-scalar and recursive transitions from the imaginary to infinity: $i\infty$. Constructed from bio-imaging technologies and modeled fractured architectures, the low-poly-aesthetic of murmuration navigates its audience through playful interaction with particle swarms of digital detritus and real-time manipulation of virtual/physical audio-visual objects and the environmental experiences afforded by their continuously transforming arrangement. Algorithms of repulsion and attraction maintain the cohesion of nano/molecular landscapes harvested by atomic force. Bio-forms, like artificial organs, and boney architectures, temporarily seem to come to life, create cavities and cavernous voids, conjuring uncanny atmospheres of elation, intrigue and awe. (112 words)

Organizations: Laboratory of New Technologies in Communication, Education and the Mass Media (UoA NTLab), Athens, Greece / i-DAT (Institute of Digital Art and Technology), Plymouth, U.K.

Dream Collider

Through an interactive journey in the narrated dreamland of crystallized daily scenes, Dream Collider questions the intertwined states of diverging oneiric ideas, the raise and collapse of these subconscious mind constructions, and the iterative processes leading the exploration of self-generated worlds.

Initially created with the intent of expressing grammatical results issued from artistic research in the field of immersion, this dome installation highlights the relation and cohesion of physical and virtual spaces, and the place of the user as a living presence in between the layers of this multi-perspective narrative.

Abstract collisions, premonitory visions or interneuronal recovery fluctuations; dreams have always been intriguing and are haunting our nights' and days' perceptions.

Organizations: Society for Arts and Technology [SAT], Montreal, Canada.