

EL MIRÓN

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## CONCEPT

Video interactive installation that ponders on the morbid curiosity of the audience, its necessity and fascination for looking, voyeurism and the use of internet media in this context. It displays a visual reality built from the most viewed videos from YouTube worldwide. With its promise '*Broadcast Yourself*', the portal works as a mirror multiplier, and it is a tool for its users to show, teach, state, remember and even charm.

The piece confronts us with small "windows" (projections), so tiny they encourage the pleasurable need of taking a closer look, as what happens through them is imperceptible. As we approach, the world opens, immersing us in the frames of viral reality, which, given its magnitude, is to us incomprehensible, deafening. We are literally on the moving image, but, paradoxically, we cannot fulfill our voyeuristic impulse to get closer because the size of the projections increase in inverse proportion.

Thus, the participant turned a voyeur (Mirón). One who can't see but becomes part of the audience. Intentionally, this fact highlights their belonging to it, and perhaps metaphorically, their responsibility in choosing the projected video to join this global audience.

The spectator/participant is in any case, the trigger, the catalyst, and who contributes with the variables that construct the piece, without whom, the video graphic signal has no meaning or structure, only information flowing with no direction.

This proposal intends to present the materialization of information flow in the network, the use of media and communication networks for the alienation of "influxated" societies.

Causing the visual to impact on the real world, or maybe just trying. What is that something that you can do and could not do before, or that you do now by broadcasting a video? Does visual reciprocity exist? Is love mutual when you see me but I'm really not looking at you? Moreover, when what you see is only what I want to show you?



## HOW IT WORKS

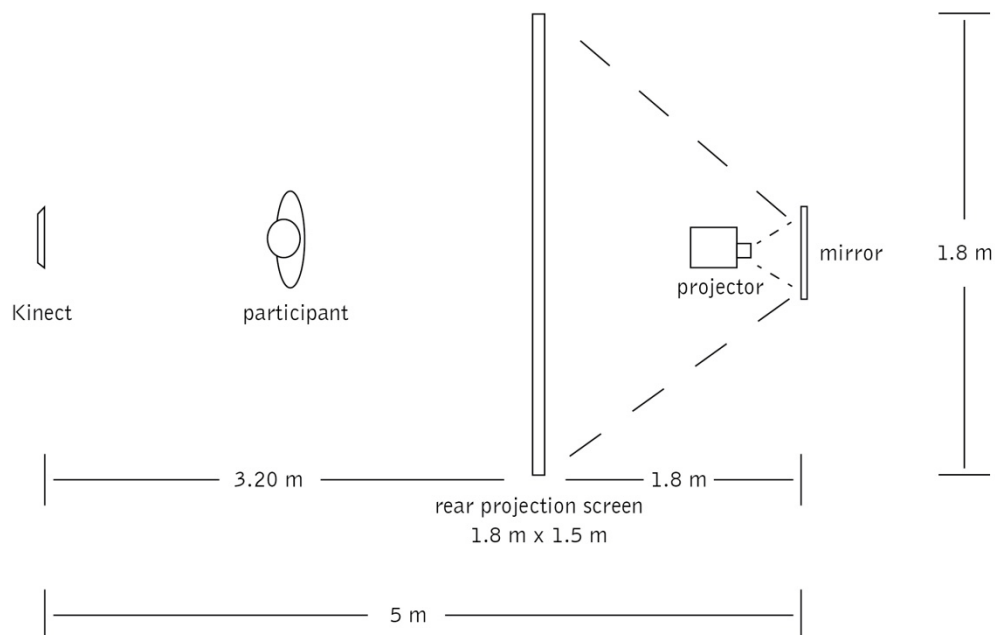
El Mirón is a video interactive installation that uses computer vision through a Kinect and a search engine application. It allows participants to interact with the ten most viewed videos from YouTube in real time. Videos are distributed in three tiny projections on a rear projection screen that mimic holes in a wall. This resemblance invites and triggers interaction.

## FORM OF INTERACTION

1. Initially, the installation is dormant. Three videos are projected at different locations on a rear projection screen.
2. The projection positions are fixed. Their sizes, very small. These mini-projection streams from YouTube showing the ten most viewed videos. An application using a search engine constantly updates them.

3. The piece invites to approaching and looking at the tiny videos as if through peepholes. If the participant stands in front of one of them, it is detected by the application.
4. If the participant approaches attempting to look at a video, at one point in a set distance, the image starts to gradually grow. Its size inversely proportional to the distance between the participant and the rear projection screen. In this manner, when the participant distances from the video, it becomes smaller, making it impossible to be seen.
5. If the participant brusquely moves away from the video, it also quickly returns to its original state of latency.
6. Interaction is the same with each participant. The piece works with a maximum of three participants at the same time.

## INSTALLATIVE DIAGRAM



## TECHNICAL REQUIREMENTS

1 projector: resolution 1024 x 768 to 1600 x 1200, luminosity 3200 lm,  
projection ratio: 1,37 ~ 1,80:1

1 computer: Windows 7, Intel(R)Core(TM)2 Duo, 64 bits, 4,00 GB

1 mirror

1 Kinect

1 rear projection screen: 1.8 m x 1.5 m (minimum size)

Internet connection

No special transport requirements

