

# CYCLES, ELEMENTS AND SPACES IN BETWEEN 2008

A mixed media project by Roberto Bocci  
[www.robertobocci.com](http://www.robertobocci.com)  
Proposal for exhibition.

## DESCRIPTION

*Cycles* is a hybrid project inspired by 4th and 5th century Greek philosophers Empedocles and Aristotle who identified four fundamental elements: earth, air, fire and water which were unified into a sphere and represented the basic symbolic correspondences of the universe. Empedocles also argued that the quality of matter depended exclusively on the ratio of its elements. A stone, for example, was a stone because of a unique ratio of air, fire, earth and water. These ideas were very influential when developing this project that explores ancient philosophical ideas with digital technologies and design.

## ELEMENTS AND PROPOSAL

- Interactive installation
- Prints 81x81 cm. (ten to fifteen)
- Book with *Cycles* images

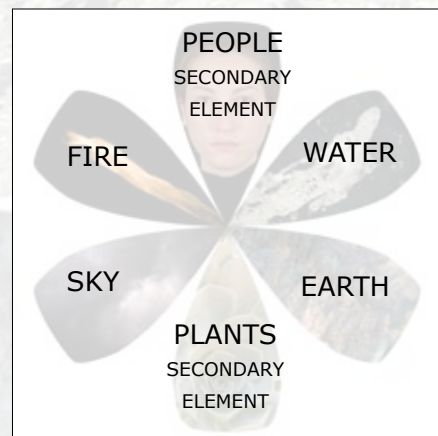


fig.1,2. *Cycles* interface projection (left), placement of the elements (right).

In the installation viewers will be confronted with a circular projection interface comprised of six petal like shapes. Four petals will encompass images of the four elements and the remaining two will include secondary elements (fig.1,2). A vertical pedestal equipped with six touch sensitive sensors will be installed in front of the projection screen. On the two side and the back wall fifteen digital images will be wall mounted and a book will be on display on a pedestal (fig. 3,4).

As viewers interact with the touch sensitive interface they will activate the piece to create an ephemeral image reliant on viewer participation. This image represents a “metaphorical virtual mix” of the four elements combined to generate secondary matter. The *Cycles* software randomizes the playback order, the content, the orientation and the opacity of the animation frames to create an ever-changing and layered image (fig.5,6). *Cycles* also remembers viewer participation and stores this information in memory. When the memory is full it triggers secondary events to transport viewers on a travelogue from urban environments to natural landscapes, seascapes and airspace.

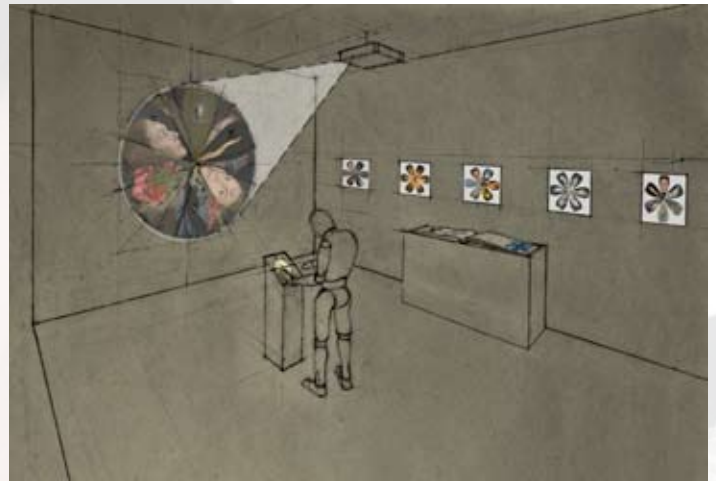
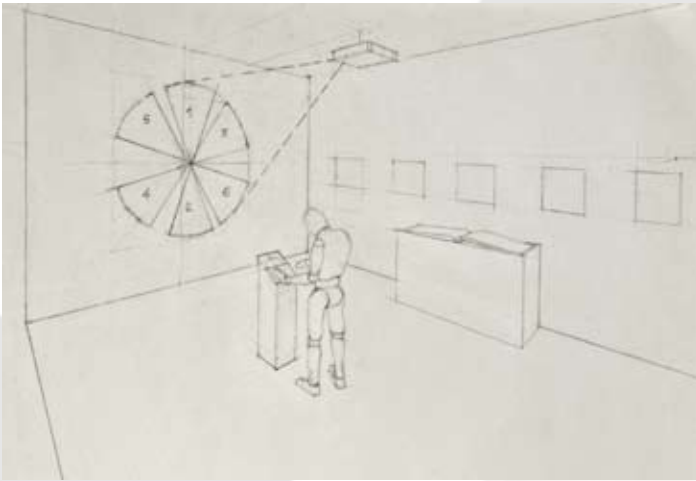


fig. 3,4. Cycles installation drawing mock-up (left) and mock-up with work installed (right) with projection, pedestal, prints and book.

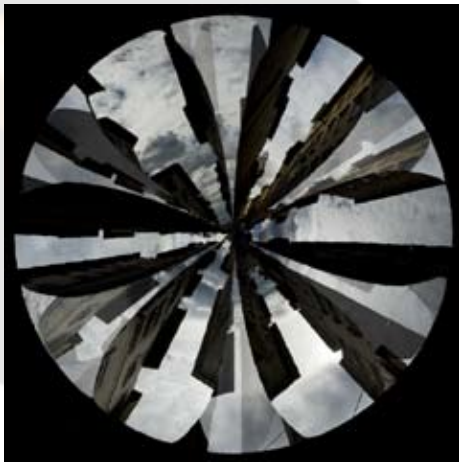


fig. 5,6. Cycles projection and virtual mix samples.

### Installation equipment requirements

- Macintosh computer with at least 1 gig of ram and 10 gigs of hardrive space.
- LCD or DLP (best) data projector as bright as possible.
- Audio : head-phones or audio PA (stereo or 5.1).

### Digital prints

Fifteen archival digital prints will be exhibited on the three gallery walls surrounding the video projection (fig.3,4,7,8).

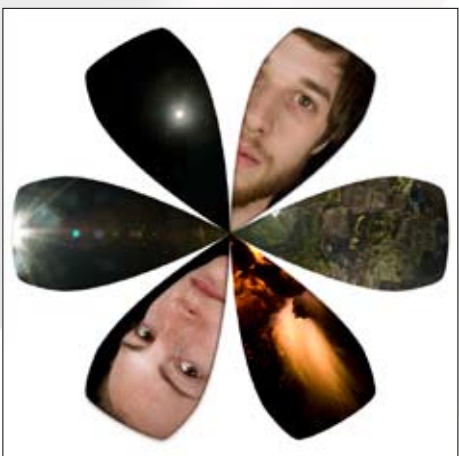


fig. 7,8. Cycles prints. From left to right, Charles and Kate, Fire, Water. 81x81 cm., archival ultrachrome gliche prints.

## Book

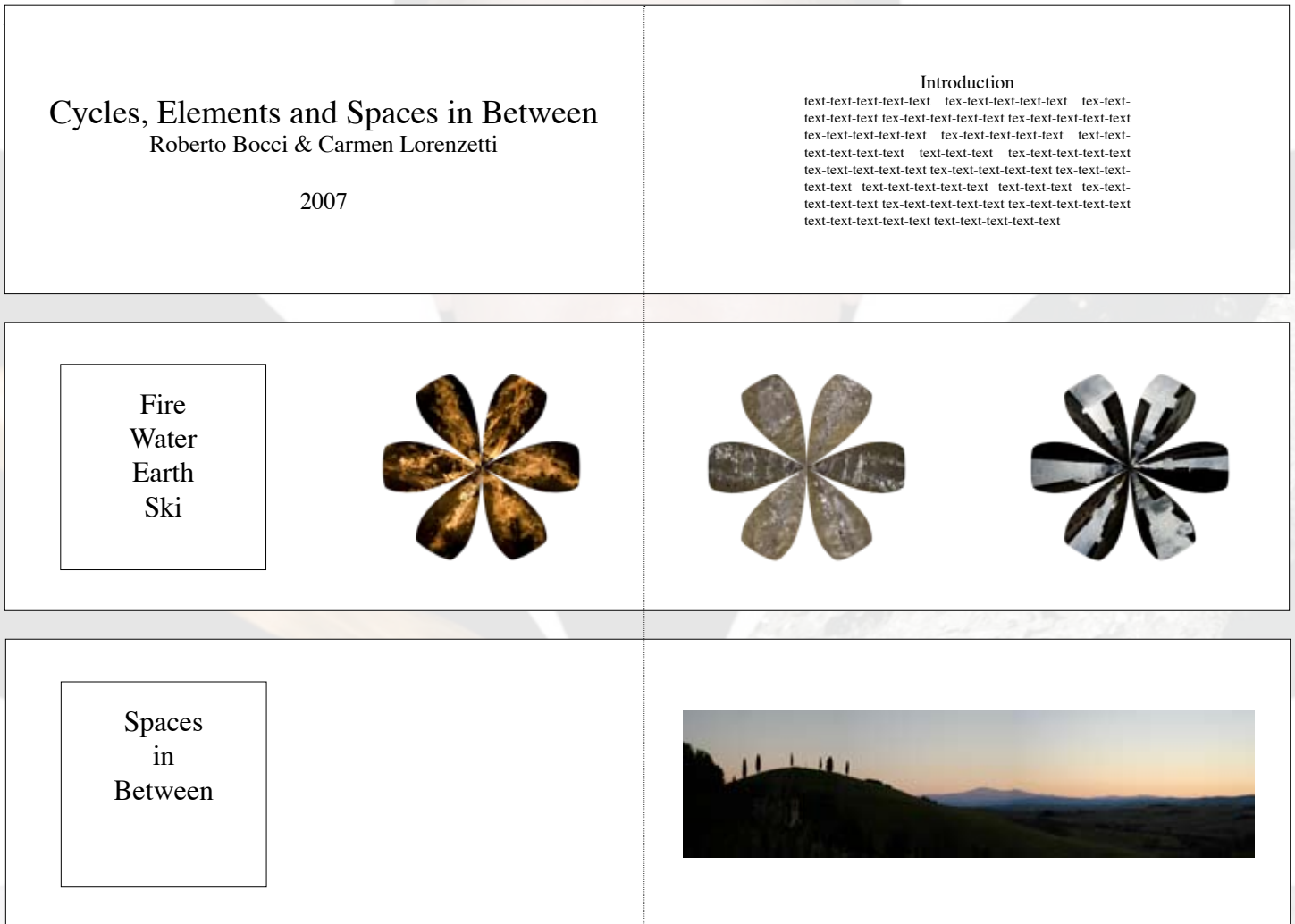


fig. 9,10,11. Cycles book. Samples of layout pages.

The format of this book will be 22" x 10" (fig. 9,10,11).

### FEASIBILITY AND LOGISTICS

This project represents an extension of the work I have done over the past 15 years (see [www.robortobocci.com](http://www.robortobocci.com)).

### PRIOR AND FUTURE EXHIBITIONS

The initial version of *Cycles* was exhibited in December 2006 and January 2007 at the Arlington Art Center in Arlington Virginia (fig. 12,13). It was also commissioned by the WPA Corcoran Museum and was exhibited in the 14th street gallery district in June-July 2007 (fig.14,15)

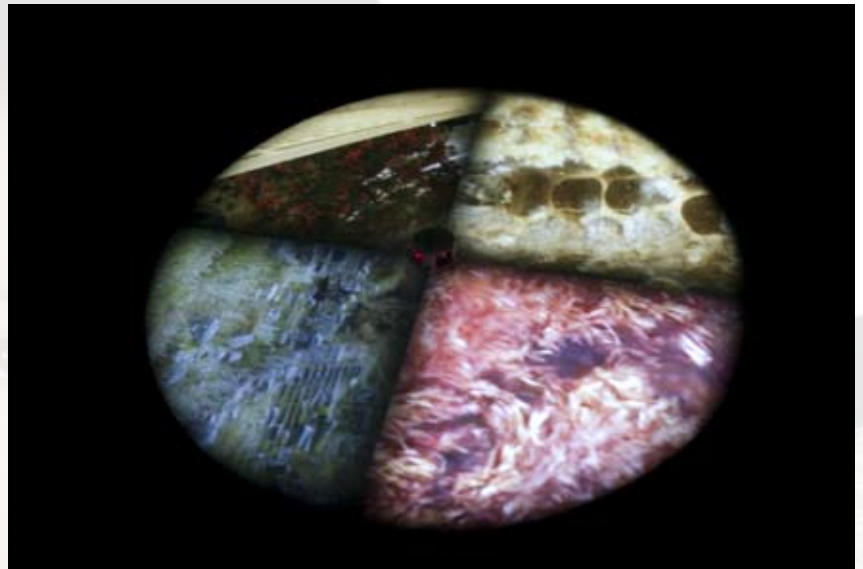


fig. 12,13. Cycles installed at the Arlington Art Center (Dec.06-Jan.07).



fig. 14,15. Cycles installed in the Metropolis building (14th street, Washington DC). WPA, Corcoran Museum commission.

## CONCLUSIONS

*Cycles* is a hybrid project that oscillates between physical and virtual genres. The malleable nature of digital technologies provides a unique opportunity to investigate new expressive means that seek to find an intersection between art and life, physical and virtual memory and perception. Through the use of digital technologies *Cycles* explores new aesthetic modes of representation and finds a new and contemporary context for ideas conceptualized by philosophers 2500 years ago.