Once A Wall, or Ripple Remains - Floor Plan

External Frame; Turning left or right on Central Pole. Movement of the frame left or right gradually exposes the 3D landscape. The degree of rotation affects the angle of the two images projected on either side of the plane.

Internal Plane; Revolving up or down on Internal Pivots. Movement of the plane up or down exposes the image's correlated Text (from Maree Makom). The degree of rotation affects the angle of the two images projected on either side of the plane.

Central Pole
**Slip - Floor plan**

A projector is mounted in front of a wall from a pole, extending down from the ceiling (position marked with an x), at a height allowing passage of people below.

A 4'x3' feet image is projected on a revolving dark glass set within a wooden frame installed in the wall.

The space is maintained dark.

The area behind the wall is inaccessible to viewers, and is about 6 feet in depth.

The computer, the playback video deck and the physical computing electronic box are stored and hidden behind the wall and accessed through a revolving door to the side.

**Slip side view:**

Installation:
A 3-4 inch wide wall is constructed parallel to an existing wall. A 3'x4' feet opening is cut at the wall's center for the installation of the wooden frame. A revolving glass with a restricted angle turn of approximately 60 degrees in each direction (left or right) is mounted within the wooden frame. The glass' degree of rotation is interpreted by the computer and translated into a change in the projected image.

Equipment:
1 G3 Mac (or above) computer (Fire Wire connection to camera)
1 DV deck or camera (S cable or RCA connection to projector)
1 projector
Electronic box linking wooden frame and computer through serial port
bench - 60"

video projection (pan) - 240"

240"

animation projection on floor

pendulum arc - 120"-144"

bench - 60"

entrance

video projection (studio) - 60"