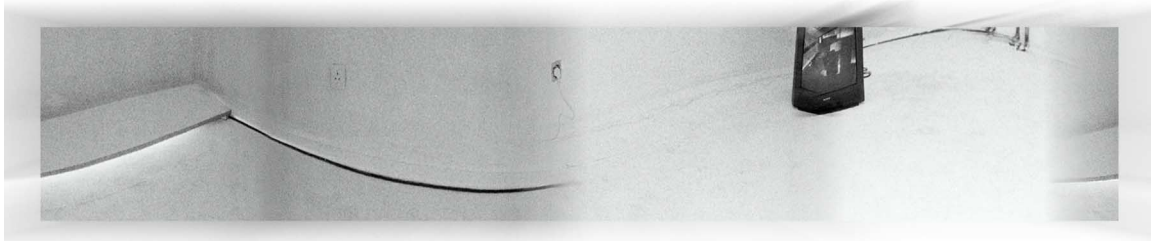# Struct_2 @ Pavilhão 21C (2002)

André Sier & Maria Filomena Carvalho

Video – Color with Sound
Mini DV (PAL)
Duration 21' 46''

Struct_2 @ Pavilhão 21C

D   E   S   C   R   I   P   T   I   O   N

Struct_2@Pavilhão 21C is the result of the collaboration between a resident at Hospital Júlio de Matos (a state psychiatric institution) and my Struct systems applied in a real-time site-specific context. Its goal: to explore *intimate* notions of space and time in a collaborative fashion through the minds that heal silently, exhausted of western society, through *invisible* technology.

The video is the result of one of the raw sessions: an interaction between me and a patient residing at the hospital. Maria Filomena and myself did several sessions at one of the rooms of the ancient deep psychiatric troubled patients, at the time unoccupied, where I asked her throughout the sessions to return through the lenses of the camera and the microphone her intimate feelings of the space and to explore it in any way she wanted. I tried to introduce some kind of ritualistic behavior to the whole experience: the idea I gave her was to make her explore her own use/concept of space; for her to return me through the tech apparatus sights and sounds of what that particular space meant to her and how did she see, saw, foresee her own experience inhabiting the space.

The feedback loop starts when I receive her input, as realtime image and sound, digitize it and re-send it to her through speakers and the video-projector. Levels within levels within levels…

I collected several footage plans from the Hospital and fed them to her in real-time. The three projected screens on the right side on the floor alternate between my footage and the real-time footage collected by Filomena as she wanders through the space. The other screens located to the left map those images into a three-dimensional segmented rectfield. Struct_2 is the extension of the Struct_1 three-dimensional transposition to operate in a total feedback mechanism. The only input sources are those received from the camera at the present, and stored image media in the machine from my own explorations of the Hospital. The sound engine only works on captured sounds of her voice sampled through the camera's microphone and stores them in the ram re-emitting them to the space at different speeds.

There was a non-rigid timeline through the work marked with the introduction of ping-pong balls approximately at one third of this session duration serving as an outside stimulus and to trigger change to the whole system, introduced only in this session.

P r o j e c t   s t a g e s

The project subdivided into two stages:

- o (construction stage) the creation of the video and the sound in the room with Maria Filomena;
- o (projection stage) the projection to the room from the recording position of the full session;

The idea was to record in digital video the raw interaction taking place inside the room. The subject (the *I*) explores the room armed with a camera tracking its sound and sights and feeding them in realtime to the computer. The signals are mingled and displaced, stored in buffers and re-broadcasted to the space in the same temporal instant that they are being received. The video projector plays the result of the image process to the ground of the room, where Filomena is *seeing.* A digital fixed camera at the same position as the video projector captures the whole experience. Here are the schemes of what I had in mind before actually starting to produce the work at the hospital.
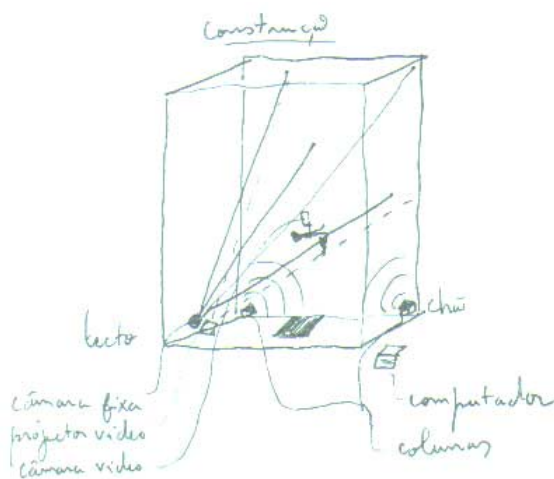

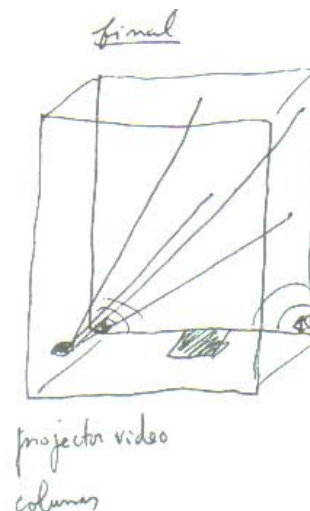image 2 – Sessions planification pre-scheme

image 3– Final installation presentation pre-scheme

The sessions departed from talks about the whole process, and the introduction of the technology to Maria Filomena, to make her feel at ease using the camera and moving around, exploring the space and letting herself go. Also, we recorded a bunch of footage on the hospital within the talks, the walks and the sessions.
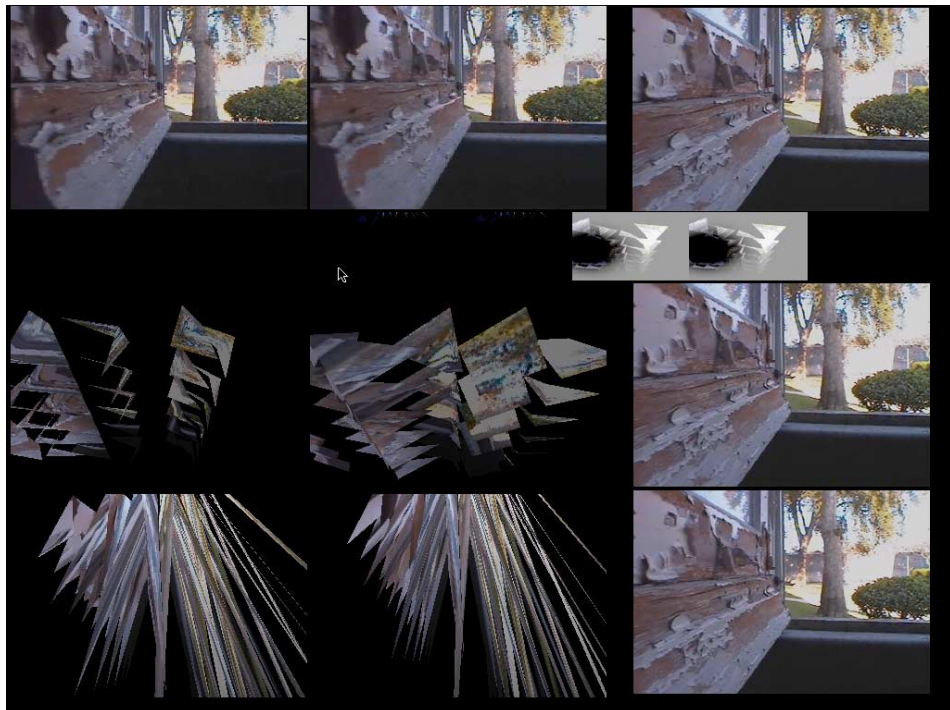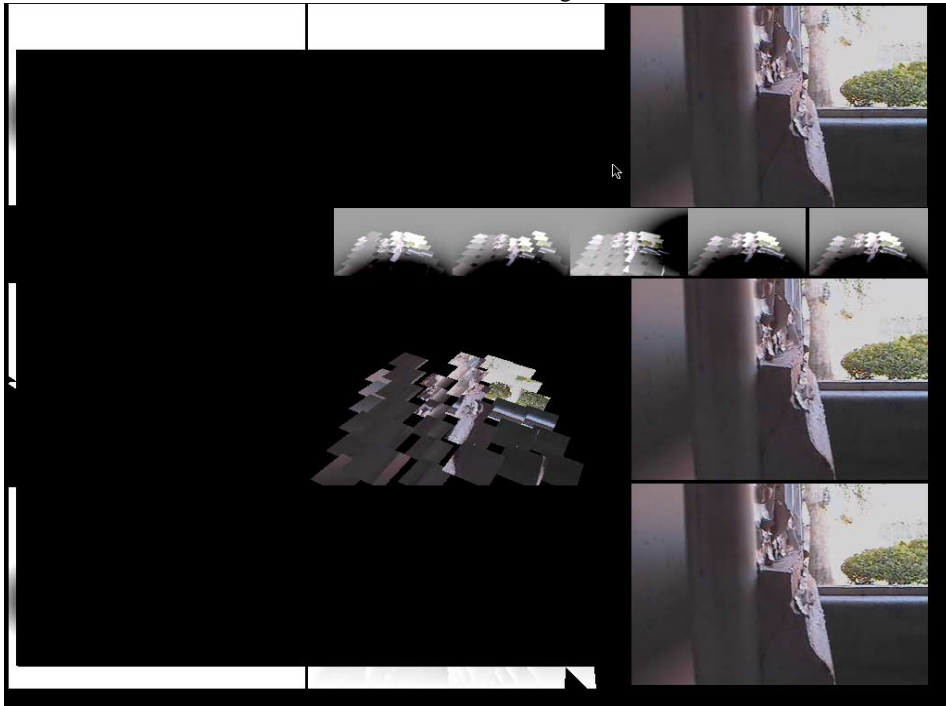
The realtime situation of the sessions used all the visual memories inscribed through the camera into the computer as filmic experiences for Filomena to dialogue with. The directory *recorded films* in this project directory holds some of the kinds of films that were used and resulted in / from the sessions at the room. The movies prefixed with *out* were taped on the outside of the 21-C ward; the movies prefixed with *quarto* were taped inside the room that hosted the experience prior to any actual modification to the room; the movies prefixed with *wc* were taped in one of the giant bathrooms that were used to bath and sometimes endure *patients* through electroshocks; finally, the movies prefixed with *st2* were the actual result of some of the frames of the sessions that stuck in the struct_2 application image buffer that were salvaged from oblivion.

Struct_2 has 9 large screens that display in the single output image and stereo sound output(14 in total that broadcast in a 1024x768 output resolution). The 3 large ones arranged vertically on the right side continuously display either footage taken at the Hospital or the real time image fed by Filomena's camera. The other 6 screens in the image projected on the floor on the center and left sides map the sources (camera or footage) to the three-dimensional rectfield.

The images gathered through the fixed cameras inside the room of the psychiatric ward where assembled in a studio to make the video of the experience. It was meant for the final video to be projected in the exact coordinates as the projected images upon the sessions. Unfortunately, the lumen ability of the available video projector was very short and the result very dim, so I opted for a very small tv display during the installation in approximately the same position as the whole event took place. The room was painted with industrial white paint all over, as you can see in image 1.
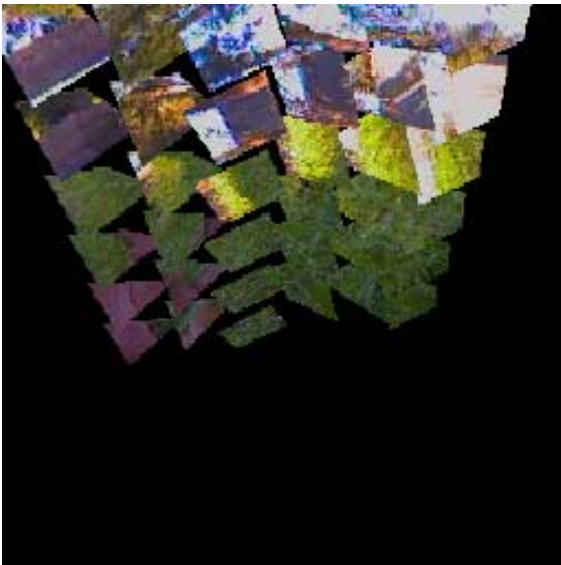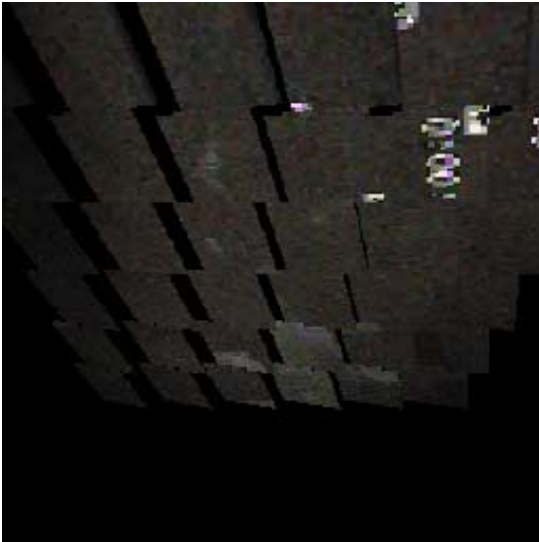
Struct_2 image output samples

images 4, 5

View of the application's audio and image control panel, invisible in the image output – visible to the informatic performer

image 6

Excerpt pictures of the st2 *movies –*
frames gathered during the sessions

images 7, 8, 9, 10

View of the application's image output:
Images projected onto the floor of the room

Image 11