Das Fliegenauge: Interaktive Installation unter Verwendung von Blickverfolgung und -analyse

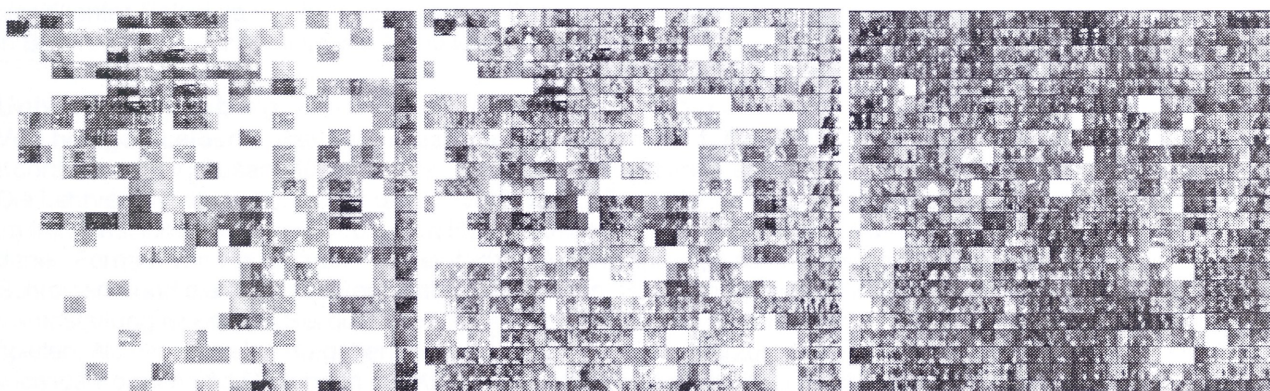## The Fly's Eye: Interactive Installation using Video Tracking and Analysis

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Zusammenfassung:

Das interaktive Kunstwerk "Das Fliegenauge" ist von der Struktur, Funktion und Signifikanz des Fliegenauges inspiriert und steht in Bezug zum Studium menschlicher Empfindung und Wahrnehmung. [12] Ein großer Teil des menschlichen Gehirns widmet sich der Verarbeitung visueller Informationen, und Wissenschaftler glauben, dass sich mehr als die Hälfte des Fliegengehirns der visuellen Verarbeitung widmet. Ein visuelles System wie das der Fliege, das einfachste lebende Auge, kann uns helfen, die Eigenschaften von Zellen, die Auswertung visueller Informationen sowie die Darstellung und Verarbeitung von Informationen zu verstehen.

Abstract:

The interactive artwork, The Fly's Eye, draws its inspiration from the structure, function and significance of the eye of the fly in relationship to the study of human sensation and perception. [12] Much of the human brain is devoted to processing visual information, and researchers believe more than half of the fly's brain is devoted to visual processing. A visual system such as the fly's, the simplest living eye, can help us to understand the properties of cells, the interpretation of visual information, and the representation and processing of information.

Figures 1-3 Lighting frame analyses of three ten minute sections of Fellini's '8 1/2'

In the art work The Fly's Eye, http://www.andreapolli.com/studio/fly, multiple images are formed in positions projected in the gallery space based on the movement of viewers in the space. The Fly's Eye 'watches' the viewer in the space while the viewer simultaneously enjoys some control and direction of the location of the image and therefore the shape of the space. Each time the viewer changes position, the live video feed moves and a visible trail is left in the gallery space of all the

events in the gallery that day.   Time is built in layers of position and image.   The resulting record of time and space presents the visitor with an unfamiliar level of complexity, but soon the viewer is able to 'read' the record with a surprising amount of comfort and accuracy.

Technical Description:
- The computer performs a real-time spatial analysis of a live or pre-recorded video using a custom designed interface.
- Video frames are tracked and analyzed according to the location of light, color, or motion in the frame.
- A copy of each video frame is placed in a grid according to the results of the analysis, and a live animation is created
- When analyzing light, a copy of the frame is placed in the grid in a position corresponding to the location of the lightest point in the frame.
- A similar system is used to analyze the location of specific colors and movement in the frame.

Formats:
- Installation using a surveillance video camera showing a live animation of movement in a public space over time
- Large format computer prints showing every frame of a film organized by light, color, or motion