

megan's final project proposal/
presentation/
thoughts/
etc

megan's thoughts

clothing and light:
what visually constructs the human figure?

clothing and fashion are a means of maintaining control over the human body. they do this by

masking it

transforming it into new shapes

protecting it from elements

enhancing certain parts and subverting others

projecting personality traits and emotions onto the body



megan's thoughts con't

can light be used to drape and mold the body in the same way that fabric is? light already controls much of our visual experience of form and color.

what is our physical relationship to light and the way it interacts with our bodies?

light as paint - permanent and temporary

light as disguise

light as warmth and texture

light as an observer

light as an archivist/scribe

light to translate into new spaces/dimensions



megan's brainstorming

i played with several ideas about how to use light and shadows to construct and/or alter the human form.

1. fabric shadows to create human shapes on the floor or wall

2. projections of dark and light shapes/areas onto the body to change it's percieved form

3. series of photographs that use light as the only form of make-up and costuming in an attempt to create very disctinct characters

4. shadows that follow you around but which are not black empty spaces but rather are overlayed with video images of clothing and various fashions, thus dressing the shadow (the virtual self that is projected into space) rather than the real self.



megan's plan

i decided to create a shadow wall that reconstructs your projected form as something different, something that has been altered in shape, size, clothing, perhaps gender, but maintains its relationship to you through movement.



megan's plan con't

the final context will take place in two forms.

1. a scale-model of the scenario with paperdoll-like figures and a miniature wall, so that i can develop the technology in a controlled setting.

2. a full-scale model that consists of a large white wall arranged like a stage. for the class presentation i want to have several models in leotards or other form fitting costumes that will walk through and around the space, but for more permanent use i envision it being set up in a public space, such as a hallway..

of course, this is up for discussion.



megan's plan con't

these are the steps i need to take to implement my project:

1. get a camera and begin writing code to process the shadows
2. work on my code to process the camera signal..
 - a. recognize shadows or figures on a white background.
 - b. have the program alter the colors and reproject onto the space
 - c. work on altering the shapes
 - d. add texture mapping
3. setup the projection environment
4. test, debug

