

## Arcade Gallery (Traces of You) - Transcript

Traces of You can be found on the first floor of MOD in the Arcade Gallery.

This exhibition is interactive: if you require assistance, please ask a MODerator for assistance. They can guide you between the interactive areas and explain some of the digital responses.

This gallery is around 5m wide and 15m long. We enter at one of the short ends.

The wall text prior to entry reads: *You probably have a pretty good idea of what you look like. When you see yourself in mirrors, street windows, and your phone so many times a day, you get used to thinking about yourself in one way.*

*But in this gallery, four different versions of you exist. They might move as you move, or they might not.*

*These versions of you are created when an infrared camera uses AI to figure out your body and constructs an avatar to mimic the body that it sees.*

*Play with your digital self, and watch as your movements create traces. Your body will leave distorted echoes as your avatar changes composition, colour and materiality.*

*When technology is used to represent the body, where does the body end and the avatar begin?*

Artist credit reads:

Alex DeGaris-Boot ARTIST AND SOUND DESIGNER

Jeremy McDade TECHNICAL SUPPORT

Associate Professor Ross Smith and Professor Simon Biggs SUPPORT

Studio 1 Exhibitions EXHIBITION BUILD

The floor text as you enter reads: *Play with yourself*

There are four areas in this room where you can stand in front of cameras which will detect you and portray your form and movement back to you. In this long, high-ceilinged gallery, the walls are mostly black, but freestanding white walls angle out to create a canvas for the responsive artworks.

To the right, at the first of these angled walls, illuminated wall text reads, *the camera essentially uses a form of AI to figure out your body, and when it detects a shape of a human, it will construct the avatar to mimic the body that it sees.* - Alex Degaris, artist.

On the corresponding wall, which is around 1m wide and 3m tall, a strange mirror of you begins to take shape: green on a black background, with smoothed edges. Moving creates a blur of this roughly human-shaped avatar.

On the wall to the left, wall text reads, *when infra-red light hits something and bounces back to the camera, the camera uses that point to create a depth image of what's going on. Those little point particles are their own objects. Your body applies turbulence to the particles and moves them around.*

Standing in front of this camera creates a more abstract image on the tall wall; at first, rainbow flecks appear in stark lines, but as you move, the screen fills with digital confetti. A rough simulacrum of your form takes shape in white streaks amongst the coloured dots.

Further into the room, on the right, wall text reads, *"I'm interested in interactivity with computers, but making it embodied. By not using a mouse or a keyboard, your body is the controller. This makes the experience more, not real, but tangible."*

Next to this text, multiple forms of you fill up the wall. Blue and yellow smoothed versions of your unclothed form mirror all your movements.

To the left is a large, low ottoman for seating. On the wall, illuminated text reads, *"When technology is used to represent the body, where does the body end and the avatar begin?"*

This last projection is the largest; it takes up the entire back wall of the gallery. It is also the most recognisable. As you approach the wall, a version of you can be seen in the projection amidst white, red, yellow and pink lights which move away from your body in lines like slow fireworks.

This concludes the audio description of *Traces of You* in the Arcade Gallery, by Access2Arts for MOD. You will find the next exhibition by exiting the same doorway we came in; going right and then quickly left as you exit will bring you to the next gallery.