

Tesia Kosmalski  
Summary: *Feathers*

*Feathers* is an interactive installation incorporating white feathers as a visceral unit - both the delicate and the dangerous - and responsive graphic imagery.

The viewer is invited to interact and explore an environment strewn with white feathers — physical objects intended to be touched, walked through and otherwise dynamically arranged. This as a physical medium provides a sensory link to the imagery component.

Prior to entering the space, the viewer is encouraged to remove her shoes (and socks, if so inclined) and walk around the space. Projected on the floor are several life-sized peacock feathers, seemingly protruding from the crease in the architecture. As she approaches the wall, the edges of the feathers will gently grace the silhouette.

A ceiling-mounted camera equipped with an infrared (IR) filter paired with an IR light both casts and captures the visitor's shadow as she moves within the space. The camera output is fed to a CPU to do a blob detection of the user's shadow. Once the system locks onto the person's shadow, the computer-generated feather will appear to be aware of the viewer's presence within the space.

This piece is intended to experiment with the experiential suggestion of both the physical and the technological representation of the feather. The viewer explores the difference between the passive and active nature of the object, as well as ethereal and physical. It is intended to allow the viewer to transit between a subjective and an objective visceral experience. The feathers — both passive on the floor and active on the wall — hint at different types of sensualities (fantasies) — and suspend the viewer in a place of spatial and intuitive negotiation.

The responsive graphical feathers may evoke an embrace to some viewers, but a closing in feeling for others. Each viewer's individual experience and associations with this richly symbolic object will shape her experience within the piece.

