

# Suspended Reality



Project by Anaisa Franco  
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# Description:

Suspended Reality is an immaterial sculpture in form of a circular video installation where occurs the materialization of the image inside a 3 meters high x 1,20 diameter transparent cylinder filled with programmed smoke. Through the sculpture are projected 3 synchronized videos and 5 channel audio goes along with it.

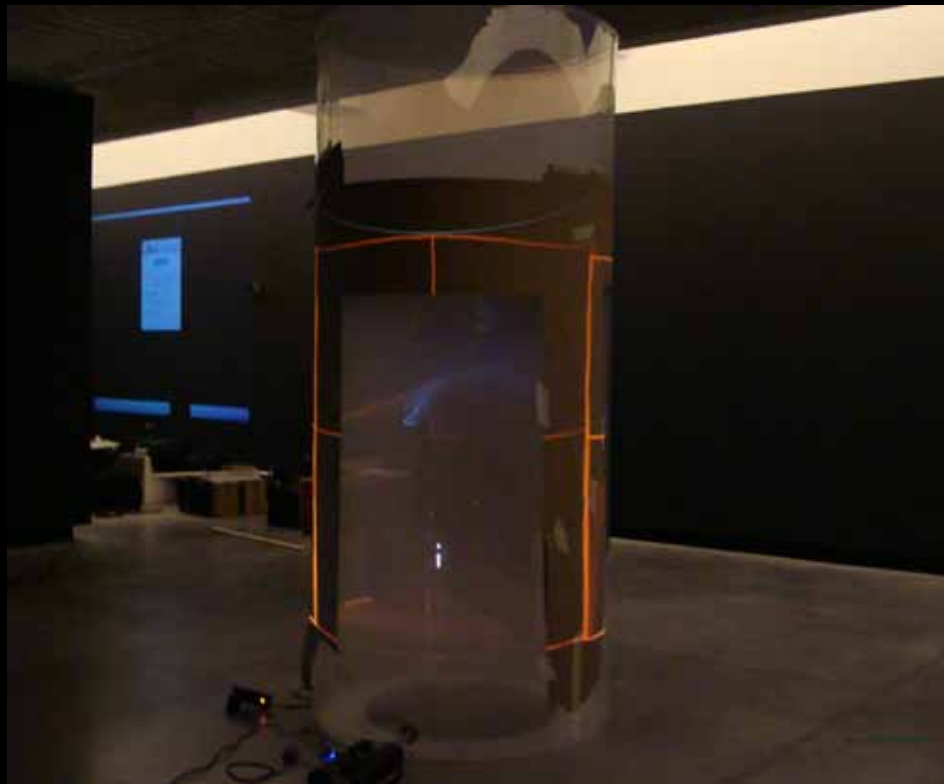
The smoke brings a slice of the sky to the ground and the videos projected suspend the reality. Through the chemical moisture between the ray of lights and the smoke generates a mutation in the space where I am analyzing the position of humans in society and the search of the unattainable ideals.

The piece investigates projections on immaterial, translucent and impalpable sculptures creating a hybrid language between the physical and the virtual.

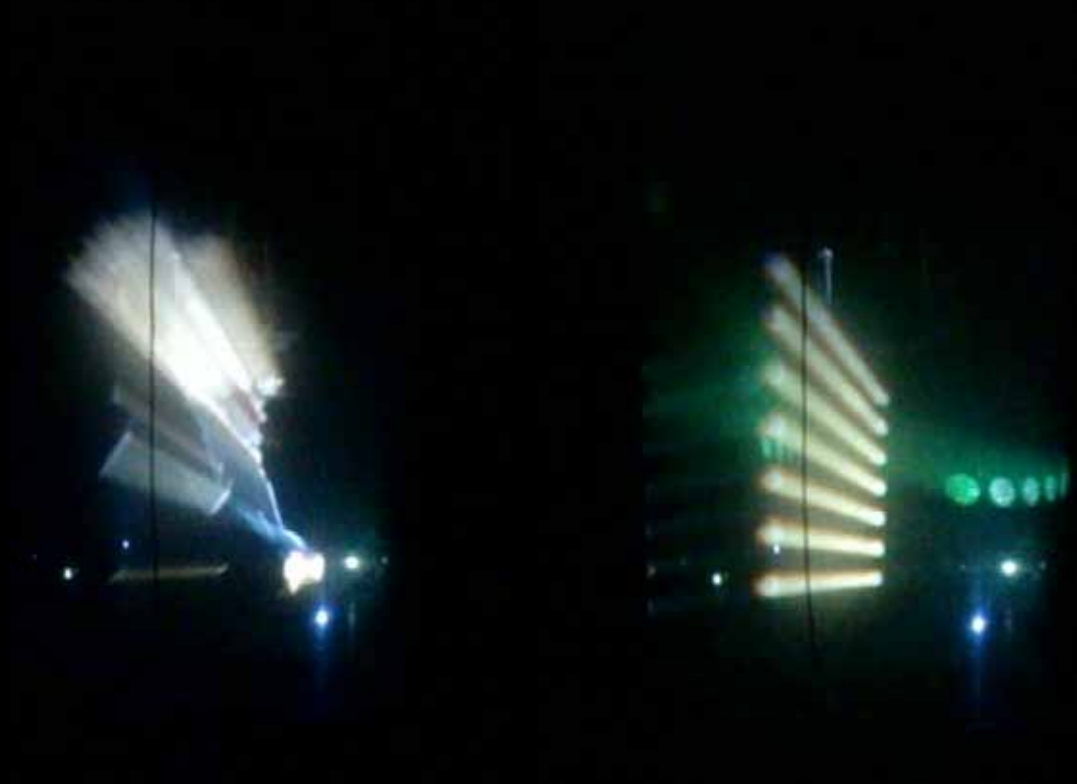
The project needs a room of 8 m x 8m, the walls should be painted in black.

The sculpture used is a cylinder made with acrylic measuring 1,20 diameter and 3 m high. The cylinder is filled with smoke that comes from a programmed smoke machine. The equipments used are: mac computer, matrox TripleHeadToGo, 3 projectors DLP, 1 home theater, vga cables.

See Installation and set up for detailed info.



Setting up



Final view

# Production process

## Part 1: TESTS AND RESEARCH

### 1) Materialization of the light

With the support of the Photography Director Jonny Gitti, we did various tests of the photographic image and videos with a diverse range of illuminations and together we got on the conclusion that the best illumination for the project is filming with high contrast, illuminating the actress silhouette, where we design a special light for the project.



Light tests of the actress in movement



light tests of the city in movement.

## 2) Studies for the sculptural shape:

I tested various shapes for the sculpture. Started with a cube, then a sphere, a deformed cloud and a cylinder. I got the conclusion that the cylinder would be the best shape to block the image in their process of materialization, been the more invisible sculptural form that work for concentrate the image in a invisible way.



Building the deformed cloud

Cube test. It does not privileges the circularity neither organicity to the projections.

Sphere test. The sphere distorts a lot the projected image and was impossible to synchronize 3 projectors.



Cylinder test. The cylinder is the ideal form to the project because it has a circular shape where the 3 videos are projected. It privileges the circular narrative and the audio that goes along with it.



## Part 2: PROJECT PRODUCTION

### 1) SHOOTING THE ACTRESS IN STUDIO

The shooting was made in studio with special lighting design using a black textile in the back, a electrical running support and a ventilator. The actress is Luana Saggiaro. She runned and walked over the electric mat that was dismounted for the ideal images. We build a light design for the human silhouette to penetrate in the smoke and materialize the image. The actress was also suspended by paraquedism belts to give the sensation of flying, flotation and suspension.

#### SHOOTING TEAM:

Luana Saggiaro (Actress)  
Jonny Gitti (Photographer)  
Carlos Eduardo Cassol (Camera)  
Gabriela Greeb (Actress Director)  
Pablo Benitez (Photographer assistant)  
Special thanks to Claudio Bueno.

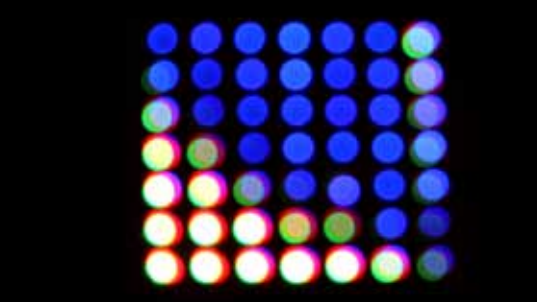


## 2) SHOOTING THE CITY

We shoot the city with a Helicopter. We searched for the day time that emits more light intensity which was 6 pm.  
TEAM: Jonny Gitti (Camera) e Carlos Eduardo Cassol (Camera)

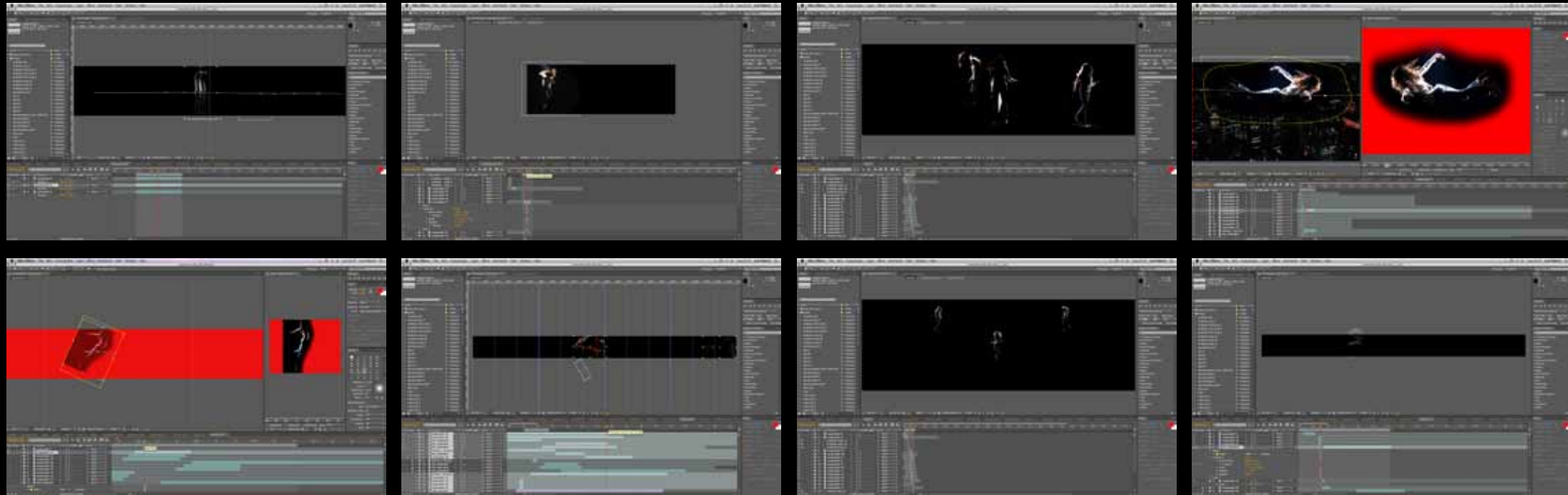


We capture the images of traffic in the city. We searched for blur images and light lines as neon.  
TEAM: Jonny Gitti (Camera) e Gian Spina (Camera)



### 3) COMPOSITION, ANIMATION AND FINALIZATION.

All the videos were edited using After Effects. We did rotoscoping and used masks for the animations. We did the videos in 3000 x 1000 pixels that were divided and synchronized for 3 projectors by using a Matrox TripleHeadToGo.



### 5) SOUND AND MUSIC

The Project uses 6 speakers with 92 DB with sub woofer (home theater).

The sound accompanies the circular movement of the videos and produces a sensation of elevation in the spectators.

#### TEAM:

Sound and Music: Victor Guidinni

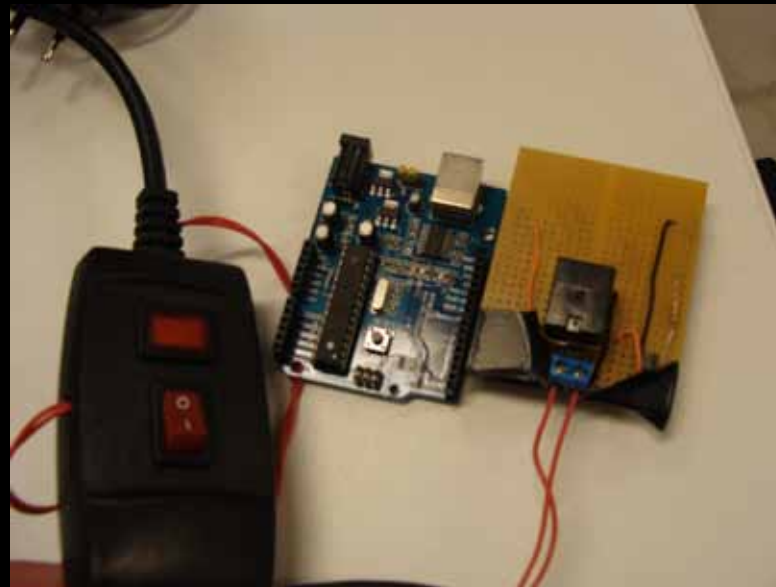
Studies: Mauricio Fleury

#### 4) DEVELOPMENT OF THE ACRYLIC CYLINDER 1,20 m DIAMETER X 2,70 m HIGH



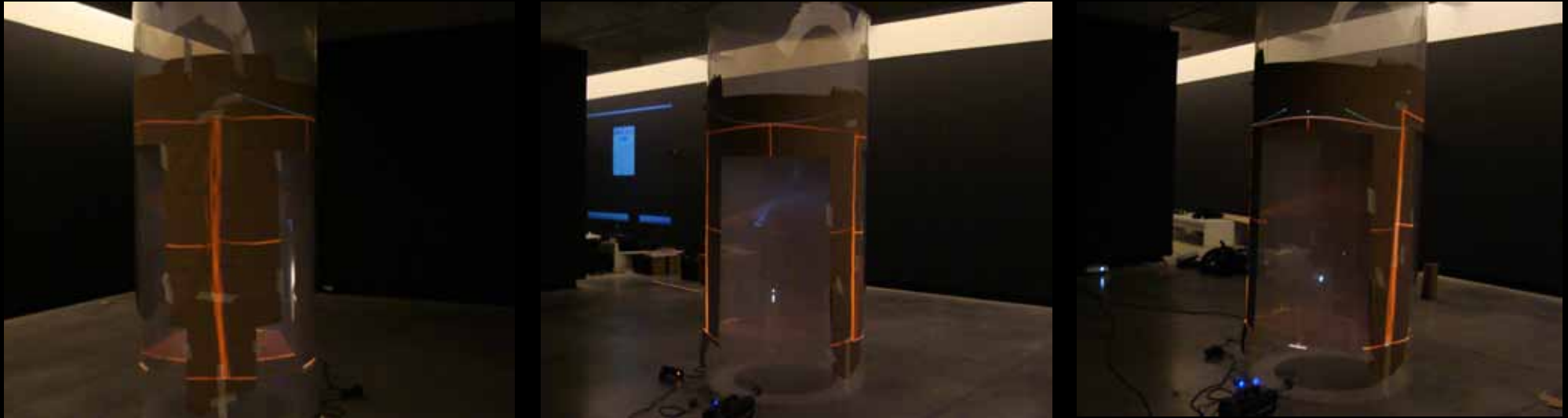
## 5) PROGRAMMING THE SMOKE MACHINE

We programmed the smoke machine with Arduino microcontroller. The machine was programmed to turn on and work for 10 seconds to fill the cylinder and each 10 minutes it works for 4 seconds to keep the ideal quantity of smoke inside.

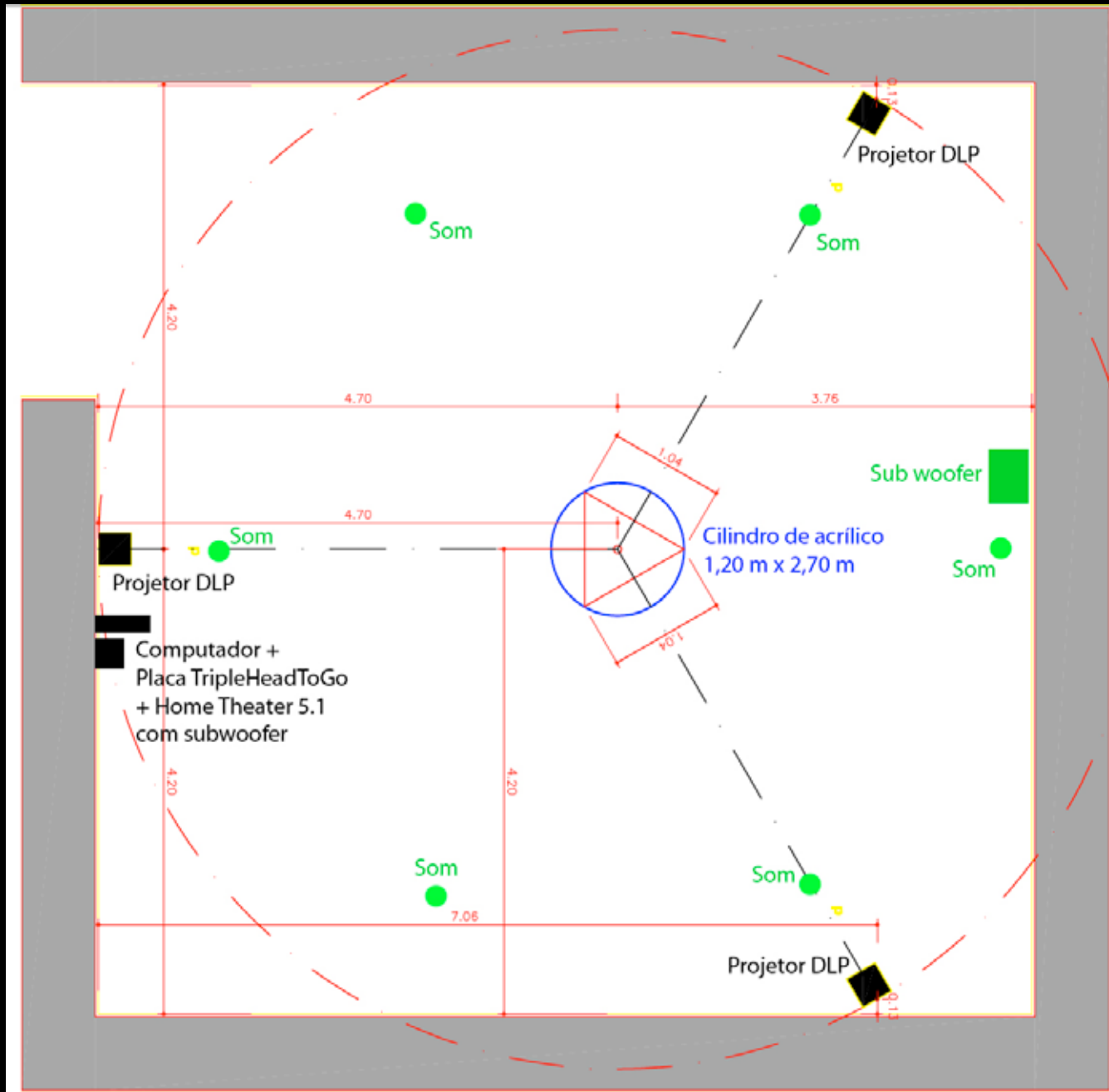


## 6) MAPPING

We did a mapping to correct the distortion of the videos in the cylinder using the 3 projectors connected to a matrox TripleHeadToGo.



# Installation and set up



The project needs a room of 8 m x 8m, the walls should be painted in black. The sculpture used is a cylinder made with acrylic measuring 1,20 diameter and 3 m high. The cylinder is filled with smoke that comes from a programmed smoke machine.

## Equipments:

- \_1 computer Mac with a Matrox TripleHeadToGo and optical entrante for Home theater 5.1
- \_3 Projectors DLP 2300 lumens
- \_1 Home theater with 6 fullrange speakers able to generate 92 DB(A) of SPL in center + sub woofer
- \_3 VGA cables of 10 m each.

Pictures of the Installation:



# PRODUCTION TEAM AND CREDITS

## *Tutors:*

Jonny Gitti  
Lucas Bambozzi  
Leonardo Crescenti

## *Team:*

Gian Spina (Assistent)  
Jonny Gitti (Photographer)  
Juliana Mundim (concepts)  
Luana Saggiaro (actress)  
Carlos Eduardo Cassol (Camera)  
Gabriela Greeb (actress director)  
Pablo Benitez (Photographer assitent)  
Victor (Sonoplasty)  
Lucas Girard (Arquitect)

Special thanks to everybody who participate in the creation of the project. All the MIS team: Beth, Natalia, Daniela Bousso, Priscila Arantes, Marcelo Bressanin, Claudio Bueno, Rodrigo Belloto and Felipe Stutman.

The Project was financed and supported by MIS, Museu da Imagen e do Som in São Paulo and developed in a Residence that started in March and ended in November 2009.



Lab Mis



# Production Budget

Production: 3000

Programmer: 1300

Cylinder acrylic: 5000

Smoke machine: 300

3 projectors: 6000

mac computer: 2000

Matrox Triple Head To Go: 1100

3 vga cables 10 m: 500

Home Theater: 2000

total: 23.200 reais

12.800 US dollars

# References



Antony McCall, Long Film for Four Projectors, 1974



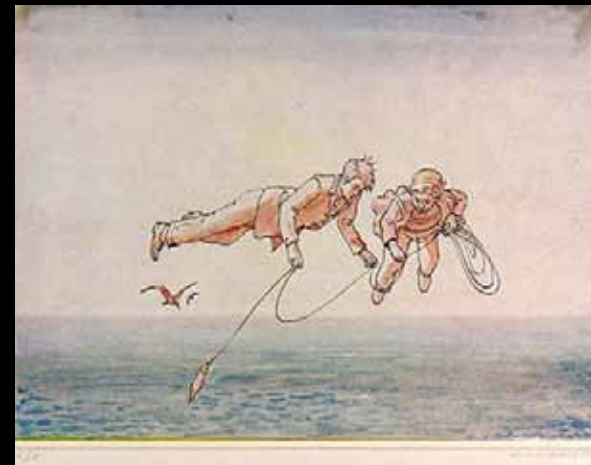
Between You and I, 2006  
Installation drawing



Ilya & Emilia kabakov  
The man who flew into space from his  
apartment, 1981



Ilya & Emilia kabakov  
From the series: The flying Komarov, 2004





Robert Lazzarini.  
Skulls, 2000



Skulls installation at the Whitney Museum of American Art, bitstreams



Diller & Scofidio. Blur Building, 2002



Roni Horn and Sleepy Machines.

glass columns containing glacial water from around Iceland, gathered from the glacial tongues of Vatnajökull. Through the watery columns natural light is refracted and reflected onto the floor, creating what Horn describes as a "kind of lighthouse in which the viewer becomes the lighthouse in which the view becomes the light." This effect is especially beautiful at night, when the sparse lights of the town get bent in the water and a visitor can see just how different water can be and what landscapes of precipitation form at each column's base.



Jed Berk. ALAVS Autonomous Light Air Vessels



Jed Berk. Climate Controlled Sheep  
(A biotope for remote presence)



Ho-Yeol Ryu, Airport, 2005.



Masanobu Moriyama.  
Fetus Movement II: Project for Extraterrestrials No. 9, 1992.

# Bio

Anaisa Franco, 1981, Brazil. Lives and works as an artist. Recently she is doing a residence at Hangar, Barcelona. In 2009 she did a residence at TAV Taipei Artist Village in Taiwan and a residence at MIS Museu de Imagem e do Som in São Paulo, Brazil. In 2008 she developed the augmented interactive sculpture called “Expanded Eye” at the Interactivos? at MediaLab Prado, Madrid. In 2007-2008 she was awarded a scholarship from Mecad- ESDi in Barcelona to develop the project called “Connected Memories” on the Proyecto Expansion Digital from October 2007 to January 2008, where she also participated in lectures, conferences and publications. In 2006 - 2007 she was awarded an Alban scholarship to complete a degree on Master of Arts in Digital Art and Technology at I-DAT, Institute of Digital Art and Technology at University of Plymouth, UK. In 2007 her project “Controlled Dream Machine” was developed at Interactivos? 2007 at Media Lab Madrid. In 2004, she completed a degree on Visual Arts at FAAP, Fundação Armando Álvares Penteado, Sao Paulo, Brazil.

## Detailed Shows

2010-10 Miradas, Palacio Garci Grande, Salamanca, Spain. From March 8th until April 8th.  
2010- Individual at Adora Calvo Gallery., Salamanca Spain. From March 6th until April 6th.  
2009- Fusion Folks, Taipei, Taiwan. From August 28th until November 1st.  
2009- FAD- Festival de Arte Digital. Belo Horizonte, Brazil. From March 12th until 15th.  
2008- Piksel08. How does code dream?. From December 12th until January 15th. Bergen, Norway.  
2008- Move Digital. From november 13th until 16th. A Coruna, Spain.  
2008- 5th Seoul International Media Art Biennale. From 12th September until November. Seoul, Korea.  
2008- Medialab Prado, Interactivos?. From 30th may to 23th september. Madrid, Spain.  
2008- FILE (International Festival of electronic language). From 4th August until 31th. São Paulo, Brazil.  
2008- Exhibition Continuum Electronica at l'Estruch Gallery. From 4th until 27th of April. Barcelona, Spain.  
2008- Netmage Festival. From 24th until 28th January. Bologna, Italy.  
2007- 9th Annual Backup\_festival. From 18th until 21st October. Weimar, Germany.  
2007- CologneOFF Film Festival and NewMediaFest 2007 Cologne OFF III. Toon! Toon! art cartoons and animated narratives. November. Cologne, German.  
2007- Media Lab Madrid, Interactivos?, From 25th may until 30th june. Madrid, Spain.  
2007- SLOW exhibition, Plymouth Art Centre. From 19th of January until 18th of March 2007. Plymouth, England.  
2006-19th Edition of MIX NYC, 3LD Art & Technology Center. From 8th to 13th November. New York, USA.  
2006- Art Concept Festival. From 24th august 27th. Saint Petesburgh, Rússia.  
2006- Media Art Festival. From 13th September until 1st October. Friesland.  
2006- Ways of looking Places and Landscapes, Fundacion Telefonica. Peru, Lima.  
2005- 15° Vídeo Brasil, Sesc Pompéia, São Paulo, Brazil.  
2005- Mostra do Audio Visual Paulista, São Paulo, Brazil.  
2005- 1° Festival de Vídeo Macadamia, Buenos Aires, Argentina.  
2004- FILE (International Festival of electronic language). São Paulo, Brazil.  
2004- SRV 2004- Participation at Symposium on Virtual Reality at Senac University, São Paulo, Brazil.  
2003- 35° Anual de arte FAAP, São Paulo, Brazil.  
2002- 34° Anual de arte FAAP. Prize 1° place. One year scholarship at FAAP, São Paulo, Brazil.

## Awards-grants

2010- Bolsa para fazer residencia artistica no Hangar em Barcelona. Bolsa adquirida pelo MIS.  
2009- Bolsa para fazer residencia artistica no MIS, Museu de Imagem e do Som em São Paulo por 3 meses.  
2009- Bolsa do Instituto Sacatar para fazer residência de 3 meses no Taipei Artist Village em Taiwan, Taipei.  
2007- Bolsa do Mecad-ESDi, Barcelona, projeto CONNECTED MEMORIES no Proyecto Expansion Digital, residência 4 meses.  
2007- Bolsa Alban para fazer mestrado MA Digital Art and Technology at University of Plymouth, UK.  
2005- Premio menção honrosa na 6° Prêmio Sergio Motta de Arte e Tecnologia em São Paulo, Brasil.  
2002- 34° Anual de arte FAAP. Prize 1° place. One year scholarship at FAAP, São Paulo, Brazil.