### Abstract:
Infection is an audio-visual installation that intertwines with a given location, altering its spatial and temporal qualities over time. Referring to Umberto Ecos essay „Foucault’s Pendulum“ the work proposes not only a kind of space that is full of motion and change but establishes a visual - and acoustic - form of space that is a product of our imaginations. Behind each and every wall lies another space, which is being kept alive in our memories but which cannot be taken for granted once we have turned away from it. But what is common to all „our“ spaces, be it imaginary or substantial places, real or virtual ones is their „constructive“ quality. Hence our - spatial - imagination relies on their varying qualities of dimensionality and a constant process of reassembling their elements into different configurations.

Infection uncovers the ephemeral substance of the real and the imaginative, slowly dissolving the actual space, that is initially blank and devoid of any spatial notion beyond the two-dimensional. The room is filled by a spatial sound composition which drives the rhythm of visual change as well as extending the visual atmosphere into the real.

More Information about the work can be retrieved from: [http://www.ambientartlab.at/en/projects/infection](http://www.ambientartlab.at/en/projects/infection)

### Keywords:
Generative Art, Processing, Spatial Sound-Composition