| Laurel Johannesson | *Art Installation:* **ACQUA VELLUTATA SOSPESA** |

Topic: Interactive Art

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Abstract:

I have created a water environment that responds to viewer controlled movements and encompasses the viewer in the environment that I put myself into in my images. I want the viewer to experience the feeling of being submerged in and enveloped by the water and to be able to "paint" with the liquid video imagery.

Each stroke that I perform underwater pushes and drags millions of molecules along. The movie painting activity relates to this as the viewer interacts and drags dynamic pixels across the screen.
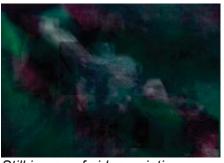
The open source programming language of Processing was used to create the project. The underwater video located in the sketch's "data" directory was inserted into a chunk of simple Processing code. The code gives the command to load and play the movie in a loop and the drawing function allows the video picture to be used to paint using the mouse, track pad or other device such as the iPhone. The image will move when the cursor is moved. The viewer begins with a blank black "canvas" and then "paints" layer upon layer of video to build a fluid image.

Viewers receive an instruction card when entering the installation. They may choose to download the MSA remote application to their iPhone or use iPads housed in the gallery space.

Still images of video footage.

Still image of video painting.   *Installation view of video painting on wall screen.*

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Keywords:
Art, Installation, Interactive Painting, Interactivity, iPhone, MSA Remote, Painting, Processing, 3D imaging, Underwater Video, Video Art, Water.