



You are—what you eat.

a video, analog sound and computer animated installation

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MCAD

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Diagram and Explanation of Layout

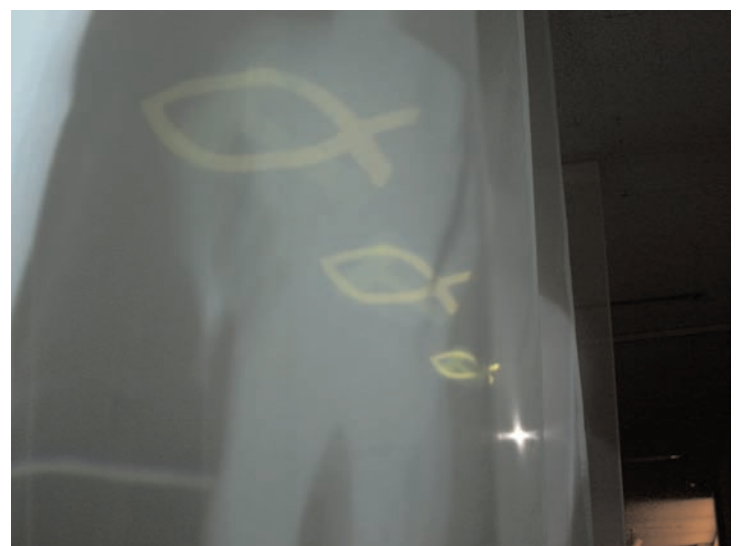
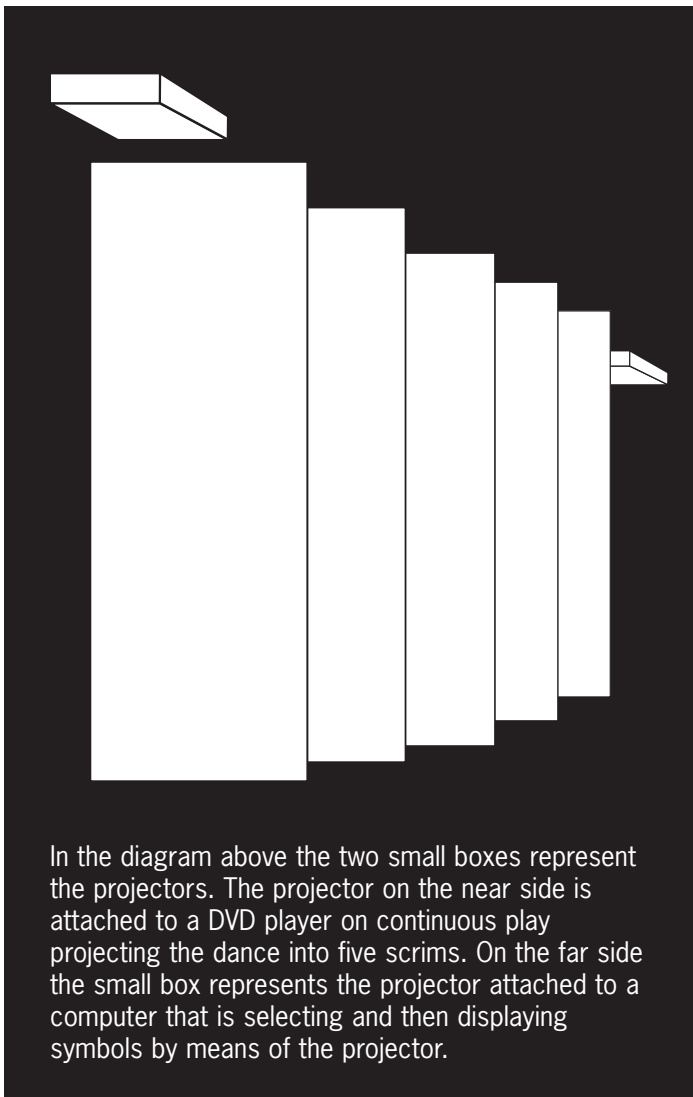
The work was installed in the center of a 10' wide hallway on the third floor of Minneapolis College of Art and Design. The piece extended down the hall approximately 30'.

The installation consisted of five scrims, two projectors, one DVD player, a laptop computer, five contact microphones that were connected to a Maxie mixer and two speakers. The scrims measured 40" wide by 120" tall and were sewn with a fold at the top to allow a cable to stretch through the canal to support the scrims. Contact microphones were attached to the cable and picked up the vibrations caused by the fabric if it were bumped, touched or stroked.

All of the components hung from the ceiling. The projections and the scrims were very sculpture-like because passers-by were able to walk through it, around it and observe it from all 360 degrees. If viewers bumped the fabric or walked through it sounds caused by the activity echoed through the hall. Some viewer actually beat the fabric to keep time with the dancer.

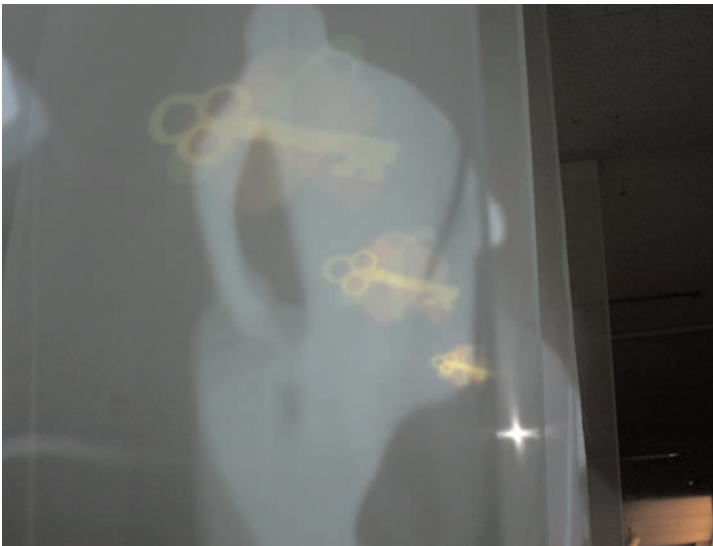
From one side of the scrims a projector projected selected symbols and from the other side a dancer is projected into the panels of sheer fabric. On the middle scrim the dancer and the cycling symbols possessed the same intensity as they both luminated the scrim equally.

This work was meant to symbolize the meeting of the outside world and self. The scrims acted very much as layers of skin that protected the brilliant-self from the penetration to the outside world—symbolized by the icons.



Additional Documentation

Catching the icons was a problem... projected in a dark space my camera was able to capture the dancer. However, because I desired to contrast the dancer's slow calm movements with that of the hectic pace by which the individual is bombarded with information, ideas, commentary and biases, the computer needed to select and display the icons quickly. Thus, my camera often catch multiple icons at once. I have included some images to document that the icons are meant to display singularly



You would find that work is in keeping with previous works created over the last four years. I would be happy to meet with you and show you the progression upon request.

Thank you,

Bill Hendricks