



The artwork we have created is a virtual space with real time reaction based on visitor`s movement - a graphical interactive projection.

To its fluent activity it needs: a PC computer with 1,8 Ghz or stronger processor, a web camera, a projector, an internet connection and, of course, our programm.

Different movement will give different effects, the vitrual objects will act differently with a fast movement, a slow one etc.

All the virtual particles interact not only with viewers, but between themselves as well.

The camera gathers data about vistors movement, hes or hers clothes color etc, these data are the base for virtual particles behoviouir.

The only limit for the number of viewers interacting with the work at the same time is the projections area.

By establishing an internet connetion between two differtent galleries, cities etc viewers from those two different physical spaces can interact in one virtual space.

The virtual space`s parameters regarding the particles behaviour, sensitivity for vievers` movement etc can be easily modified, to make sure the artwork fits any physical location.

Without visitors activity the artwork does not exist, without interaction all one can see is a grey wall.

