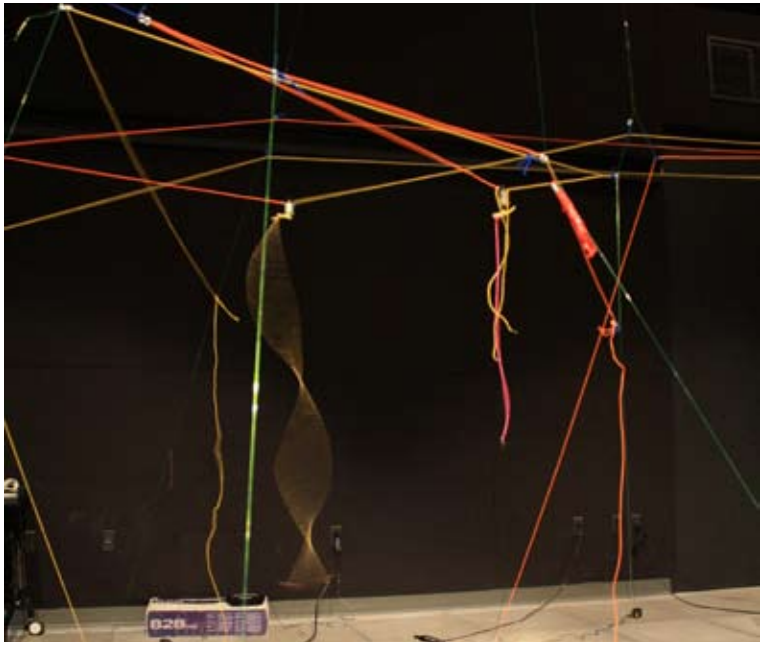
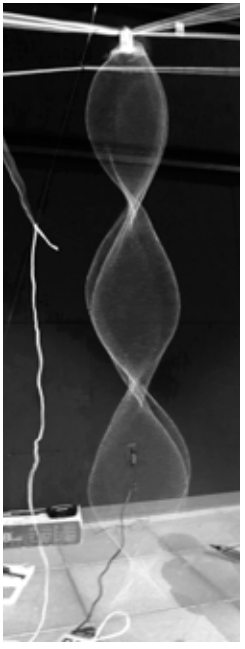
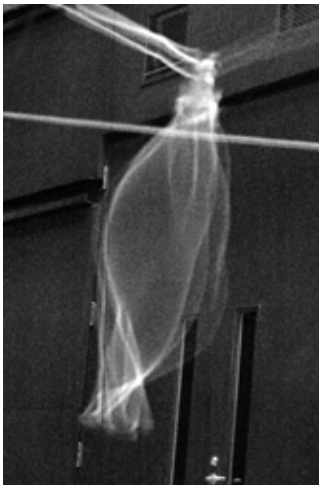





Capteur | Emetteur examines the potential expansion of interactions between the two phenomenological states sense and emission. In its most basic behaviour a reciprocal system of these two states could be as simple as a microphone / speaker, light sensor / light. Yet taking our cue from the oldest of architectural practices (those mostly of an analogue nature), it is the space between capture and emission that creates a meaningful architectural experience. To cite but one example, the gothic cathedral manipulates the capture of light (clerestory lighting) and transforms its resolution into the complex articulation of both temporality and light in the vaults of the cathedral itself. This longstanding approach to understanding the building envelope as a performative interface of environments introduces a temporal and ornamental agenda in what we simply understand as as a “wall”.

It is in contrast to this, that when we regard an electronic phenomenological interface, such as a camera / imager or microphone / sound amplifier, the schematic nature of an electronic circuit, particularly in its culture of an engineered simplicity, tends to deny the physical expansion in the same way that an architectural system. This has particular implications when we consider the possibility of developing a generation of interactive art, but of an architectural consequence. It is within this that we propose a rather simple conceptual approach as a platform for phenomenological experimentation within the expansive space between sense and emission.

Capteur | Emmeteur is an interactive responsive system composed of number of very simple and inexpensive environmental interactive devices whose combined composition and functional reconfigurations will create a complex and highly



ornamented phenomenological condition. The foundation of these devices is based on the simple conceptual approach of Capteur | Emmeteur, where the starting point of each device is the sensing of a condition and its expression: eg a light sensor directly connected to a light emitter. Or goal is to subvert, expand, delay and mutate the direct relationship of this device both in its behavioural / electronic characteristics (such as light transforming to a lustrous sound) and in its physical construction: wiring, production of ornamental logic boards, sensate materials etc.

Capteur | Emmeteur is a grotesque / ornamental and somewhat biological presence resulting from a deliberate manipulation and elaboration of the electronic / electromechanical / material logic. It has no planned logic, no declared electronic program. Rather it is proposed that a complex nature, completely dependant on the complex perturbations (sound, luminosity, movement and time) of aspecific site that creates its own complex order of sound, luminosity, movement and time on the basis of on its own terms.

Where most interactive and responsive devices are meant to be hidden within an architectural construction, our goal is of a complete physical integration within an architectural context, while being materially explicit, even expressive of its physical presence. In this particular edition, Capteur | Emetteur expresses a simple modulation of both behaviour and geometry through the oscillatory movement of a series of sensor actuated motors. The entire system, (structural, electrical and logical) is designed to be in a condition of potential oscillatory movement yet sensitive to even the most minor of perturbations through the compounding of waveforms through tensile structure and movement.

Capteur Emetteur | Installation