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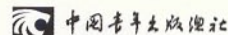
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基于多重触控技术 的城市艺术装置 TOUCH

2006年12月26日至2007年1月15日，由比利时建筑与艺术实验室LAb[au]设计实施的Touch城市艺术装置，在布鲁塞尔市中心的Rogier Place创造出一道奇幻绚丽的景观。源源不断地向世界各地派出上千份科技感和趣味性十足的圣诞与新年祝福。在艺术家大胆的想象力下，4200扇能够独立控制灯光色彩和照明方式的窗户，把145米高的Dexia大楼，变成了一个超级动态LED显示器。在大楼脚下的工作站中，一块基于Multi-Touch技术的大屏幕正是产生千变万化的操作台。市民和行人通过以不同方式触摸大屏幕，随机改变大楼的照明方式，与Dexia大楼实时互动。在城市某个不远的地方，摄像头实时拍摄Dexia大楼变化的图案，上传到网站(www.dexia-tower.com)上，访问者可以把图片制作成电子贺卡，发送给自己的亲朋好友。

艺术家的话 Artists' Words:

About LAb[au]

Since its creation in 1997 LAb[au] explores digital architecture and Meta Design, focusing on how technologies of computation and communication transform the construct of space; be it on the level of its perception, interaction or meaning. LAb[au]'s projects range from experimental projects (hence 'lab') to works of production (bau = the construction).

The Most Difficult Part

The most difficult part of the 'touch' project wasn't the development of the software and hardware but their adaptation to the constraints of public space, be it on the level of weather conditions (the project taking place in winter and outside) or its exposure in public space involving questions of vandalism and user friendliness adapted to everybody's skills...

The Biggest Surprise

The design aesthetics of the 'touch' project are directly deduced from abstract art such as Mondrian's 'elementarism' and Kandinsky's 'point and line to plane' as the skyscrapers architecture [points = pixel = windows, lines and diagonals = levels and edges of the building and surface = facades]. Further on, this vocabulary defines the interactivity design focusing on the architectural and urban quality of the project as it eliminates any metaphor, 'noise', from the shaped relation in between the public interaction and the building enlightening. The design thus focuses on the relational qualities expressed by an elementary language and exploits interactivity not as being a control system but rather a catalyst for these relational / representational parameters.

In this sense one of the most thrilling discoveries of the project is that such an abstract architectural language is no border for everybody's understanding / interaction but in contrary enhanced everybody's appreciation and pleasure.

About Multi-Touch Technologies

There are a lot of multi-touch technologies on the market all having their specificities and potentials, but what counts for us is its 'design' potentials - which also means how 'open', programmable and adaptable they are. Thus we develop our projects not from a specific technology but use / develop technologies according to the ideas and needs of a project. Our interest in the multi-touch technology developed for the 'touch' project, based on infrared tracking and image recognition, was its potential to build an interface device having the scale and usability proper to an urban and outside context allowing collective interaction.

