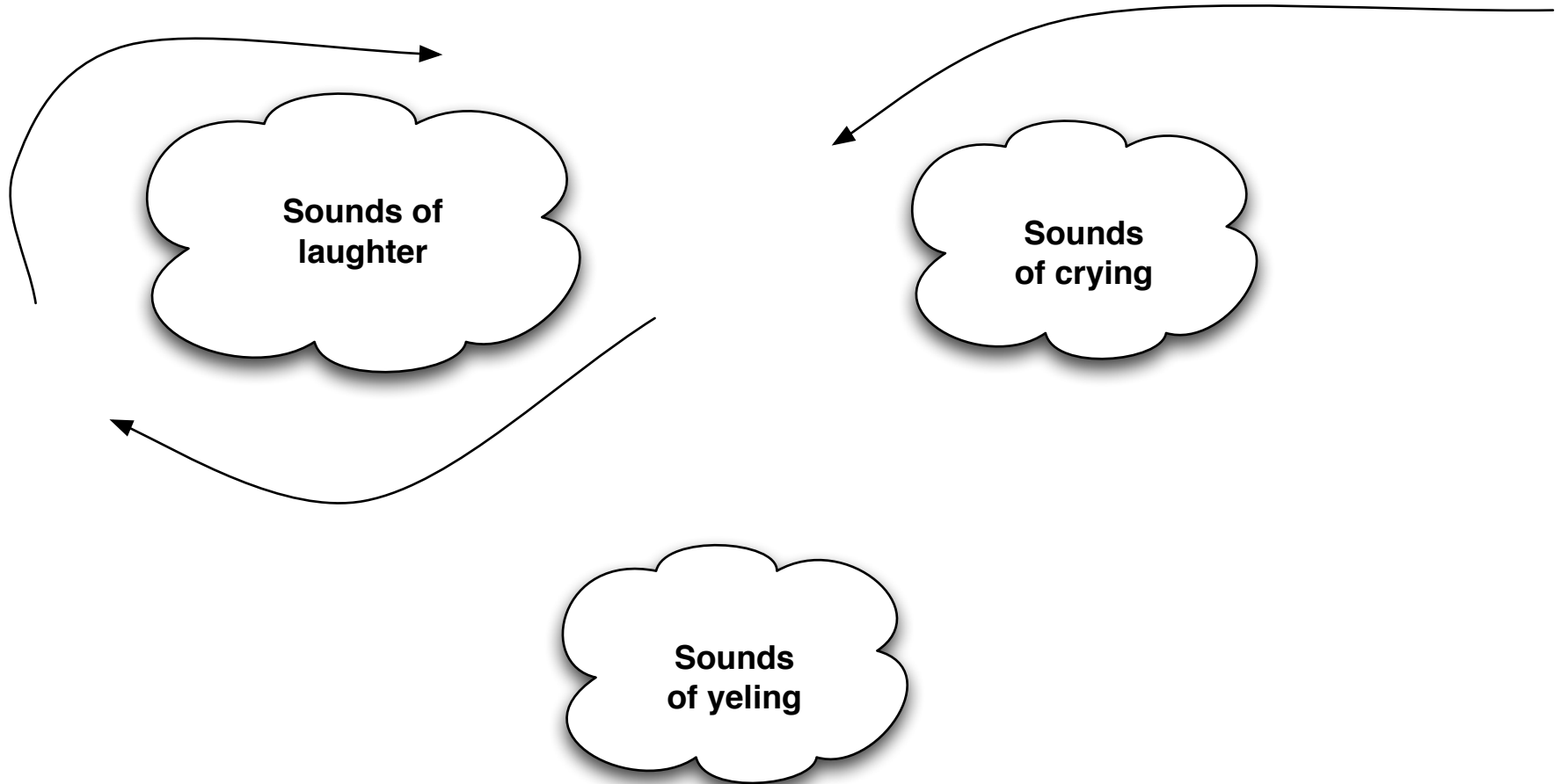


Emotional Clusters

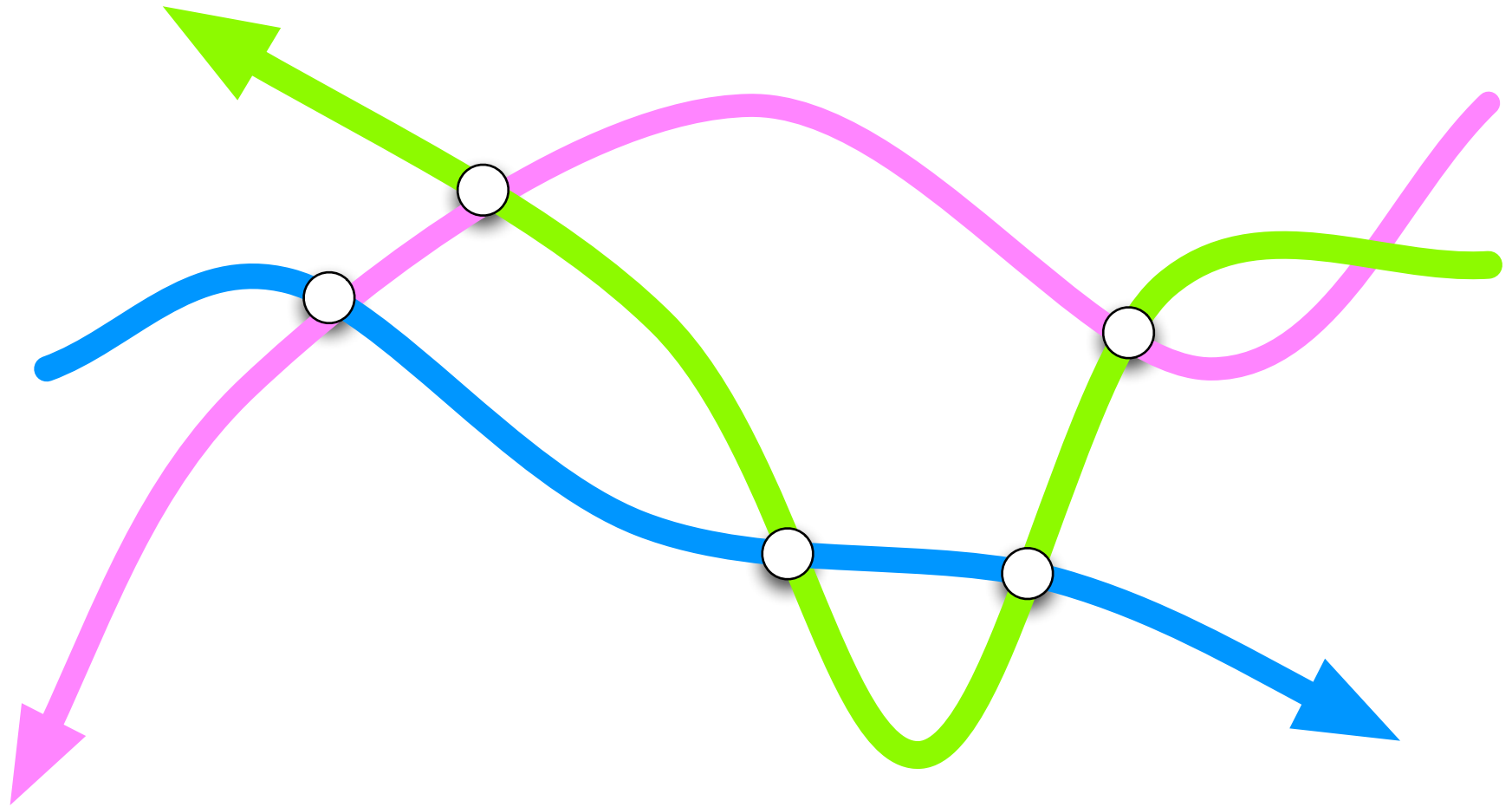
Participant moves closer to cluster to hear individual voices



Bird's eye view of potential installations

Sound Streams - Destiny version

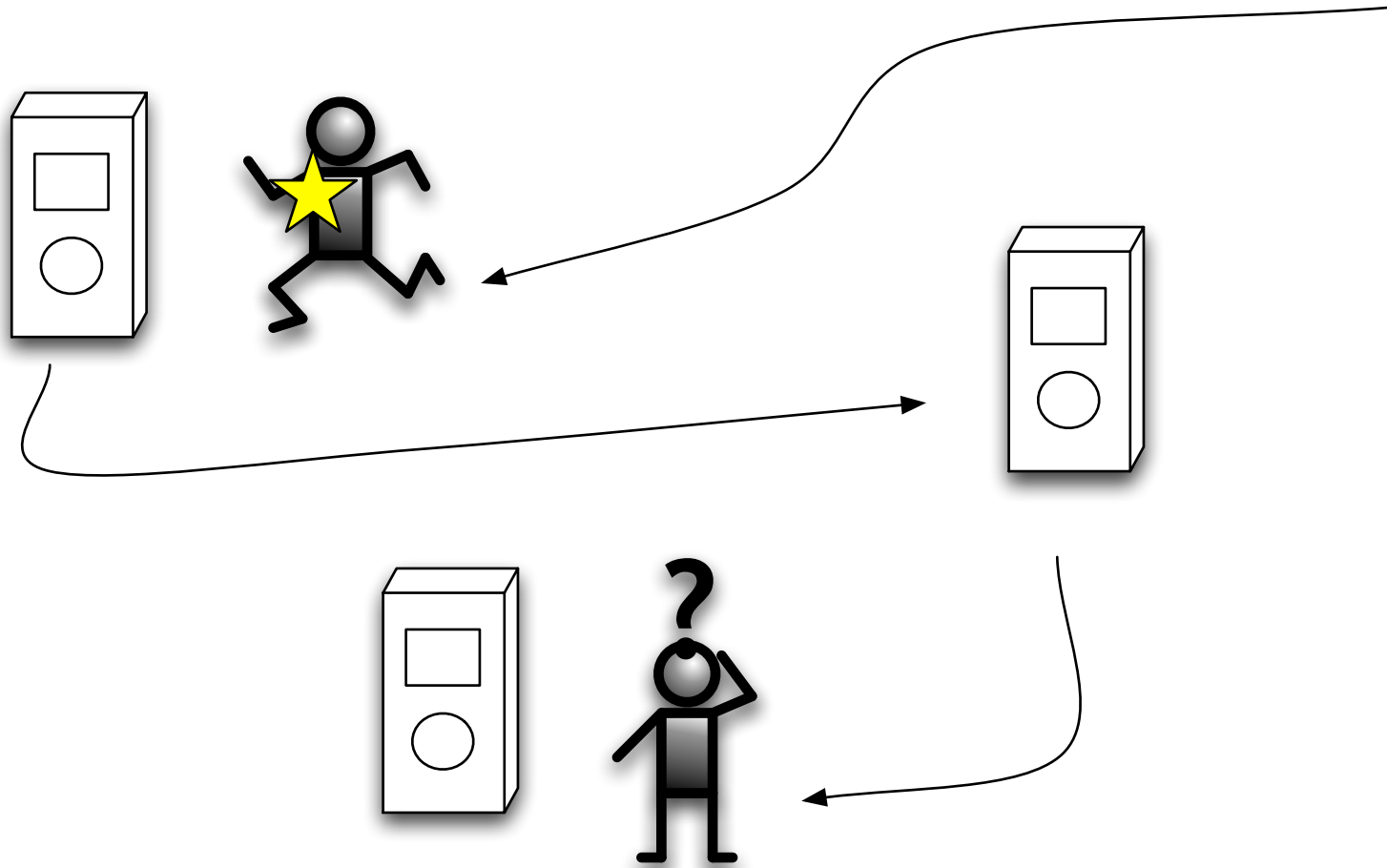
Each stream is a character's continuous voice.
You can stand still to hear the whole long loop, move to another stream
or find where the streams intersect - and find out what the characters think about each other.
Perhaps the participant alters the character's destiny by entering the intersection point.



Bird's eye view of potential installations

Exhibition - The Fair

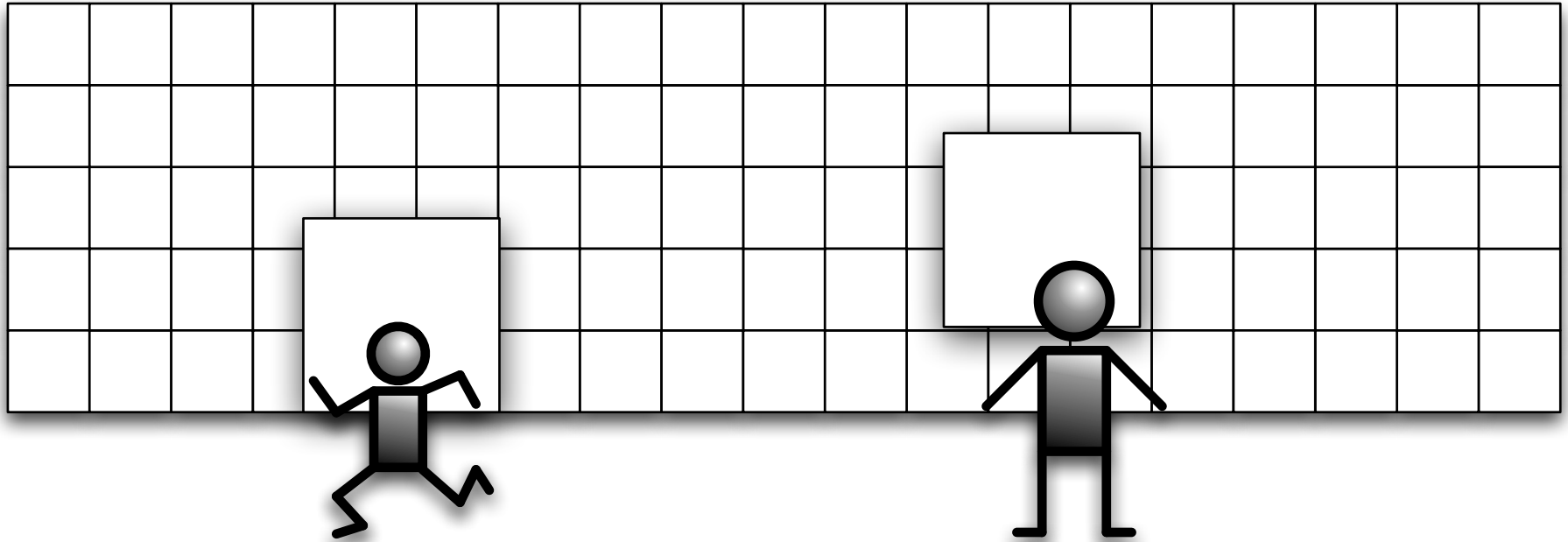
Each plinth hold a speaker. The participant buys or gets a device with an RFID tag that triggers the speaker.
People without triggers are able to participate by listening. Plinth may contain screen.



Bird's eye view of potential installations

The Zoom (wailing?) Wall

All wall of small images is activated as participants move closer.
Images get bigger and overlap other images. Audio gets more distinct as participant moves closer to image.
From far away the voices create a hubbub (cacophony)



Bird's eye view of potential installations