

Artist: Esther Polak

Esther Polak is best known for her locative media projects, where she focuses on recording unique GPS tracks from participants, and recording their reactions to their own tracks.

For each project she did create custom visualizations of GPS tracks, in order to use them in an vivid interaction with participants.

For her recent project NomadicMILK she developed a robot that is able to make drawings of GPS tracks directly on the ground, using sand as its ink.

Ever since she is fascinated by the possibilities of sand as an artistic material, used on the intersection of actual material and a simulation of "the real"

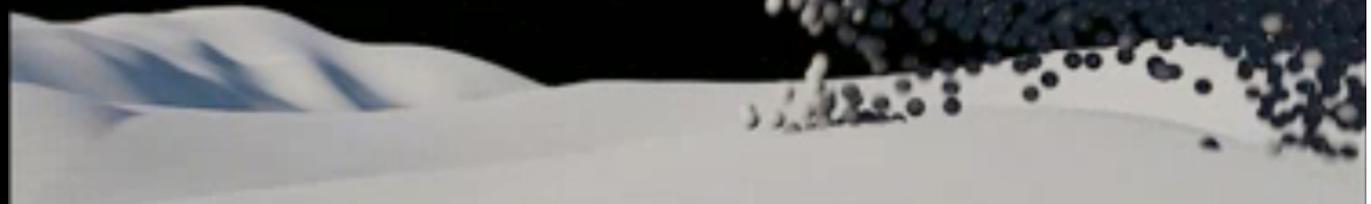


Joint Broadcasting Project

After seeing a making of clip of Spiderman III. The 3D visualization software used to animate the figure *Sandman* fascinated Polak. From her point of view the software becomes new kind of sand in itself: a new virtual/real material. This idea inspired her to imagine developing a project for this software that would totally focus on the "material aspect" of it.

The project would entail to use the sand animation, to create an abstract flow of sand, connecting the different screens, based on local data, for example the speed of the wind in each participating city.

If one of the cities has a lot of wind, this makes the sand virtually to be blow to the other screens, filling them with dunes that might take the form of a square or any other geometrically form indicating the fact that this sand is capable of having an internal intention and might take any shape.



Technical and organizational realization:

-Develop in collaboration with Sony Pictures Imageworks a 7-8 sand screen animation, where differences in speed of wind determine the visualization of sand amounts and movements on all screens simultaneously.

-Adjust the visualizations on the technical characteristics of all screens.

-Install wind-measuring devices on all locations and use them as input data.

