

Out of sight, out of mind

ISEA2019 Panel

Prof Paul Sermon

School of Art, University of Brighton, UK

Dr Charlotte Gould

School of Art, University of Brighton, UK

Dr Jeremiah Ambrose

University for the Creative Arts, UK

Prof Clara Boj and Prof Diego Diaz

Reset: Mar Menor LAB, University of Valencia, Spain

ISEA2019 Lux Aeterna

22 to 28 June 2019, Asia Culture Center, Gwangju, Republic of Korea

Panel Programme:

- Paul Sermon – Introduction to the panel, theme and project (15 mins)
- Clara Boj and Diego Diaz – The Reset: Mar Menor Context (via Skype) (8 mins)
- Charlotte Gould – Agency (10 mins)
- Jeremiah Ambrose - Narratology (via Skype) (10 mins)
- Paul Sermon – Presence (7 mins)
- Panel Discussion and questions on the aims, approaches and outcomes (10 mins)

Reset: Mar Menor Residency

This collaborative project and panel discussion is born out of a 10 day residency workshop, Reset: Mar Menor LAB, convened by **Clara Boj** and **Diego Diaz** and the University of Murcia, on the 170 km² Mar Menor saltwater lagoon on the south east coast of Spain in September 2018.

To explore, discuss and respond to the anthropocene effects on this deteriorating natural landscape. The primary research took place by gathering 360° video material from observations, experiences, interviews and scientific data during the residency.



Research Team

The project has been developed by a team of three artists, based in Brighton UK, each bringing specific experience and knowledge of 360° video to undertake the research and create a unique understanding and manifestation of the changing ecosystem of the Mar Menor.

- **Paul Sermon** who is currently working on collocated telematic experiences in live 360° environments.
- **Charlotte Gould** working on developing immersive 360° animated augmented reality.
- **Jeremiah Ambrose** who is working on gaze controlled navigation through 360° video narratives.



360° Video Research

This practice-based team of artists are currently undertaking research using a range of video and gaming software and advanced hardware devices, including Insta360 Pro 8K video cameras and Oculus Rift head-mounted-displays in conjunction with live video switchers. This has produced a range of ultra HD 360° outputs involving stereo 8K and real-time 4K environments with augmented live 360° video and animation sequences through live chroma-keying effects.



Source: all residency photographs by Julio D. Suárez Espinosa, 2018

Research Project Aims

The overarching aim of this residency project was to create a unique interactive 360° video experience of the Mar Menor that manifests the anthropocene effects on this natural landscape as augmented surreal and metaphysical interpretations of the artist's experiences during the residency and available scientific data of the Mar Menor ecosystem.

Through environmental, social, economic and cultural observations and encounters the team have created an immersive 360° environment that incorporates both video and audio recordings with augmented imaginary and predicted realities transformed from scientific data in obscure and profound guises.

This 360° telematic installation incorporating live audience interaction within the original 360° video experience was presented at the Centro Cultural Puertas de Castilla in Murcia, May 2019.





Data Gathering

The material was generated through an intensive stage of data gathering using the aforementioned 360° video techniques, as well as spatial audio recordings, generated through both interviews/conversations and observations/reflective methods of research...

- To build a unique picture of Mar Menor memories, histories, tragedies, myths, aspirations, regrets and possible futures.
- To communicate a unique experience of the Mar Menor as a bizarre uncanny encounter of a landscape proliferated by familiar animated objects representing scientific data, for example...
 - A mountain made of salt indicating the salinity level in the lagoon.
 - Green clouds in the sky representing its chlorophyll level.
 - A cityscape of suitcases signifying the increase in tourism.



Observations and Techniques

The scientific data, interviews and conversations were explored through the team's own observations and experiences of the Mar Menor, captured through a range of unique approaches to 360° video recording.

This also included underwater filming in the lagoon and drone controlled aerial recordings.

Using a technique of gaze-controlled interaction the 360° video shots were linked together to explore a non-linear narrative of the entire Mar Menor area to create movement between and interaction with the 360° film content and embedded overlays.

Content Mapping



Prototype User Testing

Grand Parade Gallery, University of Brighton, 12 to 14 March 2019





Esta propuesta de video inmersivo 360° presenta los resultados de la estancia de dos semanas en la laguna del Mar Menor de los artistas Paul Sermon, Charlotte Gould y Jeremiah Ambrose durante el mes de septiembre de 2018. La obra muestra el ecosistema cambiante de este entorno natural único al final del antropoceno, a través de experiencias de realidad aumentada y en vivo de profunda y oscuro apariencia.



Interactive 360° Video Experience

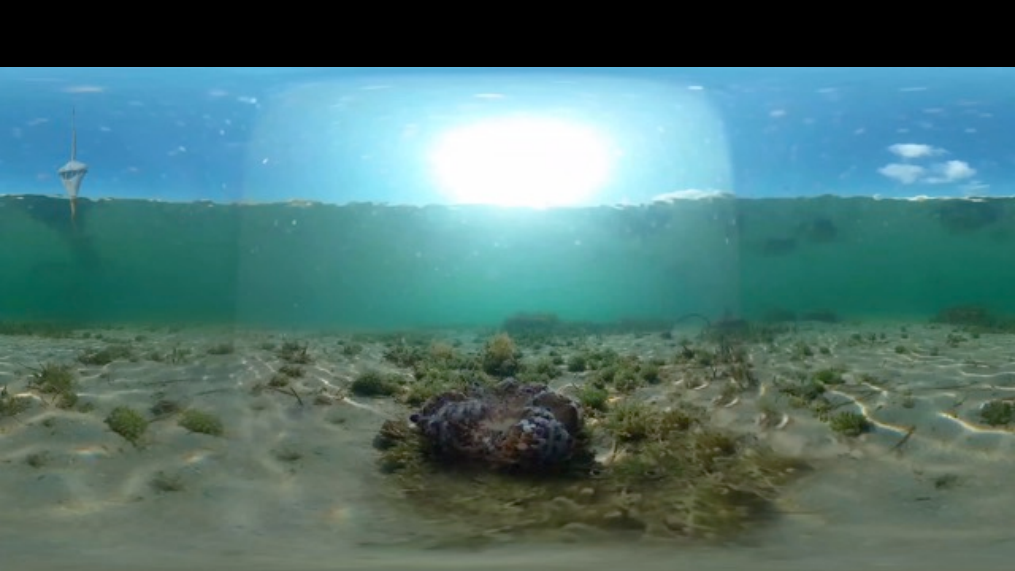
Following the residency on the Mar Menor and the prototype user testing at the University of Brighton the team reviewed and edited the gathered data to construct the final non-linear interactive 360° video experience, complete with augmented animated elements.

This also incorporate the development of an immersive 360° telematic environment allowing public participants the opportunity to observe their own presence within the interactive 360° video experience of Mar Menor...

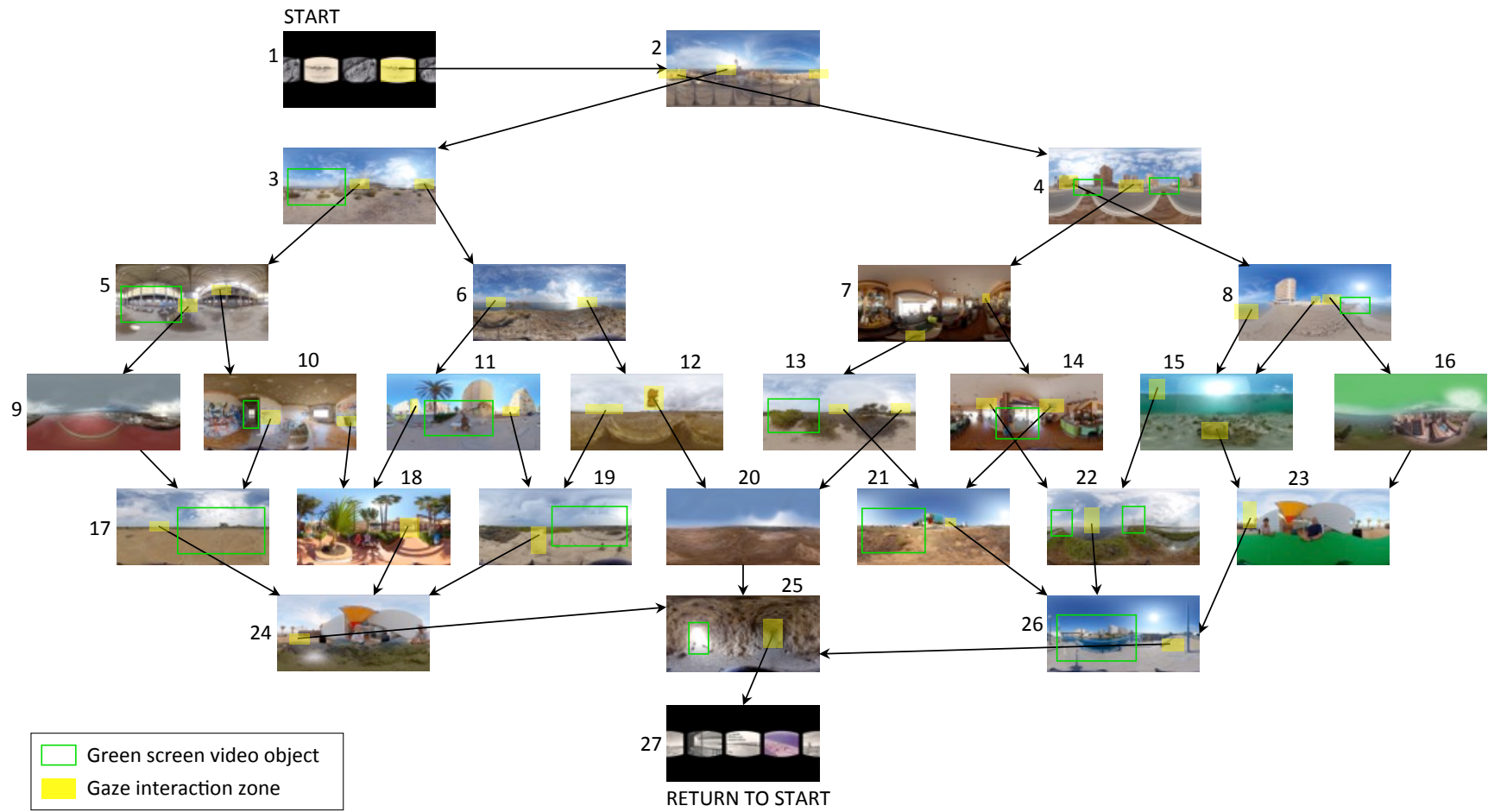
- Using a system of live VR chroma-keying between two separate locations the participants were able to encounter each other in this obscured landscape of recorded and imagined realities by standing within a constructed green screen installation space.

The final installation seeks to present the consequence of the anthropocene as a direct result of our own interventions, rather than an 'out of sight, out of mind' experience of the Mar Menor.











El exceso de nitrato, causante de la agónica muerte ...
cuatro.com



La Fiscalia arremete contra políticos y agricultores por la ...
elpais.com



El nivel del agua en el Mar Menor podría aumentar 1...
rtve.es



Mar Menor



Murcia Today - Positive Signs Of Recovery ...
muriatoday.com



El Mar Menor se está desconectando ...
elpais.com



Las redes antimedusas del Mar Menor...
laivertad.es

LAGUNAS

Proyectos y procesos de arte y ciencia en el Mar Menor

Del 9 al 27 de mayo 2019
Centro cultural Puertas de Castilla



Su agente inmobiliario en Mar Menor Murcia - Fastigh...
fastighetsbyran.com



Mar Menor: la laguna salada más grande de Euro...
fundacionequeas.org



Campaña para la protección del Mar Me...
asociacionanse.org



Playas Mar Menor: contaminadas y restrictivas



El Estado vendió La Manga del Mar Menor por solo 47...



Denuncian que la turbiedad del Mar Menor se ha c...



Lo peor de la sopa verde del Mar Menor es lo que...



Out of Sight, out of mind at the Centro Cultural Puertas de Castilla in Murcia - 9 to 27 May 2019





Panel Presentations

Each member of this project team and panel bring a unique practice-based research method and theoretical direction on the subject of immersive 360° video to the fore of this project. The aims and objectives of the panel are to both present a concise and detailed account of the project, whilst identifying a distinctive approach to the anthropocene questions it raises by bringing their particular ideas into dialogue with the other panellists and the aims of the overarching Mar Menor project.

- Clara Boj and Diego Diaz – The Reset: Mar Menor Context (via Skype)
- Charlotte Gould – Agency
- Jeremiah Ambrose - Narratology (via Skype)
- Paul Sermon – Presence
- Panel Discussion and questions on the aims, approaches and outcomes

Context

ISEA2019 Panel: Out of sight, out of mind

Prof Clara Boj and Prof Diego Diaz
Reset: Mar Menor LAB, University of Valencia, Spain



ISEA2019 Lux Aeterna

22 to 28 June 2019, Asia Culture Center, Gwangju, Republic of Korea

Reset: Mar Menor LAB

Reset: Mar Menor – Imaginary Laboratory for a landscape in crisis is an open and transdisciplinary working group made up of artists, scientists and citizen platforms to collaboratively rethink the Mar Menor and its surroundings. With the confidence in artistic images as triggers of thought and critical action, with the ability to activate alternative stories, we promote different actions to understand and respond from a new perspective to the problems of one of the most unique and admired natural landscapes, a the time that deteriorated, of the Region of Murcia.







Agency

ISEA2019 Panel: Out of sight, out of mind

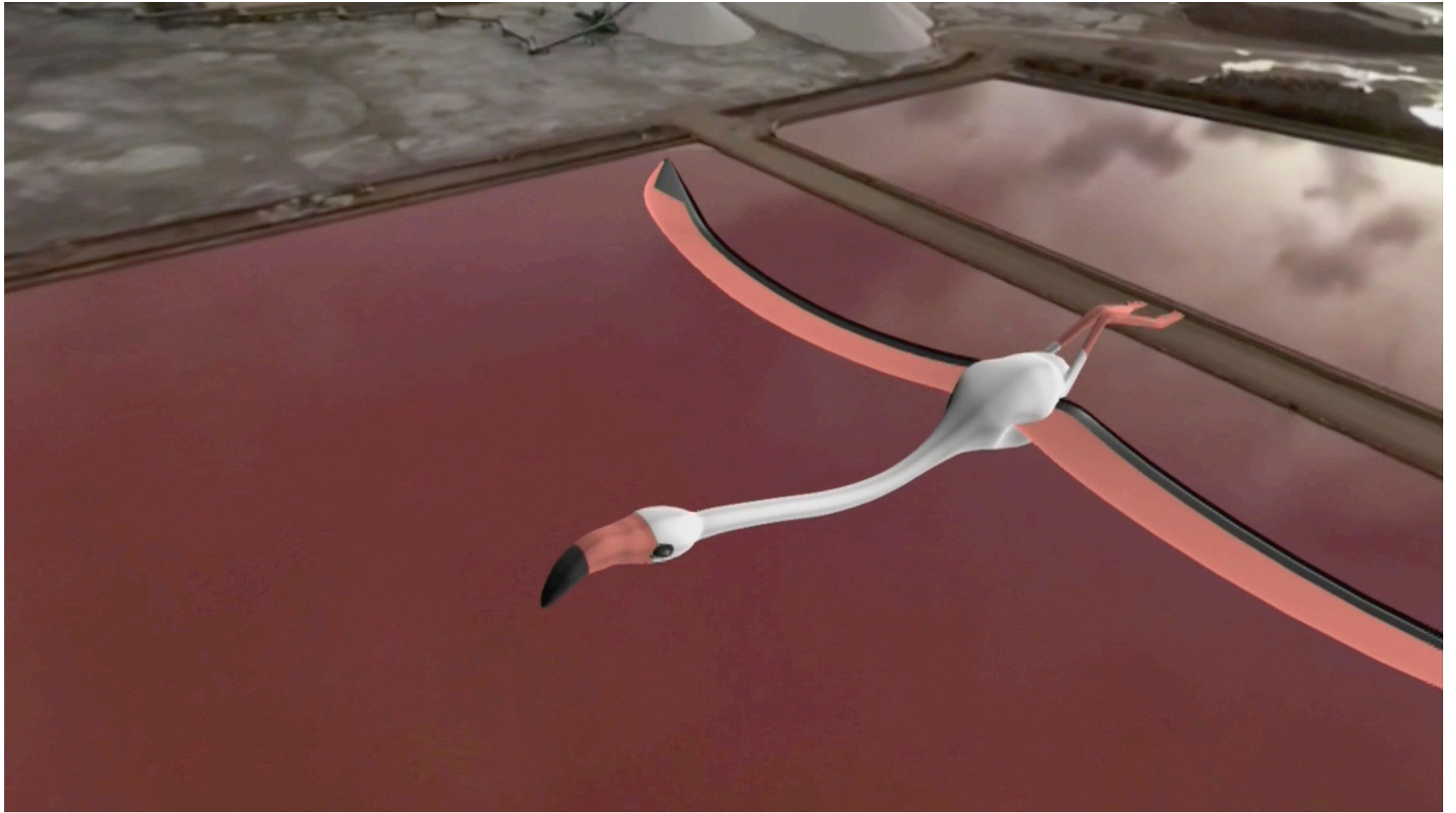
Dr Charlotte Gould

School of Art, University of Brighton, UK

Agency involves the freedom to create, change and influence institutions and events, or act as a proxy on behalf of someone else. In both cases agency is measured by the ability and responsibility to have a meaningful effect in a real-world, intersubjective social conscience.

ISEA2019 Lux Aeterna

22 to 28 June 2019, Asia Culture Center, Gwangju, Republic of Korea













vidgaludable

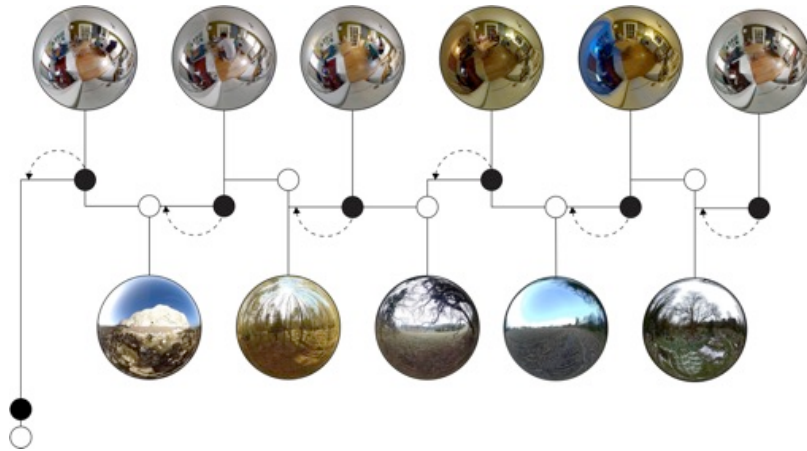




Narratology

ISEA2019 Panel: Out of sight, out of mind

Dr Jeremiah Ambrose
University for the Creative Arts, UK



ISEA2019 Lux Aeterna

22 to 28 June 2019, Asia Culture Center, Gwangju, Republic of Korea

Jeremiah Ambrose

Over the last few years my practice has evolved from initial experiments looking at non-haptic interactions with moving images to becoming a more focused research framework that looks at interactive 360° film practice. Throughout my research I refer to the term *Cynematics*, which is a portmanteau of cybernetics and cinematics. I have developed this term to explicate an approach to cinematic practice/theory that is conducive to new artistic potentials for interactive film. To this end, Cynematics can be interpreted as a node of Katherine Hayles' (Hayles 1999 pp.2-5) understanding of the posthuman discourse, meaning that it stands as a practice-based exploration into how interactive immersive media discourses propagate new kinds of human experience. As we continue to develop and expand the languages of moving image it becomes increasingly more important to locate and contextualise discourses that allow us to explore the impact of our synthesis with filmic forms. Although the state of being posthuman is a difficult subject to quantify if we are to align with Gene Youngblood's ideation that media networks operate as "the nervous system of mankind" (Youngblood 1970 p.41) then is it fair to consider interactive immersive media networks as the nervous system of the posthuman?

Jeremiah Ambrose

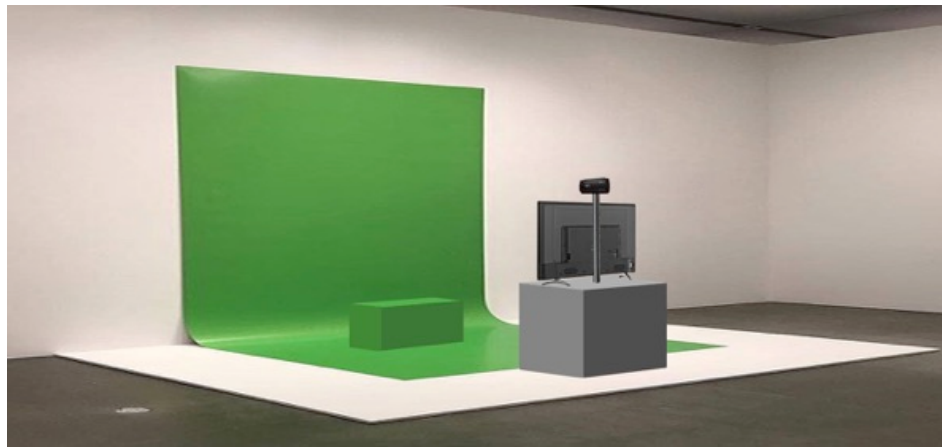
Embedded in such a query is the need to develop approaches that allow us to understand the perceptual networks that we are now embroiled with. Such systems promote new degrees of anthropocentrism at the same time as offering a way to dissolve human-centric perspectives and create new environmental relationships.

Presence

ISEA2019 Panel: Out of sight, out of mind

Prof Paul Sermon

School of Art, University of Brighton, UK



ISEA2019 Lux Aeterna

22 to 28 June 2019, Asia Culture Center, Gwangju, Republic of Korea

Empathy and Presence

Since the early nineteen-nineties my work in the field of telematic arts explores the emergence of user-determined narratives between remote participants who are brought together within shared telepresent environments.

My recent research looks to identify a juncture between empathy and presence amongst remote participants in a converged 360° telepresent video installation.

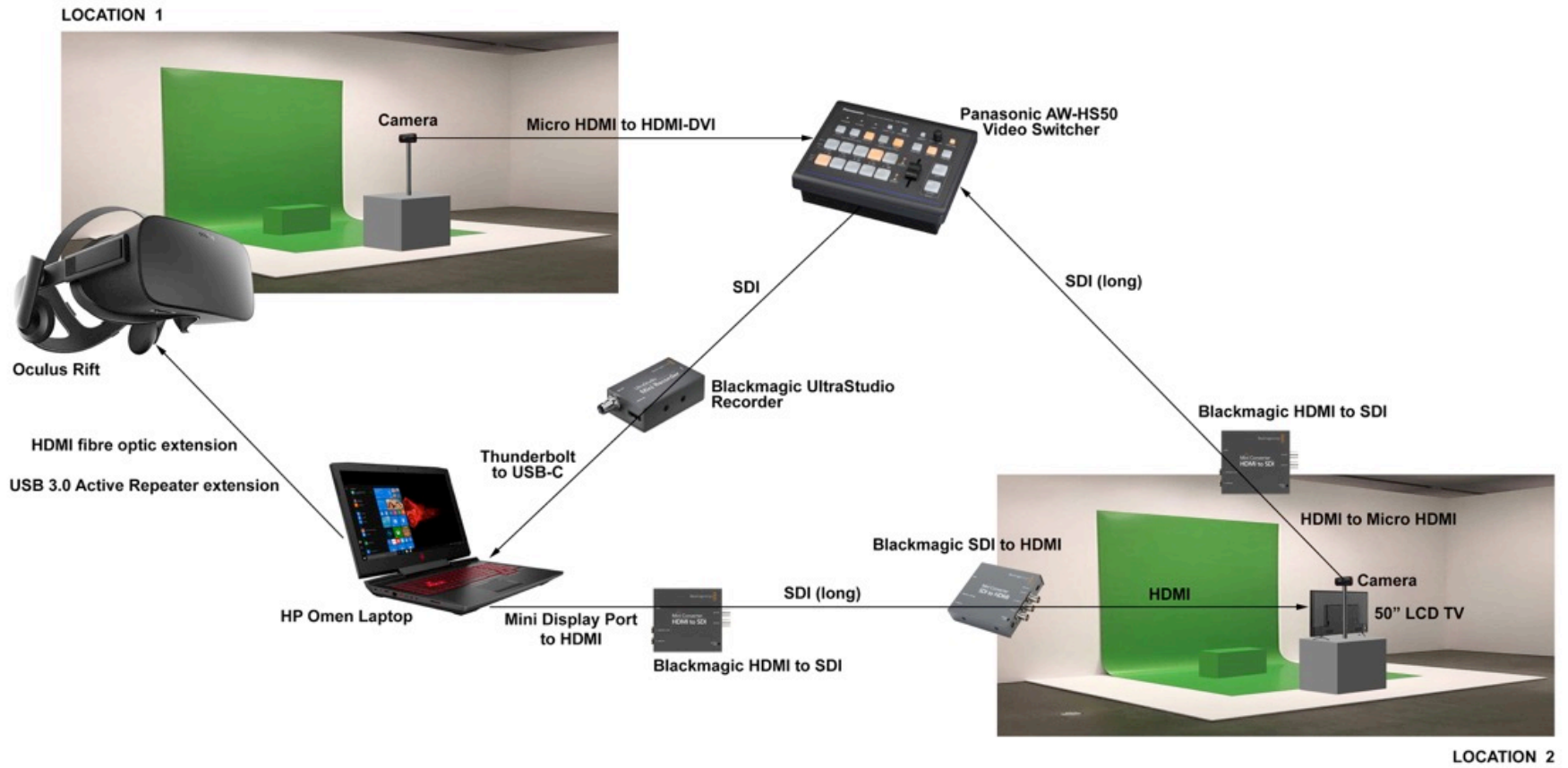
The research charts the kinaesthetic and proprioceptive capabilities of these shared telepresent encounters and identifies the empathetic nature of the participant's interactions and experiences.

This practice draws on a phenomenological framework, from Maurice Merleau-Ponty's extension of the bodily synthesis to Jean-Paul Sartre's awareness of self when confronted with the gaze of the other, the objectification of gaze is confronted on equal empathetic terms through a process of sharing our presence in a 360° third-space environment from a single viewpoint.

360° Live Chroma-Key Testing



360° Telematic Flow Diagram







Discussion

ISEA2019 Panel: Out of sight, out of mind

Prof Paul Sermon

School of Art, University of Brighton, UK

Dr Charlotte Gould

School of Art, University of Brighton, UK

Dr Jeremiah Ambrose

University for the Creative Arts, UK

Prof Clara Boj and Prof Diego Diaz

Reset> Mar Menor LAB, University of Valencia, Spain

ISEA2019 Lux Aeterna

22 to 28 June 2019, Asia Culture Center, Gwangju, Republic of Korea

Panel Discussion:

- Aims
- Approaches
- Outcomes
- Questions

Thank You

ISEA2019 Panel: Out of sight, out of mind

Prof Paul Sermon

School of Art, University of Brighton, UK

Dr Charlotte Gould

School of Art, University of Brighton, UK

Dr Jeremiah Ambrose

University for the Creative Arts, UK

Prof Clara Boj and Prof Diego Diaz

Reset> Mar Menor LAB, University of Valencia, Spain

ISEA2019 Lux Aeterna

22 to 28 June 2019, Asia Culture Center, Gwangju, Republic of Korea