INTERACTIVE SANDBOX IN THE HEART OF TRONDHEIM IS UPGRADED

Recommissioning project for interactive sandbox
Commissioned by Trondheim Commune, Adressavisen and NTNU
Led by Carlos Valente

FOR IMMEDIATE RELEASE 18.12.17

Located in Solsiden in the centre of Trondheim, Adressaparken is a platform for exploration of art and technology. Since its recent phase of remodelling, "The Park" now provides artists and the general public with an diverse array of locally captured data; from environmental sensors to computer vision based data.

The project, led by NTNU professor Andrew Perkins, was first inaugurated in 2015 and recently set for recommissioning and general improvements. "Two years after it first opened, the idea of the park is now more mature and we have learned with the project. The improvements needed focus on a ground up approach: it is important to ensure that all the resources the park can offer are easily usable so that resident artists can focus on conceptual and high level development", explains Andrew who is the director of the program committee.

The Park's open sandbox, boasts an extensive media and sensor infrastructure and will be natural home for artists working with interaction in the public space. Adressaparken promises to captivate renowned artists and make an impact in Trondheim's audience. Being "(a) vibrant laboratory for research and innovation, testing of new solutions, social debate and communication of knowledge related to art and technology" (from NTNU webpage).

During the R&D period, the team has developed custom software to facilitate the distribution and consumption of the data generated in the park. This data will be used onsite by artists but is also freely available online at https://www.ntnu.edu/web/thepark/51.

Carlos Valente, led the development team working on the project. "The process was centred on the capture and usability of urban data. Establishing a mesh infrastructure for sensors and media playback means, for an artist, the ability to connect any two elements: such as as air quality and soundscape. Our focus was on developing software solutions that could be easy to use and easy to built onto. At the same time, using of-the-shelf products where possible ensures that the project is maintainable and can keep on growing. (…) As practitioners of installation art we have an in-depth understanding of media infrastructure and creative workflows, meaning we were able to deliver with focus on what is the most relevant from an artist perspective" mentioned Carlos.

The work was done over a period of 4 months finishing this September, and since then the park has seen presentations from artist in residence: Jodi, Hannah Mjølsnes and Mike Leisz.

Tech Stats:

· Custom build Raspberry Pi units are deployed throughout the park and offer weather and data from localised computer vision systems.
· A professional sensor system from Libelium is also available in the park and stores all its data in a local server, which is available freely in NTNU website dedicated to the project https://www.ntnu.edu/web/thepark/51.
· All code that build the infrastructure was run in a mix of Python and Node.js, focusing on being portable and accessible.
· Using the "pinning" features from Hippotizer, any media attribute can be related to any element of the park, such as sensors and computer vision data.

More information about the park can be found in the official website in the NTNU webpage at https://www.ntnu.edu/thepark/ or in Norwegian www.ntnu.no/parken

Equipment Overview, Hippotizer:

Focusing on professional range hardware solutions, the team chose to invest on a Hippotizer Karst system. In the park the Hippotizer is responsible for playback of all media elements, sound, light and video. "In an open sandbox solution we are looking a media server that is versatile and doesn't get in the way of the different workflows the guests want to use. Hippotizer is the perfect solution for the way it handles content management and the various show control protocols it can consume, while it still retains easy accessibility for new users.", explains Carlos.

Tagged as Interactive art, interaction, video, light, art

About Carlos Valente

Carlos Valente is a visual artist working with light. His work ponders on ideas of time, contemplation and emotion through abstract representations attempting to create meaningful experiences.

Carlos trained in fine arts in a path through lighting and visual arts having most recently completed a degree in Computational Arts Goldsmiths College (London, UK). With background in performance arts, to this date he has worked and collaborated with different London based studios as Satore Studio, Dandelion & Burdock and Jason Bruges Studio.

Online

Web www.carlosvalente.net

Process blog www.carlosuncut.tumblr.com

Contact details

Carlos Valente

E: mail@carlosvalente.net

T: (+47) 451 86 880

Coming next

An Artificial Intelligence inspired lighting installation, an interactive urban lighting game. Other explorations focus on different lighting sources and landscapes.

Links

https://www.ntnu.edu/thepark/ - Adressaparken English page

https://www.ntnu.no/parken - Adressaparken Norwegian page