



Project 2 – Body Movies by Rafael Lozano-Hemmer (CND, MEX)

In 2001, V2_ presented Body Movies, an installation in public space designed by the Canadian-Mexican artist Rafael Lozano-Hemmer to be shown later in different cities around the world. On a square in the center of Rotterdam, huge interactive portraits were projected on the façade of a cinema building (90 x 20 meters).

Over one thousand portraits — taken on the streets of Rotterdam, Madrid, Mexico and Montreal — were shown through special projectors placed around the square. However, the portraits only appeared inside the projected shadows of passers-by on the square, whose shadows measured between 2 to 22 metres high, depending on how far people were from the powerful light sources of the projectors placed on the floor of the square. When no one was walking past the square, the portraits could not be seen, since the light sources on the floor completely washed them off with strong white light. As soon as someone walked on the square, his or her shadow was projected and the portraits were revealed within it.

A camera-based tracking system monitored the location of the shadows in real time when the shadows matched the portraits in a given scene, the control computer would change the scene to a next set of portraits. Up to 80 people could take part at any given time, controlling 1,200 square metres of projections and creating a collective experience that nonetheless allowed discreet individual participation.

The shadow interface was a direct reference to the engraving "The Shadow Dance" by the 17th-century Dutch painter Samuel van Hoogstraten. This engraving, made in Rotterdam in 1675, shows a source of light placed at ground level and the shadows of actors taking on demonic or angelic characteristics depending on their size. The shadow play is a very common cultural expression method in almost all cultures and therefore was a strong interface that didn't ask for special technical skills of the audience, or better said actors.

Body Movies transformed the building of a cinema into a vehicle to narrow the distance between people and urban representation.

The logo for 'NAVIGATOR' is displayed in a stylized, bold font with a blue-to-white gradient.

計劃二／加籍墨裔藝術家拉法耶·羅札諾·漢墨
(Rafael Lozano-Hemmer) 的《身體電影》
(Body Movies)



4. Images appear inside shadows of passers-by

《身體電影》，拉法耶·羅札諾·漢墨，2001

圖片提供：V2_ ©

2001年，V2_ 推出《身體電影》(Body Movies)，由加籍墨裔藝術家拉法耶·羅札諾·漢墨 (Rafael Lozano-Hemmer) 設計，在空曠場地上放映的一種裝置，稍後在全球各都市展演。在鹿特丹市中心的廣場上，大型的互動人物肖像被投射在電影院90X20公尺大小的門面上。

在鹿特丹、馬德里、墨西哥及蒙特婁街頭，一千張以上的人物肖像透過放置於廣場四周的地板上的特殊投影機器呈現出來。然而，肖像只會出現在廣場上路過行人的投射影子內，投射出的影子高度介於2到22公尺之間，依據路人距離投影機放射出的強力光源的遠近而定。假如廣場上空無一人，便看不到任何肖像，因為地板上的光源會用強烈的白光將肖像洗掉。一旦有人走近廣場，其影子即被投射出，肖像隨即從影子內顯露。