

Wayward Dream _Interactive Net Installation

[www.waywarddream.com]

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CONCEPT

Gallery participants are invited to make up their own Dream story.

Internet participant are invited to take part online at <http://www.waywarddream.com>

Wayward-Dream is an interactive Installation, developed from Internet-sourced material. It fictionalizes the participant's display field, invites them to share their dreams. People may freely fictionalize in this space, share their dream with individual dreamland content they create. They create from the index, and remix their creation, and then it can be released back into the program. In the bodily space, the body constructs a phantom that affects the participant's body. The work presents a constructed model of an ever-changing cityscape underscored by electronic music. Participants are invited to alter certain parameters within the model city by changing and controlling the shape of Wayward-Dream's music. The model's outline, texture, color, and movement directly influence the type of sounds used in the music. They are mixed with sounds of the city of. The model interface plays with the idea of how a landscape and sound are directly related.

In Wayward-Dream

Search your own dream, Tell me your dream, Write down your dream

Everything in there, Sharing with me!

In the early 1990's Professor Roy Ascott [*Reframing Consciousness*:1999] drew a parallel between the human mind and the Internet and discussed the idea of search engine as a paradigm of the way the human brain functions. By referring to the Neuro scientific approach to explain conscious thought as a series of synapses that connect across the human brain to create a mental thought or experience that is triggered by a single word, we can compare and parallel this process with a search engine as an analogous model of what the human brain is doing, but on a global scale using servers and high speed telecommunication links rather than the biological synapses and neurones in the human brain. But if the Internet reflects the global conscious brain, what is the global subconscious. Is it possible that we can also use the Internet to mirror our subconscious dream state and recreate our dreams or the structure of our dreams through a random collection of images and sounds that are gathered from this global brain.

Through the interface and custom built software participants will generate dream video sequences that will be both archived and presented in my proposed project *Wayward-Dream*, The internet, and the web that is the majority's interface to it, can also be seen as an image of our own minds.

Wayward Dream creates another layer, remixing existing images online to create a personal dream. Wayward Dream is an interactive visual experience. The participant enters one or more words that define the subject of a dream he would like to dream. The system looks in the Web for images related to those words, and takes them as input to generate video, in perpetual change, where elements fuse into one another, in process analogous to memory and free association.

The system has been developed in PD (Pure Data) Java and PHP; a PD makes a Flickr image search of the words entered by the participant. Then the program retrieves the images one by one, and uses them as input to generate an ever-changing drawing.

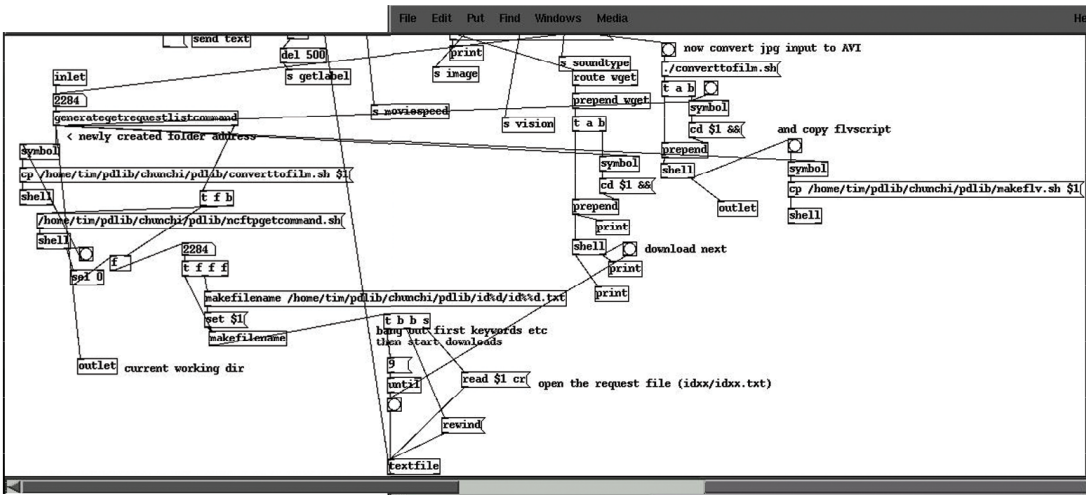
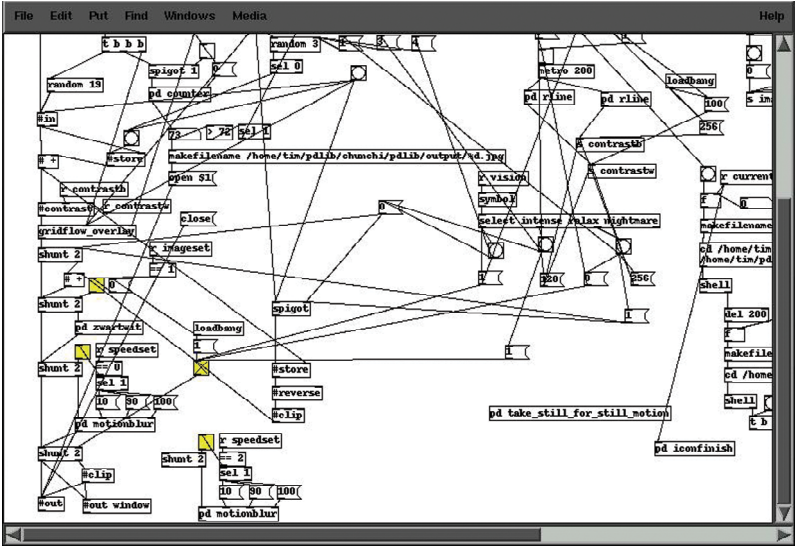
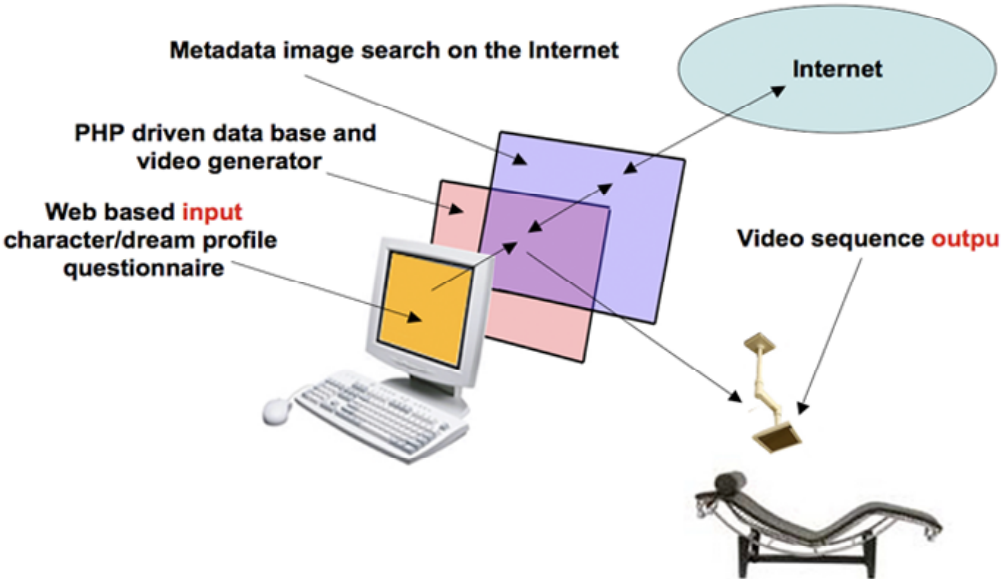
Who is dreaming? The participant, or the Internet itself? In a certain way, both. The program generates a personal moving picture, unique, unpredictable, and forever gone when it is finished, just like dreams. But that dream is made out of pieces taken from the subconscious of the whole net, gathered by some words of the participant and the obscure logic of searching algorithms.

Wayward Dreams are an evolutionary mechanism; in dreams, genetic programs are recombined with images from a reservoir of personal and collective memories shaped by the culture each dreamer inhabits. In our culture, mass media imprinting is the primary feedback system affecting individual and collective consciousness. As our communications systems advance and their imprinting power increases, in contrast with dreamers from the past, we experience a rapid acceleration in the rate of change by which reprogramming occurs.

The subject of this work is, many times, multiplicity. That of the particles in endless movement, that of the vast contents of the Internet, that of the participant and the dreams they wish to dream.

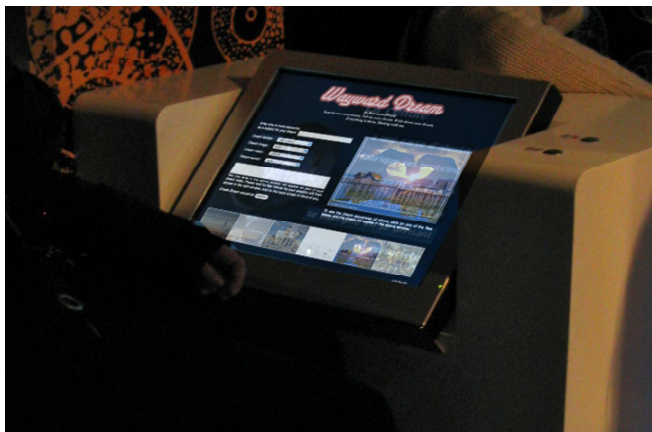
The premiere took place at the Koninklijke Academie Voor Schone Kunsten Antwerpen and was further linked to the any present public space, where participant were able to interact with the installation and its audience from a special net terminal.

THE SOFTWARE – THE PROCESS OF CLASSIFICATION



WaywardDream PD Editor

GRAPHIC SKETCHES



ENG / TW

Wayward Dream

In Wayward-Dream

*Search your own dream, Tell me your dream, Write down your dream,
Everything is there, Sharing with me.*

Enter one or more keywords

as a subject for your dream: Metaphor Dreams about Flower

Dream motion : still motion

Dream image : color

Dream vision : relax

Dream sound : nature

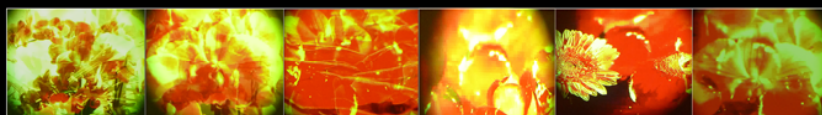
A flower is a symbol of the true spiritual self. Its symmetry and perfection shows how beautiful we really are.

Text you write in the above window will appear as part of your dream video. Please wait for few minute for your creation will then appear in the right window, and on the large screen in front of you.

Create Dream sequence [Submit](#)



To see the dream sequences of others, click on one of the files below, and the dream will appear in the above window.



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[ABOUT](#)

WAYWARD DREAM TECHNICAL REQUIREMENTS

PODIUM & SCENOGRAPHY

_podium (wood & metal) approx size: height : 2m width : 2m length : 3m

_2 light spots

_a closed space

REAL TIME COMPUTING & MULTIMEDIA DIFFUSION

_1 computer

_1 screen - scale 4:3 - 5.3 X 4m - 8 X 6 m -

_2 or 3 audio speakers

SOFTWARES

WAYWARD DREAM SOFTWARE based on PURE DATE (<http://puredata.info/>)

FLASH MX / JAVA / PHP

PRIZE

SELECTED IN TAIPEI FIND ARTS AWARD 2008

COLLABORATORS' BIOGRAPHIES

DEVELOPERS

Concept, Design and Production

CHUN CHI WANG – chun_chi_wang@hotmail.com

Sound and Programming

TIM VETS (BE) - info@timvets.net

As a guitarist Tim Vets is connected to Champ d'Action, and working on his own guitar/live electronics projects where the guitar controls physical objects electronically. In the past he worked a.o. with The Flemish Radio Orchestra, with which he appears as soloist in 'Stacked Time' on the CD 'Symphonic Works' by Luc Van Hove, but also with Prometheus Ensemble, and the European Broadcasting Union Jazz Orchestra. After his studies at the Antwerp Conservatory of Music he won the International Composition Concourse of Helmond.

Web Programming

LAURE FORET(FR) - mademoisl@hotmail.com

Born in France, Laure Forêt is living in Belgium since 2 years. From her daily practices of drawing and writing, she develops an artwork where the questions of “skin-ego” and limits of the body are recurrent. The naked and androgynous body becomes a space she's fighting in the blank of the page. The pencil stroke is like the skin, a porous frontier. The orifice is full or empty, the lines of the body move. They disappear, are divided and recomposed. She experiments several medias like printing technologies (lithography, etching and offset-lithography), but also sound, video, animation, performance and edition.

SPONSOR

Taipei Culture Foundation

Council for Cultural Affairs, Taiwan

Koninklijke Academie Voor Schone Kunsten Antwerpen (www.fivikaska.be)

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Born in Taipei, Taiwan**Education:**

- **Master of Arts (MA)** - September 1998 to June 2000
Department of Communications of Art and Sciences, New York Institute of Technology
- **Bachelor of Fine Arts (BFA)** - September 1992 to June 1996
Department of Digital Art, Pratt Institute

Residencies:

- Cité International des Arts, Paris, FR, 2007
- CAMAC/Centred'Art Marnay Art Centre FR, 2007

Academic Positions:

- **Senior Lecturer** – 2009
BIFT Fast-track Culture Curriculum, BeiJing China
- **Senior Lecturer** – Sep. 2004 to June. 2008
Chinese Culture University, Taipei
- **Senior Lecturer** – Sep. 2006 to June. 2007
Shin Chien University, Taipei

Work in Permanent Collections:

- **Urban Journal** – Digital Art Center in Taipei, Taiwan, 2008

Selected Installations & Exhibitions

- **Wayward Dream** – Museo della Scienza e della Tecnologia, Milan, Italy, April 2009.
– Taipei Arts Award 2008, Taipei Fine Art Museum, Taiwan, Dec 2008.
- **Urban Journal** – eArts Shanghai, Shanghai, China, Oct 2008.
– 798 Gallery, Beijing, China, June 2008.
– Mexico City Museum of Modern Art, Mexico City, Mexico, March 2008
– 2nd Taipei Digital Art Festival, Taipei, Taiwan, Nov 2007
– Cité des arts Paris, Paris, France, Sep 2007
– CAMAC/Centred'Art Marnay Art Centre, France, Aug 2007
- **Hikaru:Bio_SyNthesis Session** – Amination, P.S.1 Contemporary Art Center, NYC, Dec 2001
- **Challenges of Instability** – video streams X-Cult Foundation w, Switzerland, 2001
- **i-drunkers: re_flesh the body** – Digital Performance Online Archive, UK, 2001
- **Same Dream** – video installation, Kunstmuseum Luzern, Switzerland, 2001
- **Channels** – video streams in Generali Foundation, Vienna, Austria, 2001
- **RU** – Tenacity, Shedhalle Gallery, Zurich, Switzerland, 2000
- **Ectolar** – Performance in Formula Show, San Francisco Museum of Modern Art, 2000
- **Nano Clouds** – open air even program, in Ars Electronica, Linz, Austria, 2000
- **Lshell** – SYNWORLD, Institute for New Culture Technologies, Vienna, Austria, 1999

Awards and Grants:

- **Taipei City Government Cultural Affairs Department Fellowship 2009**
- **Selected in Contemporary Art Foundation Sponsorship 2008.**
Artist-in-residence for Curatorial Project
- **Selected in Taipei Fine Arts Award 2008.**
Taipei, Taiwan, Dec 2008 for Wayward Dream
- **National Culture and Arts Foundation Grant 2008.**
- **Taipei City Government Cultural Affairs Department Fellowship 2008**
- **Selected by Taipei Culture Foundation 2008.**
Artist-in-residence for Boundary Break-Through Project
- **Grand Prize Winners of 2nd Taipei Digital Art Festival 2007.**
Taipei, Taiwan, Nov 2007, for Urban Journal - Interactive Art
- **Council for Cultural Affairs, Taiwan Fellowship 2007.**
- **Taipei City Government Cultural Affairs Department Fellowship 2007**
- **Selected by Taiwan Council for Cultural Affairs Grant 2007.**
Artist-in-residence in CAMAC/Centred'Art Marnay Art Centre