INNER SELF
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Inner Self

Divided into three chapters, Inner Self is an interactive
video installation reflecting on the transparency and
authenticity of our social image.

https://vimeo.com/89415648

Project Description

Defined as the ability of a body to let light go through as well as the quality of a person whose thoughts are easy to understand, Inner Self is an interactive video installation reflecting on the notion of transparency and authenticity of our social image. By recovering discarded TV screens, Inner Self is transforming them into new tools. The addition of transparency to the screens makes the piece breathes new life into discarded technology, highlighting the potential for creative reuse and sustainable practices within the digital realm.

The interaction is composed of three components: when you face them, you are able to see an image, what is beyond it and your reflection on the surface. It asks which image is real, which one is fake and which one is reliable.

The installation questions the consistency between the digital image we convey and the one we truly are and asks whether the social and digital image we rush towards is real. The narrative, delivered in a CGI video, draws its inspiration from the end of the myth of Narcissus to place it in a contemporary context. Each chapter confronts us with our own reflection in different manners.
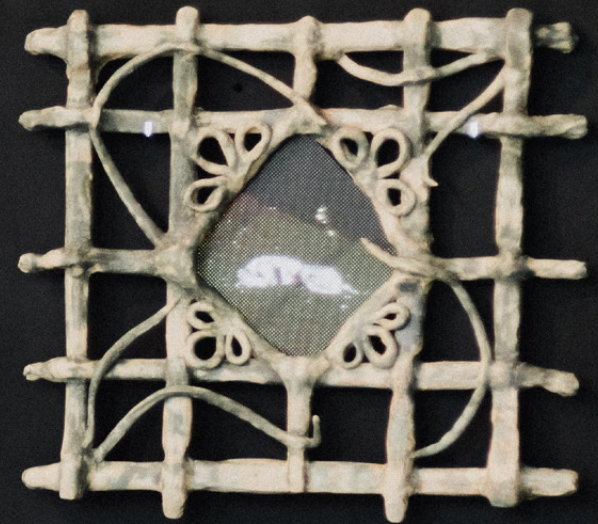
Chapter 1: The Garden, 2023
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Chapter 2: The Building of an image, 2023
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Chapter 3: Are we transparent, 2023
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Technical

Depending on the available space and requirements, Inner Self can be presented in the form of individual chapters or as a complete 6-minute experience.

The installation requires from the host a power strip with at least 6 inputs to power the three screens and a pair of speakers spread around the experience.

The dimensions, materials, size and duration for each chapters are the following:

Chapter 1: The Garden
31 x 51 x 161 (cm)
1'30
Transparent Screen, Ceramic, Arduino, Piedestal, Speaker inside, HDMI cable, White neon, Button

Interaction: Video and Audio are launched when button is pressed. The position of the viewer varies according to the effects of transparency.

Chapter 2: The Building of an image
60 x 61 x 7 (cm)
2'
LED Panel, Ceramic, Arduino, Webcam, HDMI cable

Interaction: User is suprised by seeing its reflection appears on the led panel surronded by the ceramic at the end of the video.

Chapter 3: Are We Transparent
93 x 107 x 0,2 (cm)
2'30
Transparent TV Screen, Acrylic, White neon, Grass, Speaker, HDMI cable

Interaction: The transaparent effect reveals an acrylic mirror with the face of the user that seems locked beyong the image.