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SKORPIONS: Kinetic Electronic Garments

SKORPIONS are a collection of kinetic electronic garments that use the shape-memory alloy Nitinol to move and change on the body in slow, organic motions. They have anthropomorphic qualities and can be imagined as parasites that inhabit the skin of the host. They breathe and pulse, controlled by their own internal programming. They are living behavioral kinetic sculptures that exploit characteristics such as control, anticipation, and unpredictability.

SKORPIONS integrate electronic fabrics, soft electronic circuits, specially designed circuit boards, Nitinol, mechanical actuators such as magnets, and traditional textile construction technique. The cut of the pattern, the seams, and other construction details become an important component of engineering design. SKORPIONS are not interactive: their programming does not respond to sensor data. SKORPIONS shift and modulate personal and social space by imposing physical constraints on the body. They alter behavior, by hiding or revealing hidden layers, inviting others inside the protective shells of fabric, by erecting breathable walls, or tearing themselves open to divulge hidden secrets.

An XS Labs production by Joanna Berzowska and Di Mainstone, with Marguerite Bromley, Marcelo Coelho, David Gauthier, Francis Raymond, and Valerie Boxer.

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Spacequatica

The Sancho Plan creates real-time audio/visual experiences for modern audiences. Through our live shows and installations, we explore custom-built, interactive technologies that fuse film and animation, sound and music, interaction design and gaming, and live performance into unified works of immersive public entertainment. Visually and sonically, Spacequatica takes us on a descent through a musical ocean. Beginning near the surface, where phasing xylophones interact with schools of small exotic creatures, the animation explores deeper waters populated by robotic sharks, and the depths, where all that can be observed is a self-illuminating species occasionally blinking out of the darkness.

