

## ***A Bottle of Weather: an interactive media installation***

Zune Lee

Graduate School of Culture Technology

Korea Advanced Institute of Science and Technology

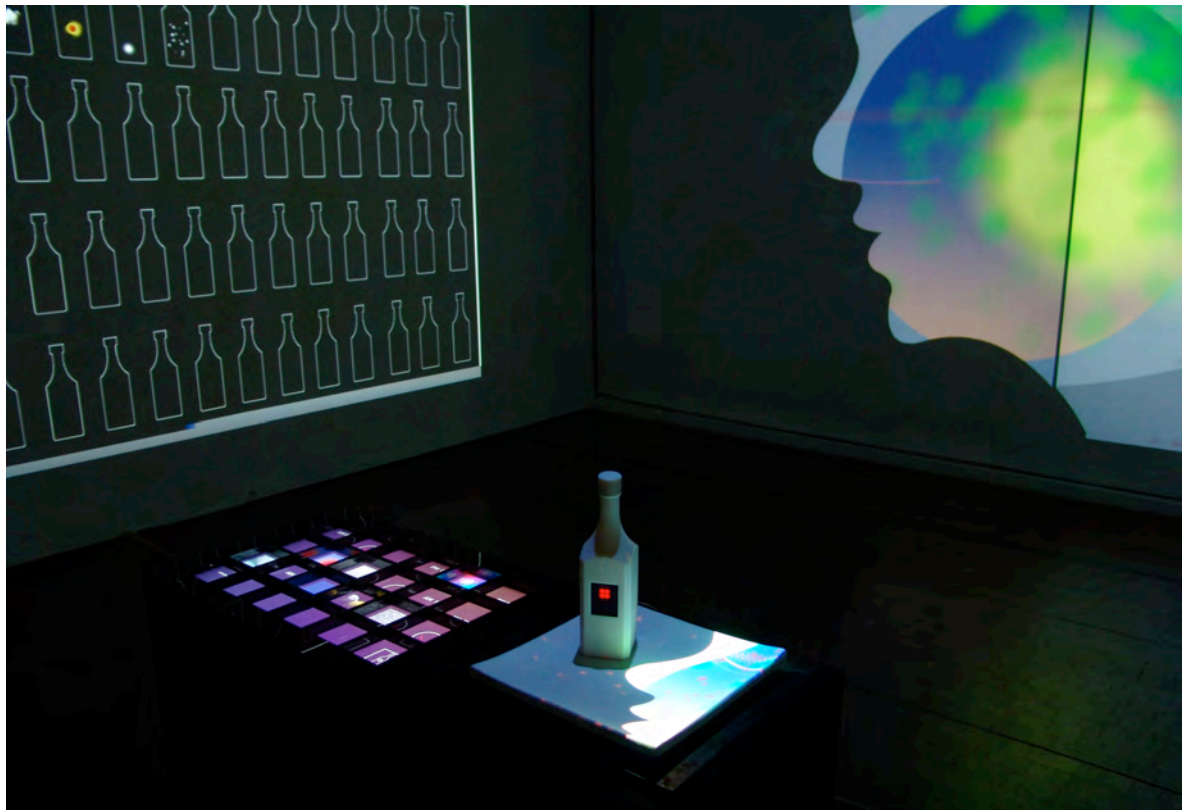
Sang Won Nam

Korea National University of Arts, School of Music

Chang Young Lim

Graduate School of Culture Technology

Korea Advanced Institute of Science and Technology



Zune Lee, *A Bottle of Weather*, Seoul Museum of Art, South Korea, 2008

The sense of taste is an important sense in ordinary life, but it has been ignored in media art. In the area of art the word 'taste' has usually been used to describe an appreciation of art pieces and to express artistic styles, though we never literally taste artworks with our mouths. This artwork is the author's first step to 'taste' art in synesthetic ways. It also refers to the strong will that a visual artist uses in attempting to taste image and sound albeit not literally tasted by the mouth. In this artwork the author suggests the mixology of cocktail, and the context of cocktail bar, as a metaphoric methodology of mixing images and sounds, thereby enabling people to taste image and sound rather than see and hear them. Firstly, the author presents a set of tangible user interfaces with a network connection to blend image and sound: a bottle, table, and dish interface.

Conceptually, a bottle has been an object that contains something. The bottle stores, processes contents, and extracts something necessary from the contents. It is a void media that can store and process everything. Here, according to its functions and contents, the bottle can be something different from the original bottle. Based on the interpretation of bottle, the author tries to make the bottle contain weather. Originally, weather is given to us and we cannot choose and change it. The weather influences our everyday life and we sometimes express our feelings through weather. We may live with making our own weather in our minds, regardless of the actual weather outside. Humans live in the border of actual weather (real world) and imaginary weather (virtual world). Thus, weather becomes a metaphor for humans' emotions in our mixed reality. In the artwork, we can make an experiment with the bottle - as a being that mixes weather (metaphor for feelings) and expresses it.

To embody this idea, the author borrows the method of mixing weather from the mixology of cocktail and provides audience with a cocktail bar surrounding - as an exhibition space. This atmosphere affords audience the following interaction flow: Select – Mix – Pour – Taste – Keep. In the flow, the bottle interface is an interactive liquidizer enabling users to choose and blend weather. With the bottle, the users can choose images and sounds of weather on the table interface and insert them into the bottle. By shaking it, audience can blend them in real time - like mixing cocktails. This act of mixing creates imaginary weather, and it becomes an audio-visual performance by audience. By pouring the mixed weather into a dish beside the table, audience can produce virtual weather, an audio-visual mixture. Simultaneously it appears on a front screen as a media collage, and participants 'taste' their own weather as a mixture of image and sound. Finally, the resulting weather is

automatically stored and displayed on a wall screen as the keeping procedure, thereby enabling the tasting of other audience's weather.