

## **Surfaces that See. : Subjective Vision and Imagination in Gaze-based Interaction.**

<b>Title</b>	Surfaces that See.
<b>Subtitle</b>	Subjective Vision and Imagination in Gaze-based Interaction.
<b>Lead-in / Abstract</b>	The gaze is used as selective and creative input to dynamic images and figures that are made apparent in fluid media, such as random surfaces, noisy textures, and chance images. The subjective selection of signals in the presence of noise (figure/ground) transforms observation into a reciprocal process mediating between visibility and invisibility.
<b>Participants and speakers</b>	Roch, Axel (GB)

**Short biography of participants**

Axel Roch, born 1971, has a degree in Cultural Studies and Philosophy (M.A.). Is co-founder of the Interface Laboratory while having joined the Artistic and Academic Staff at the Academy of Media Arts Cologne, Germany, for three years. Was Artist-In-Residence at the Mediatower / Medienturm, Graz, Austria. Since 2002 Axel Roch holds the David Gee Lectureship in New Media and teaches in Interactive Media at Goldsmiths College, University of London, UK.

**Full text**

Various methods are discussed in this project, e.g. the drawings of flowing and moving water by DaVinci that highlight a dynamic concept of the image, the pillow drawings by Durer that contain faces to be discovered, the mescaline drawings by Michaux that blur the relation between text, texture and figure, the chance photography by Polke that leave the completion of the image to the viewer, the morphosyntactical objects by Walker that engage the gaze of the viewer in an highly interactive and non-technical way, etc. These artistic explorations of -in the sense of McLuhan-"cool media" can and should be re-mediated through present day interface technology such as eye-tracking. A variety of scientific algorithms enable us to generate textures and figures. How can we encode polysemiotic and evolving figures into a similar complex background in a way that changes onlooking into an active and co-creative gaze ? It is generally assumed that a viewer is able to co-constitute images from virtual, potential or hidden images by detecting a signal in noise, form in texture, or figure on ground. The project consists of a series of experiments and addresses historically and critically such advanced methods in gaze-based interaction.

**Related internet addresses**

<http://www.khm.de/~roch>  
<http://www.axelroch.org/>