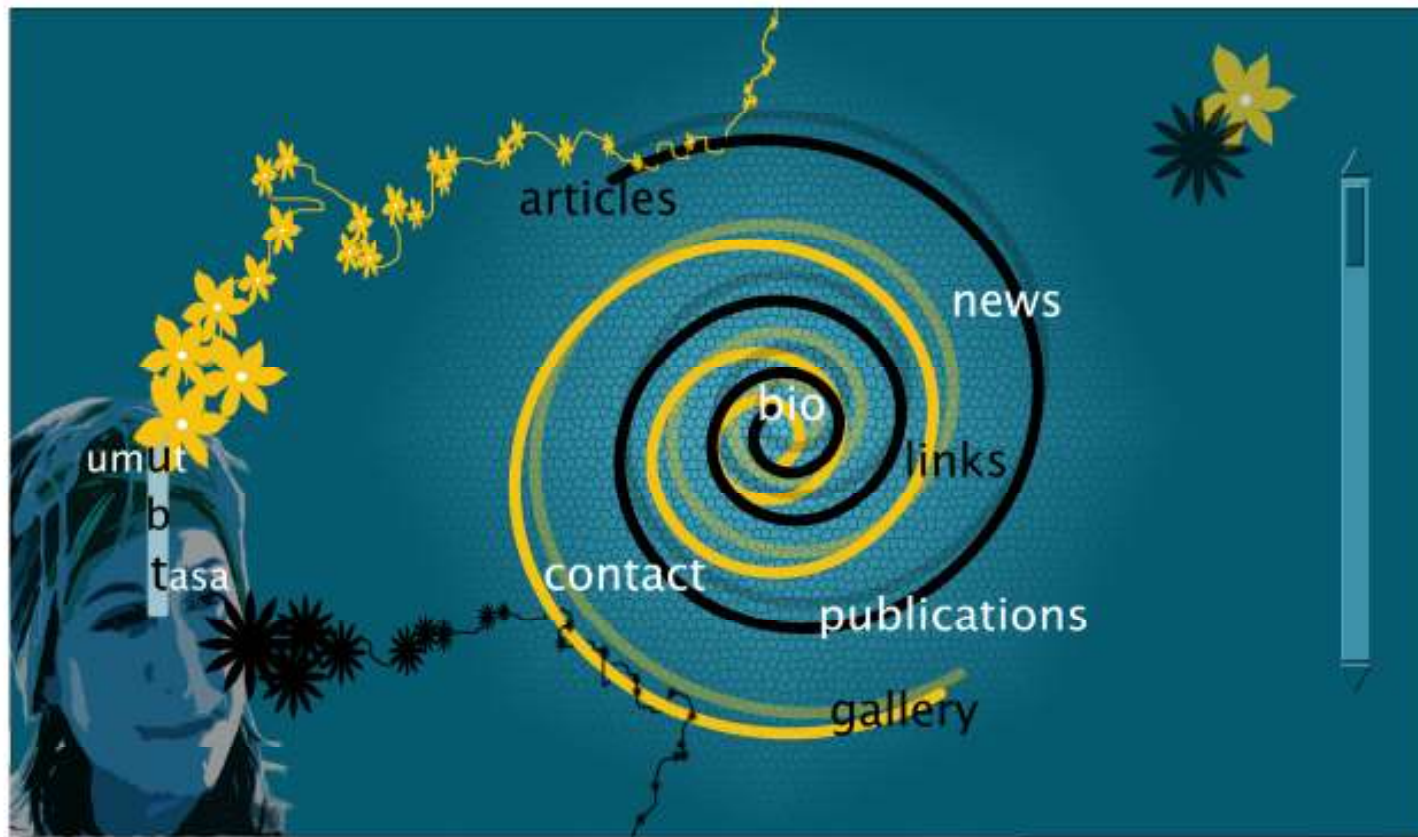
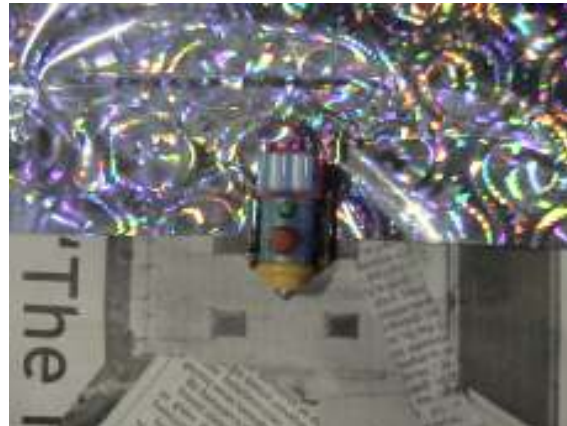


Web Design Example (2006)



Journey (2006) (Stop-Motion / Video Example)



Mirror in “Las Meninas” (2006) (Software Installation)

The installation consists of a screen, a data projector, a computer, a camera and image processing software designed for this project. Velazquez’s Las Meninas is projected to the screen. The camera is placed on top of the screen from an angle that directly captures the spectator who stands in front of the screen. The video of spectator is then placed inside the “mirror” in the painting by the software in realtime.



When Consciousness Comes Into Play (2007)

(Software Installation with Âli Yurtsever)

‘Violence among children’ is a reality that makes us feel angry and disgusted; yet we remain comfortably detached and disconnected.

Quantum Physics however, tells us that by observing a physical reality at someplace,we actually create it there.Reality is intimately connected to our consciousness.

Could then a ‘quantized version’of this Renaissance painting which represents a collection of innocent children games, reveal that the active creators of such realities we so deeply distaste are , indeed ourselves?

The installation consists of a back-projected screen, a data projector, a computer, electronic sensor hardware, and image processing software designed for this project. The back-projected screen is placed on the outside of a window opening on a false wall, and framed with a wooden-like picture frame. Initially, Brueghel's Children's Games is projected to this setup from behind, so as seen from the front, it looks like the original painting, except it is now a digital projection consisting of pixels.

The existence or non-existence of an audience in the designated frontal area is recognized by the built-in sensors in the picture frame, and communicated to the software. If no one is present, the last projected image is immediately processed, with the position of each and every pixel being interchanged such that the picture gradually dissolves into a boiling-sand-like image and stays like that.

When a presence is sensed, the software projects a digitally modified version of Brueghel's painting. The modified versions are such that Brueghel's figures are shown not in the act of play but rather in the act of violence.



