

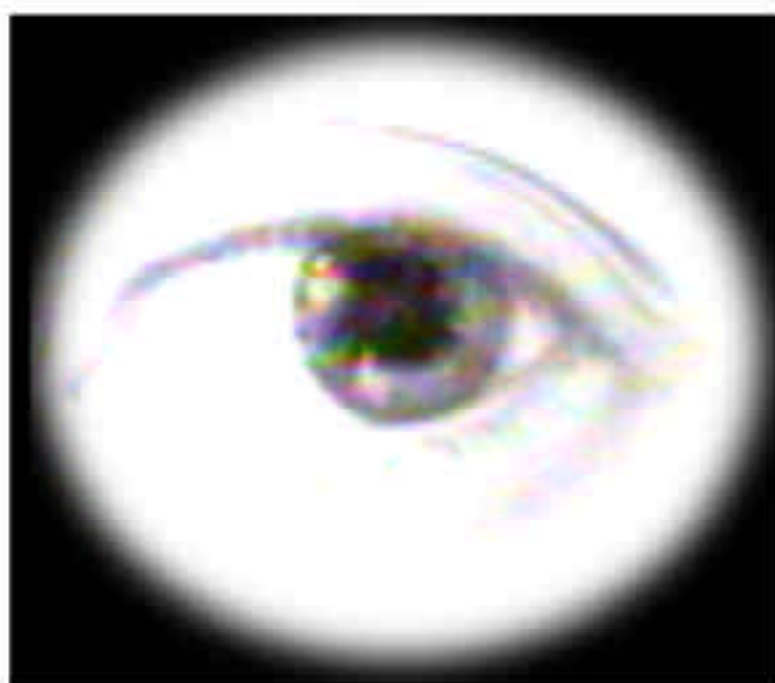
Public Multimedia Spaces/Physical

PROJECT: Peek!

James Powderly & Michelle Kempner

AUDIENCE: General Audience

DESCRIPTION: Peek! is an attempt to repurpose the voyeur's gaze in order to create a revealing temporal and spacial collage.



view from within eye tracking box

SYSTEM

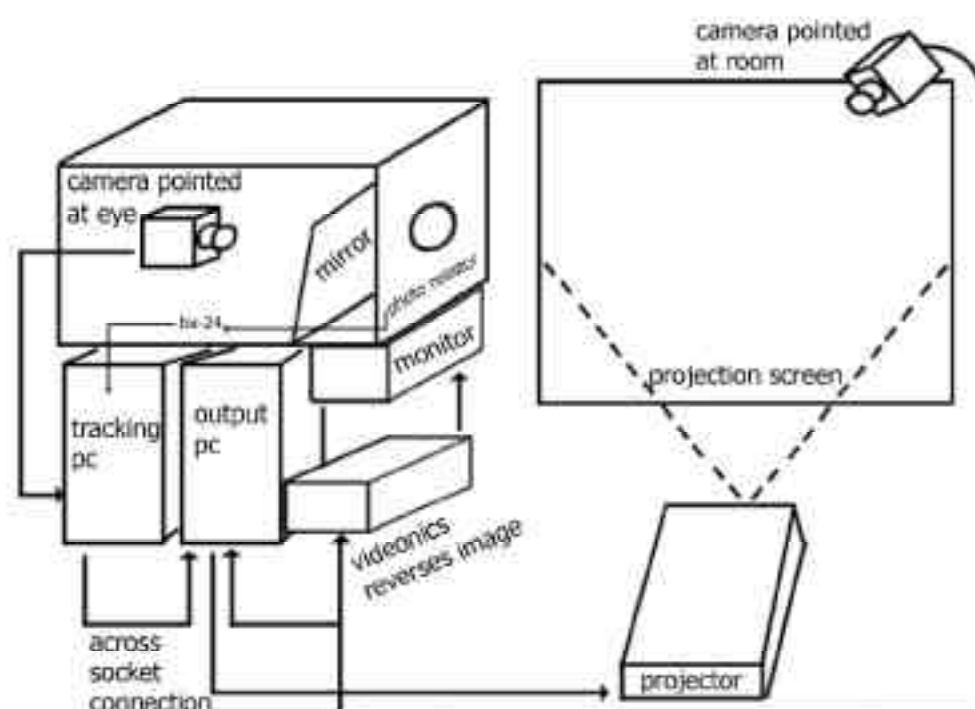
A still image is taken from live video when a new user is sensed by a photoresistor that is connected to a BX-24 processor. The BX-24 sends a serial command to begin tracking the movement of the eye. The live video stream is sent through a videonics mixer in order to reverse the image, and then split into two signals: one going to the output PC and the other going to a monitor reflected in a mirror in the eye-tracking box. The eye-tracking is done on the tracking PC in Java using a black and white camera and infrared LEDs to illuminate the pupil. The coordinates of the eye for each frame of video are sent across a socket connection to a Java client on the output PC. This PC creates the initial still image and updates this image, wherever the user looks, to live video.

OVERVIEW

A curious visitor approaches a box with a peep hole. He is compelled to peek inside. This passive on-looker, now transformed into a voyeur, is rewarded with the ability to anonymously observe live video from the room around him. But unbeknownst to this fledgling peeping tom, a projection on a screen behind him is revealing his every glance by updating a still image to live video.

PROTOTYPE

The eye exists on the fringe of consciousness. We are not always aware of our eye movement or even capable of controlling our gaze. By harnessing this uninhibited behavior, participants can create visually interesting, highly interactive and sometimes embarrassing art. Peek! is an implicit command to create art from the unconscious.



One computer tracks the eye movement while another outputs the processed image to the projector.