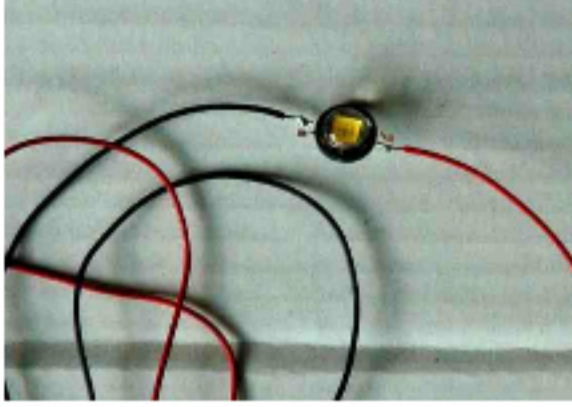## July 19th, 2010 - Final Post

As much of this project has operated outside of previous technical and subject based experiences, it continues to be relatively slow moving as I gradually compile research and new skills in developing physical outcomes. As such, although This Belongs To is still very much 'in progress', I have made some important developments both in terms of technical aspects and the conceptual/background elements over the course of the residency. As mentioned in earlier posts, there are two distinct physical outcomes currently evolving that run alongside research into areas related to urban environments. These aim to investigate the impact of built environments upon individuals living in them and how these relationships may directly influence wider social issues. The physical outcomes include the generation of interactive environments in the form of installations using projected film and images and the main feature of this residency, This Belongs To, originally conceived as an object designed to allow users to explore issues relating to public ownership by interacting with their environment through direct projection of an identifying mark or name.

P7 LED

The design for the new This Belongs To object is still a little way off – since the beginning of the residency I have discovered that it will not be possible to construct it as simply as I had initially imagined and I am currently in the process of trialling the use of a P7 'super bright' LED which should allow for a much stronger projection but will require a larger physical housing than anticipated to accommodate a heatsink. Tests with LEDs and the existing incarnation of the project, lasercut cards, established that proximity to the light source was also potentially problematic in achieving appropriate focus; as a consequence, one or more lenses may also need to be included in the design. I am currently waiting to gain access to the engineering labs at MMU (where I am studying an MA in 3D Design) and when it is possible to run some trials in that facility I will be able to establish the correct resistance and battery needed to run the circuit as well as the configuration of any lenses.

The development of interactive projections has been successful and I am excited to be participating in Blacked Out, a group show in London, with the outcomes of these in August. Using Arduino hardware and Processing code I have been able to generate a projected image which changes with respect to varying light levels as input to the program from an analogue light sensor through the serial monitor. I have currently got this functioning with three thresholds and static images, however I am hoping to include video and sound soon. Blacked Out runs from the 21st – 28th August at Arch 897, Holyrood Street, London.

The opportunity to share these developments through the TINT Arts Lab has been an interesting experience. With a large degree of risk taking in this project it has not always been easy to make public what have felt like slow and inconsequential steps, however the pressure to do just this has lent discipline to the work and been beneficial to personal motivation which can be difficult to maintain when one is not entirely sure of the next step. It has also been useful to have the opportunity to test out ideas within a wider circle of practitioners who do not have any previous knowledge of my work; I have encountered alternative contextual references that I would not otherwise necessarily have been aware of and I have received several suggestions which may yet directly influence future developments. These are recorded in a mind map which combines suggestions made during the residency with a few ideas generated as a result of background research. Though I have found the experience to be a positive and supporting one, I would note that more consistent discussion would have been appreciated as the density of comments from the critics tailed off toward the end and it was surprising that there was not more interaction between participants (something I am of course equally implicated in!). I wonder if future seasons might include the use of live chat sessions to better facilitate more exchanges or at least a more structured requirement for timing of posts and comments. Despite these observations I am sorry to be at the end of the season and would certainly consider participating in future Lab sessions and shall continue to post developments on my own site at www.glittermouse.co.uk. I very much look forward to seeing all the outcomes at what promises to be a high quality exhibition in October and should like to take this opportunity to extend my gratitude to all those who have facilitated the Lab and posted comments for their interest and support.