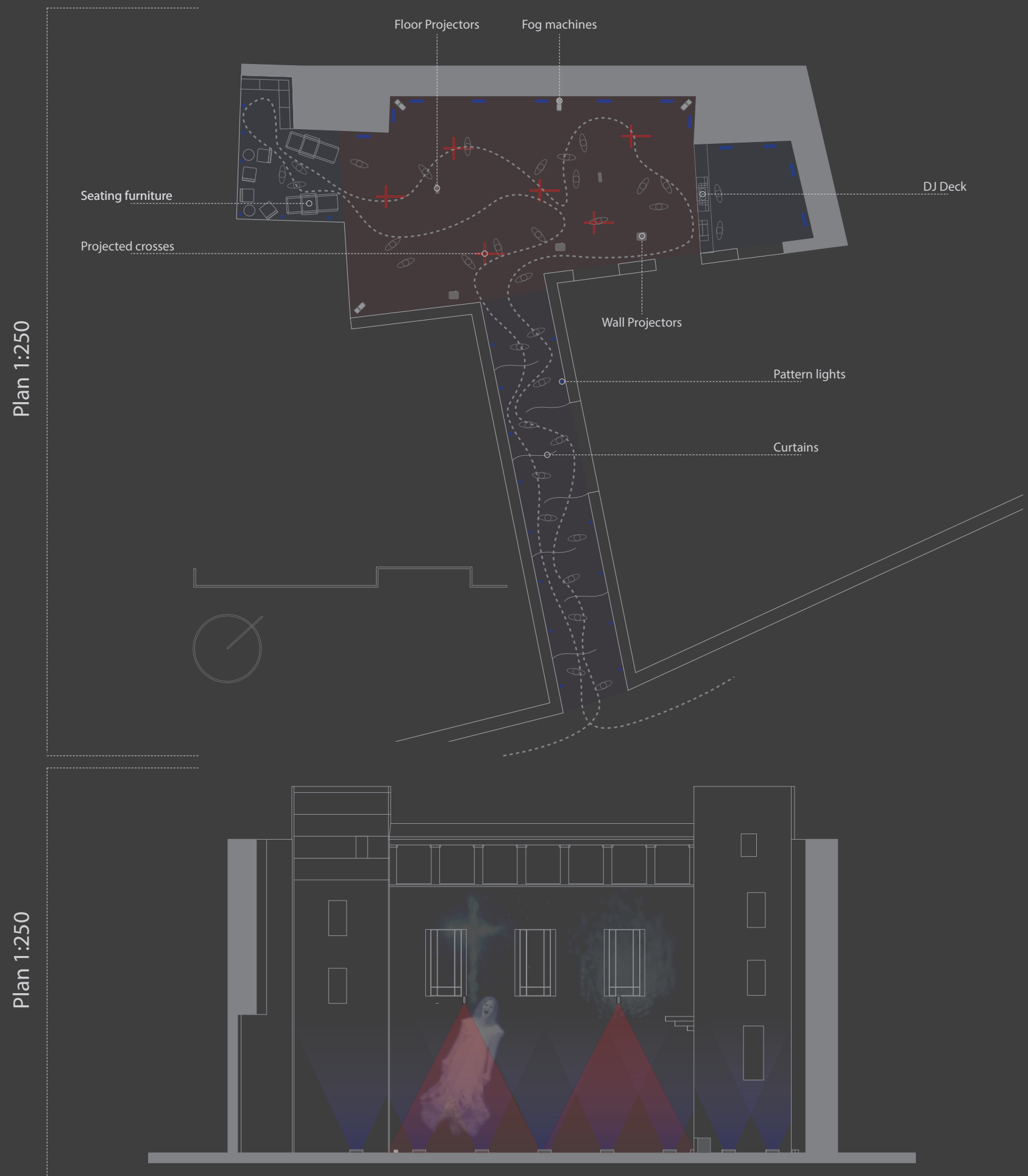


Lum 20016 - Pati Llimona: Game of Crosses

The goal of our proposal is to create an animated, interactive and informative social space, the mood and character of which transforms over time based on the interaction of visitors with projections. This transformation aims to evoke a sensation of increasing tension as a metaphorical reference to the location's dark history which is marked by discrimination, persecution and political as well as physical violence against a christian minority.

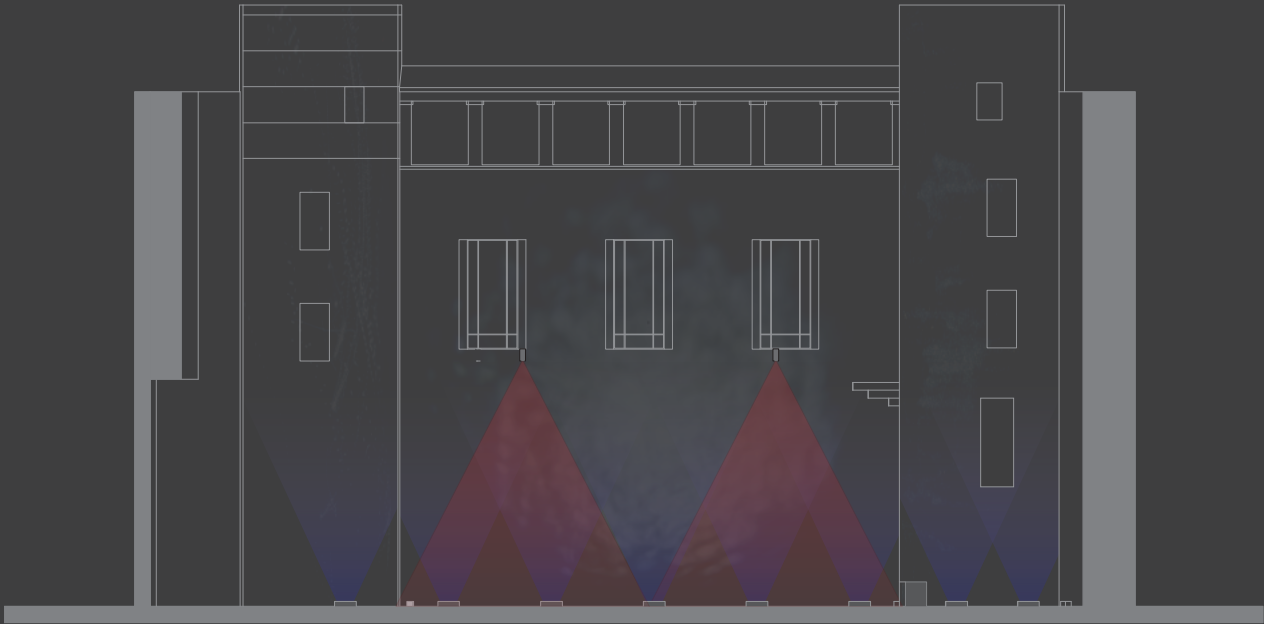
Initially, the space will be calm and relaxing (soft ambient lighting in blue and purple, subtle music or background sounds, slowly morphing shapes projected onto the walls) as to provide a serene, yet slightly surreal environment for contemplation and calm social interaction.

The change of mood is brought about incrementally by visitors participating in a game. If one manages to follow and stay in contact with crosses of light projected onto and moving across the floor for longer than 15 seconds (cameras or laser sensors will detect such contact), pieces of information about the place's history will appear next to the cross. The more information is revealed (i.e. interactive projections are triggered), the less calm the environment will become. Ambient lighting will change to more drastic colours (orange and red), the music will become more fast-paced, fog will be diffused into the space (obscuring vision and orientation) and strobe light will create an agitated, almost frantic environment culminating in the extreme opposite of the initial calm and relaxed mood.

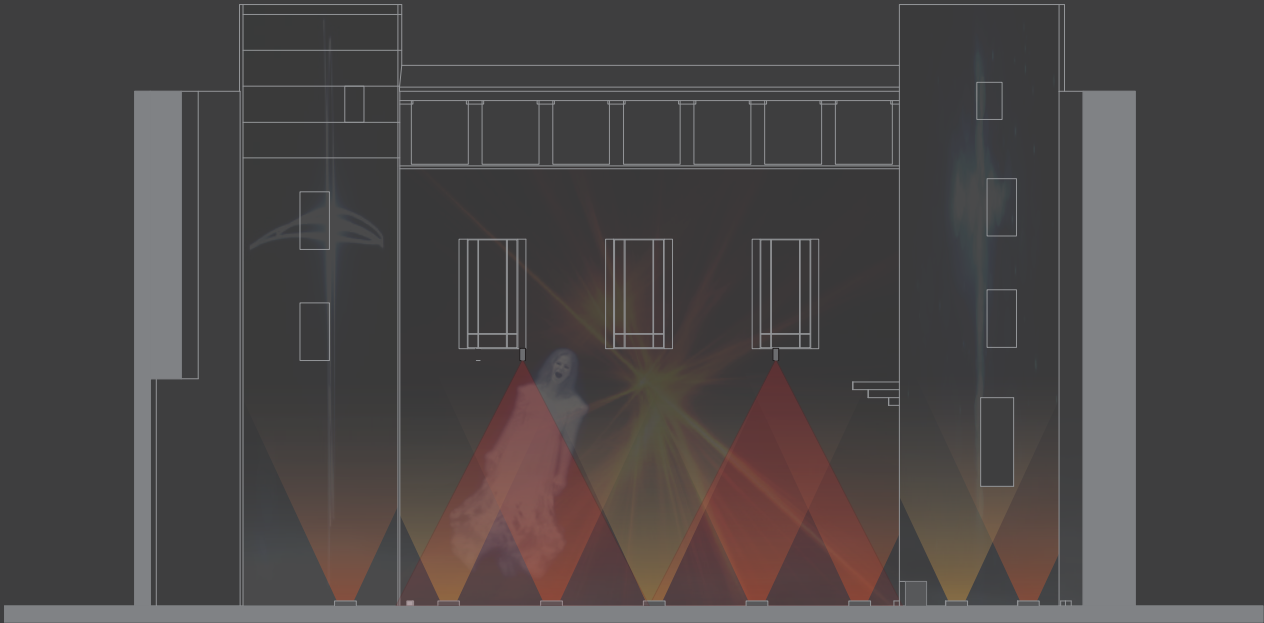




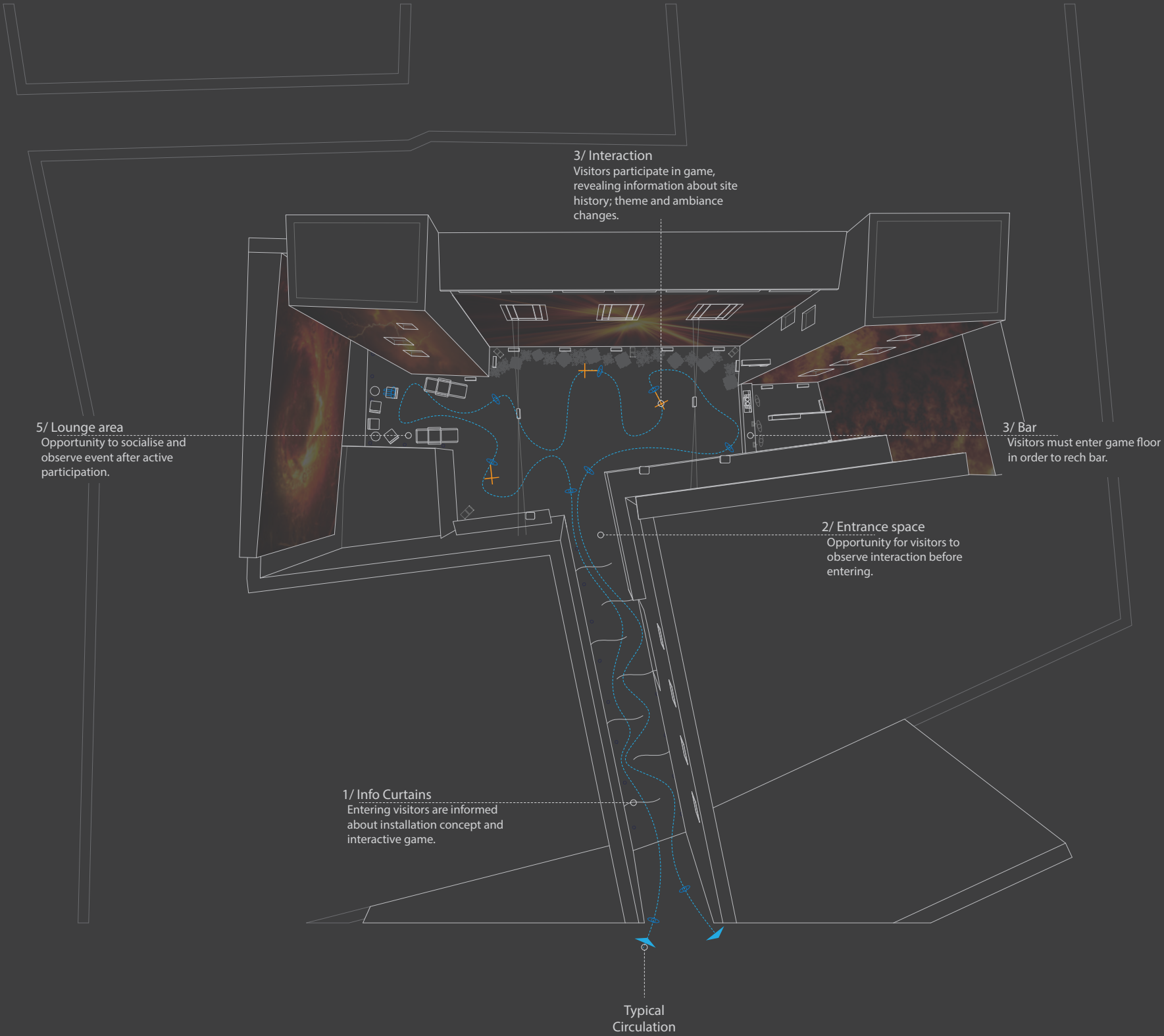
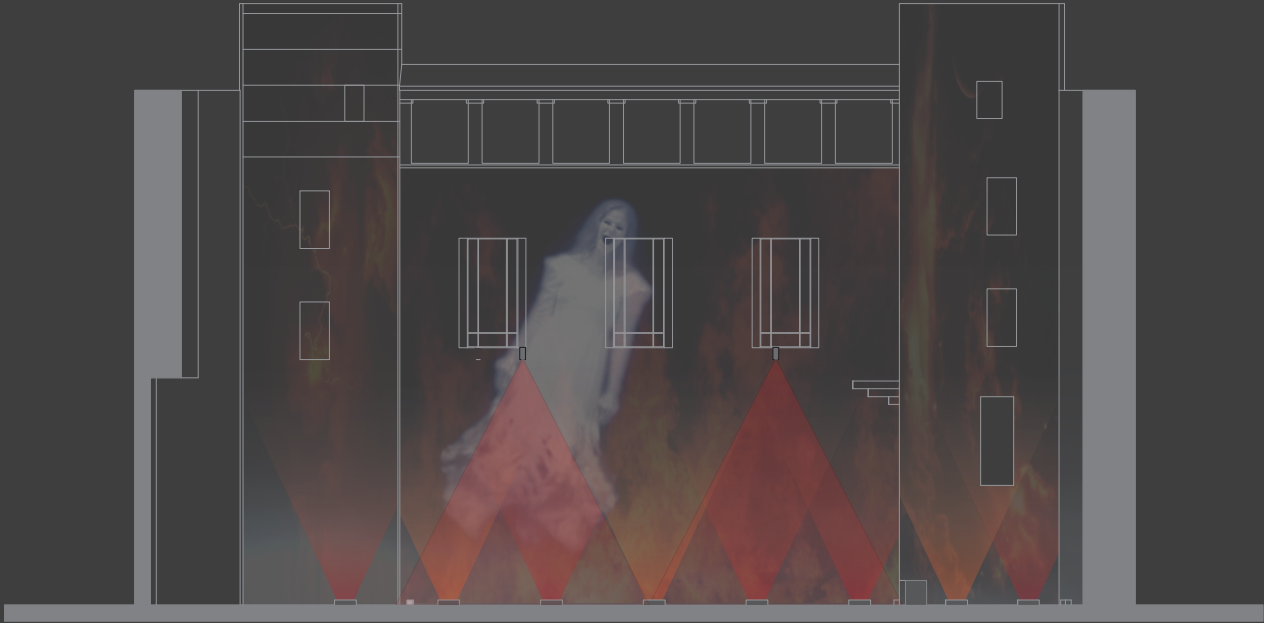
Stage 1 - Calm ambience



Stage 2 - Increasing agetation



Stage 3 - Ambiance Climax





LLUM BCN SEMINAR "GAME OF CROSSES" TIMELINE FOR FABRICATION AND SETUP