Divergence different from zero

$\nabla \neq 0$

Interactive installation by:

mariano sardón

"... The page is white but it has been written on from time inmemorial, it is white through forgetfulness of that has been written, through erasure of the text on which everything that is wrtiten is written. And yet nothing is truly written, all this can change at every moment, and it is still and interminably the first time..."

Jaques Derrida.

Divergence ≠ 0 is an installation where the clapping of the people on two books makes the words spring from their clefts, flowing toward the edges and remaining scattered on the floor.

The argument of one text os opposed to the other. They state a dialectic of the opposites.

In the braking of the linearity of its own context and flowing of words from each of the books each time that it is clapped, the sense of the discourse is dismounted to disseminate one the other, intermix and open the interpretative game.

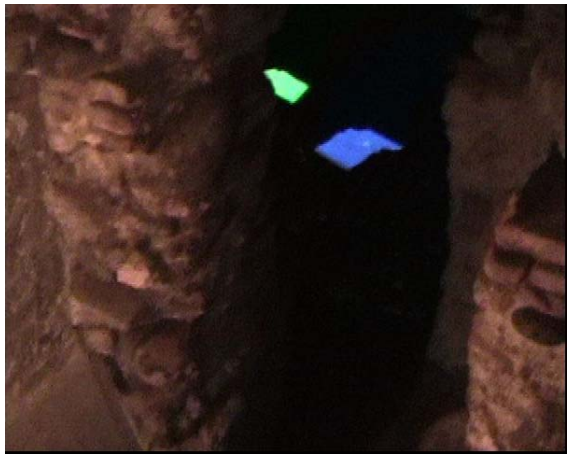
CONTEXT:

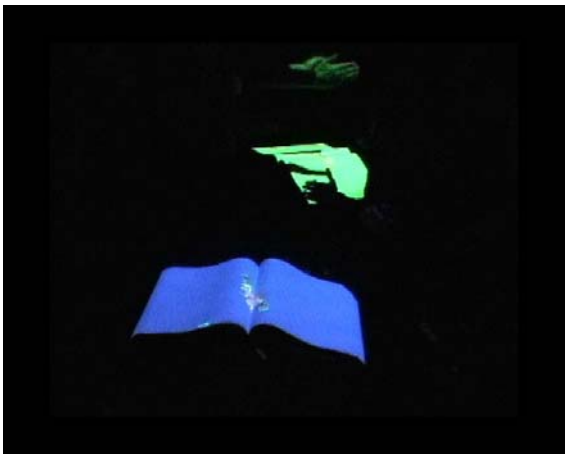
The irruption of digital technology in Art is a fact that is being experienced and discussed nowadays. Many texts are written because this relation.

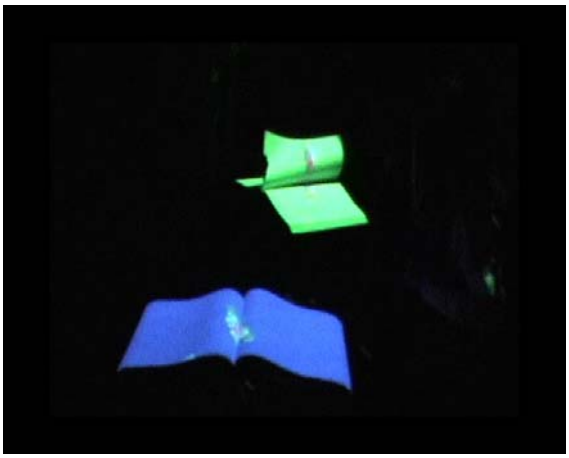
The discourses about digital technology and art are usually framed from many perspectives, but very often the artistic posture, in general towards the digital technology paradigma goes from blindness for the machines to a categorical rejection. Oppositions that at a starting point seem to refute one to other, exist because they are complementary and they hold tension between them.

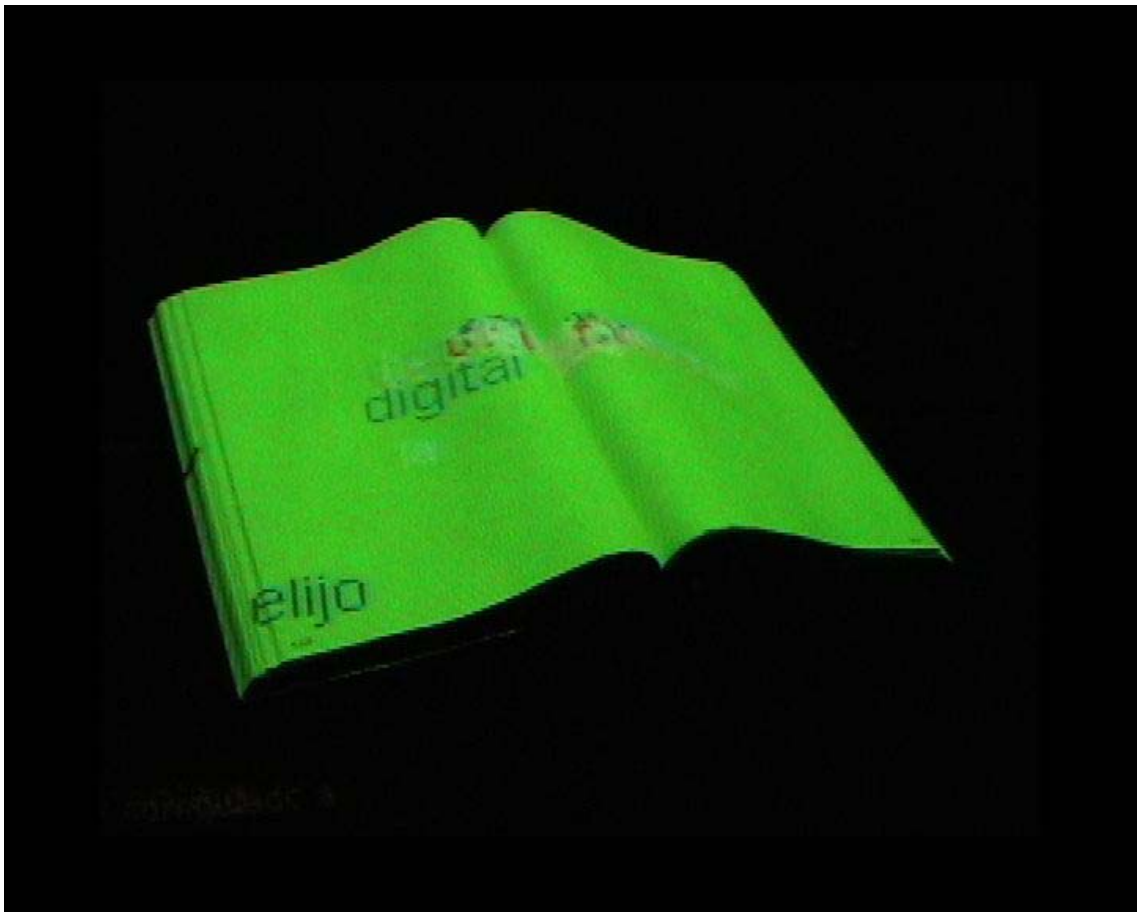
Jaques Derrida thought, among other things, that the trap in methaphysics and in occidental philosophy in general from Plato to Nietzche, was to incur in the thought of opposites. His proposal would be to break the opposition, scatter an imposture in other, like parts something that contain it or generate it.

One possibility is breaking of the sense of each discourse and the aperture to the game in order to disarticulate that binary dialectic.





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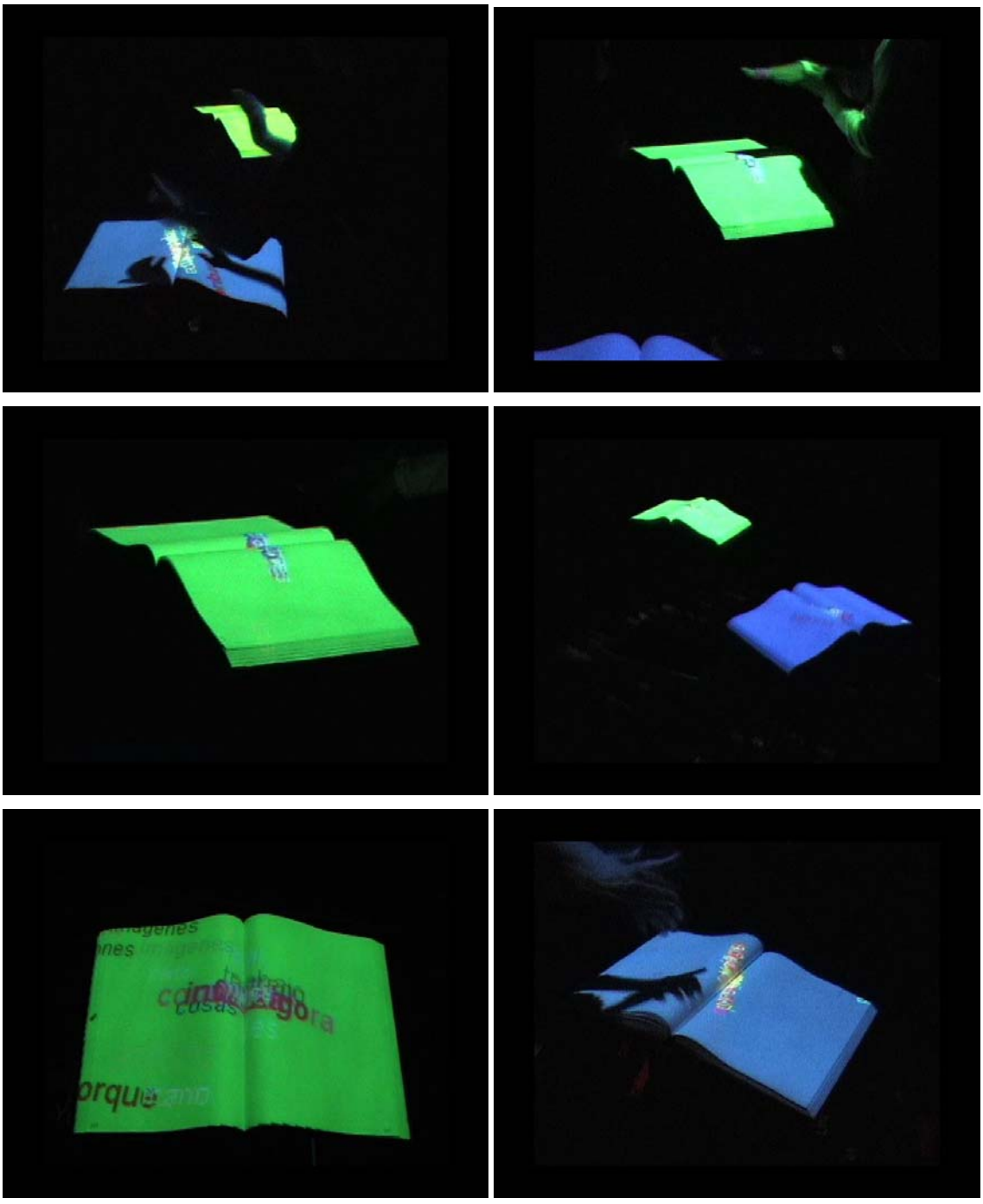
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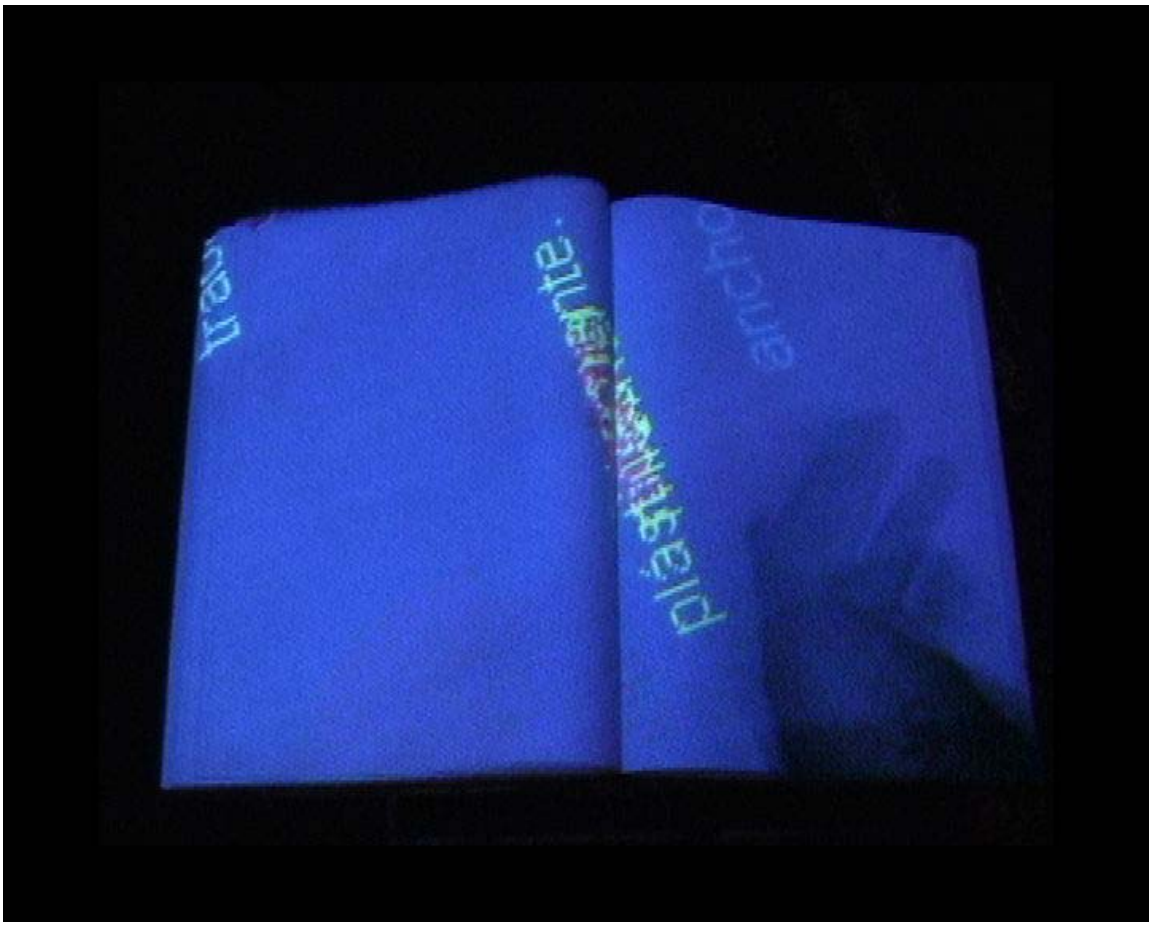
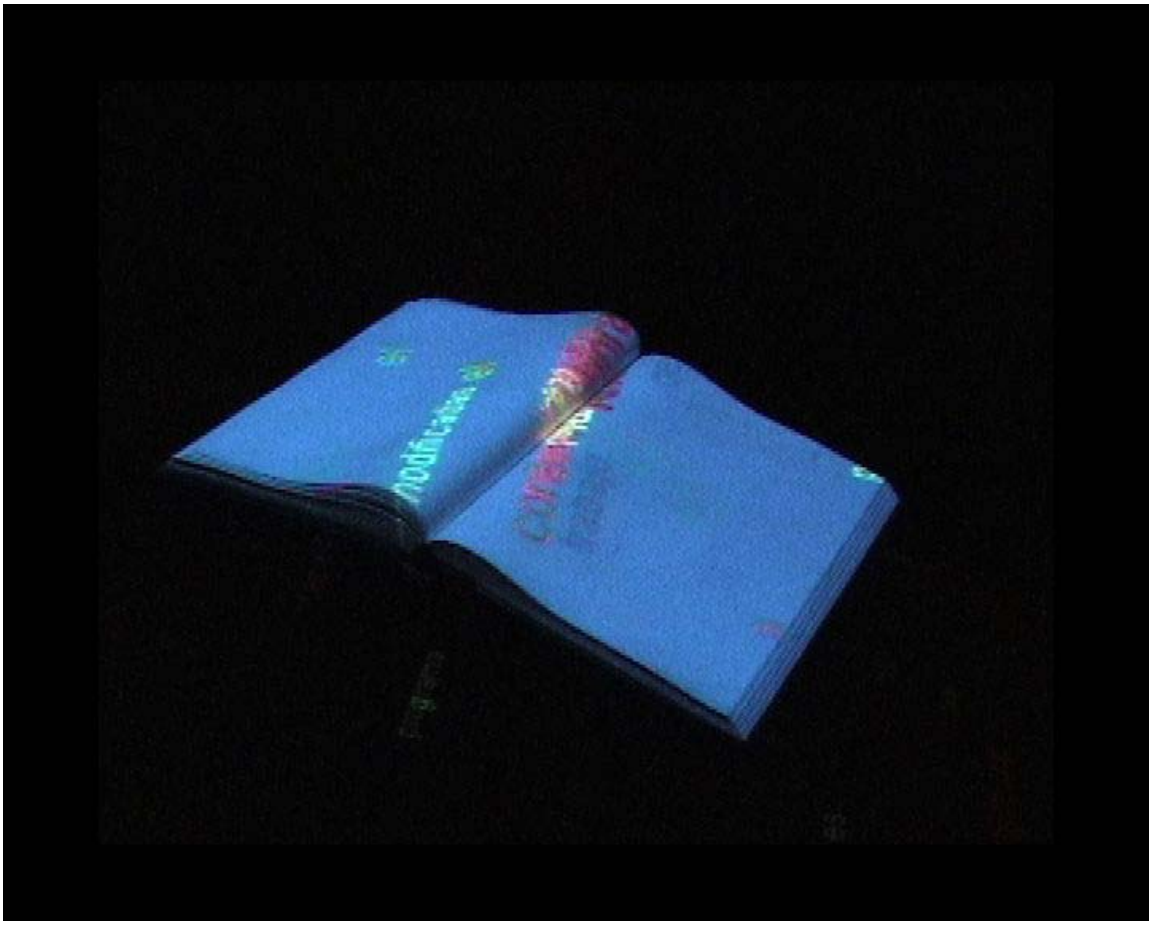


THE INSTALLATION:

The installation sets forward two books without any written sheet.
From each of the books the words flow from the clefts when somebody claps on them. These words flow with a similar movement to the water, as if they come up from a fountain projecting it to the floor.
The words belong to part of discourses from conferences, artists´opinions, critics, etc., over the relation between digital technology and art.
Any time that somebody claps on a book, a software takes some words at random from the discourses kept in the memory of the computer and it projects them on the books.

The contents of the discourses dismantled on the floor, deprived from their argumental linearity and scattered one in the others among all parts of the floor, start another interpretative game over a hazardous sea without sense with words.
The game starts in this moment and this time is undertaken with the body of the spectator (actor) moving in the space, with the words under his feet and where it doesn´t matter its sense or its closure.



TECHNICAL DEVELOPMENT:

The books are put on two pedestals which contain sensors that capture the clapping from the people on them.
Any time the sensors are activated, they send out this "event" to an interface which is connected to a PC. A diagram of the process is shown in picture 1.

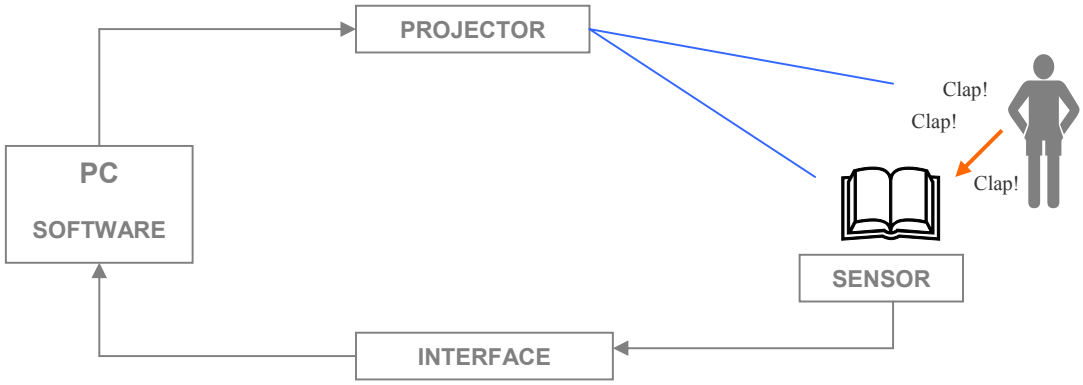


Figure 1.

This event is read by a software which identifies from which book the clapping comes out and chooses a certain number of words from the discourses kept in the memory of the PC, to imitate the movement of the words projecting them on the books and scattering the words on the floor at different velocities.

The installation is set as shown in figure 2:

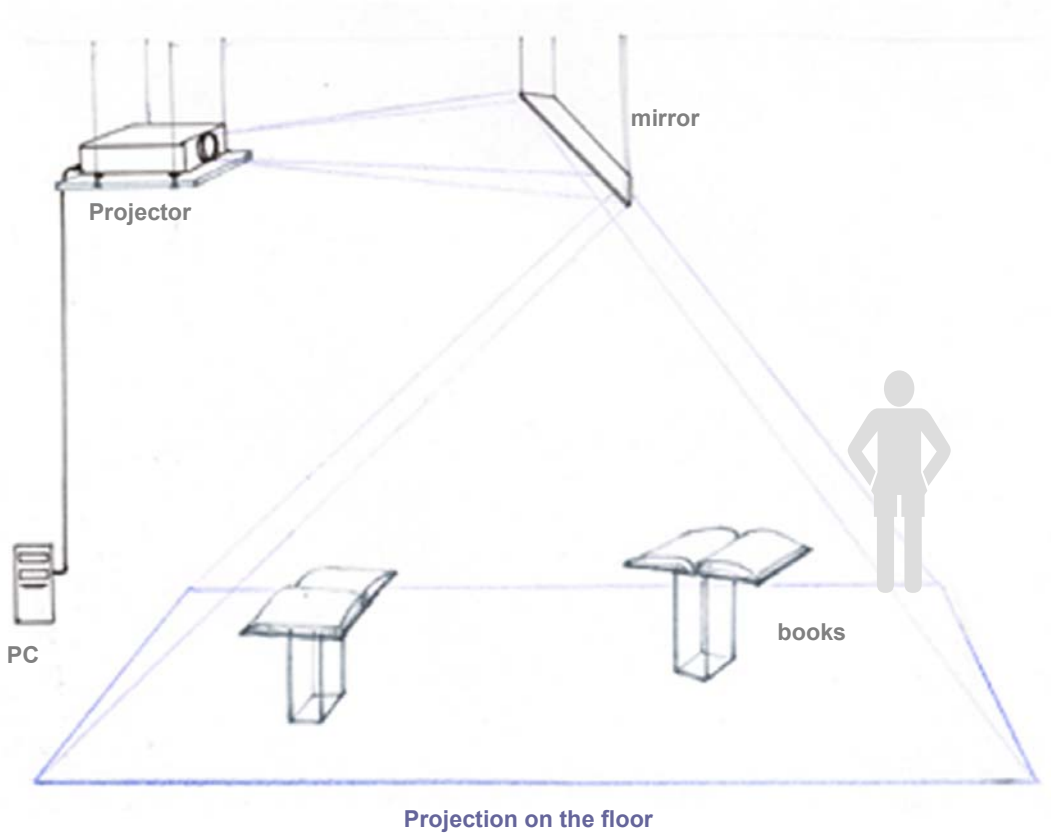


Figure 2

Equipement to be provided:

1. At least a Pentium III microprocessor PC computer, Windows 98 operating system, parallel port, CD and Diskette reader.
2. A data projector to be connected to PC computer, SVGA, 1000 ansilúmenes brightness or more. The projector has to be able to project inverted images.

   The projector is hung from the cieling room or something like that, in such a form it is above the installation.
3. Cable for Pc – projector according to space capabilities.

4. One mirror. The mirror size depends on the distance of the projector, the height of the space in which the installation is settled. It is also hung from the cieling room at 45º.

Equipment to be provided by the artist:

1. Sound sensors.
2. Interface for PC – sensors connection.
3. wires, books , pedestals.
4. The complete software to be used to run the installation.