

fuse*

Snow Fall

(interactive installation)

For videos, photos, and more information about fuse*:

<http://www.elsieman.org/artist-roster/fuse/>

<https://www.fuseworks.it/works/snow-fall/>

Snow Fall is an interactive installation staged initially in 2009 at Palazzo Santa Margherita in Modena. With this installation, fuse* explored the potential of artificial viewing techniques in the artistic field for the first time. The system processes the images captured by a number of video cameras in real time, picking out the silhouettes of people, and blocking the fall of snowflakes on the shadows that people project onto the wall. The installation was also featured in 2010 at the finals of the Celeste Prize, displaying the work in action at the Brodbeck Foundation in Catania. The first version was made with infrared camera, years before modern motion sensors were introduced to the market. In 2015 for the Right Here, Right Now exhibition in Manchester, the installation is completely, even recreated as an artwork. With the help of new hardware and software, the level of interaction is improved preserving the same essential, yet powerful concept. The aesthetics have been added to with an audio soundscape, enabling a new experience of the revisited artwork. In 2019, we had the chance to do some minor improvements to the installation by adapting the content to a 4k resolution for the [Everything in Existence](#) exhibition at Artechouse. Thanks to this upgrade the software has been implemented with the possibility to see a much broader set of details of the audiences face that they were not possible to see before.