Π-view

an audiovisual installation by Stéphane Cousot & Stéfan Piat

Presentation

Π-view is an audio-visual stream broadcasting live and to-scale the part of a remote location. A continuous film, with no beginning nor end, whose development is not planned in advance. An opening through space that invites to take time to look, to pay attention to a place and its possible sound and optical events.

The origin of the stream is located at a distance close enough to keep a spatial relationship and far enough to create a gap in the vision. In situ, through this aperture, take the reverse course, cross again the space between the eye and the landscape.

The installation don't have a fixed form, it adapts to the architecture and situations, taking into consideration the relationship between the space of presentation and the space observed.

In the basement of an artist run space, the window view from a studio upstairs.
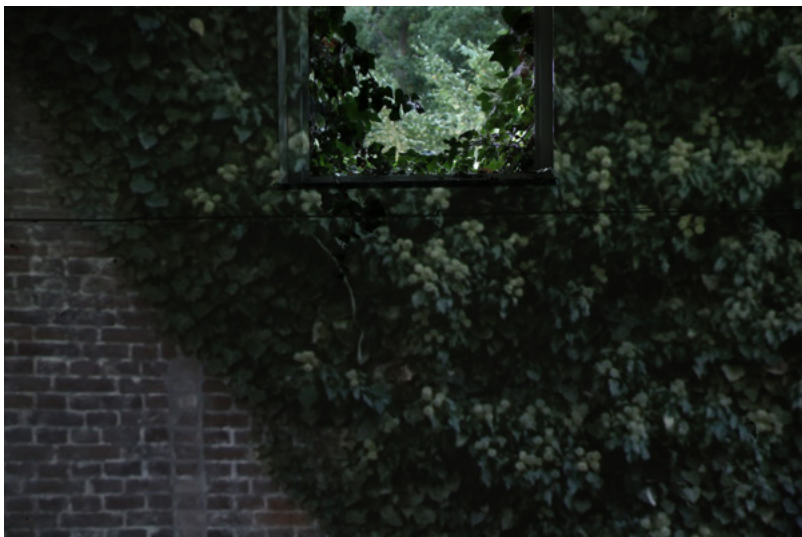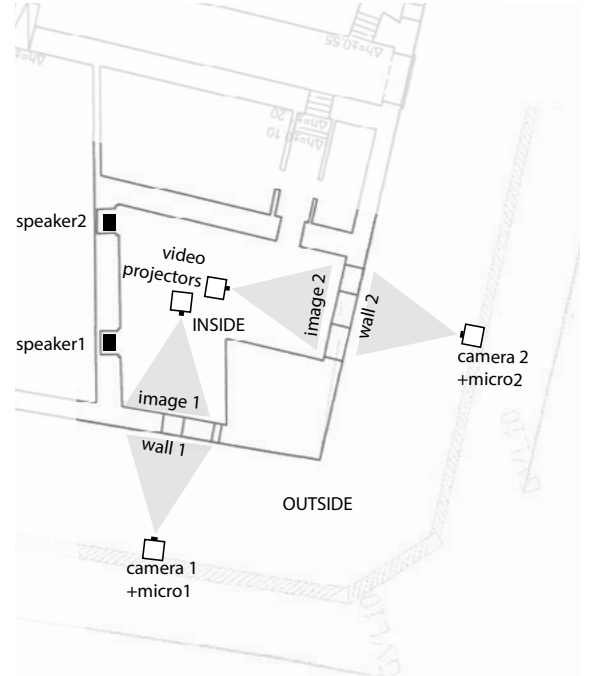

In/Out, Greylight Projects, Brussels, 2017

A noisy street in Brussels. A shopping window in which a monitor and speakers displays the rooftop's audiovisual panorama from the other side of the building.

Constant V, Brussels, 2015

In an old citadel, dealing with the relationship between inside and outside. The video installation merge these two opposing spaces by projecting live images from inside the citadel of what is happening outside at the same time. The video is projected on scale, and horizontally flipped so that the architectural elements coincides. The window plays a central role in generating that disorienting experience where interior and exterior occurs simultaneously.

Citadel'arte, Diest, 2016

Technical

The device is composed of a part dedicated to the audio-video capture and the emission of data in the network, another part dedicated to the reception of the data and their diffusion.

The part intended for capture / transmission is a set composed of a high-definition camera optics, a stereo microphone, a single-board nano-computer (of the Raspberry Pi type) networked with the reception / broadcasting part: another nano-computer, a monitor or video projector and a stereo audio broadcast system. In the case of a multi-diffusion (several projections), this device is repeated the number of times necessary.

Audio and video capture is synchronous in real time, transmitted and broadcast permanently. The remote location (that of the capture) is defined according to the local context: interior garden, street or other. The place of diffusion is also defined according to this local context, by adapting to the place, there is no dedicated screen or other device which remains constant over the presentations, each situation generating a different configuration. In the case of Constant V it will be a screen in a window. In the case of the citadel of Diest, it is a multicast with double projection.

microphones · camera · soundcards · computer TX (transmitter) · 220V · network (UDP) · 220V · videoprojector · L R speakers · computer RX (receiver)