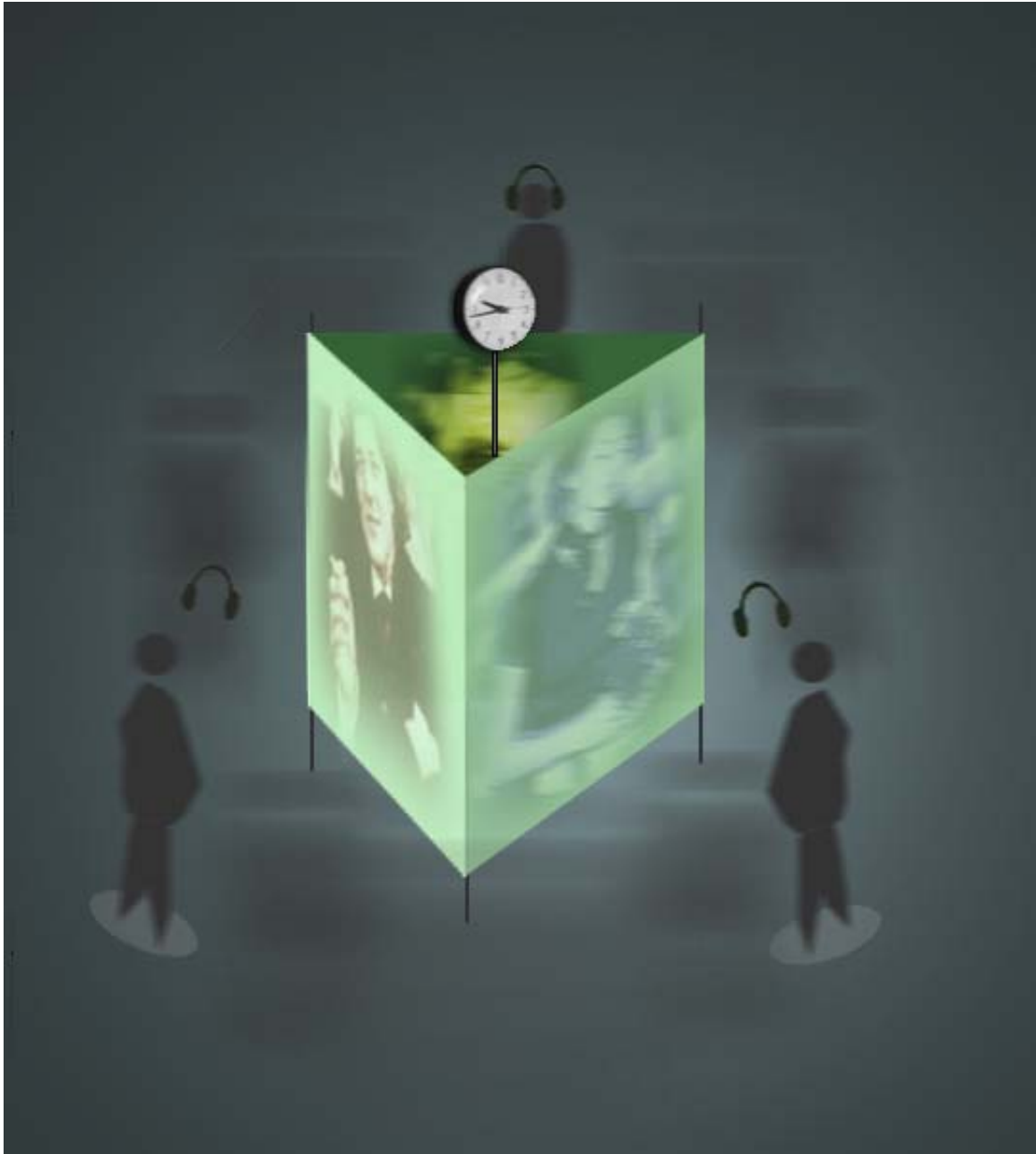


T R I P T Y C H



A l e x C o o k a n d J a m e s H s u

Summary

Triptych is a digital installation that explores the narrative possibilities of a hybrid environment. The three sided architecture merges with projected video, sound, and the image to create a dynamic story space. Unlike the cinema screen or computer monitor, Triptych gives the viewer multiple perspectives and an active role in the experience through their own participation and performance.

Early inspiration comes from the video experiments of Dan Graham and Michael Snow combined with the kaleidoscopic narratives of Julio Cortazar. Like these precedents, Triptych breaks the single viewpoint of cinema and narrative into multiple views. This juxtaposition explores the metaphoric connection between narrative, perspective, and place.

The interface is a triangular volume with three screens for video projection. The three sides represent the triple narrative structure and create a delicate visual representation. The narrative focuses on three unrelated characters residing in the same apartment complex. These characters are linked together through their spatial location, even though they have no obvious connection. Their stories combine to create a narrative of the building as well as their personal lives. Each of the figures creates reality in their own separate way. A recluse hides away from the world using words to construct a new identity. A daydream prone man escapes the mediocrity of life through fantasy and a Chinese American girl ponders the duality of her life experience.

When viewing the installation, navigation becomes a physical act. Users choose which screen to view and what characters to follow. Their user s spatial location creates their narrative perspective and their trajectory determines the outcome.