

«Crying Room» is a virtual project that continues an interest in architecture, light + time developed out of photographer Hiroshi Sugimoto's series «Theatres».

As the selected video plays on the screen, the ambient light levels of the cinema house fluctuate according to the amount and quality of light «bouncing» off the moving image and onto the surrounding architecture.

Interested in how moving images create a continuity of fluctuating light, «Crying Room» is more about realtime process and varying light changes delineating our perception of architecture than Sugimoto's «capturing» and compressing of time into a single photographic print.

Because this is a study of form, the spectator can load their movie of choice into the software to activate the piece. The software is built for the screen resolution of 1280 x 845 (15" powerbook).

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