

# Carolane Spiteri

is a young artist working with new technologies to create sensitive objects which arrest our senses. She makes installation and interactive installations. And now she has made a sculpture.

## ROOTS

This piece is a projection of an interactive 3D tree over five meters high and three meters wide. The tree is textured with The elements of the wall on which it is projected to create a connection between my piece and the space in which it is presented. It is the idea of the evolution of a tree that is pushed towards deterioration by human presence. Man, in this project, has a harmful effect on the proposed visual.

The spectators, facing the projection, are found in two interactive zones, one is placed as close as possible to the tree.

This, when a spectator passes, gradually destroys the branches, the trunk and the roots. The second zone is three meters from the projection: when a spectator passes, it animates the texture. The texture seems to circulate throughout the tree like blood in a vein. This second zone is a first approach and awareness of the viewer's relationship with the projected element.

This project proposes an awareness of the impact of the anthropocene. The tree becomes a kind of victim of entropy, it is a prey to a process of devastation. In a way, it is a means of setting aside the anthropocene, because the only way to stop its destruction is to leave the framework. It is inspired by the places of entropy of Robert Smithson.

The zones of interactivity are determined by predefined zones via a webcam which is connected to a Max MSP patch which every time the webcam detects a movement first drops the branches and then the roots to finally destroy the trunk, Until the tree has completely disappeared.

