ACCESS POINT
## Project by Dmitry Bulatov and Alexey Chebykin

An interactive multimedia sculpture, 2016. Plastic, 3D-printing, organic elements, custom-made model, wi-fi sensors, AR. Programming: Gleb Lobanov and Alexey Popov. Supported by Dmitry Zimin Dynasty Foundation (Moscow), National Centre for Contemporary Arts (Baltic branch, Kaliningrad), Polytechnic Museum (Moscow).

"Access point" is an interactive project that serves to demonstrate the mediaeval optical technology and augmented reality (AR) technologies brought together. The project is based on the principle of "anamorphosis" of the Early Renaissance which consists in mathematically verified images that form an easily recognizable picture due to an optical effect. The central construction that is 3D-printed according to this principle is reflected in a mirror cylinder shaped as Tatlin's Tower (the Monument to the Third International, 1919-20). Seeing this model in a mobile device the visitors delve into a reality of the 1920-s supplemented with the famous monument dedicated to the future global community. One of the innovative decisions of the project is how the image on the screen depends on the grass's growth on the interactive model. At all times the process of information transmission implied the idea of instability of the environment and, consequently, controlled the possibility of its further transformation.
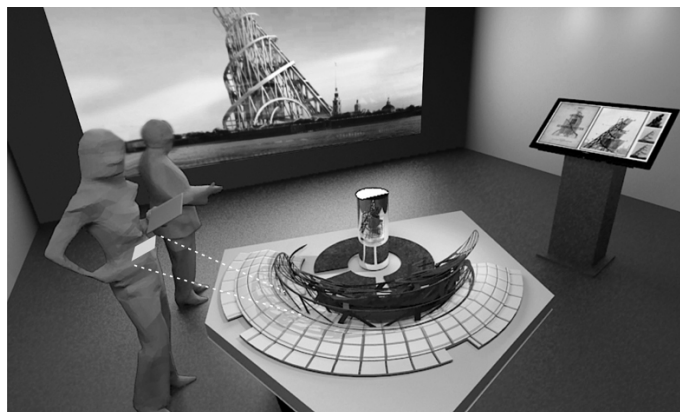
– The interactive model consists of a construction printed on a 3D-printer and a cylinder equipped with a metallized mirror surface. These two elements are placed on a special custom-made model table. The 3D construction is manufactured according to the mediaeval "anamorphosis" principle – that is, a distorted image of an object is calculated in such a way that the reflection in the cylinder seems realistic. The idea of "anamorphoses" appeared in the Early Renaissance (the first "anamorphoses" were created by Leonardo da Vinci in the XVth century) that scientifically underpins geometric perspective. These images were the proof of technical mastery and also a product of a thorough scientific research. This project presents "anamorphoses" as a historical prototype of the XXIst century's augmented reality.

1. Сканирование маркера
маркер
2. Панорама 360°.
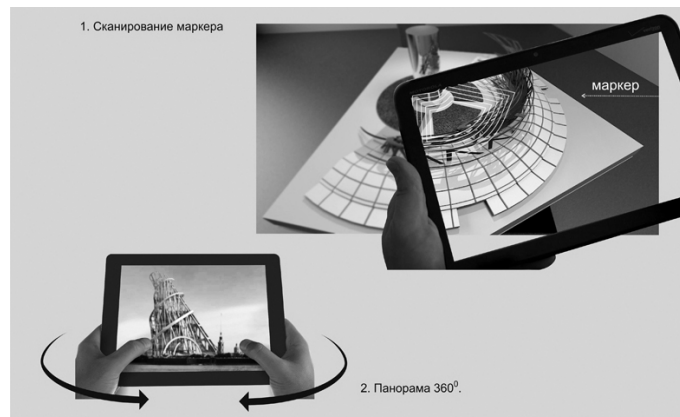
– In the model there is grass planted around the cylinder that is used as an AR marker. By scanning the marker with the tablet or smart phone, the visitors get an access to augmented reality. They also receive additional information which is an animated spherical panorama of the 1920s Saint Petersburg, Tatlin's Tower integrated in the landscape, one of the most famous artifacts that can be paralleled in its importance for the world of art with Leonardo da Vinci's "Mona Lisa". The same panorama is also projected on the wall of the exhibition space. One of the innovative decisions of the project is how the image on the screen depends on the grass's growth on the interactive model. Wi-fi plant sensor sends growth conditions data to the project interface, where it gets converted to RGB colors in real time. The fidelity of the panorama depends on how well plants are taken care of, while playful distortions become the source of novelty. That makes the visitor aware of the inconstancy of their environment and the necessity to treat the process of information transmission with utmost care.

– The documentary (4-5 min.) focuses on how this project was being implemented and how thanks to modern-day communication technologies our world is increasingly becoming the Tower of Babel of the XXIst century.

ARTISTS

Dmitry Bulatov (1968, Kaliningrad, Russia) is an artist and art theorist. His research focuses on interdisciplinary art media, as well as on submediality aesthetics. Author of many articles on contemporary art, as well as books and anthologies, including *BioMediale. Contemporary Society and Genomic Culture* (Kaliningrad, 2004), *Evolution Haute Couture: Art and Science in the Post-Biological Age* (Vol.1, Kaliningrad, 2009; Vol.2, Kaliningrad, 2013). His artworks have been presented in various exhibitions such as *Technology Expanding the Horizon* (Columbus, 2007), *Senses Alert* (Berlin, 2008), *Corpus Extremus* (Life+) (New York, 2009), *Russian Utopias* (Moscow, 2010), *Life. Version of Science* (Moscow, 2011) and others. In 2007 his artwork has been selected by *Wired* magazine as the world's 10 top innovations. A twice winner of the National *Innovation* Award for contemporary arts (2008, 2013).

Alexey Chebykin (1961, Lisva, Russia) is an artist, architect. He has been active in many fields of contemporary art, including interactive media installations, focuses on the link between art and innovative technologies. He has taken part in various international exhibitions and festivals such as *Artist and Arms* (Moscow, Nizhny Tagil, Gdansk, 2002-2005); *9000 km* (2006); *Eastern Neighbours* (Utrecht; Kalmar, 2006); *The Heart of Venice* (Venice, 2007); *PRAGUEBIENNALE 3* (Prague, 2007); Venice Biennale 52 (GINNUNGAGAP, Venice, 2007); *Artissima* (Turin, 2007); *Schengen* (Berlin, 2008); *The Russian Roulette* (Wiesbaden, 2008); *Monsters - People, Murders, Power Machines* (Dresden, 2008), *Russian Utopias* (Moscow, 2010), *Life. Version of Science* (Moscow, 2011) and others. In 2008, he was appointed laureate of the 2013 AR Metaio Developer Competition (Germany).