

POINTS OF VIEW

Amsterdam 1983

POINTS OF VIEW is one of Shaw's earliest interactive computer graphic installations. It was conceived in the early 80's and first shown at the Micky Theater in Amsterdam in 1983. Two other works were later made using the same technical and functional structure, but with discrete contents: **POINTS OF VIEW II - BABEL** (1983), and **POINTS OF VIEW III - A THREE DIMENSIONAL STORY** (1984).

POINTS OF VIEW is a 'theater of signs' where both the stage and protagonists are represented as a three dimensional computer graphic simulation that is video projected onto a large screen in front of a seated audience.

The action of the work is controlled by one member of the audience using two specially made joysticks. Embodying the spatial paradigms and techniques of 'flight simulation' this work gives the user the ability to interactively move his virtual point of view with respect to the visual setting - 360 degrees around the stage, 90 degrees up and down from ground level to aerial view, and forwards and backwards from the center of the stage. .

The representation of the 'actors' on the stage is derived from an Egyptian alphabet. Each figure is a hieroglyphic character and this constellation of signs is used to articulate a 'world model' with a particular set of underlying mundane, ideological, psychological and spiritual relationships. Visitors to **POINTS OF VIEW** are given a leaflet where the meaning of these hieroglyphics is explained.

Sixteen mostly spoken sound tracks are interactively linked to the image via the same joystick that controls the user's visual movement. Functioning like an audio mixer, this joystick modulates the various voices in relation to the different spatial positions that the user is taking with respect to the stage scene. The mix of sound tracks thus generates an extemporary conjunction of spoken information that is directed at the shifting visual/conceptual configurations of the hieroglyphic image. The authors of these sound tracks are: a live local radio station, Ronald Laing, Cioran, Marinetti, ...

POINTS OF VIEW established for the first time one of the basic 'theatrical' modalities of an interactive art installation; the situation where each 'operator/user' makes a personal audio visual journey through the work and in so doing constitutes its unique real time performance for the rest of the public. **POINTS OF VIEW** was probably also the first art work to identify and espouse the extended space of real time flight simulation as a dramatic and appropriate domain for artistic formulations.