Dennis del Favero et al.
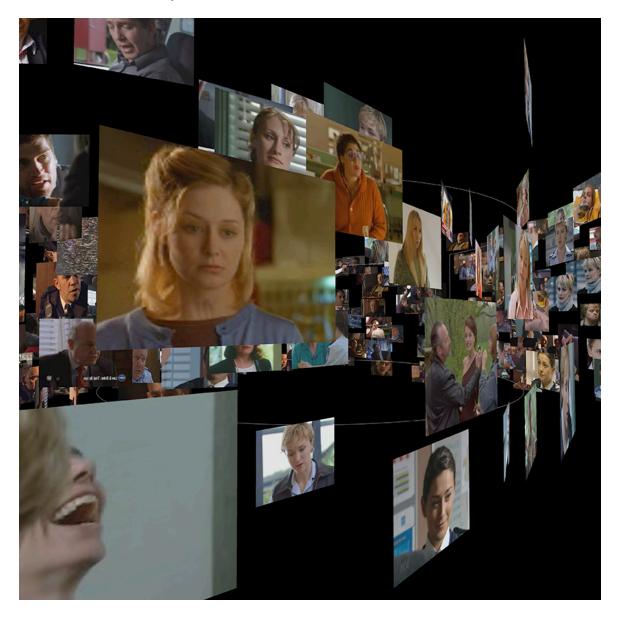*T_Visionarium II*, 2008-17

Interactive documentary of T_Visionarium, 16 minutes in duration

As opposed to conventional cinema which offers the viewer passive reception of a unique, linear story on a flat screen, *T_VISIONARIUM* allows viewers to explore and edit a variety of stories in three dimensions in a 360-degree environment. The panorama offers the audience complete immersion in a three-dimensional cinematic experience. The image contents are programmed in such a way that they interact with the viewer via control functions, which are available per tablet. Del Favero will be showing an 80-

degree version of *T_VISIONARIUM* at Galerie Brigitte Schenk during the DC-Open at the same time as his exhibition The Art of Immersion at ZKM, which will also take place in September 2017, where *T_Visionarium* can be seen in a 360 degree radius.

For *T_VISIONARIUM*, 28 hours of digital free-to-air Australian television were captured over a period of one week. This footage was segmented and converted into a large database containing over 20 000 video clips. Each clip was then tagged with descriptors or metadata defining its properties. The information encoded includes the gender of the actors, the dominant emotions they are expressing, the pace of the scene, and specific actions such as standing up, lying down, and telephoning. Dismantling the video data in this way breaks down the original linear narrative into components that then become the building-blocks for a new kind of interactive television. The viewer can use the correspondingly encoded terms, such as ‚love', ‚danger' or, yellow' (to name just a few), retrieve the correspondingly programmed sequences of the video clips, and is confronted with 250 ‚Love sequences' for example.

The prototype of *T_VISIONARIUM* was developed by Neil Brown, Dennis del Favero, Matthew McGinity and Jeffrey Shaw and Peter Weibel for the iCinema Centre for Inter-active Cinema Research at The University of New South Wales in co-operation with ZKM Center for Art and Media Karlsruhe.