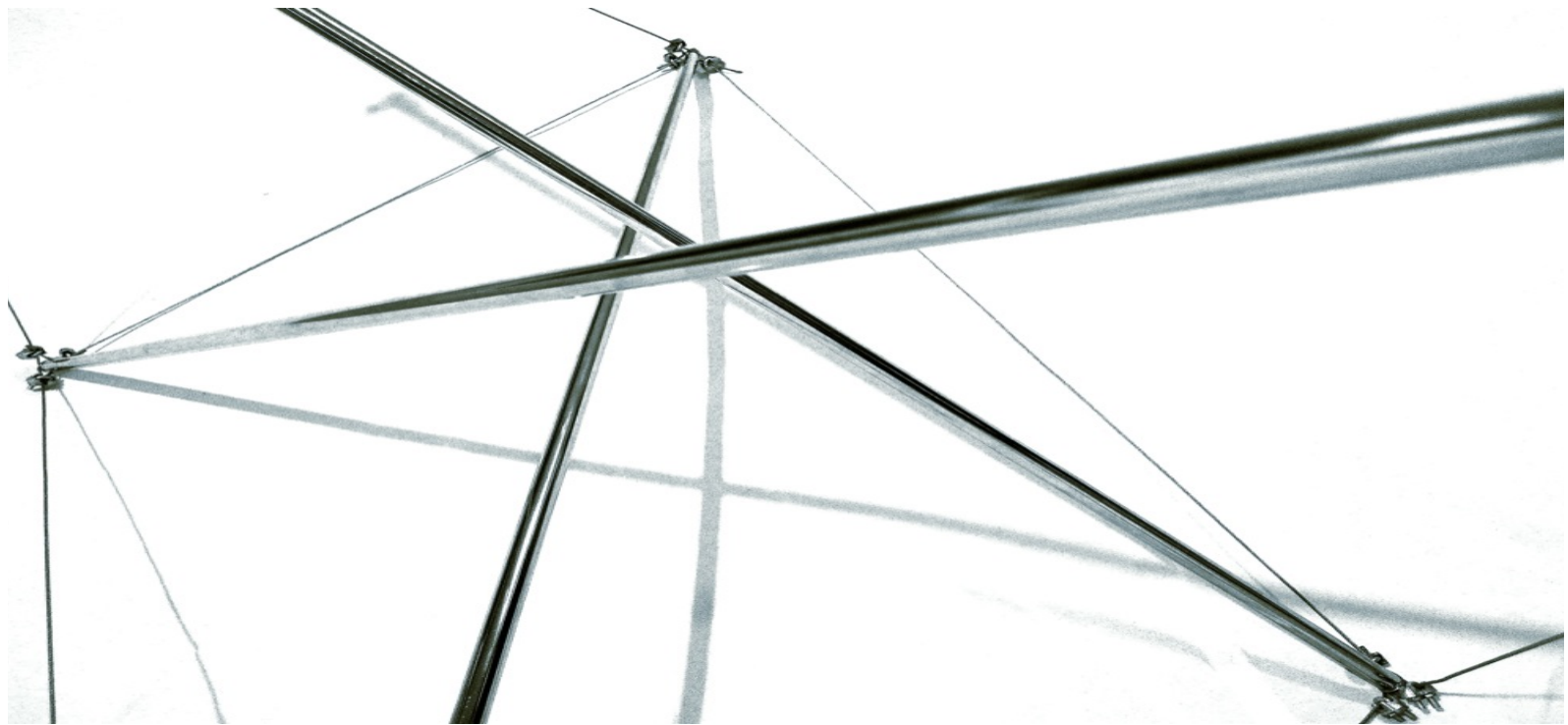


Hábitat

Fund of Develop for National Arts / Visual Arts / New
Media, 2015. Chilean Government.



Habitat has been designed as an immersive space and also as a perceptual experience of the self, mediated by interactions between individual's biology/psyche, and real time structural transformations of the cubicle-container. We think this proposal will have, at least, two principal ways of development: The first one is to research experimentally about the nature of perception, in line with notions from enactive cognition; and second, to propose questions about aesthetical and technical implications that the use of neuronal and biometric measurements in creative art design could have.

Both issues converge in some of the first artistic questions that shape in origin this project: In what sense is possible to transduce biological and neural activity as structural transformations of certain habitable space? In what sense this could be understood as perceptual or biological feedback? What kind of aesthetical experience could develop an individual that is 'biologically' linked to an enclosed space that contains him?

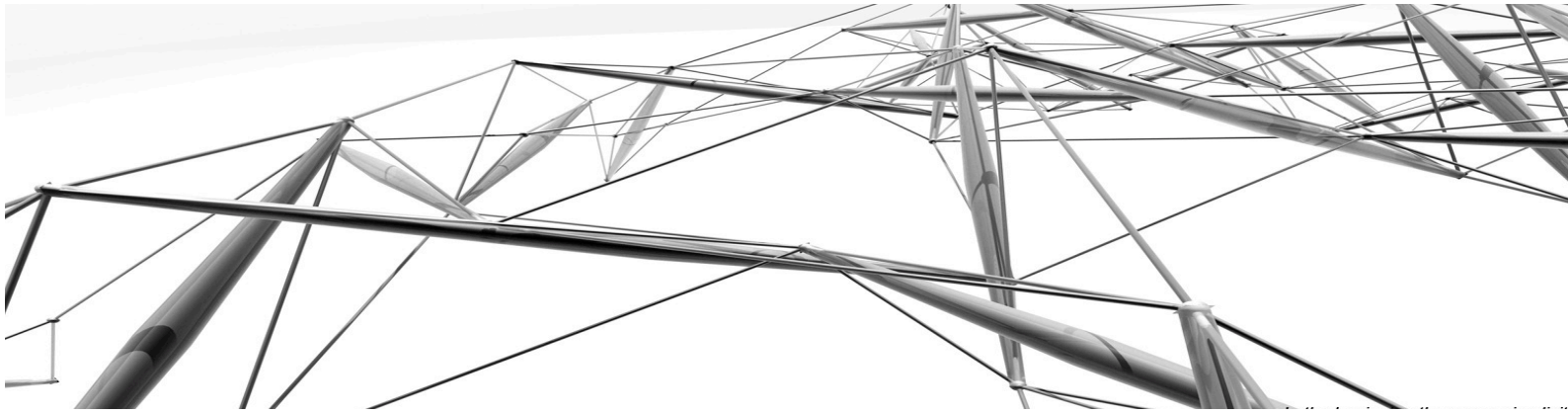
Is true that the idea of immersive space with interactive features could be associated with the most general concept of Virtual Reality, but *Habitat's* aim is to experiment from design, construction and handling of a concrete physical space, searching to create links between its materiality and the materiality of the contained individual's body. In this sense, another question emerges: Could the inhabitant have perceptual access to usually hidden aspects of his own biological behavior, while having the possibility to perceive him(self) as referred, represented, simulated, or reflected in a feedback circuit that physically interrogates him?



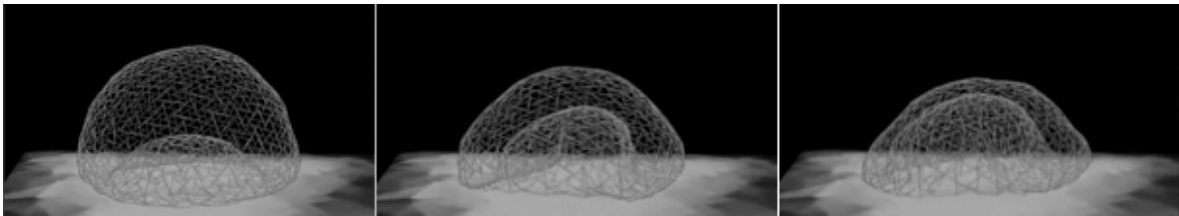
Description

Habitat is an enclosed space: a spherical container of 4 meter (13 ft.) diameter supported by its own structure, and designed to contain inside at least one individual in standard anatomical position, i.e. standing and straight.

Habitat search for convergence between body, sound and space, aiming both technical and conceptual challenge of design a cubicle-container that execute real time structural transformations in a biofeedback environment, and in an organic way. Following the idea of structural organic movements, come to mind the architectural concept of *tensegrity*, which is a structural principle based on the use of isolated components in compression inside a net of continuous tension, in such a way that the compressed members do not touch each other and the pre-stressed tensioned members delineate the system spatially.



This kind of structure make possible to modify its shape even with one localized alteration by interconnections with the other components, generating an organic movement.



Then, we could define *Habitat* as an immersive space self-modelated organically in real time, through biological data of its inhabitant.

Ejecutor Principal: Esteban Agosin Otero Profesor y director MLAB, Universidad de Valparaíso Magíster en Artes electrónicas, Universidad Nacional de Tres de Febrero, Buenos Aires

Funciones: Dirección, Investigación y programación

Co-ejecutor: Cristián GalarceLopez Profesor Universidad de Valparaíso Lic. en Música, Pontificia Universidad Católica de Valparaíso Postítulo en Composición Musical, Pontificia Universidad Católica de Valparaíso

Funciones: Investigación y programación

Co-ejecutor: Eric Rodriguez Sevilla, Arquitecto y artista medial

Funciones: Investigación y diseño estructura

Co-ejecutor: Carolina Marín Rubio Lic. en Artes escénicas, Universidad Mayor Magister en creación e investigación artística contemporánea, Universidad Mayor

Funciones: Producción e investigación

Contacto:

estebanagosin@gmail.com

carolina.marin.rubio@gmail.com

+569 75819157