

HYBRID DISPLAY SYSTEM FOR ARTS AND CULTURAL VENUES

Why we created Tilo

As media artists creating generally ephemeral artworks for public spaces, We were surprised how little attention was being given to the public spaces within cultural venues. We wanted to animate these spaces and create an interface between the building its host organisation and the public.

We also wanted to create a system that allowed the programming of public art interventions within a venue context and our hope is that a network of venues using Tilo can commission small projects and share them.

Why the name Tilo

Our high level aspiration for the project was born out of our interest in the convergence of digital and the real world, And the question, "Can a building have a digital soul?", A reflection of all the people that inhabit or visit over time. With that in mind we named the project after "Tilo", an African creator God.

Overview

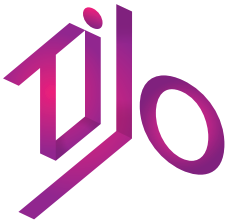
The system is based around a core of Tilo player/s (computers) that display various content types on large digital screens in a venue and that are scheduled and managed from a central cloud server and content management system (CMS).

What makes the system hybrid is it's ability to integrate with external data and hardware at various levels of sophistication. It was designed from the ground up to programme complex media artworks, hacker experiments and hook ups to external data streams from either web feeds or hardware sensors.

The play list and over layer

Content is scheduled as a play list, that typically displays a twenty minute loop of alternating media pulled randomly from a selection of media buckets. A poster - a video - media art - poster - live data visualisation - interactive etc..

Alongside the play list is content that runs in parallel in an over layer and allows artists to create projects that can detect people and temporarily take over the screens to engage visitors directly.



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Features

Tilo is an open platform that is designed to allow for a mixture of content types and media to be scheduled. The tables below list the functionality available within the four basic content categories.

INFORMATION	
To provide marketing, news, scheduling and organisational information	
Automated information items	Dynamically updated from the host venue website (manual override)
Automated film and exhibition times:	Dynamically updated from the host venue website (manual override)
Manual notices:	Notices can be created following a set format (Type, title, location, description) and given an expiry time
Super manual notices:	Notices can be created following a set format (type, title, location, description) and given an expiry time. Media assets can also be associated with these notices (images or video) and will play behind them
AWARENESS	
Using live data from web streams and hardware sensors to provide dynamic ever changing content	
Simple weather:	Maps a localised weather feed from the BBC to a database of terms (FACT use if for weather related film quotes)
Advanced weather:	Maps a localised weather feed, a hardware temperature sensor, the time of day to a list of keywords that are used to search a selected list of Flickr groups to bring back contextual imagery. Creating a constantly changing display.
INTERACTIVE	
Using a combination of the artist layers and embedded flash game engine to create ephemeral experiences	
Pong, snake and breakout	Allow visitors to follow links using their smartphone and interact directly with the screens, in this case to play single or dual player games
Mirror	Highly interactive playful art piece
Shadow	Uses a depth camera to create live shadows of visitors behind information notices
PERSONAL	
To enable a dialogue and memory between visitors and venue	
Members	A mini responsive website and Facebook connect authorisation that can be used as the host for artists wanting to explore creating a personal link with visitors
Handprint	Running over the transparent artist layer. We show a permanent hand icon next to a physical scanner, visitors can scan their handprints, which are added to the main visualisation of handprints and are presented with a unique link that allows them to become members of the building and also connect them to another artwork PHOTO EMOTICON
PHOTO-EMOTICON	After a visitor has accessed the link provided from the handprint artwork, they are presented with three questions, (a drop down list of emoticons which part of the building they are visiting and who they are with. These are represented on the screens alongside images taken from a specially created Flickr group of photo emoticons

Additional Features

Triggers:	Enables staff to manually select content via mobile device using preset triggers
Authorisation Keys:	Ability to grant permissions for artists to access members database in order to create their own interventions and experiments
Data feeds:	Configurable in the cms, allows the use of custom data streams