



Active Ingredient

"There is a point where the clearing, the landscaped space inhabited by us humans stops and the boundary, a dark line of trees, appears in front of you. The edge of the forest. If you cross this line you become submerged. The light changes, shadows deepen, sounds are layered and you can breathe deeply. There are new rules."

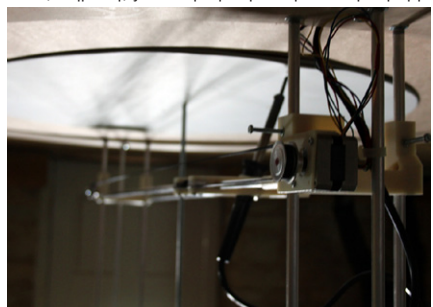
Introduction

Active Ingredient is an award winning artist-led group founded in 1996, creating interactive artworks merging art, technology and science. 'A Conversation Between Trees' is our latest project, a touring artwork that connects forests in the UK with forest regions in Brazil. It has evolved since August 2010 involving five artists' residences, three exhibitions, and many more public interventions across both countries. The resulting interactive artwork reveals unseen aspects of these forest environments. Each element of the exhibition provides a clue for visitors to piece together an unfolding story of 100 years of the forests and climate change.

Active Ingredient is Rachel Jacobs, Robin Shackford, Matt Watkins and Rebecca Lee in collaboration with Silvia Leal, Matt Davenport, Mark Selby and Mike Golembewski, working in partnership with Dr Carlo Buontempo, Head of the Climate Adaptation Team, MET Office Hadley Centre, UK, Prof. Mario Jorge Ferreira de Oliveira and researchers at the Horizon Digital Economy Research Hub. The artists' residences and the exhibitions were commissioned by FERNWOODS Contemporary Art, Yorkshire Sculpture Park, Nottinghamshire County Council Arts and Leisure Services (at Rufford Craft Centre) and the Centre for Contemporary Art and the Natural World.



Looking down over the Climate Machine as it burns carbon dioxide levels from 1959 as a circular graph onto paper



The soldering iron and mechanical arm of the climate machine

and out. It moves very slowly to scorch the paper effectively, so it takes about 25 minutes to complete a single drawing. The machine sits in the middle of the exhibition, between two real time visualisations of environmental data, the idea being the machine connects the present experience of the forest visualised within a more temporal scientific perspective of climate change.

Research: The Climate Machine creates a dialogue between the data collected by scientists in an observatory in Hawaii since 1959, and the space and time experienced by the audience. It enables the data to become tangible, by drawing the data in real time onto the paper as circular graphs, representing the ever increasing circles tree rings, as carbon dioxide in the atmosphere has increased. This recorded data is juxtaposed against the live, situated data coming from the trees in both forests, located in the here and now and collected by the artists from a tree that the audience can stand under and perceive for themselves. The dialogue that is created by these tangible interpretations of the two data sets intervenes with our preconceived ideas of what data is, how it should be represented, and how to understand data in meaningful ways, as metaphors, stories and aesthetic experience. The machine enables people to see the data present and to make connections between wood, burning, trees, paper and carbon dioxide, revealing layers of meaning embedded in the data and demanding questions of the viewer that the pure statistics might not do on their own. Physicality is very important to this in a number of ways. Burning the data into paper takes something completely intangible and gives it a material form. The burning of the paper is a very physical process, much more so than if we just used a pen or printer to draw - the extent of the burn varies depending on the size of the circle, it produces heat, and you can smell it. Although we're using recycled paper, the use of a destructive process on a material that is linked to deforestation is also very confrontational and was perceived as quite provocative to some of the audience.

Audience: "The machine is, without knowing it, inside out, it seems to be doing a graph. It must have some sensor or little scientific sort of

3

This collection of thoughts and experiences is brought together from all of the key artists involved in the project and the audiences that took part. Each section is a literal exploration of the materials, conditions, research and audience involved in the project, providing us with an opportunity to bring together comments, extracts from interviews and research documents. It is our hope that this creates a series of snapshots – new conditions of practice – from this

By merging arts practice and research as part of 'A Conversation Between Trees', three stories have begun to emerge – the story of the artwork, the artist's story and the researcher's story. These are becoming the new conditions of my practice.

My doctorate research explores the opportunities and potential value of artists' interpretations of environmental data, as part of an interdisciplinary PhD entitled 'The Artist's Footprint'. This involves practice based research alongside more traditional qualitative ethnographic methodologies. I am based in a computer science department and approaching this research from both an arts and human computer interaction (HCI) perspective.

The artwork 'A Conversation Between Trees' has been created alongside my doctorate research at the Horizon Doctorate Centre, at the University of Nottingham. I am one of the founder members of Active Ingredient, and have had a key role in developing the project since the first conversation about connecting British and Brazilian forests took place, with Marcelo Godoy and Paulo Hartmann from Mobilefest, over Caiprinhas in Sao Paulo in 2008, leading to our initial research project 'The Dark Forest'.

Conditions of practice



Light through the Tijuca Forest, Mata Atlantica, Brazil



Light through an Oak Tree, Sherwood Forest, UK



A Conversation Between Trees

Active Ingredient

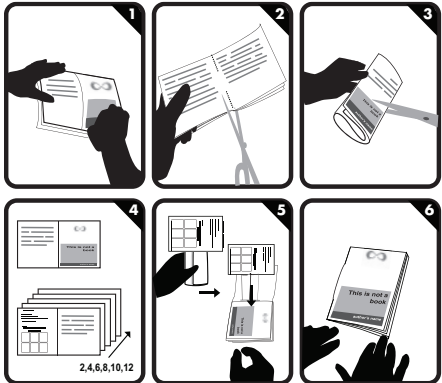
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5 office about creating a way to interpret environmental data related to a dialogue with Carlo Buttempo from Hadley Centre, UK MET

Back in England from August 2010, Active Ingredient had also begun conversations about the Mata Atlantica.

in a series of interviews, photographic documentation and ongoing Atlantica mountain region of Serro do Mar. This dialogue resulted and Raquel Locke at REGUA – a conservation site deep in the Mata the beautiful Gauanabara Bay Institute in Niteroi, and visit Nicholas artist Bruno Rezende, to talk with Dora Hees, scientist and director of to spend time at the Rio Botanical Gardens with the botanist and curator Silvia Leal. Taking part in EME enabled Rachel, Matt and Silvia participation and play, led by and in collaboration with the artist and and its urban and natural spaces through observation, negotiation, interface for the arts and sciences to take action upon the city of Rio EME is an experimental mobile studio that functions as a mobile artists in residence on board a VW camper van in November 2010. Ingredient were invited by Estudio Move! Experimental (EME) to be Conversation Between Trees, in two parts since August 2010. Active

Materials: A VW Camper Van, Skype; A broken record player; Mauna Loa Series Carbon Dioxide Data recorded at an observatory in Hawaii (http://ftp.cmdl.noaa.gov/ccg/co2/trends/co2_mm_mlo.txt); Predicted future scenarios of carbon dioxide levels from the IPCC based on a worse case scenario (www.ipcc-data.org).

Conditions:

A Dialogue Between Artists and Scientists

ambitious project that merges art, science and technological practice and research through a dialogue that spans the Atlantic Ocean, from English to Brazilian forest regions, between audiences, scientists, technologists and artists.

Rachel Jacobs

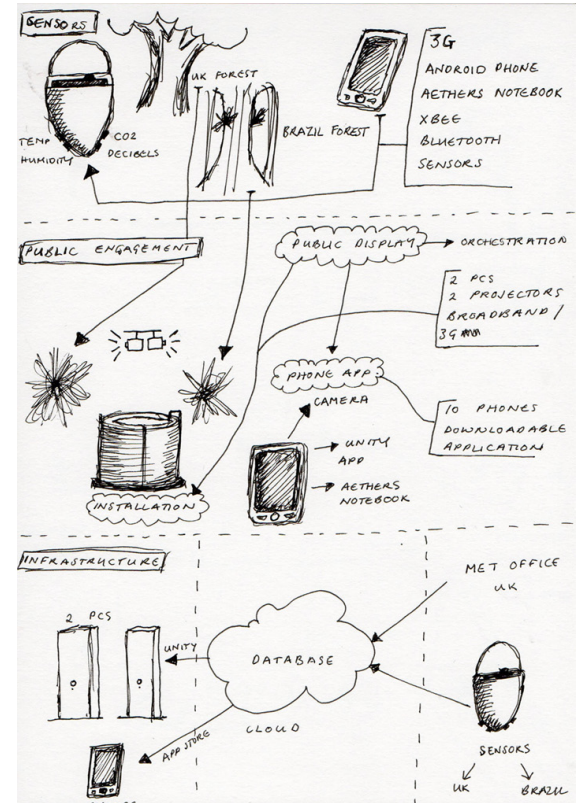


Diagram of elements of the artwork and technical infrastructure

36 Photographs by Rachel Jacobs, Rebecca Lee, Silvia Leal, Mark Selby, Matt Davenport and Robin Shackford.

participation in the walk in Tijuca Forest event.

Thank you to Fran Junqueira and Fabiano Araruna for their invaluable Hartmann, Marcelo Godoy and Mobilefest.

Haines, Juliet Robson, Gabriella Giannachi, Bronac Ferran, Paulo Reality Lab (University of Nottingham), the Forestry Commission, Lizzie With thanks to the Rio Botanical Gardens, Bruno Rezende, the Mixed McNaughton.

The installation is sponsored by Arjowiggins Graphic and Antalis

A Conversation Between Trees.

grateful to the Jerwood Charitable Foundation for the grant to support the Centre for Contemporary Art and the Natural World. CCANW is Art, Yorkshire Sculpture Park, Nottinghamshire County Council and The tour has been commissioned by Fearnwoods Contemporary RCUK's Horizon Digital Economy Research Hub grant, EP/G065802/1. England, Nottinghamshire County Council and part funded by the A Conversation Between Trees has been funded by Arts Council

other artists, scientists and technologists.

is often interactive and generated in collaboration with the audience, scale projections, mobile phone games and performance. Their work data collection and play. Their work has included installations, large together location, social networking, bio and environmental sensing, and science. Active Ingredient create innovative artworks that bring creating award winning interactive artworks merging art, technology Active Ingredient have developed a reputation since 1996 for

Credits

Text by Rachel Jacobs, Rebecca Lee, Silvia Leal and Mark Selby.

Extracts taken from an interview conducted by Nottingham Visual Arts.

Rachel Jacobs and Mark Selby are supported by the Horizon Doctoral Training Centre at the University of Nottingham (RCUK Grant No. EP/G037574/1)

7 skin felt, by touching the earth or tree bark (particularly in reference to other clues - in the light and shadows under the trees, the way they had ever experienced. We also suggested that they looked for on the coldest they had ever felt being 1, and 10 being the hottest element, e.g. for temperature they were asked to base their judgement in the environment based on their subjective experience of each

The artists explained that the visitors should rate the five elements looking up at the canopy of the forest, then **2)** Sense and rate the temperature, humidity, sound, light and air on a scale of 1 - 10.

Each visitor was asked to **1)** Take a photo of the light and colour captured by the sensor kit.

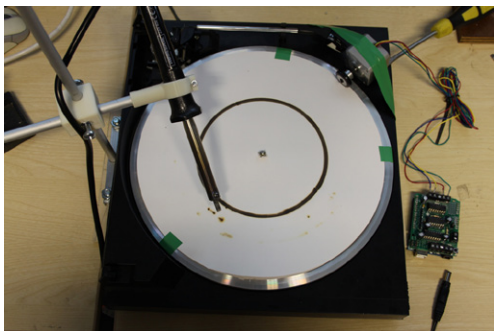
the environment and compare the results with the 'scientific data' using to sense the forest environments, using their bodies to sense encourage participants to embody the technology that the artists were manages Active Ingredient's participation activities. The aim was to Janeiro, Brazil, by Rachel and Silvia in discussion with Rebecca, who the second residency with Estúdio Move! Experimental in Rio de that took place in August 2010 at the Yorkshire Sculpture Park and The human sensor activity was developed during the first residency

Materials: Temperature, humidity, atmospheric pressure, decibels and carbon dioxide sensors; A ScienceScope sensor hub and a Nokia Phone, Dark Forest sensor application; Pen, Paper; Forests, trees, air, sky; Human Body - Touch, Smell, Sight, Sound, Taste, Movement, Memory

Conditions:

Human Sensors

climate change. Carlo presented us with data sets of recorded carbon dioxide levels in the Earth's atmosphere since 1959 and we created a set of experiments exploring how to represent this data in a way that revealed that which we cannot see in tangible forms. Through this dialogue we built the climate machine, a tactile, kinetic object that attempts to relate carbon dioxide to forest environments. The first prototype of Active Ingredient's climate machine was made out of a broken record player.



Record player used to prototype the climate machine



Meeting Dora Hees, Director of IBG, Niteroi, Brazil

The decisions that I made as one of the artists arose from previous experience, instinct, personal and individual reflection on the world, collaborative thinking with my colleagues and playing. This is hopefully what makes the work unique, that makes it art rather than purely science and technology - and yet, by opening up the process to an analytical methodology, by conducting an ethnographic study of the way audiences engage and interpret the work, I needed to find a way to open up to their questions and answers, their concerns, desires and expectations, in a manner that didn't break through the protective wall that enables me to commit to my own creative vision.

Here lies the conflict. At the same time it is exciting and thrilling to see people re-interpreting your work, challenging it and coming up with their own solutions, ideas or stories around it. As the artist and maker you have a unique insight into the connection between the motivations behind the work and the ways that people engage with it, in a way that an objective researcher would not see. You can make necessary connections that could potentially provide new knowledge.

Audience:

The decisions that I made as one of the artists arose from previous experience, instinct, personal and individual reflection on the world, collaborative thinking with my colleagues and playing. This is hopefully what makes the work unique, that makes it art rather than purely science and technology - and yet, by opening up the process to an analytical methodology, by conducting an ethnographic study of the way audiences engage and interpret the work, I needed to find a way to open up to their questions and answers, their concerns, desires and expectations, in a manner that didn't break through the protective wall that enables me to commit to my own creative vision.

Yet this is the point where the research is expected to occur, particularly when it comes to ethnographic methodologies. So there is a conflict between the interrogation required for reflection and observation and potential overexposure of the artist to the gaze of the audience.

Audience:

The decisions that I made as one of the artists arose from previous experience, instinct, personal and individual reflection on the world, collaborative thinking with my colleagues and playing. This is hopefully what makes the work unique, that makes it art rather than purely science and technology - and yet, by opening up the process to an analytical methodology, by conducting an ethnographic study of the way audiences engage and interpret the work, I needed to find a way to open up to their questions and answers, their concerns, desires and expectations, in a manner that didn't break through the protective wall that enables me to commit to my own creative vision.

data about the work, in a way that doesn't impact on your feelings about making work, and doesn't let 'too much in', in terms of self reflection?

This experiment in itself, I hope, has created new knowledge about the reality of being an artist researcher and a new set of questions for both sides of the story.

Bibliography

Rodway, P, Sensuous geographies : body, sense, and place, London: Routledge, 1994

Rose G, 'Visual Methodologies, An Introduction to the Interpretation of Visual Materials', Sage Publications, First published 2001, 2007

Pink S, Doing Sensory Ethnography, Sage Publications Ltd (23 July 2009)



The sensor within a custom made box in an Autumnal Service tree, Haldon Forest, UK

9

the arts, as they have brought artwork back to school. This could have Geography, addressed by looking at different environments and also targeted by the visit. They had data analysis to feed Maths and

"When the students visited Fineshade lots of curriculum areas were

Audience:

decode the knowledge or data held by it.

as user of the machine, who often needs specific skills in order to power relations between the authority of the 'machine' and the human use and role of the technology can be enabled, breaking down the technology themselves, opportunities to engage with and question the takes 'the part' of the sensor, and 'performs' the role of the of our interaction with sensor technology, in a forest. If the audience The 'human sensor' activity created a performed narrative experience experience and how it was then interpreted by the audience.

aim was to explore how this could be embedded in the design of the sensory and aesthetic response to this experience. The research the invisible perceptions of being a human in a forest creating a interpreting the data, as a narrative experience that pieced together data. The artistic intention (the artist's story) was to engage visitors in artistic concepts within the artwork, how to 'humanise' the scientific the world around them (Pink, 2009). These methods support the ethnographic methodologies for understanding how humans sense understanding landscape (Rodaway, 1994), to visual and sensory describes how geographers conduct a 'multi-sensory' approach to geographic research to 'sensory geography'. This area of research The human sensor activity relates environmental science and

Research:

humidity), using all of their senses to perceive the environment as they stood or sat under the tree canopy.

During the formal workshops this activity was then developed by participants to make their own data maps. This activity also informed the design of the Hello Tree phone experience within the final exhibition. This activity was presented as part of workshops and public interventions to schools and visitors at each residency in the UK and Brazil, with a total of 28 public sessions taking place.



MA Art and the Environment students from Falmouth College using human sensors in Haldon Forest



Artist Walk using human sensors at the Yorkshire Sculpture Park

32

that are often out of your control.

on resources, deadlines and the contextual and environmental factors decisions based on creative vision and when to make decisions based Much of this is timing. When to narrow your focus, when to make collaborative process.

hand. In the case of 'A Conversation Between Trees', also by the previous work, past research and often the resources and time at space and technology, the canon of your own and other practitioners' by expertise, your own often undocumented experience of materials, connect with the vision? This can be a deeply personal process, fed the contextual and environmental factors surrounding the experience, How to discover that moment where the aesthetic experience and make, to ensure your vision is clear and the details are in place? yourself up to research and when do you close yourself down to when to ask questions and when to find answers. When do you open is a much more personal story. It is about how you make decisions, But then there is the other story, the 'artists' perspective. This one of how the project works, who the stakeholders and collaborators make up part of my doctoral research. This is the more objective story The story of the artwork, audience interactions and design process

Conditions:

Materials: Interviews, Questionnaires, Photography, Observations

The Artist's Footprint

'A Conversation Between Trees' has been a long process. The research phase lasted 2 years as part of a previous project by Active Ingredient called the Dark Forest, which began prior to my doctoral research. It is possible to match this timeline to some of the reflexive, action research methods that I have been exploring in my PhD research, taken from both the social sciences and art and design theory.

Research:

I would suggest from the experience of working on A Conversation Between Trees as both an artist and researcher, that there were two points of personal and objective conflict.

When you are taking action, producing or making, is a point when you potentially need to shut out the external world, stop the research and make the decisions – immerse yourself in the making and production, sometimes even stop talking to people altogether and focus on your vision. It is at this point that the observation (externally – how does this respond to existing knowledge and practices) and the reflection (internally – what methodology is occurring) can begin to disrupt the process or method for making. You need to ask questions of yourself and your materials, not of others.

Secondly the disruption can also happen at the point of performing, where the spectacle, exhibition or workshop is occurring and this is the hardest point. This is where the personal artist's story becomes difficult to separate from the objective story of the researcher. How do you listen objectively to the audience's response, go beyond the dialogue (that is inherent in this kind of generative, interactive and participatory arts practice) towards an analytical method for capturing

The teachers also took documentation of the activity away with data they collected and a copy of the photograph they had taken. student received a certificate at the end of the session with the school. These were displayed in the hallway of the school. Every the levels they had sensed with their bodies in the forest around their out symbols to represent each data set in a design that represented in previous workshops. The children then chose the colours and cut of the data sets and a set of colours decided by the school children artists cut out circles of felt in different colours to represent each the light in the canopy of the trees and documented their results. Both pressure and sound using their bodies. Each student took a photo of students to sense and rate the temperature, humidity, atmospheric walking into the forest, standing under the trees and asking the Rachel and Silvia ran the human sensor activity with 120 students, visualisation of the data was projected into the van.

The sensors were set up in trees nearby and Active Ingredient's artist's studio as they travelled around the Guanabara Bay region. were conducted from the EME van, that worked as a mobile school groups, based on the human sensor activity. These workshops During the EME residency Rachel and Silvia developed workshops for

Conditions:

Materials: A VW camper van; Multi-coloured Felt; Temperature, humidity, atmospheric pressure, decibels and carbon dioxide sensors; A Scencescope sensor hub; A Nokia Phone; Various trees in the Mata Atlantica, Guanabara Bay area, Rio State

Estudio Movel Experimental Residency, November 2010

formed an entire project as it was broad enough to bring data back to the classroom to look at geography, science, art, I.T and maths. Students were allowed to be active outdoors and create responses to the environment. They are now aware that data can be gathered from trees and elements in the environment, and that the environment is alive."

Comment from a teacher at Irthlingborough Primary School who took part in a workshop



An installation in Haldon Forest representing temperature, humidity, light and decibels created by students from Falmouth College



Felt data maps created by participants at CCANW

I really like stories, I create some myself. One story I particularly like and especially remembered during the walk, is an Indian myth which explains the importance of the Blue Jay, a bird which helps in the maintenance of the forest, because it eats only part of the seed which it feeds on and spits out the remainder to be sown, and so the legend goes that God protects them for this reason. But this myth was not related to my experience of the environment at the time, it was a flash that popped into my head about this connection of the animals

What are these stories?

4) Could you remember any stories as you walked through the forest?

The relationship I noticed most between the technology and the different measurements was with light. The graph generated and related to the photographs I was taking almost like a mirror, that is, there seemed to be higher peaks appear on the reverse of where there was actually more light.

3) How do you relate the 3D image on the phone with the levels of temperature, humidity, decibels and carbon present in the forest? Do you see any relation to data collected and the 3D image?

I thought it was really lovely the moment in which the narrator says that the rules here are different, this raised my expectations. It is interesting to think how little we pay attention to what is around us. I'm more attentive to people than to the natural environment, or even to the city. The environment which I entered through with the guidance of the narrator did not differ much from where I was, but I felt a very strong separation. It was more mental than physical.

relationship you had with the narrator?

you will cross to enter a new environment. Could you describe the

to their habitat. But something about my childhood, being steeped in fairy tales means I cannot see a twisted trunk without it reminding me of a face, and the fear Snow White must have had in the forest!

5) The project aims to use new technologies, arts and sciences to foster research and experience in forest environments. Could you comment on your experience within this interdisciplinary context?

I have no experience with art in relation to science and technology before now, so my notion is superficial. For me, it was ironic and interesting to use a high-tech device to realise that something is just there under my nose.

6) As a visual artist and educator, how would you place this work within the context of contemporary art? Does the work relate to any other kind of work, artists or groups you know?

I've never experienced anything like this and think that this work is part of a movement to appreciate the environment and think about sustainability. I know some artists who use elements of nature, but nothing related to technology.

7) Do you think the experience you have had with the phone in the forest would be suitable for people of any age?

It is suitable for all ages, but due to the sensitive equipment, it may be that not everyone feels comfortable to use it. This touch technology is not yet known by all hands! But nothing that a little bit of patience would not resolve.

Silvia Leal

13 we managed to collect live data throughout the project. The Carbon the sensors, moving them about to create beautiful visual effects, and Prof. Mario Jorge Ferreira de Oliveira's painting experiments with was still being sensed using the old system. Thanks to Silvia Leal up in Brazilian customs and so during our exhibitions the Mango Tree dynamic animation. Sadly, the new sensor sent to Brazil got caught downloaded to the visualisation interface and interpreted as a 3D application then sends the data using 3G to the server, which is then every minute and collecting data through the hub via USB. The Android smart phones. The phone works by taking a photograph Sciencescope sensors, but with an Arduino hub that works with Golembewski we have finally built a sensor, using our original with researchers at Horizon and the artist and PhD Student Mike battle of the project and they have taken several iterations. Working for the exhibition tour has been the hardest technical and practical place in forests in the UK throughout 2011. Building the sensors **Conditions:** The exhibitions of *A Conversation Between Trees* took pastels and compressed charcoal; Two seats

collapsible frames, parachute material, ground sheet; Coloured soft recycled bicycle tyre; A small light blue leather suitcase; Two very light phone and the Hello Tree sensor application; A wooden box, a Dark Forest sensor application; An Arduino sensor hub, an Android dioxide sensors; A Sciencescope sensor hub and a Nokia Phone, Temperature, humidity, atmospheric pressure, decibels and carbon

Materials:

Exhibitions at Fineshade Woods May 2011, Rufford Abbey Country Park (Sherwood Forest) September 2011 and Haldon Forest Park October 2011

them for future use in the classroom and follow up work. The human sensor activity was then repeated with another school group at the Guanabara Bay Institute.



Silvia in the EME van cutting felt with participants in the workshop



Felt data maps representing decibels, atmospheric pressure, humidity, temperature and light made by students from Escola Camilo Castelo Branco

28 Photographs captured by visitors whilst using the phone at CCANW, Haldon Forest, Devon, UK



Comments from visitors to the exhibition

eye opener, its good." I was really tuned into the forest then, because the artists had sort of opened that up to me and I could hear the sounds more and I could see some of the forest like really clearly, and really it was almost like I walked into the forest just kind of a bit shut off really, and in 2D, and I walked back in 3D, it was like Avatar. I was walking back, it was quite bonkers, yeah, I could see some of the leaves, I just really noticed how amazing the forest was and I hadn't noticed that before really, I had shamefully been tuned out, but, which was really cool, yeah a real

A Walk in Tijuca Forest with the Phone

The notion of a temporary mobile space was here further dissolved with the event that took place on October 22nd, as a link up with the CCANW exhibition opening in the UK. With just a small hand-held device, you are guided through a unique individual experience of the forest environment. The narrative, now in Portuguese, worked in parallel with the periodic visualisations, simultaneously on display in the UK. This event opens up the possibilities of sharing the subjective experience, and relies on the people directly involved to choose to share their 'data'. I place the emphasis on these temporary spaces. We can choose the most adequate space each and every time to work. The hand-held technology is inspiring and satellite communication is useful. If only it were so easy to bring people together in the real world – that is why it is so important to value when they do come together. Thank you to Fran Junqueira and Fabiano Araruna for their invaluable participation. Below is an interview with Fran about her experience in the forest:

1) How was your experience walking through the Tijuca Forest from the time the application 'A Conversation Between Trees' began on the mobile phone you were carrying with you? Was there a change in your experience of the forest? Describe these changes if any.

Yes, I realised that my relationship with the forest had changed. I started to notice elements that I don't normally perceive, such as moisture and cold. Above all, the narrative inserted me into a poetic framework or Aura even. The relationship with the environment took place under the influence of this poetry, which encouraged me to open my eyes more, be more susceptible to the details around me.

2) The voice on the application points to a limit in the forest which

15

changes affect the image's brightness, creating a sparkling effect pixel's colours which extend like tentacles outwards, temperature the tree as it receives it, live in the gallery. Light levels lengthen the responds to changes in the environmental and climate data around the corner of the screen). This abstraction rotates and dynamically photograph that is taken at the tree (the photograph appears in the colour in the dynamic 3D image comes from each pixel in the Unity by the artists.

database. This data is then pulled into a visual interface designed in CO2, light and colour levels around the tree are sent to an online and the sky. Through 3G internet, the temperature, humidity, decibels, minute. The phone camera is positioned to look up at the tree canopy live from the canopy of a tree in each forest to the gallery once a Temperature, humidity, sound, CO2 levels and a photograph are sent

Conditions:

box, a recycled bicycle tyre laptops, two large projection screens with wood frames; A wooden Birch Tree and a Service Tree, Haldon Forest, UK; Two Projectors, two Rufford Country Park, Sherwood Forest, UK; A Beech Tree, a Downy old Ash Tree, Fineshade Woods, Northamptonshire, UK; An Oak Tree, tree in the Mata Atlantica, Rio Botanical Gardens, Brazil; A 750 year in the Mata Atlantica, on the edge of Rio de Janeiro, Brazil; A Jequitibá android phone and the Hello Tree sensor application; A Mango Tree Phone, Dark Forest sensor application; An Arduino sensor hub, an and carbon dioxide sensors; A ScienceScope sensor hub and a Nokia Materials: Temperature, humidity, atmospheric pressure, decibels

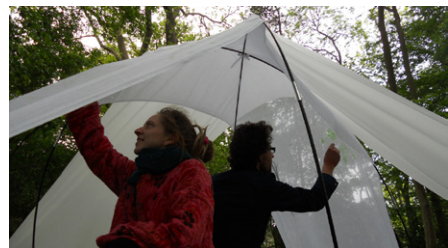
The Conversation Between Two Trees (Visualisation)

Dioxide monitors were sponsored by the sensing company Vaisala Ltd who, with Carlo, supported our visualisations and understanding of the data as part of creating the artwork.

Whilst in the UK Silvia put together a prototype of her first portable studio, 'Port' as a direct extension of the bridge building, sensing and long-distance collaboration between the UK and Brazil. 'Port' formed a temporary satellite space in the forest, an open invitation to observe and draw the forest surrounding us directly onto the interior of the structure, to capture the forms, the light, colours and movement, as a trace of a temperate forest, which she took back to Brazil.



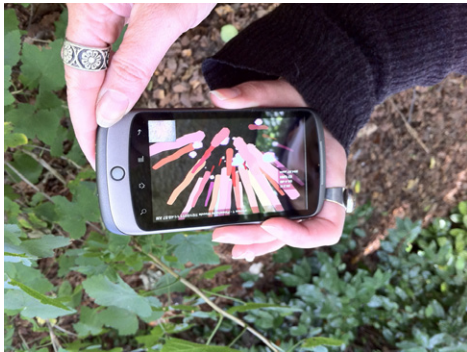
Rachel setting up the old sensors at Yorkshire Sculpture Park



Visitors drawing the light and colour in the forest as part of Silvia's portable studio experiment 'Port'



Fran using the phone application in Tijuca Forest



Looking at the visualisation through the Hello Tree Phone experience

humidity, light, sound, and air quality is like by moving a slider bar on the screen of the phone. Finally they are asked to input three words describing how they feel. This data is recorded and uploaded to the server. The original idea was to upload it directly to a website, but sadly the technology for this proved problematic, this will be developed in future versions.

Research:

Further research is required to begin to understand whether the re-enactment and 'humanising' of the technology through the phone experience enables participants to engage on a deeper level with the functions of the technology and their experience in the forest environment. Through the collaboration with Carlo it has also revealed that the work with human sensing connects directly to current research occurring within environmental science around the recognition of a human's ability to accurately sense and perceive temperature (thermal comfort) and the factors that influence these perceptions. Future work is due to take place with Carlo and Horizon to explore the opportunities that arise from the phone experience and linking human sensing with scientific data.

Audience:

"I pointed it at toadstools and it really looked like it was taking the colours."

"A good tool for artists to look at colour."

"It is inspirational."

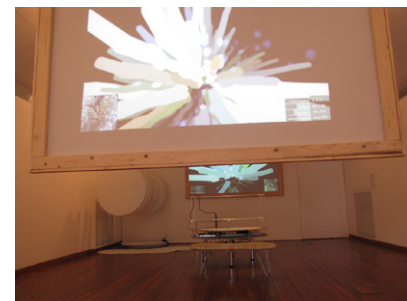
"I went through the recorded voice the artists had recorded, so I listened to all that and then went through all the, I don't know what it is, the process or doing the little programs and little tasks which she set, which I enjoyed, and then they slowly tuned me in really to the forest and tuned me into the sort of the subtleties of it and the sounds and tuning out of the sort of hustle of Haldon and where we were in the art space with lots of people and walking away from that, so by the time I was finished with that, when I was walking back to the gallery just on my own with the sounds and my own thoughts, I found

17 nature, they seem to kind of tap into a shape that changes and moves based realistic way, but they refer to more forms that you would find in look a bit like spores or kind of natural forms, not in a kind of lens different colours, but what I was really intrigued by is the fact that they of slowly spiralling or slowly turning, they're made up of spokes of "I would say these very kind of slow abstract compositions are kind questions, all this."

differences. You know, I feel like I've got a lot, it's brought up a lot of long way away, you know, and the great similarities as well as the just been to Haldon today, I've experienced another forest, a very Audience: "I think I will go away today with that feeling that I haven't their own sensations of standing under the canopy of trees.

the UK and Brazil, influenced by the patterns they found in nature and sensory responses, captured as the artists walked in forests in both the interface were designed based on photographs, memories and temporal constraints set by the technology. The visual effects within situated environmental conditions around those trees and within the of capturing data across Brazil and the UK gives a sense of the the data we collect and our interpretation of this data. The act we capture the impact of these spaces on the tools that we use, understanding of what and where these 'spaces' are and how how research occurs within 'natural environments' requires an environment on environmental sensing technology. Understanding time. This begins to reveal the contextual importance of location and environments as an evolving, moving landscape that changes over different temporal zones, enabling the public to experience forest and locations connected by the two sensor kits but also across Research: The artwork is a conversation not only between the trees

from dark to light, sound levels affects the movement of the 3D image, CO2 increases or decreases the size of the whole image. One screen shows data collected from a tree in Brazil's Mata Atlantica and the other from a tree in a UK forest, local to wherever the exhibition is happening. These are very much about giving a sense of the environmental conditions around those trees at that specific moment and location. In comparison with the machine, the visualisations connect the present experience of the forests within a more temporal scientific perspective of climate change.

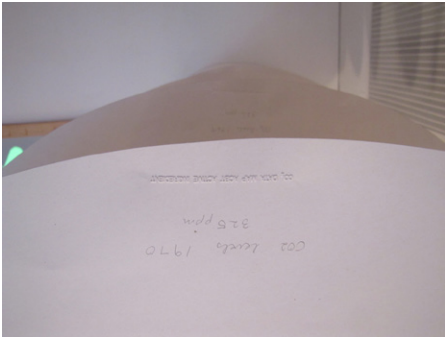


The exhibition at CCANW, Haldon Forest, UK



The exhibition commissioned by Ferymyrwoods Contemporary Art, Fineshade Woods, UK

24 Labelled and embossed sheets with the year and average carbon dioxide reading



Sheets of paper with a year of carbon dioxide levels, scorched as circular graphs on each sheet.



Comments from visitors to the exhibition

can understand"

"We need more people explaining what is happening in a way people visually exciting, but then I like circles and I like the orderliness of it."

Audience: "I just found the whole hanging circles of paper really

Being a human sensor in the forest (the phone application)

Materials:

Android phone with camera, 3G; Human Body - Touch, Smell, Sight, Sound, Taste, Movement, Memory; Forest, trees and sky

Conditions:

Visitors borrow a mobile phone to take into the forest. A phone application guides them into the woods, asking them to act as human sensors and take control of the way the forest is captured, visualised and sensed as they explore. Photographs are captured automatically using the camera on the back of the phone every ten seconds. There is a countdown on the top left hand side of the screen to the next photograph being taken so that people can move the phone to frame the image themselves, within the time constraints set by the countdown. The live data being collected from the forest appears at the bottom of the screen and the same visualisation as projected in the gallery appears in the centre of the screen. People can move the visualisation around, zoom in and out and discover for themselves how the light, colour and data creates the abstracted image. The phone 'paints' the image with the data that the audience capture as they walk through the forest. The soundtrack is a dialogue between the artists Rachel and Silvia, a narrative describing a journey through the forest from the artists perspectives, asking a set of questions based on the human sensor activity.

There is an English and Brazilian Portuguese version. People are asked to choose on a scale of 1-10 what they think the temperature,

19

which rotates the platform, while the other moves the drawing arm in Arduino board which uses them to drive two stepper motors, one of a set of basic direction commands. These commands are sent to an breaks it up into months and years and translates the numbers into machine a custom application written in Processing takes the data, and software platforms. When you press the button on the front of the translated into mechanical movement using open source hardware monthly CO2 levels for an individual year. This data is processed and heating element moves in and out to burn a circular graph of recorded rotates with a stack of paper on it, a drawing arm that holds a to make drawings that are reminiscent of tree rings. The turntable earth's atmosphere onto rotating circular sheets of recycled paper The machine scorches global CO2 (Carbon Dioxide) levels in the turntable.

cut the paper to size with a central hole for the paper to sit on the also supported by Ridge and Tyler Services, local paper cutters who Antalis McNaughton who specialise in 100% recycled paper, and paper was provided as sponsorship by Argowiggins Graphics and who worked as part of the Active Ingredient team on the design. The data and built by the interaction designer and PhD student Mark Selby. The machine was born from experiments with heat, paper and climate

Conditions:

Materials: Wood; 3D Printed joints and cog; Metal; Paper; Soldering Iron; Legs; Metal Button; Arduino; USB cable; Laptop; Motors; Cardboard; Bolts; Embosser; Pencil; rubber; Terminal blocks; Ferrules; Metal cord

The Climate Machine

with the data that has a life of its own."

"I like how soft it looks. The subtle colours of Sherwood, as lovely as Brazil."

"It is like a kaleidoscope. You could waste half a day here."

"It is amazing. Reminds me of the film Predator – the heat sensors looking for monsters in the jungle."

"It is beyond language and cultural references."

Comments from visitors to the exhibition

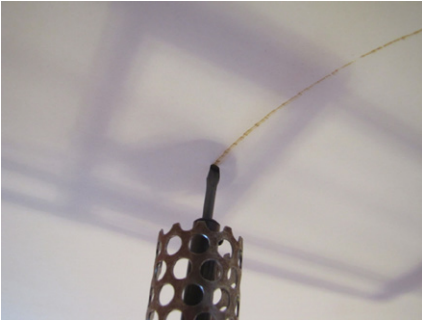


Looking up through the branches of a Mango Tree on the edge of Rio de Janeiro, Mata Atlantica, Brazil



Looking up through the branches of a Service Tree, Haldon Forest, Devon, UK

The soldering iron scorching circular graphs onto paper



Close up of the soldering iron burning 50 years of predicted carbon dioxide levels onto one sheet of paper



Comments by visitors to CCANW, Haldon Forest

"The elements of the wood are really key, like there's a visual kind of rhyme, it also reminds you that you are within a forest. So, as the circumference of the machine is made of wood and the frames have quite definite wooden structures, you are really aware that you within a forest, when you're in here"

laboratory inside to measure the CO2. It would be interesting to take it, to see it, in pieces you know."

Circular Heat Drawings

Materials:

51 x 1m diameter circular 100% recycled paper discs; Heat; Metal cord; Terminal Blocks; Curtain clips; Mauna Loa Series Carbon Dioxide Data recorded at an observatory in Hawaii (ftp://ftp.cmdl.noaa.gov/ccg/co2/trends/co2_mm_mlo.txt); Predicted future scenarios of carbon dioxide levels from the IPCC (www.ipcc-data.org).

Conditions:

The drawings produced throughout the exhibition physically fill up the space as time passes – you wouldn't get this sense of accumulation through a screen or projected image. Beginning in 1959 and continuing until 2010, each drawing represents a single year of monthly CO2 readings and is labelled so that the series of data can be read collectively as an ongoing story of climate change. The further from the centre the line is drawn, the higher the amount of carbon dioxide measured at that time. A drawing of data from 1959 shows a very small circle close to the centre of the paper, while one from 2010 is close to the outside edge.

At the end of each residency the full set of heat drawings were hung from the ceiling – a suspended tree trunk made of paper discs, each with a single circular ring representing the CO2 levels of that specific year. This continued to be exhibited in the gallery as a representation of the scale of change in CO2 levels from 1959 – 2010, alongside a projection replaying the data recorded in Brazil and UK during the residency.