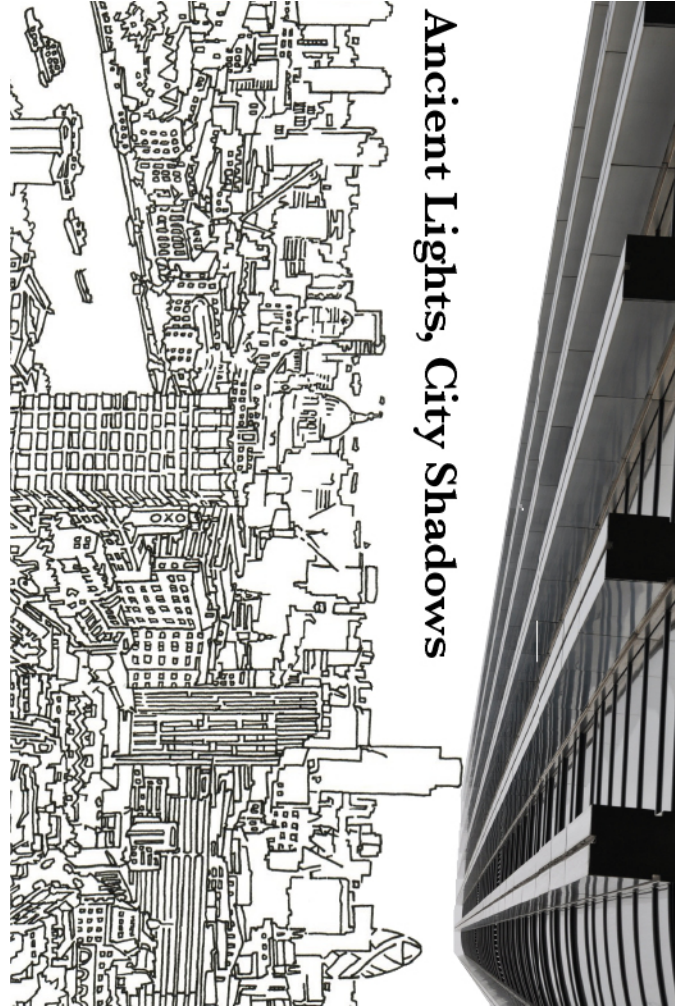
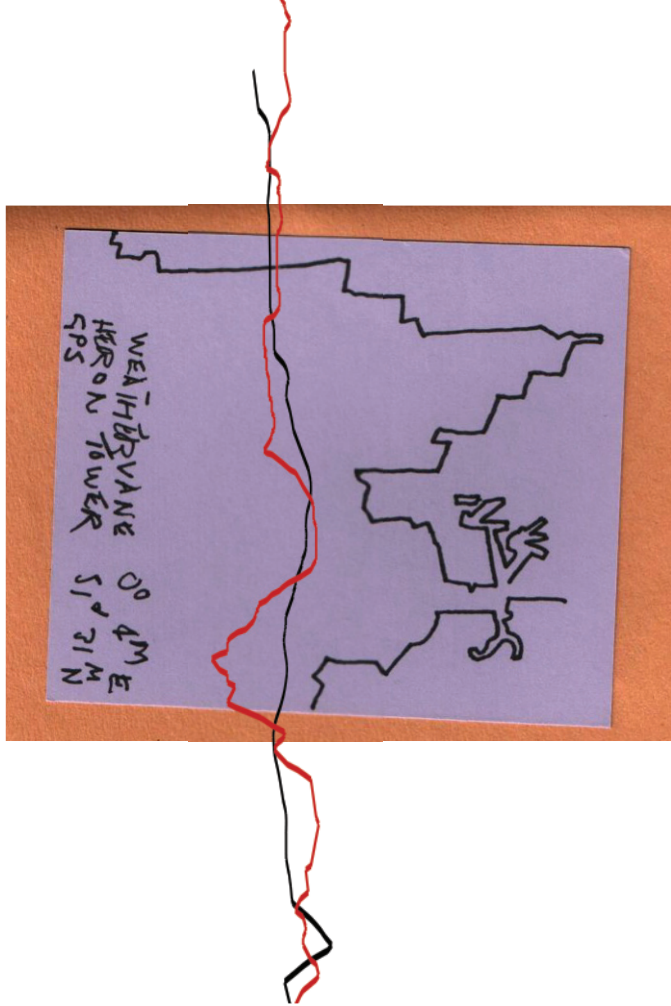
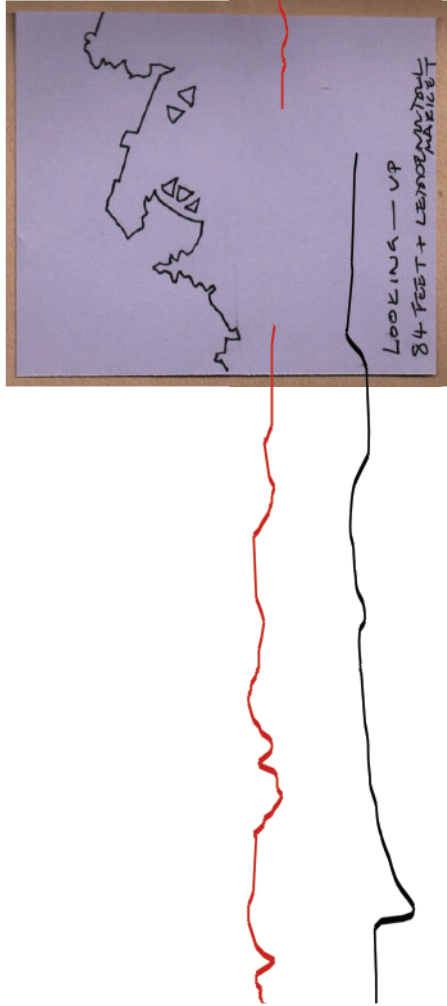
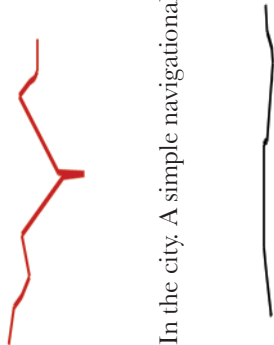
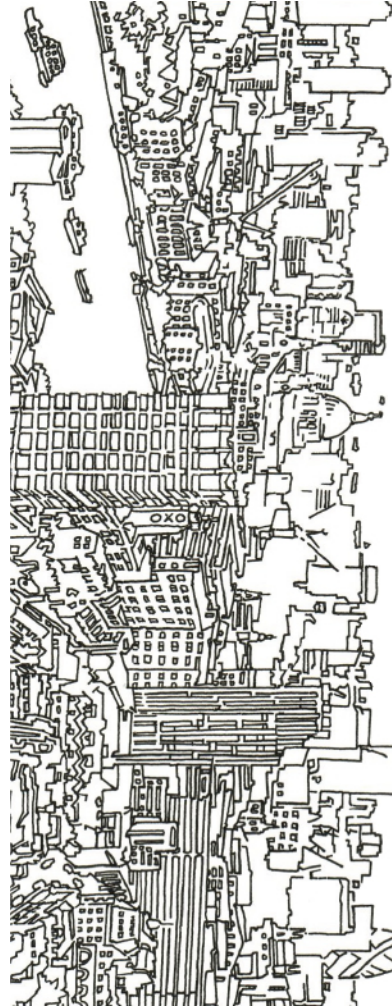
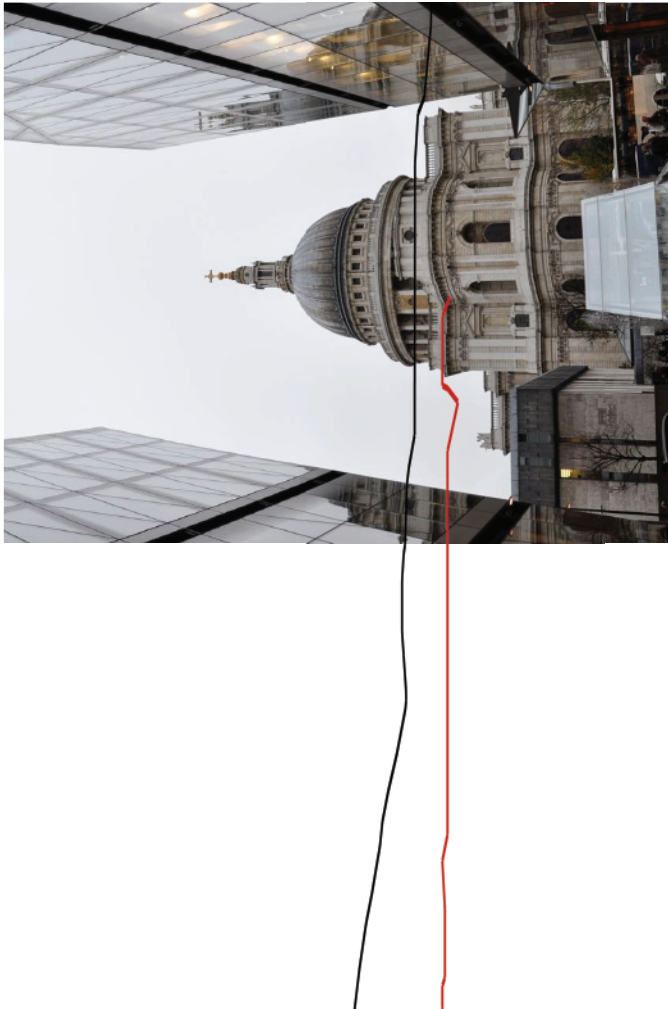


In the city. A simple navigational problem.



Ancient Lights, City Shadows

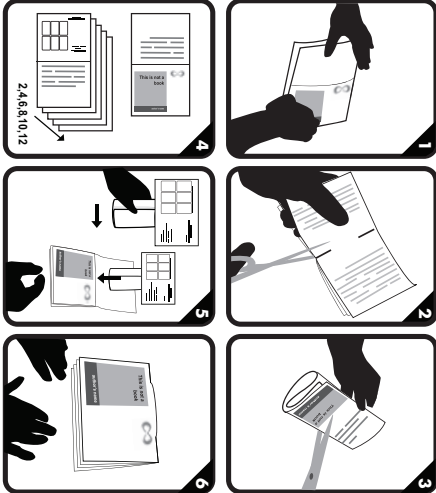




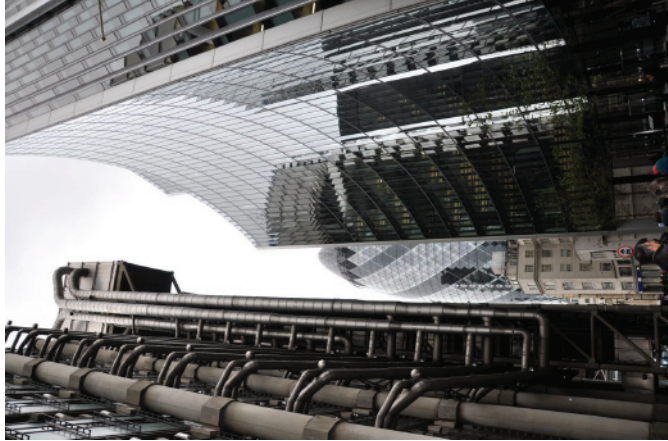
City As Material : Skylines
Ancient Lights, City Shadows

created by Martin Fidler, Giles Lane, Radhika Patel, Simon Pope, Hazem Tagiuri & Katherine Willis as part of 'Proboscis' City As Material series

made with www.bookleteer.com from proboscis



2010-12-13



By digitally mapping our journey through the city, measuring the elevation over distance and over duration, a man-made skyline is created.

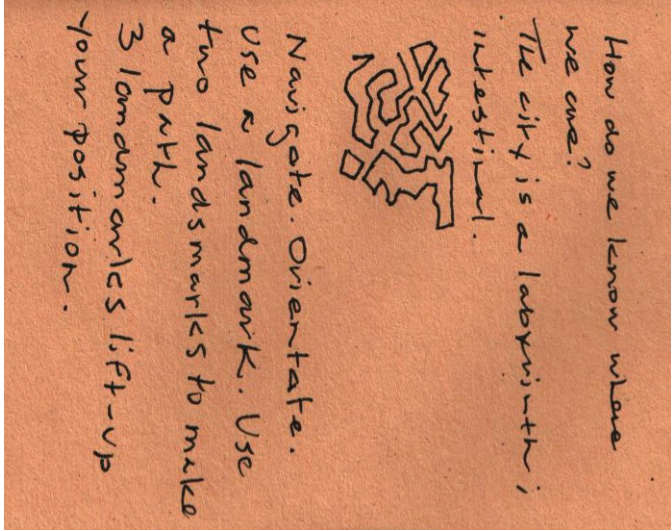
Constructed by the movement of our feet, it has no foundations. Weaving around the sights and souvenirs we captured, jittering back and forth like a nervous heartbeat, its veins course through the peaks and spires of London.

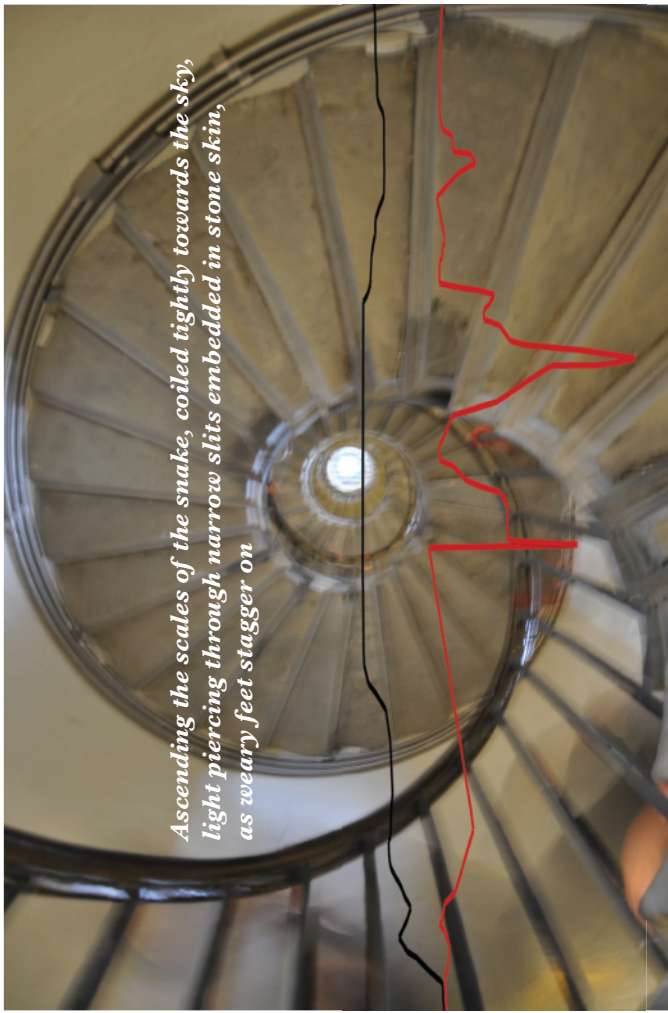
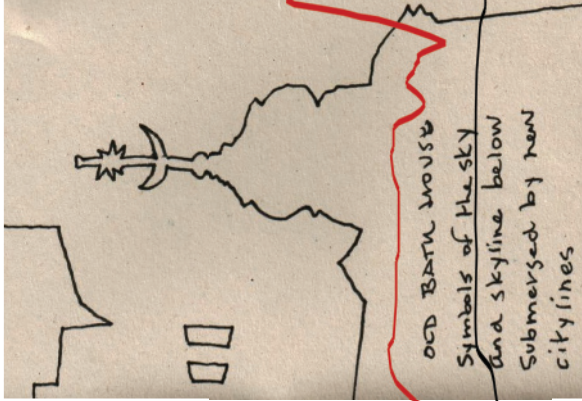
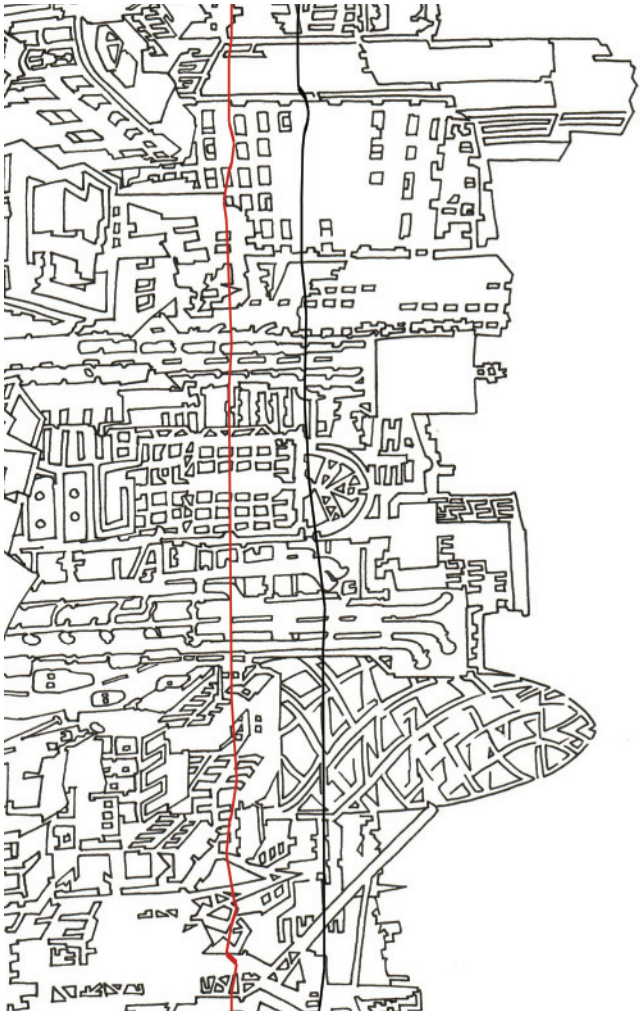
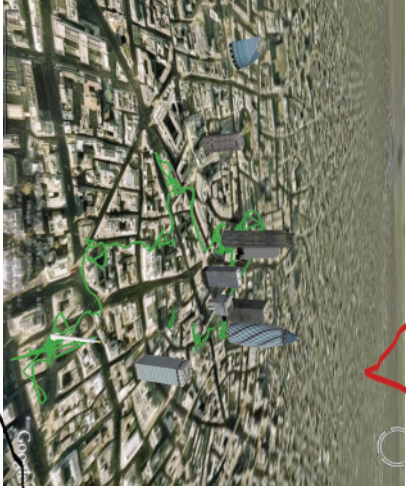
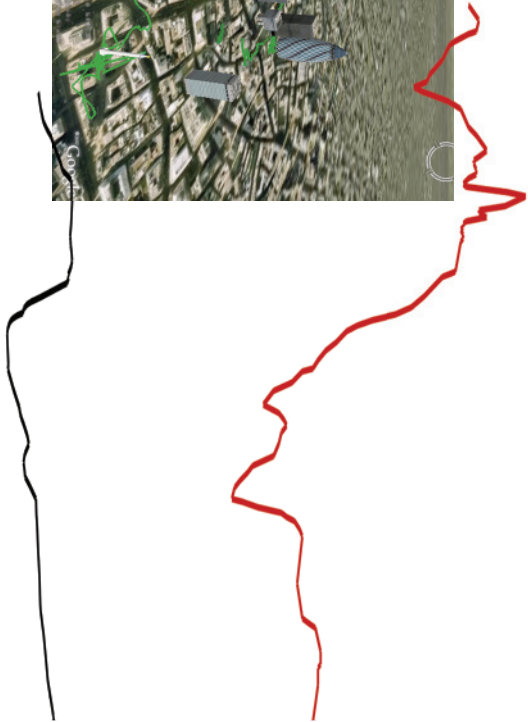
Do you remember where you have been?

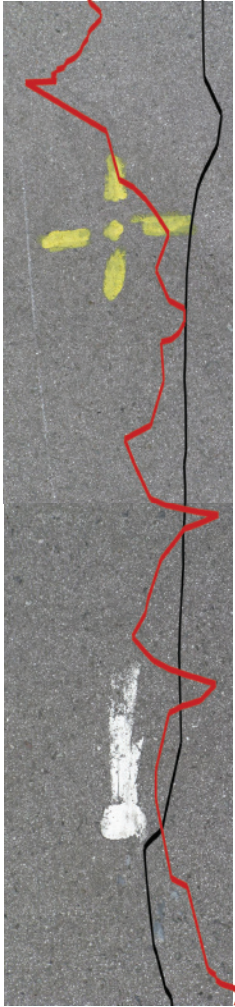
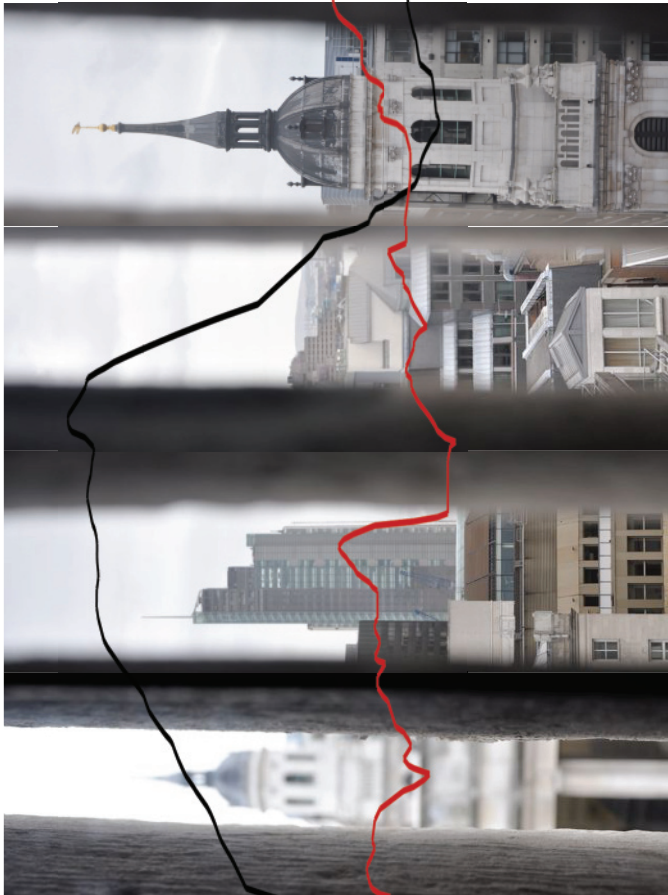
Then look for another landmark.

We imagine a line between the two landmarks, a tendon.

We find a third landmark. Now we can triangulate, form a mental map - an overview.







*To some its steel and concrete,
To us its flesh and blood.*
M. Sinclair, Brookfield

