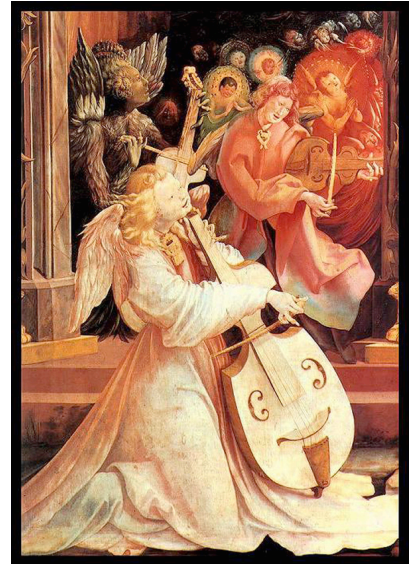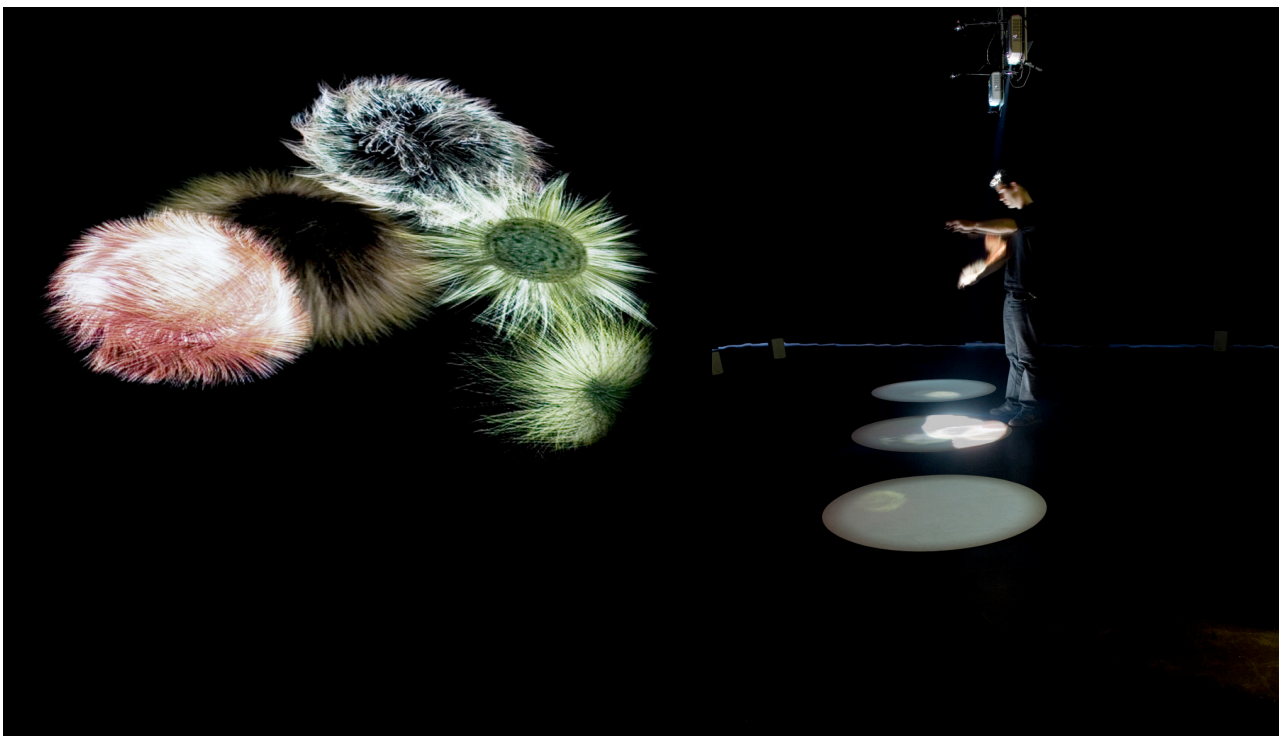# Concert of Angels
interactive video installation by Mirko Lazović

This work is based around panels of the Isenheim altarpiece, painted by the German painter Matthias Grunewald from 16. ct. The singing angels from that piece have been transformed into hairy glowing orbs that have the appearance of aureoles. Compositional elements, colors and hierarchy are replaced from the painting and treated through the use of reflective means. Music is performed according to notes performed by angels on actual painting.

Creatures are floating through three round screens on the floor, they are calm and silent, until they "notice" somebody's presence, then they appear closer to the surface, brighter and louder following spectator. The more people are present, the more figures will float and sound will be more intensive. Creatures are following people, but they also have their own behavior, so it is hard to predict how exactly they will move, or if they will react. The element of randomness should help in giving the impression of playful living beings existing in the space below the floor. Hierarchy is only strict element, so harmony in sound is created with first three appearances, after which sound gets more complex and more aggressive. Six-channel audio system creates stronger felling of physical presence.

more photos and video are included in the folder with this document.

Software created in MaxMsp/Jitter, Open GL with help of **Nenad Popov.** Sound samples were performed on cello by **Wen Chin Fu.**

Presented at:

Zaal5, Filmhuis The Hague, June 2008. www.zaal5.nl
Royal Academy in The Hague, July 2008. www.interfaculty.nl
Sign gallery, Groningen, October 2008. www.sign2.nl

Technical Specifications

brought by artist	Requested from the venue
- 3 IR usb cameras, with ceiling mounts - usb hub and cables - Matrox tripleHead2go video card - 3x 10m DVI video cables - Apple macmini computer - 3x circular projection screens - 3x beamer ceiling mounts (in agreement with the venue) - 6out audio card (chinch audio-out . Everything is packed in a flight case.	- totally dark room minimum 5 by7 meters, height 4 meter, even floor, with possibility to drill around 20 screw holes in the ceiling. - 3x identical beamers (DLP, 4500lumens or more, DVI input) - 6x identical active near-field speakers (Tannoy Reveal Active or similar) - 6x 10m mono audio cables - 3 days buildup time - power extension cables