



*ISH*

**Interstitial Space Helmet**  
james auger  
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**PROBOSCIS 2001**

## Interstitial Space Helmet

### Foreword.

The digital landscape is becoming increasingly pervasive, as electronic media in the form of television, computers, telephones, etc. infiltrate every aspect of our culture. We exist increasingly in an environment that blurs the transition between the virtual and the physical.

We are however, seemingly unperturbed by this transition; the reality of the converging landscape (human/technology, physical/virtual) where existence equals pixel thick representations and the byte mediates interaction with the physical.

Existing in a peculiar space, situated between the physical and the virtual, the rendezvous of these realities may be described as an in-between space. For the purposes of this project this will be referred to as Interstitial Space.

### General introduction.

The ISH provides a private space, a haven from the networked digital and electronic landscape.

The wearing of the ISH removes all peripheral information, concentrating audio-visual perception toward the digital manifestation of the user, or subject with whom he is communicating.

The ISH when used as a solo device provides a reflective space where the user is able to converse and manipulate the digitally manifested self.

The intervention of the ISH in local virtual meetings allows for manipulation of the self. The projected self-image may be adjusted in several ways: contrast, brightness, colour, resolution, sound balance and volume.

The space will provide an environment where a probing of digital representations may occur.

The aim of this project is to explore the consequences of an introversion of communications media, through the creation of a closed network, hard-wired environment. See diagram.1.

"the scene excites us, the obscene fascinates us") with the very universe of media and communication. In this universe we enter a new form of subjectivity where we become saturated with information, images, events, and ecstasies. Without defence or distance, we become "a pure screen, a switching centre for all the networks of influence" (p. 133). In the media society, the era of inferiority, subjectivity, meaning, privacy, and the inner life is over; a new era of obscenity, fascination, vertigo, instantaneity, transparency and overexposure begins:

Jean Baudrillard, *The Ecstasy of Communication*

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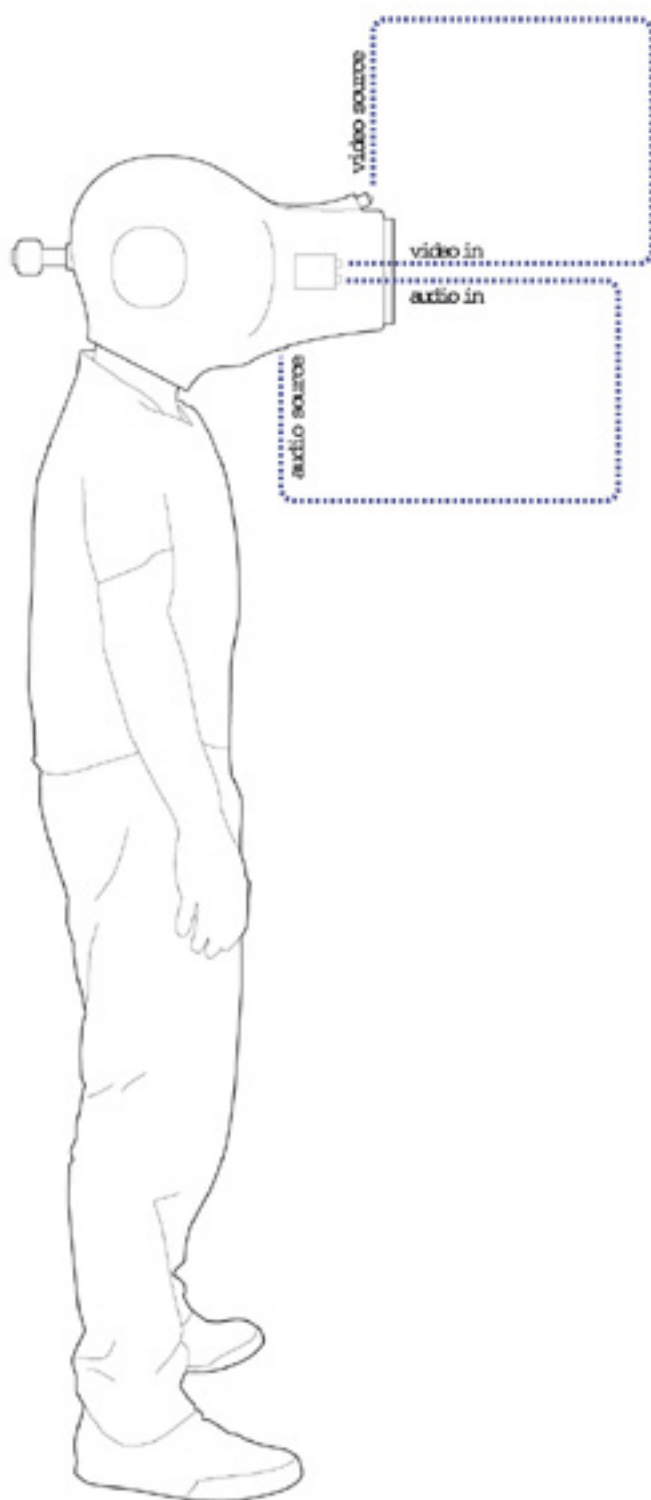
James Loizeau & James Auger

## Interstitial Space Helmet

Project : PROBOSCIS

fibreglass and various  
digital media

1 way audio/visual link in interstitial space  
enab-ling meeting with self in digital hyper-  
reality.



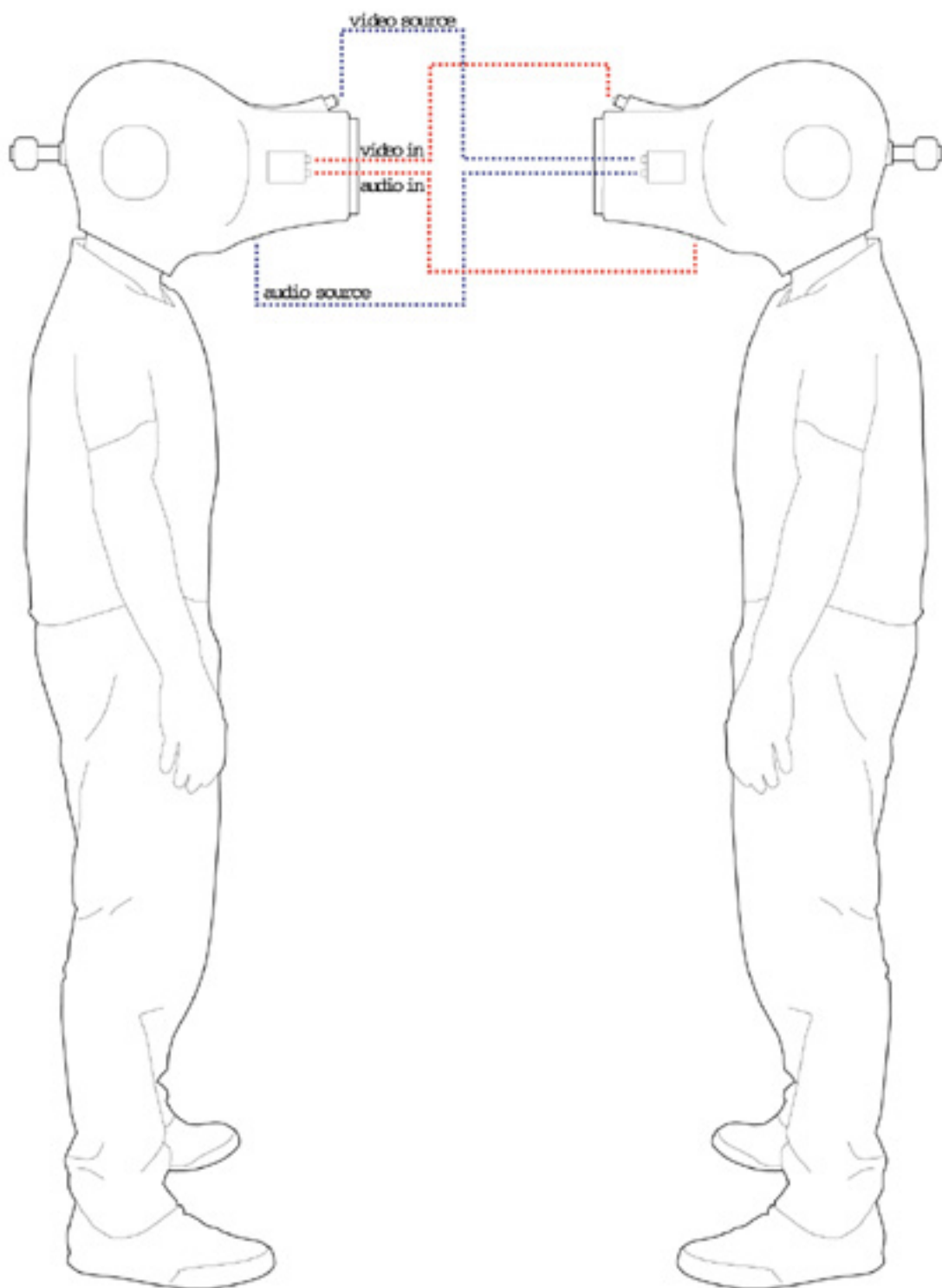
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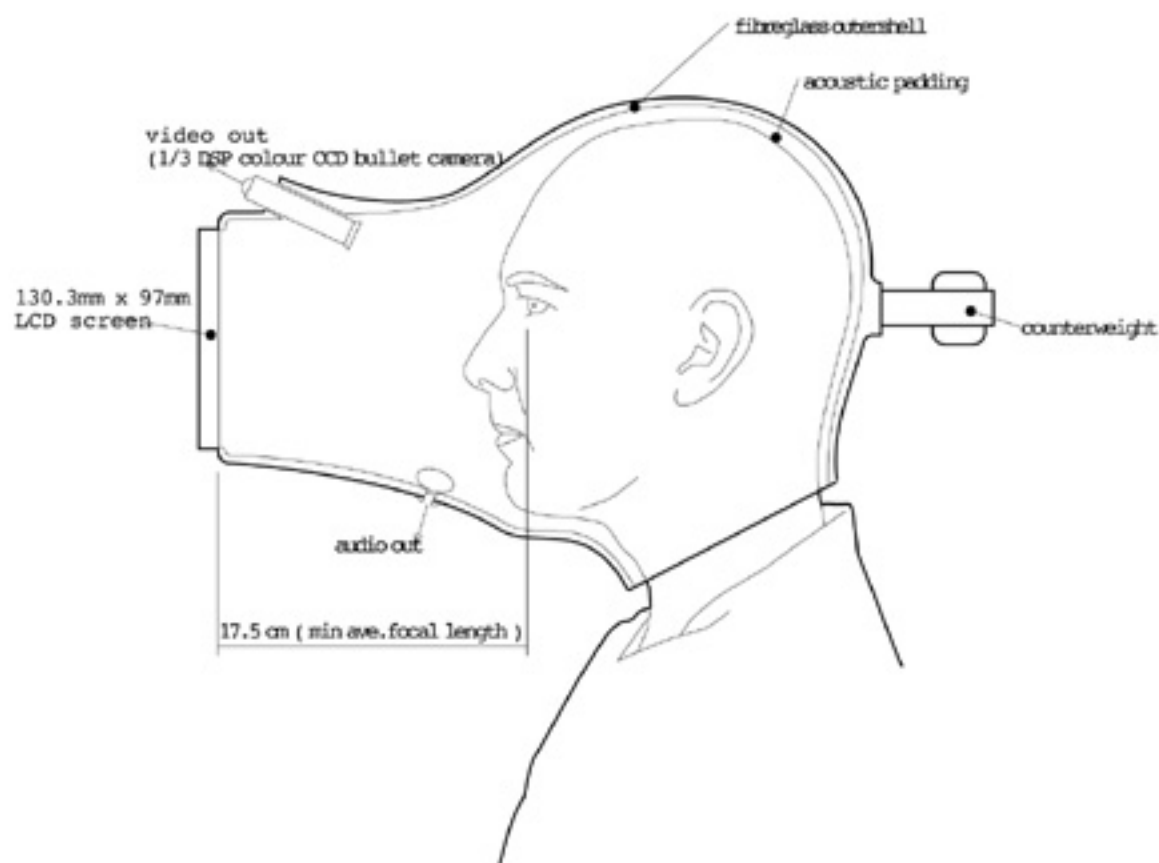
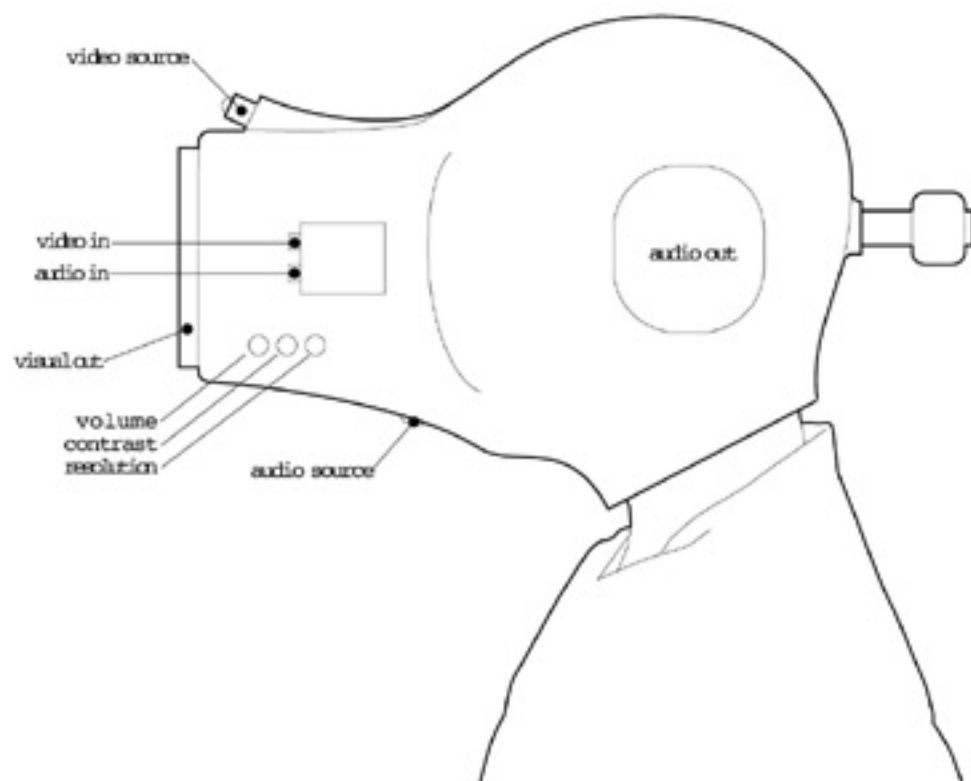
2 way audio/visual link in interstitial space  
enab-ling meeting with other in digital hyper-  
reality.



Project : PROBOSCIS

fibreglass and various  
digital media

Schematic elevation



Project : **PROBOSCIS**fibreglass and various  
digital media

General schematic

