

TR 2

NOWHERE NOW HERE (The Waiting Room)



A stretch lycra cave housing 6 to 8 people, back-projected from outside the structure. The walls become the screen, the mirror, and the world. Inside: two to three infinity objects at the center, four crystal controllers, and a water bowl. An OakD camera tracks the space, allowing the system to read participants and reflect their presence back to them through TouchDesigner-generated visuals.

SPACE

- **Total Footprint:** Minimum 3×4m.
- **Cave Interior:** Approximately 3×3m.
- **Surrounding Buffer:** Space for projectors, airflow, and facilitator movement.
- **Environment:** Semi-outdoor (chilly/humid nights, hot/dusty days). Requires a darkened area or overhead cover to minimize ambient light.

STRUCTURE & SURFACE

A lightweight **parabolic tensile structure** constructed from bamboo poles and white stretch lycra, forming a soft cave-like environment through a series of interconnected peaks, valleys, and hyperbolic surfaces. The fabric extends to the ground to create an intimate sheltered space for 6–8 people, while also serving as a continuous projection surface for the interactive installation.

- **The Cave:** Approximately 6×8ft (1.8×2.4m) floor area, 7ft (2.1m) height.
- **Frame:** Bamboo, stretch lycra fabric
- **Material:** White or off-white stretch lycra draped over the frame.
- **Stability:** Weighted baseplates or sandbags to secure the structure against wind and ground vibration.

PROJECTION & TECH

- **Projectors:** 1 × projector
- **Weather Protection:** Sealed projector covers or ventilated "doghouse" enclosures to protect against dust, humidity, and rain.
- **Mounts:** Adjustable stands or rigging points positioned outside the cave.
- **Cabling:** 1 × HDMI cables (minimum 5m/16ft) plus extension leads for all exterior components.
- **Airflow:** 2 × Industrial floor fans (one for participant circulation, one for equipment cooling/exhaust).

POWER

Total draw approximately 1100W. Standard EU sockets with extension leads required.

- **Circuit 1:** Projectors (~600W).
- **Circuit 2:** OakD, ESP32 boards, USB hubs (~200W).
- **Circuit 3:** Laptops and charging (~300W).

CONNECTIVITY

- **Network:** Dedicated router for local communication between sensors and laptops.
 - **Internet:** Stable WiFi or Ethernet drop at the installation location.
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WE BRING

- Crystal controllers (×4)
- Infinity mirror objects (×2–3)
- OakD spatial camera and mount
- Laptops (TouchDesigner)
- Sensor cables, USB hubs, HDMI cable, and basic tools
- 1 × projector

WE NEED FROM YOU

- **AV:** Stands/mounts and dust/weather protection for projectors
- **Structure:** Bamboo, stretch lycra fabric
- **Furniture:** Floor cushions/soft seating for 6–8 people, one low central plinth/crate for objects, and one small tech table outside the cave, water bowl (ceramic or brass or glass)

- **Logistics:** 3 power circuits (EU) with extension leads and stable internet access.
- **Security:** Secure lockable storage nearby for laptops and projectors.
- **Support:** 1 volunteer per session, 2 days build time, 1 day breakdown.
- Extra luggage for projectors etc.

BUILD & SETUP

- **Day 1:** Structure assembly, rigging, and weatherproofing. Flat pack assembly of infinity objects
- **Day 2:** Technical setup, projection mapping calibration, sensor testing.
- **Daily Flow:** Sensitive equipment will be removed and stored in lockable storage every night.

CONTACT

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