VORTEX

AN IMMERSIVE INSTALLATION BY HAMILL INDUSTRIES

with music by FLOATING POINTS

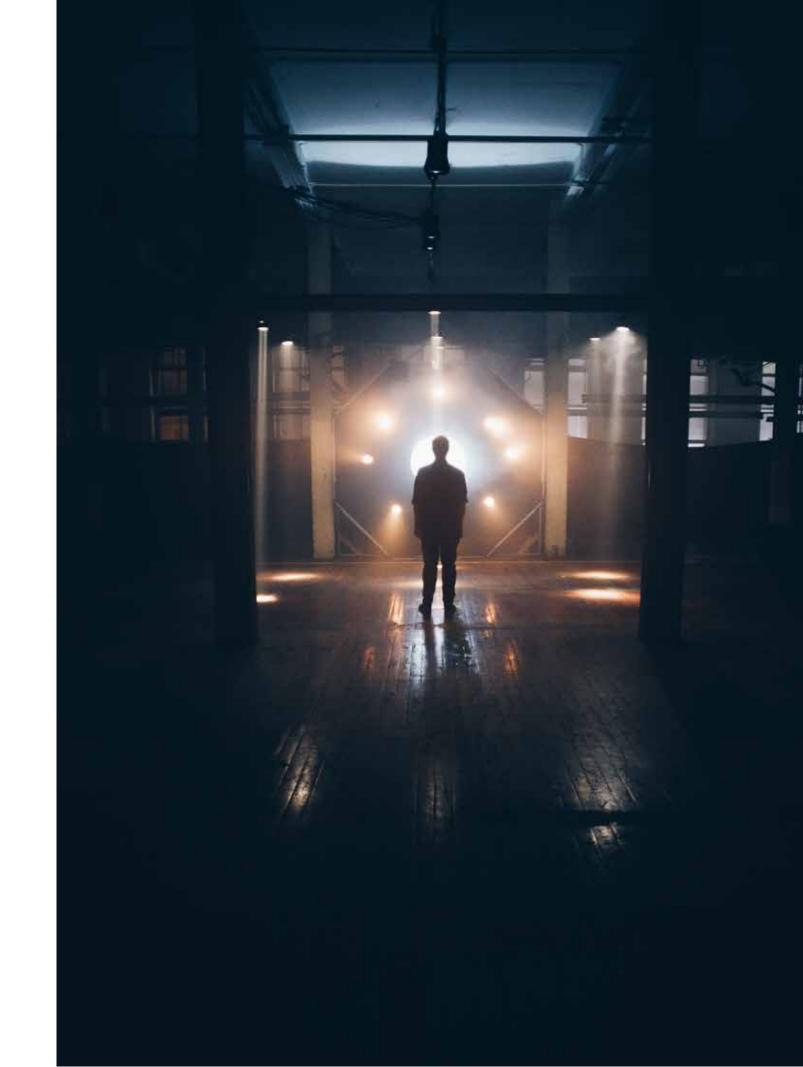


WHAT IS VORTEX?

Vortex is an immersive light, smoke and sound installation that generates a series of smoke rings which can travel up to 15m through a given exhibition space. Overhead are a geometric matrix of lights that track the movement of the rings and create patterns of increasing intensity and complexity. The smoke and light interact seamlessly with an original musical work composed by electronic artist Floating Points and presented in surround sound.

As elements of the composition move through and around the space, the matrix of lights mirrors and imitates the sounds. Every surge of bass is partnered with a giant smoke ring that is bellowed through the exhibition space as lights track it along its path. The synchronicity of these three elements generates an open and immersive space in which the viewer can freely interact and explore.

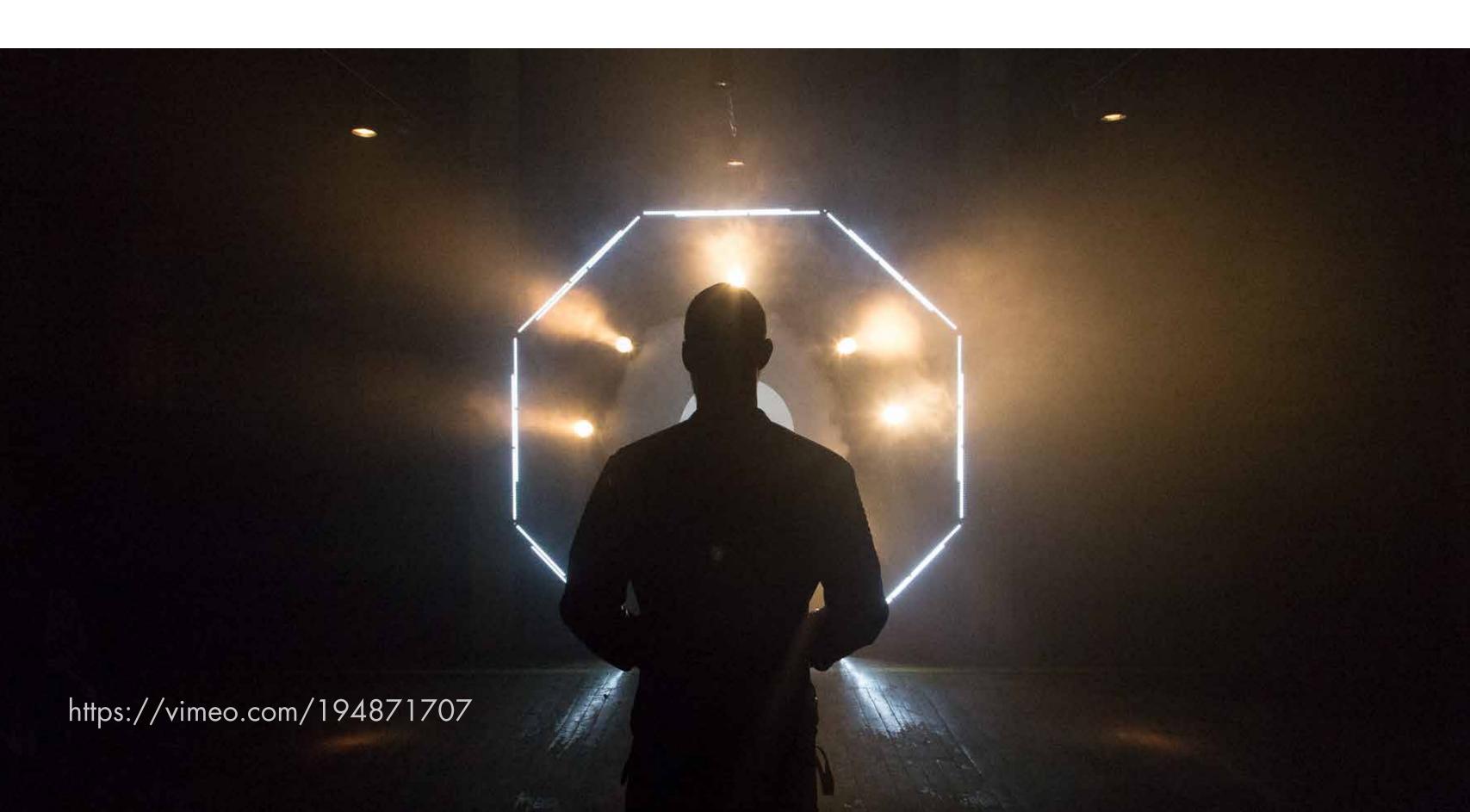
The first prototype was created with the help of MIRA Festival, Barcelona and was exhibited throughout the festival in November 2016.



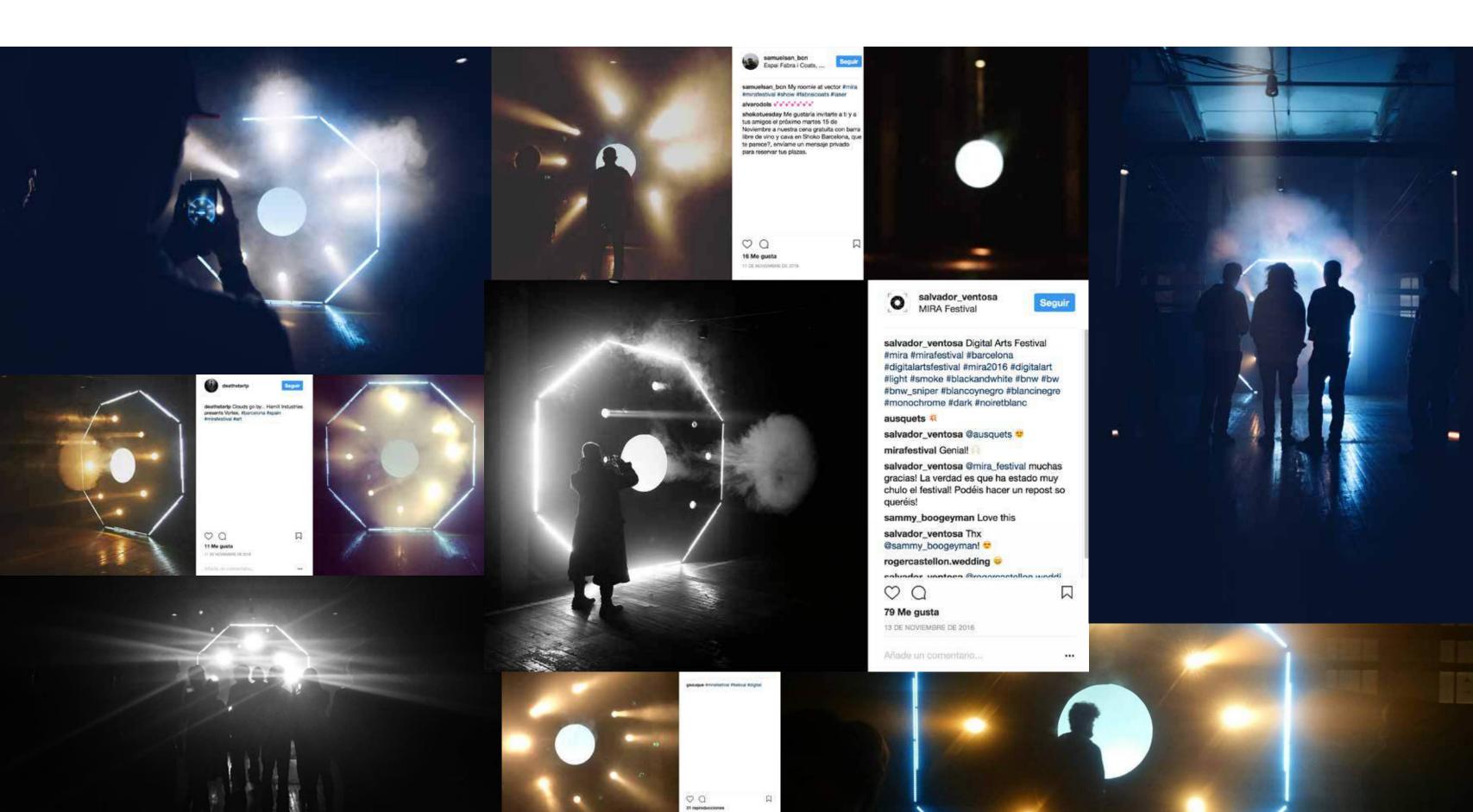


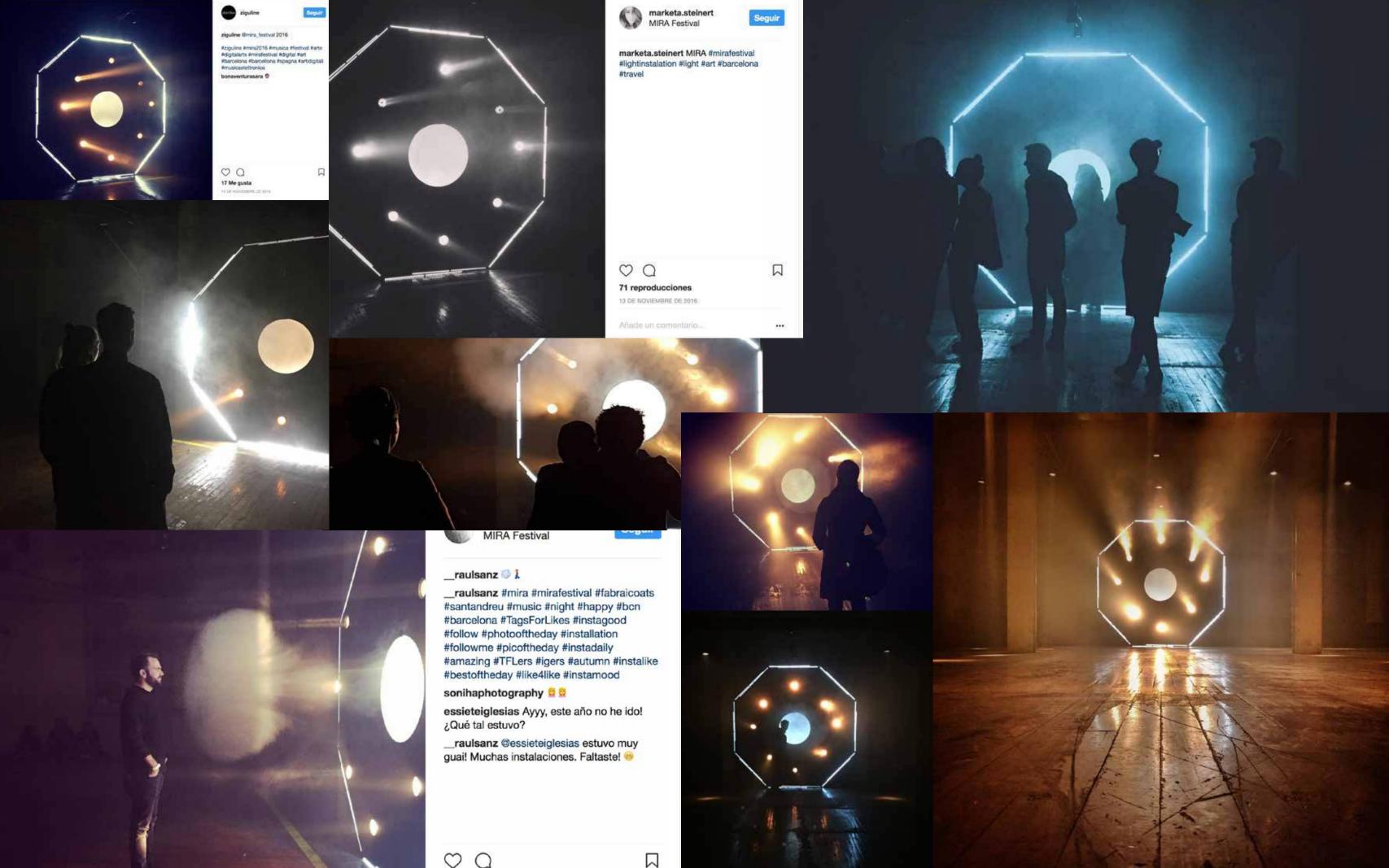


FESTIVAL VIDEO COMPILATION



PRESS AND SOCIAL MEDIA







Especiales

ESPECIALES / CRÓNICA

MIRA Festival 2016, la consolidación de un espacio de culto

Este fin de semana hemos estado en MIRA Festival y constatamos que se ha consolidado como uno de los eventos electrónicos de culto de Barcelona. Actuaciones como las de Roly Porter, Plaid o Death In Vegas, de entre lo mejor de esta sexta edición.

Por BEATBURGUER Fotografias REFUGI FILMS

Fb. Tw. G+.

Pese a haber llegado este fin de semana a su sexta edición y ser un festival de pequeñomediano formato, MIRA sigue ajustándose para perfeccionar su encomiable y coqueta
propuesta. A sabiendas de que ahora mismo la Fàbrica Fabra i Coats es el mejor
emplazamiento siempre y cuando no se quiera recorrer la peligrosa vía del crecimiento, la
organización ha decidido centralizarlo todo ahí, en detrimento de las noches de club en
Razzmatazz Clubs. Y, aunque ambos espacios se encuentran directamente conectados por
metro, es una comodidad que se agradece. Sobre todo, porque los selectores que escogieron
(Kim Ann Foxman y Job Jobse) para rematar ambas noches estuvieron a la altura de las
expectativas.

http://www.beatburguer.com/especiales/mira-festival-2016-la-consolidacion-de-un-espacio-de-culto/



https://vimeo.com/195311531/b1c3d3704e





meroteca N

Newsletter

Los ojos son para mirar y bien lo saben en el MIRA festival: el arte de lo visual como protagonista



https://okdiario.com/cultura/2016/11/16/ojos-mirar-bien-lo-saben-mira-festival-arte-lo-visual-protagonista-532258



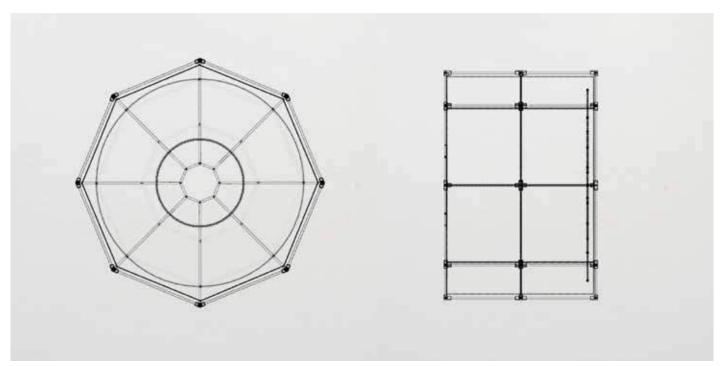
https://vimeo.com/195312611/15ecde3e45

HOW IT WORKS

To best understand how the the elements of Vortex interact in its simplest form, the installation can be divided into three physical sections:

1) The octagon

The main body of the Vortex is a large octagonal structure surrounded by lights and LED strips. The structure has a solid face with a central hole and is hollow within. The back panel of the vortex is an elastic, flexible membrane which is stretched backwards and released by a motor at regular intervals. While the membrane slowly retracts (like a rubber band being pulled), the Vortex fills with smoke emitted by a hazer within. Once the membrane is released, a wave of air pressure forces the smoke through the central hole and expels a smoke ring outwards across the exhibition space.



2) Network of hanging lights

A matrix of up to 32 hanging lights is either rigged to the ceiling or attached to a temporary scaffold built to fit the space required. Each individual light is controlled via a DMX interface and run through a computer that uses pixel mapping to trigger lights to the rhythm of the music.

3) Speakers

A 5.1 surround sound system is formed with a speaker in each corner of the room and a central Speaker and Sub Woofer by the Octagon. To further enhance the audio experience the system can be expanded to 7.1 or beyond if requested (dependant on the size of the venue).

MECHANICHAL RENDERS

https://vimeo.com/254205581/9b10b09ef0

BUILT TO BE ADAPTED

The Vortex exhibition was designed to be adapted. It can be tailored to meet individual requirements and limitations of space in the following ways:

1. Size and Positioning of the Octagon

The cost of the structure increases as the size increases. When space is limited the octagon can be raised above head height to allow for the easy flow of people below. (Prototype width = \sim 3m)

2. Quantity of Octagon

Subsequent Octagons can be programmed to work in a network in harmony.

3. Number of Spotlights in the Matrix

The matrix can contain up to 32 spotlights however if the space/budget are limited this can be reduced.

4. Type of Spotlights

Static single spots placed at intervals along the route of the ring.

Or

Moving spotlights placed at intervals that create the necessary fades and crossing beams to track the smoke ring along its path.

Or

The Vortex can be setup without the overhead matrix of lights as the octagonal structure itself has built-in lights. With this option the smoke ring's path is ot tracked along its space.

Requirements of the Exhibition Space

The installation is suited to a variety of different spaces, ranging from galleries and exhibition rooms to industrial warehouse spaces and can even be installed in simple corridor or walkway with passing human traffic.

When deciding on a potential location there are a number of necessary conditions that must be met to guarantee the correct function of the installation. These are:

- · Low light.
- · Reduced airflow (no wind).
- · Ample area for the smoke to travel.

Hamill Industries will provide a full technical rider with the materials and technical needs depending on the solutions chosen.

ABOUT HAMILL

Hamill Industries is a creative studio partnership composed of skilled film directors, inventors and mix-media artists Pablo Barquín and Anna Diaz. Their body of work focuses on marrying computerised, robotic and video techniques to explore the visualisation of the nature of sound.

Deeply influenced by their practice as filmmakers, the duo carry out artistic and technological research in the field of visual arts inspired by the world of early avant-garde cinema and sci-fi movies. Combining new media and ground breaking experimental technologies with mechanical inventions in their workshop enables them to explore concepts from nature, the cosmos and the laws of physics.



Hamill Industries has become an inspirational place to realise ambitious visual artwork and to expand artistic practice into new creative dimensions, achieving poetic and playful visual experiences by combining digital and analogue technologies with craftsmanship to offer each client a unique and personalised experience.

Hamill Industries works across multiple mediums including TV advertising, music videos, art installations and live performance. Their pieces have gained international recognition with publications in industry media (Motionographer, Deezen, The Creators Project) and awards such as LAUS GOLD 15' and best 10 for the STARTS PRIZE AWARD '16. Since 2015, they have been touring together with Floating Points creating his mesmerising visual shows, and recently have directed his visual album "Reflections - Mojave Desert". They have presented their work at internationally recognised festivals such as ARS Electronica and worked for institutions and brands such as Converse, Diesel, MTV, Barcelona Football Club or the Contemporary Arts Museum of Barcelona (MACBA).