

<b>Project</b>	<b>Eavesdrop</b>
<b>Customer</b>	NYID Productions Melbourne
<b>Format</b>	Interactive installation with cylindric 360°-projection and surround sound
<b>Task</b>	Project leader audio Specification audio hardware Architecture and implementation audio software
<b>Status</b>	Realized 2004
<b>Display</b>	Melbourne International Arts Festival, ACMI 2004 QUT Brisbane 2004 The Sydney Festival 2005
<b>Info</b>	<a href="http://www.icinema.unsw.edu.au/projects/prj_eavesdrop.html">www.icinema.unsw.edu.au/projects/prj_eavesdrop.html</a>

## Concept

Eavesdrop is effectively a 9-minute film comprising six separate three-act vignettes stitched seamlessly together into a 360 degree panorama. Set in a nightclub, the film shows 10 characters endlessly playing out the moral dilemmas of the same 9 minutes of their lives. While the storylines are fixed and play out in real time, users/viewers can navigate their own paths through the material by panning and zooming across the stories using an interface located on a rotating platform. As one zooms in on a specific vignette, the vision is enlarged and that specific soundtrack becomes louder, simultaneously hushing the ambient sounds of the club and effectively allowing viewers to 'Eavesdrop' on the stories. In addition, the ten characters each have their own 'inner landscape', a short film that can be triggered by a close-up zoom function. These vary both stylistically and emblematically, functioning as filmic thought bubbles that require the viewer to do some work in making the links. (Producer Martin Thiele)

