Collaborators

Magritte's Cow is interested in the transformation of ideas. We look at the Web and see it as a place. We think about machines and envision them as bugs. We play with concepts and turn them into projects.

Magritte's Cow
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When I was a little boy, my mother told me not to mix water with electricity. I have been doing it excitedly ever since.

I would like to thank Kathryn Saunders and Daniel Szecket, for giving me the opportunity to participate in SIGGRAPH 99, and my sister, Jennifer Holly, for perpetually working her mojo to inspire creativeness in our family. Also, thanks to Wendi-Mae Camara and Jerry Casilli for permission to use their Neon Fountain sculptures.

Neon Fountain, Liquid Light Sculpture Series, Cascading water, acrylic, liquid polymer, neon and electronics.

Portal to the Millennium Motel, Space Design, Spandex, lasers, intelligent light, high-voltage electronic devices

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Jennifer Prentiss has been working in glass and light media for six years. She designs and constructs autonomous stained-glass panels, doors and entry-ways, lamps and lighting fixtures, mixed-media work, screens and room dividers, windows, wall pieces, 3D sculpture, and portraiture. She uses sandblasting, acid etching, mosaic, neon, copper foiling (Tiffany), and lead came techniques to create her art. Primarily, she is a commission artist specializing in architectural stained glass.

Her work at The Millennium Motel is stained-glass furniture. It was built with streaky and water glasses, using lead and zinc came.

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R O U T E 6 6

R O U T E 6 6 is a live, interactive, MIDI-driven, 3D world created for The Millennium Motel. It is the world outside the motel, an ever-changing environment that can be transformed by visitors using MIDI interfaces linked to SideEffects Houdini software and driven by Intergraph workstations.

The main display, located at the motel's entrance, is composed of five side-by-side projected screens that create a surreal panoramic desert landscape.

Some of the interactions include:
• A panoramic environment with a full 360 degrees of navigation
• Animated interactive elements such as UFOs, wildlife, etc.
• Changing landscapes
• Seasonal changes
• Eclipses
• Comets
• Weather changes (rain, snow, fog, lightning)
• Day/night
• Interactive trees (shedding and growing elements)
• Sound effects
• Overlay graphics

The R O U T E 6 6 landscape is interspersed with "windows" to video feeds. When visitors open the "windows," they reveal video loops, cameras pointing at other locations in the space (live video feeds of The Millennium Motel and other areas of SIGGRAPH 99), and typical motel TV. Fog machines create a 3D element in the foreground, allowing for 3D projected effects.