

# **INSTALLATION GUIDE**

**Touch Crescent Moons** 

Overview v.3 20.02.2019

System requirements and diagrams for the installation

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#### 1. Introduction

Touch Crescent Moons is an interactive work created by Insook Choi, a Korean-born UK-based multimedia artist and composer. The work integrates emerging technologies for visitors to explore and immerse in dynamic scenes and sensations inspired by the ancient craft of ceramic-making. The installation is based on the work of Shin Gyung-Kyun, a UNESCO-honoured master ceramic artist. Visitors are able to explore Shin's craft, artistry, and labour in his studio and at his kiln, by touching ceramic fragments of Shin's work to control dynamic media.

The space will present a number of pedestals holding fragments of master Shin's work, with a number of screens (to be determined). Visitors will be able to touch the fragments and explore their surface texture. When a visitor reaches for a fragment, related media content will appear.

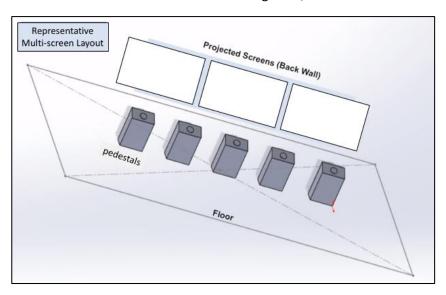


Figure 1 – Representative Layout with mid-sized multiple screen

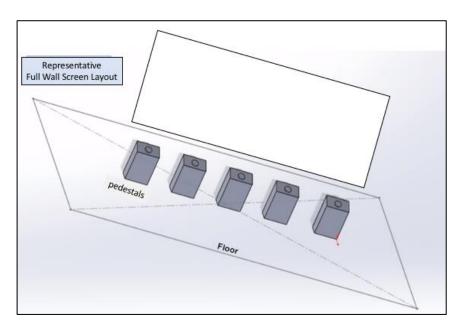


Figure 2 – Representative Layout with a full-wall large-format screen

Figure 3 at the top illustrates the floor plan for a simple linear array of pedestals, and below illustrates a more likely arrangement that includes a scrim in front of the full wall screen. An image is projected on the scrim as well as on the wall screen area. Figure 4 illustrates the likely layout dimensions required including a 6-meter projector throw length for a 3-meter horizontal screen area.

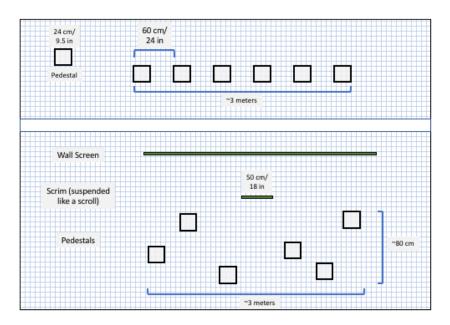


Figure 3 – Representative floor plans with approximate distances

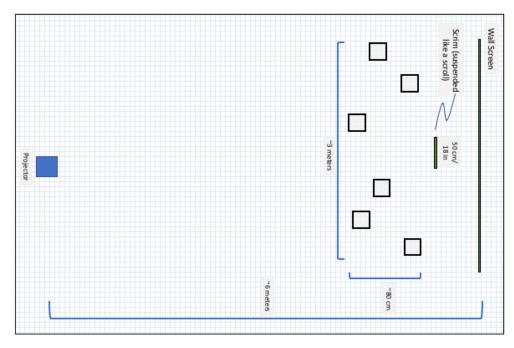


Figure 4 – Representative floor plans with approximate projector throw distance

# 2. Technical Information

#### 2.1. System Overview

Figure 5 illustrates the system architecture, consisting of several networked components connected to a central PC that will operate the software for the installation. Components to be provided by the artist are shown in the top half of Figure 5, while components required from ECC are shown in the lower half of Figure 5.

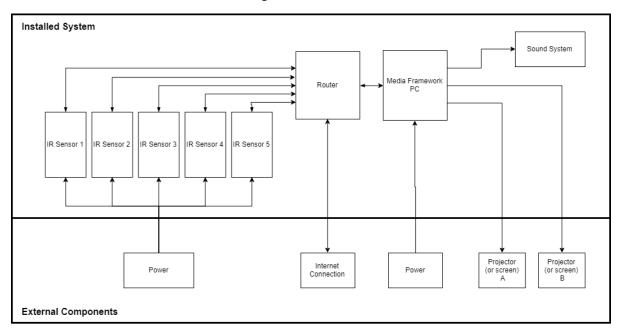


Figure 5 – System Overview Diagram

## 2.2. Requirements

In this section, the requirements for the installation space are listed. These are first draft requirements, for further discussion.

Туре	Details
Connections	<ul> <li>2-8x Mains Power Sockets – we will supply EU -&gt; UK adaptors and multi way adaptors may be used.</li> <li>1x wired internet connection</li> </ul>
Displays	<ul> <li>Front-projection screens and 1 to 3 projectors, 16:9, minimum</li> <li>HD 1080 minimum, 5000 Lumens minimum</li> </ul>
Sound	<ul> <li>A sound system with 2 to 5 speakers and channels, plus a subwoofer</li> </ul>
Environment	Room free of large windows or direct sunlight
Power	Altogether the system will draw approx. 3000 watts

## 2.3. System Installation

The sensor units will be provided pre-attached to the fragments so that they can be placed into the cut-out in the top of a pedestal. The unit will be of slightly larger diameter than the cut-out such that it rests on the surface. Further fixings may be required to firmly hold these in place, the exact method of attachment is yet to be decided. Figure 6 shows how the unit will be mounted and wired within each pedestal.

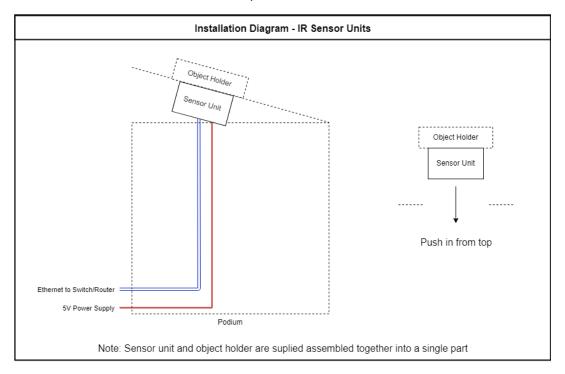


Figure 6 - Installation of Sensor Unit inset into Podium

The network connections should be made as shown in the overall system diagram. The PC will be supplied configured to launch the required software on start-up and will automatically detect and listen to the sensors.

## 3. Operation & Maintenance

Detailed operating instructions & any potential maintenance requirements will follow in an update to this document.