

Flying Object earn attention for cultural organisations and brands.



Tate Sensorium | Tate



Mix the City | British Council



A-Z of YouTube I YouTube



Sensorium

BRITAIN

FREE 26 August – 20 September 2015

Ticket collection from the Information desk at the Millbank entrance

tate.org.uk #tatesensorium

David Bomberg In the Hold c1913-4 (detail) © Tate

iKPrize 2015

FLYING

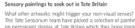
Experience art with all your senses



Tate Sensorium

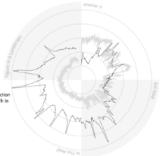
How to read this graph

This graph shows how your body reacted to the Sensorium. Start at the top, and read clockwise. The black line shows your EDA reading. EDA, or electrodermal activity, tracks perspiration on the skin and is a measure of how excited the body is. The grey line shows the average EDA reading of visitors to Tate Sensorium to date.



If you participated in the data measurement, this selection





Average Poak

88% of visitors to date have responded most strongly to Interior II

Strong Reaction

Your strongest physical reaction was to sound and smell with In The Hold.

Strong Reaction You had a strong physical

reaction to sound and smell with In The Hold.

About the sensory stimuli in Tate Sensorium



Interior II 1964 Richard Hamilton

creative process.

Here, smell stimuli create a sense of a mid-century home and the impact of big brands by recreating the original scent of Pledge. The central character is brought to life with the scent of vintage hair-spray, and a glue/ solvent smell hints at the collage process. The audio brings the viewer into the acoustic space of the central character. Some of the objects de-picted can also be heard, while sounds of paper and paint again suggest the



mark making.

Full Stop 1961 John Latham

An Ultrahaptics device creates touch sensations on the hand in mid air, using ultrasound. These are sequenced with the audio. The artwork plays with positive and negative space, and the tactile-audio stimulus translates that as presence or absence. The sound especially emphasises the painting's black and white duality. The two senses work together to create a sense of scale, and of roundness, but also reference Lathem's use of spray paint, and his iterative theory of

in the first.



Your Favourite You chose Full Stop as your

most-liked painting.

In The Hold 1964 David Bomberg

The auclio brings the viewer into the painting, through two distinct planes of sound. The first reflects the geometry of the painting: acute angles, jagged sounds, reflecting Bomberg's quest for "pure form". The second evokes the subject matter - a ship's hold. The smell stimuli work in a similar way. The first scent is abstract shrill, bringing out the blue colour. The second smells like the ship might: diesel and tobacco. Low concentrations of the second scent are present





Christina Farley @ChristinaGeek - 9 Sep 2015

Reacted most strongly to In The Hold...

Sensorium

A graph shows how my body reacted to a multi sensorial art experience. Kudos to @Tate #tatesensorium #art #science

Really interesting to use all my senses while viewing art #tatesensorium @Tate



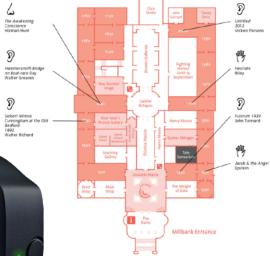


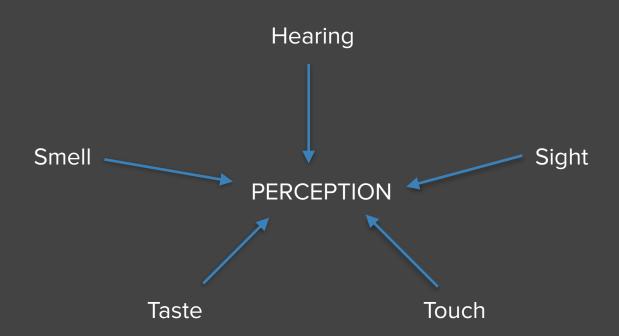
Ola Tomalanka @OlaTomalanka - 2 Oct 2015 My senses really loved #TateSensorium @Tate. And the below is true!



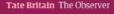
The Tate Sensorium team have picked a selection of paintings on permanent display at Tate Britain which they hope inspire your sense of touch, taste, smell or hearing.

will be customised to your responses.









Don't just look - smell, feel, and hear art. Tate's new way of experiencing paintings

Nicola Davis visits the Tate's new Sensorium - where looking at the paintings is only a part of the experience



INDEPENDENT News Voices Culture Lifestyle Tech Sport



A new exhibition is bringing in a master chocolatier, a scent expert and an audio specialist to change the way people interact with the paintings







How did we work with Tate and our team? How did we work with the technology? What did we learn?



How did we work with Tate and our team?





Connect the world with art from the Tate collection

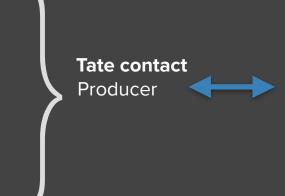




Each side brought their own strengths

Tate team & contractors

- Marketing
- Artwork management
- Curation
- Room build
- Electricians
- AV
- Visitor assistants



Flying Object

Concept
Creative direction
Production &
project
management
Tate liaison

Multi-disciplinary specialists

- Sound designer (Nick Ryan)
- Fragrance specialist (Odette Toilette)
- Chocolatier (Paul A Young)
- Scientists & haptic specialists (Dr Marianna Obrist & Univ. of Sussex team)
- Interactive theatre maker (Annette Mees)
- Lighting designer (Cis O'Boyle)
- Developers (Make Us Proud)



Design rules for the Sensorium stimuli

- 1. Do the installations make sense to, and impress, visitors?
- 2. Do they still allow people to react to and interpret the painting themselves?
- 3. Are they defensible in light of the artwork and the art history?



How the team worked

Learn, prototype, iterate through small groups

Knowledge sharing Finesse concept	Initial Build in ideas & small tests teams	Test Iterate in small teams	Dress Iterate





How did we work with the technology?



The technology: **Empatica E4**



- Measures electrodermal activity (EDA)
- Measure of arousal from autonomous nervous system; think lie detector tests
- Scientifically credible but quite blunt data; needed to work with exhibition flow & lots of maths
- Required assistance



The technology: **Empatica E4**



Christina Farley @ChristinaGeek · 9 Sep 2015

Really interesting to use all my senses while viewing art #tatesensorium @Tate Reacted most strongly to In The Hold...

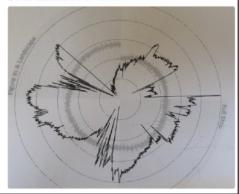


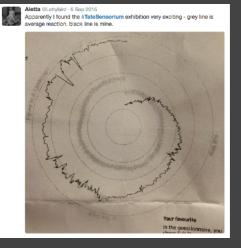


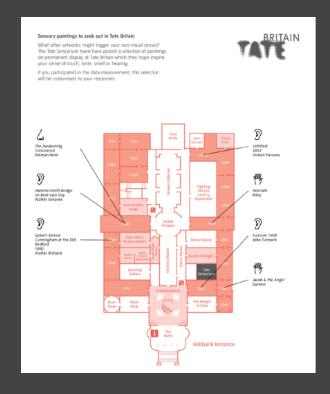


Andrea ZN @AChuZN · 18 Sep 2015

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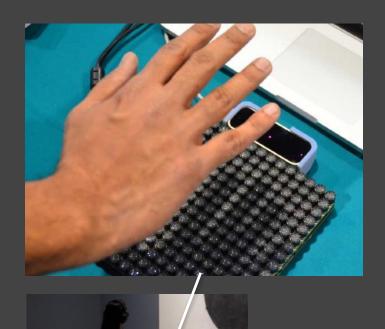








The technology: **Ultrahaptics**



- Uses array of ultrasound speakers to create haptic sensation; think blowing on your hand through a straw
- Pre-production experimental device;
 Ultrahaptics are a young startup
- First example use in a cultural space. Didn't break as much as we thought.
- On its own, underwhelming; paired with audio, quite startling
- Hide it in a box & put a green LED in there = completely weird sensation!



What did we learn?



The things that worked

- Short brief: shorter brief, bigger ideas
- Belief in the creative process: the product improved through having time to work through the idea
- Collaboration: with other creatives; with the client
- **The idea**: communicated clearly to the public, who turned up in droves; lots of (consumer) press coverage
- Focus on a story, on experience: putting technology within an idea, not leading with it
- Test everything!



The things we'd do differently

More installation time: we finished install when the journalists were already outside

- Visitor flow: more people came than could see it
- More plug & play: we relied a lot on staff



Thanks!

Tom Pursey, tom@weareflyingobject.com weareflyingobject.com // @objectingfly

