

Points of View by Jeffrey Shaw

- http://www.jeffrey-shaw.net/html_main/show_work.php3?record_id=67#
- Points of View was a 'theatre of signs' with both stage and protagonists being provided by a three-dimensional computer graphics simulation that was video projected onto a large screen in front of a seated audience. The action of the work was controlled by one member of the audience using two specially made joysticks. Embodying techniques developed for flight simulation, this work gave the operator the ability to interactively move his virtual point of view 360 degrees around the stage, 90 degrees up and down from ground level to aerial view, and forwards and backwards from a far distance to the centre of the stage.