Disturbing Utopia

Programing: Jean Custers

The Story of

Disturbing UTOPIA

First there was Nothing

Then in the brain of the
Artist something started ....

Inspiration

Thinking

Combining

3

and in the End
the Idea was Born

We only had to Realize it

4

Disturbing Utopia

Disturbing Utopia is a destructive piece of art. If nobody enters utopia it will remain until the end of time. From the moment on that someone enters utopia, to feel what it is like, it will be destroyed slowly.

At the entrance of utopia lays an old reservation sign. On the red ceiling of the room you see 15.000 papers hanging down. Trees are printed on these papers. All trees are hanging upside down as if the gravitation of the room is reversed. Across the room seven light objects are standing, which switch on and off as if they are the planets giving light to utopia. On the bottom of the room pebble stones are spread-out across blue. The room smells sweet depending on the three different periods that are part of utopia. Red laserbeams divide the room into sectors. White clouds pass across the floor every now and then and visualize these beams (this part has not been realized yet). According to tradition every paper tree has a secret.

When people enter utopia they disturb the climate and the seven light objects start to pulsate stronger and stronger depending on the accumulated activity. Their pattern is

based as far as we understand on the firefly principle; one is disturbed, all are disturbed and in the end they find a new resonance. By walking on the pebble stones people hear their own steps "in the sky" and sounds in the room change the atmosphere. In the mean time people leave their impressions behind. By bringing in their own gravity and disturbing the lightning, the gravity of the room is changed. The paper-trees start falling down trying to adapt to the new world. Representing "the unknown", a black hole is somewhere in the room. When people decide to help, structure and protect afterwards they can put a fallen paper tree in the black hole. In this way the paper trees multiply themselves and have more change of finding a matrix for their rebirth. In the end it is also the only way in which they will leave their secret behind.

As a research project on how utopia is changing during the destruction, every day a picture is taken and placed on the wall. These pictures compress time and make it possible to see a development of three month in one minute. Now people can see on the one hand the destruction (past tense) and on the other hand the rebirth of a new utopia (future).

tree = electricity = paper = electricity = tree
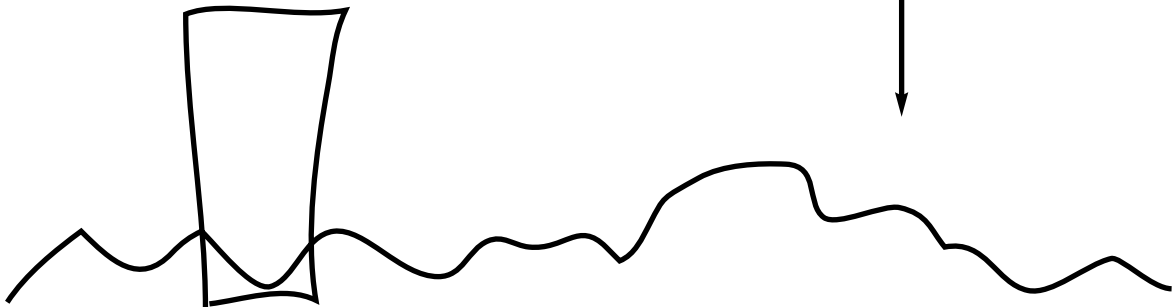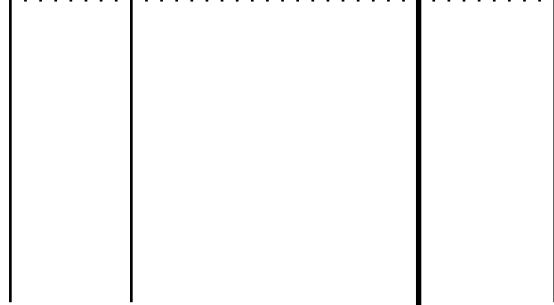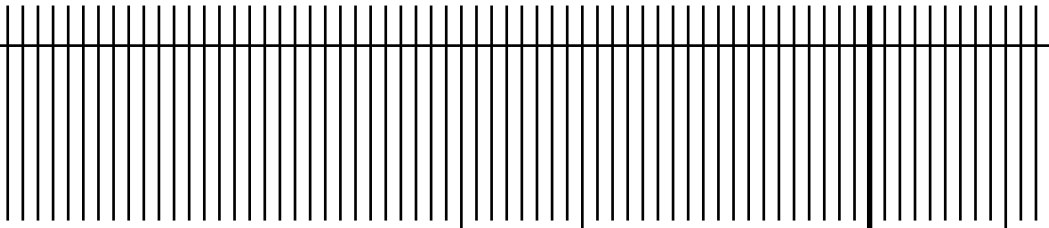
The First sketch
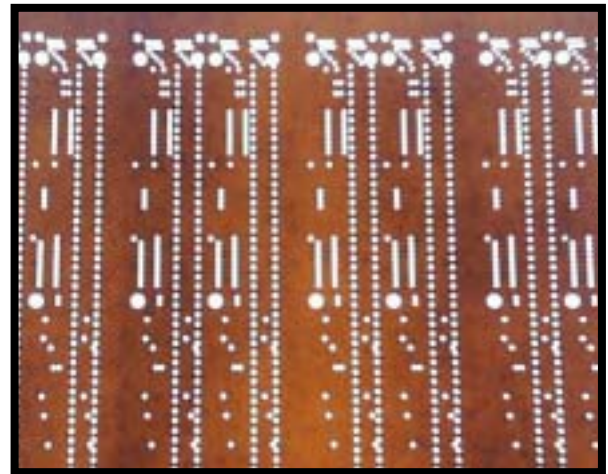
The Production

The Test Print

First things first

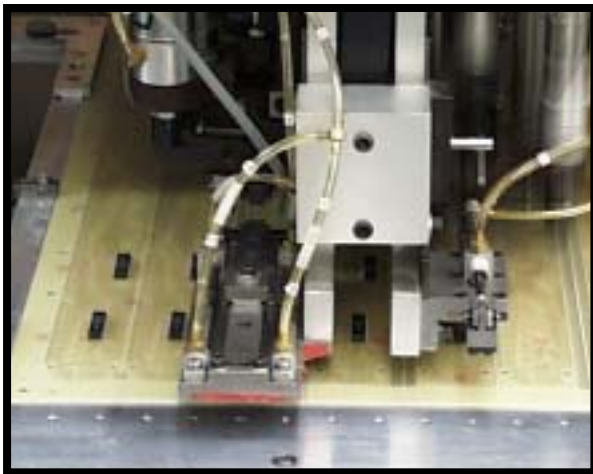# Design and production of the Electronics

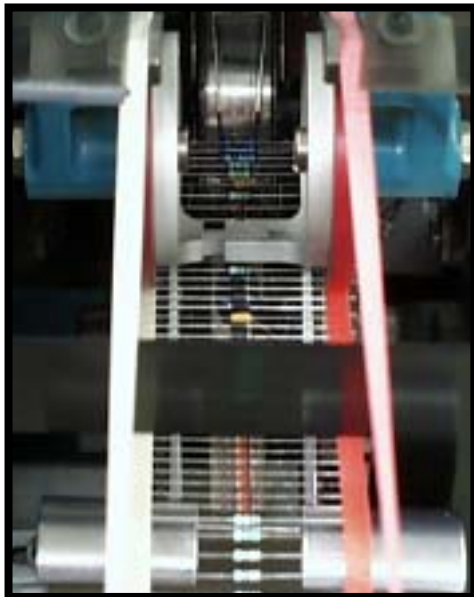The Print Routing

The Print Holes

Mounting and Soldering the 60.000 Elements

Inserting the Chips

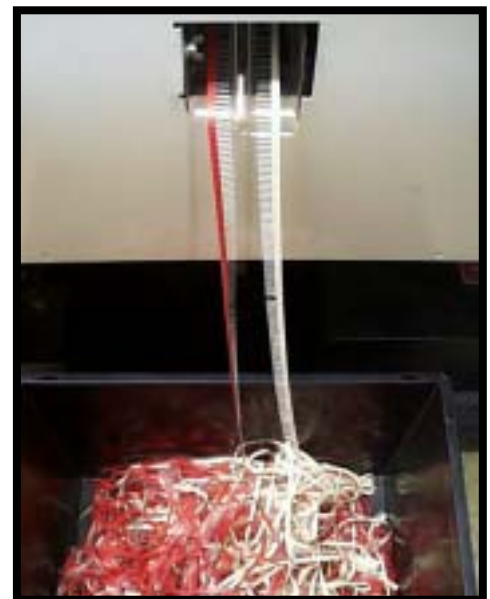## Producing the Band

Order of the Resistors

Inserting the Resistors

Rest Material

Transporting the Prints

Placing the SMD

Cutting the Prints

From 8 to 4 times 2
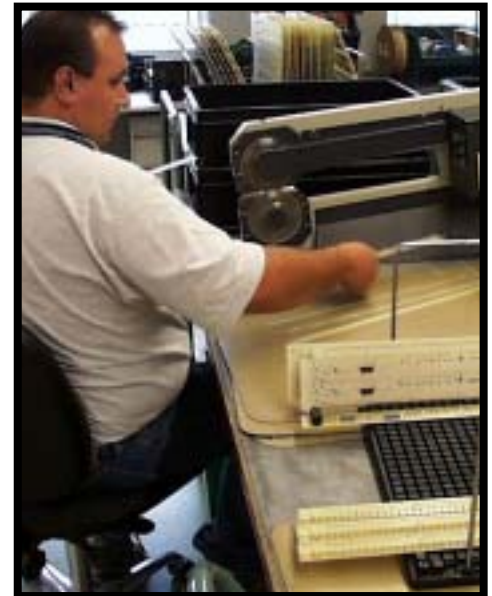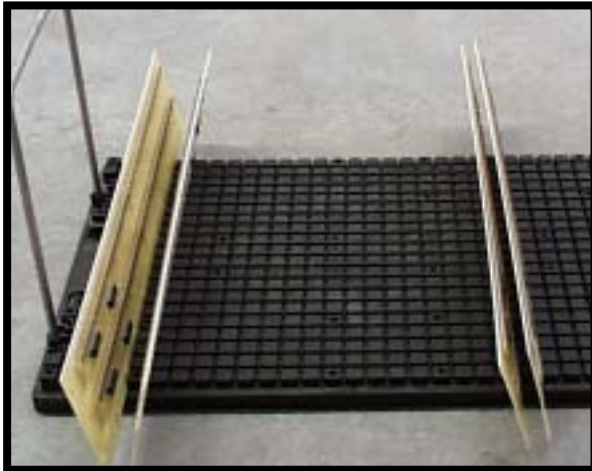
Carrier

300 times ?

Project Sheet

Parts to insert manual

Connector

Putting them in

In between the Artist only thinks about Financing

Having something to Eat

But Production goes On

Spaying Solderfluid

Heating the Solderfluid
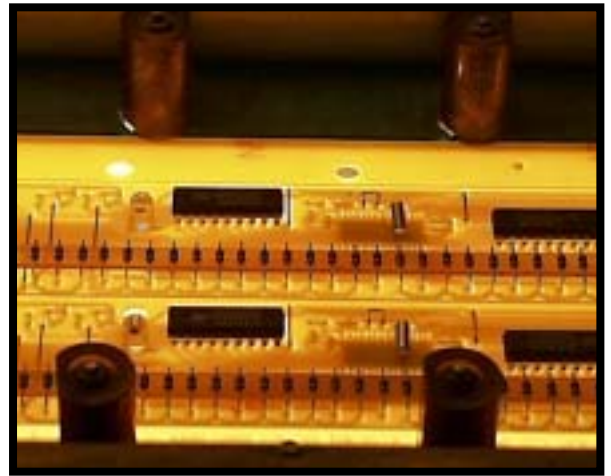
First Solder in

Finished First Solder

Check First Solder

Second Solder

Exit Solderline

Design Correction

Cut connection

Solder new Element

Final Optical Check

18

Finished ? Clean the Desk !!

NA EINDE PROJECT

S.V.P.

TAFEL OPRUIMEN

The 300 prints, to Control
50 papers each, Existed !

Some more interesting numbers

or how about the need for ~ 200.000 elements

Disturbing Utopia consist of:

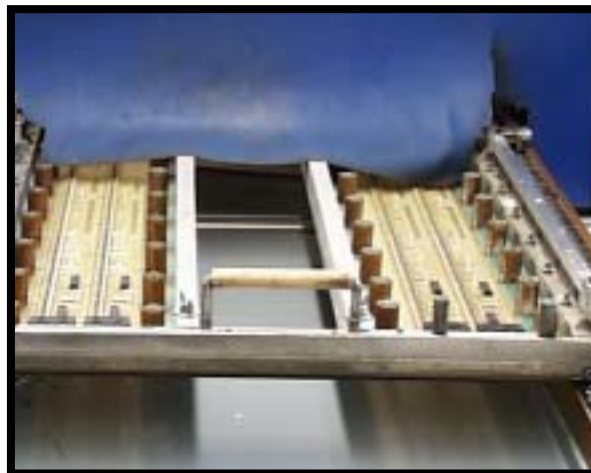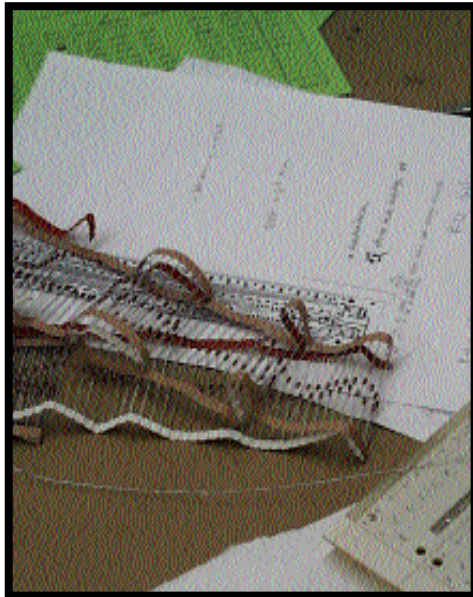|	
15000 electric controlled inflammable A4 papers	3,5 kg hotmelt glue
30000 printed trees	176 cardboard plates of 50/50cm
1 computer	4 network units
1 MPEG player - Sampler	1 paper distroyer
12 lasers and laser receivers	16 motion detectors
300 prints of 3,3cm/48cm	615 connectors and contra's
300 PIC - controllers	600 ULN chips
1500 LED's	7 licht - objects
2400 PNP transistors	300 NPN transistors
2100 condensators	300 quartz crystals
300 bourns fuses	27300 resistors
100 meter cable	1 smoke machine
3 timers	3 fragrant-units
1 UPS powersupply	8 speakers
1 amplifier	848 gummi bear
84 m² blue cardboard	1500 kg pebble stones
2 soundtranslators	77100 holes

Meanwhile in the Museum

The old Room

Cutting the Frame

The new Ceiling

Building of the Surrounding

Painting the different Parts of the Ceiling
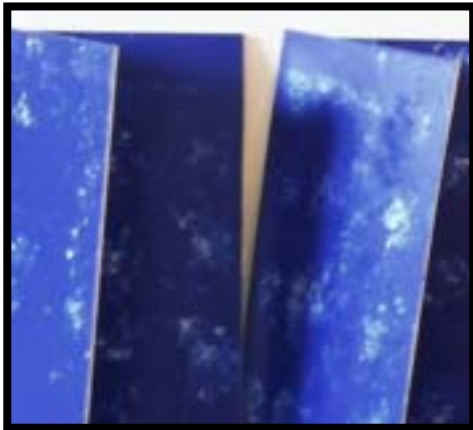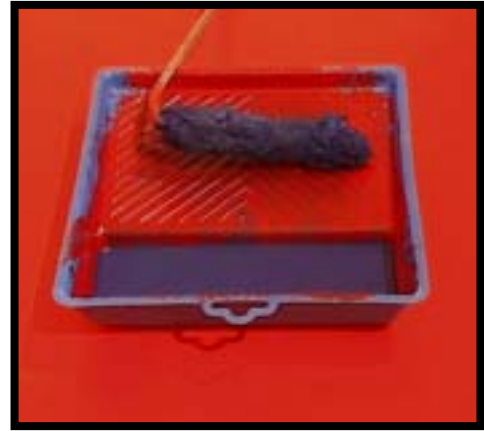
Installing the First Parts

A new Ceiling

Back at Home

Producing Paper Sounds

Make Recordings
Check the Progress
and produce the Connections

Producing the Cables

The Finished Cables

Testing the Cables

Champagne for the Cable team

Designing the other Devices and Writing the Software

The Audio Detection

Testing Software

Discussing the developments

The Power Supply

The Paper Controller

Checking the System

It really WORKS !! ☺∂ßå´®ç

Some rules
and regulations
for the 'eyes'
and 'ears'
of the project

Disturbing Utopia communication parts:

program input rules and output actions

detected inputs: *Laserbeam (12), sound detection (2), motion detection (16)*
                     a: sound and noise changes (bank dependent)
                     b: software print event counter, event input number gives the
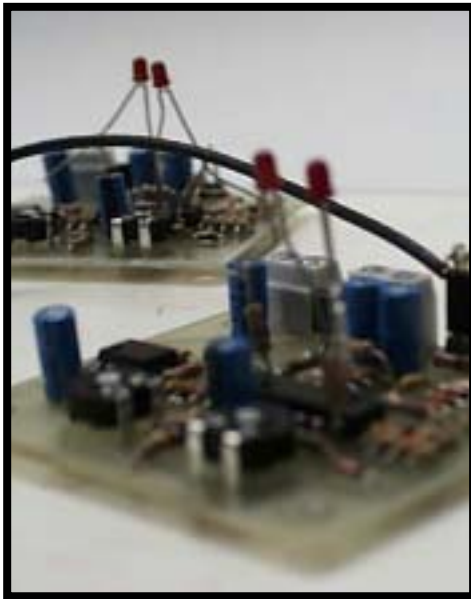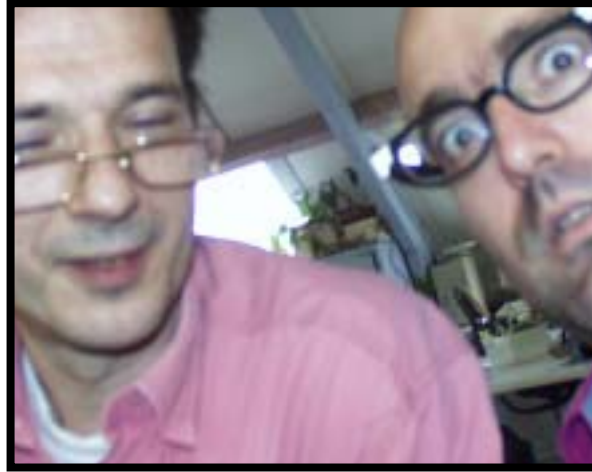   *interference pattern (6;0,1-5,5-10,10-20,20-40,40+) pattern*
                     consists of timerspeed; RPF more/less, and pulsar faster/slower
                     Black hole paper detection (1) generate random MPEG tekst

controlled outputs: *Background music/noise to different speakers*
                     Fractal pattern for falling paper (15000) on 3 month action curve
                     Lichtobjectpulsar (7) firefly synchronizing algorithms on time
                     Black hole MPEG voice (15) filosophical theme

self supporting: *Black Hole (1) multiply A4 paper*
                     Fragrant unit (3) time clock essence distributer per day segment
                     Smoke machine (2) in 3 parts defined time on/time off behaviour
                     Realtime clock for day segments (1) software print to event
                     number; protected bank switch no jump allowed to next set until
                     timer end (3:9.00-12.00-15.00-18.00)

Now it's time to
Take care of the Inner Self

Eating Something again

and produce the Internet Site

Back to the Museum

The Artist way-out

The Final building of Utopia

Print Preparation

Sort Prints by Address

Mount the Prints on the Ceiling Parts
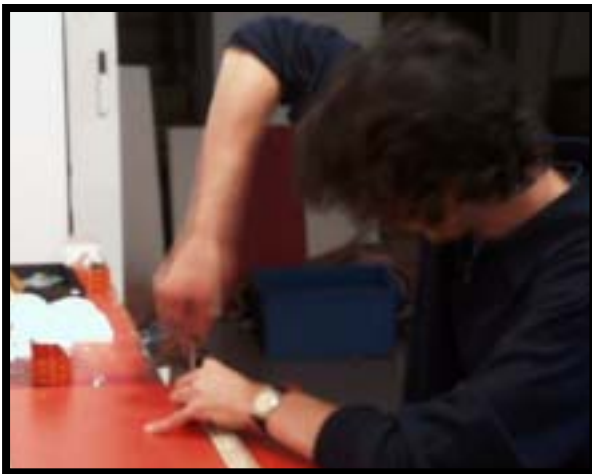
Gluing the papers

Working like Hell

Getting Mad, only 1 more day and 8000 papers to go

The First Bunch hanging down

everyone wants
to see it

and

WAUW !

finally it
starts to
get there....

Painting the Planets

Connecting the Lights

Painting the Floor

Painting the Edges

Connecting the IR

Checking the IR

Glue, Glue and Again

Waiting to Dry

And then after working several weeks
around the clock it exist:

Disturbing Utopia

and the planets are shining on and off

A fly is the First Visitor

It wins the second Price!

Realised for my parents   1998 (c) Music Design

The proud parents to whom Disturbing Utopia was dedicated

The Dog and the Lady Guarding the Entrance

Waf_{waf}

Waf Waf_{waf}

15.000 individually controlled papers hanging down

Kids have fun waiting for the Paper Trees to fall and then try to catch them

Visitors are giving
the fallen Paper Trees
a Rebirth and release
the hidden secret

People enjoy
Playing
with a piece
of Art

One week later a Program
UPDATE
is made to change
Interactivity patterns

a Month later – Lots of Paper Trees
left their secret behind

Who made all this possible?

The Sponsors and Contributors

International Paper Biennial – Paper Art 7

held from 6 sept 1998 - 6 jan 1999

promotion through:
papers, radio, tv, internet and the visitors.
(In 1997 with paper art 6, forty million people where reached)

sponsor quid pro quo compensation:
- catalogue entree (according to Paper Art rules)
- photos for publication of sponsor, free of rights
- sponsor certificate
- mention in the project booklet and in the about the sponsors on the internet
- paper system for fair of the sponsor against cost price with ~400 papers
- interactive paper system for fair of the sponsors with gadgets against cost price

contribution made through sales of:
- "save utopia" artist card and "save utopia" limited edition box (10 made)
- "disturbing utopia" artist booklet with all the pictures of the production

Leopold Hoesch Museum - Hoeschplatz 1 / Günther Peill Straße
D 52349 Düren - Germany - Tel: +49-2421-252561

Companies:

Adley ; Uden - Glue

Artron ; Arnhem - Print design and Support

Augan Instruments ; Westervoort - Parts

Crataegus Communicatie ; Den Haag - Parts and Utopia Book

FABER electronics ; Velp - Purchase of electronic parts and Assembling

Mans & Mans ; Arnhem - Print production

Music Design ; Arnhem - Sound design, Installation and Production

Pricad ; Arnhem - Print drawing

Studio ZOO ; Arnhem - Internet site

Sunfield SMT vision ; Elst - Print material

Individuals:

Jean Custers - Programming

Eddy vd Ham, Jos Knoop - Programming, Hardware design

David Sandes - Meditative Powers, Enchannelment

Mark de Weger, Jörg Oswald - Photography

Jacobien Slegers, Michiel Lombaers

Barbara Cleff, Coba Eeftink

Ferry Zonneveld, Frans Janssen

Michiel Spee, Coos Dam, Cécile Könings - Production

- and a lot of other FRIENDS

Special charter

This piece of inflammable paper
after this page
proves that the owner
has contributed to the realization of

Disturbing UTOPIA

Info +31-(0)6-41328637
Halewijn@bART.nl

Disturbing Utopia
is a communication
Project of
Han Halewijn
www.HanHalewijn.nl

Alexanderstraat 148a
6812 BK – Arnhem NL

'original' internetsite
www.coal.nl/zoo/utopia

XXX