



"Whatever we know about our society, or indeed about the world in which we live, we know through the mass media."

Niklas Luhman

We go farther, you stay closer - The reality of TV-news

Convince me, the pretended is true
I'll call you poet not a crook

The authentic, realistic impressions, newness and liveness bolster the news' claim of objectivity. This masks the extent of construction, selection and interpretation work within the news. Speed, immediacy, rushed tones, live footage and satellite film - all imply no editing. It seems to show events 'as they happen'.

As a matter of fact, today's Television News are as much of a construction as drama, and have a similar need to attract viewers - to entertain, while entertainment is getting more and more 'realistic'. News became a form of literature and that one key resource journalists work with is the cultural tradition of storytelling and picture-making and sentence construction they inherit, with a number of vital assumptions about the world built in. News programmes have what semioticians call a 'metonymic' structure. Discrete items are presented as 'the news'. Simple images are made to stand for complex issues.

The language of Television, because rooting from a capital affair, is loud and blatant. The logo, the hairstyle, the glittering attraction of videographical lures are therefore vitally important.

Niklas Luhmann describes the mass media as one of the key cognitive systems of modern society, by means of which society constructs the illusion of its own



Sketches of the virtual space with the news content



The virtual reality of TV-news

My intention is, to display, deconstruct and to rearrange the content of news channels like CNN and BBC in a three-dimensional virtual environment. Similar to my project „iow,...“ in which I reorder current chat dialogs from the Internet and generate audiovisual poetry from its content.

The presentation of television news in virtual reality, the release of the permanent flow of the streaming sounds and images and their rearrangement are able to amplify its true idiosyncrasies. What we achieve is a report of newsworthy incidents displaced in time and displayed in a hysterical manner. The current events might be mixed with the huge number of advertisements, report of stock prices and sport news. With the break-up of the stream, on the still images several details, facial expressions and words will dominate beside the short loops of the news.

The concept of the ‚collage‘ or ‚d collage‘ are the closest to this kind of presentation of TV-news, which here unlike the traditional form is always up-to-date. It will be noticeable, that between all the ads and stocks the real news, which are constructed anyway, will disappear more than in the normal stream of the broadcast. The word-image coherences, from which the news consists, will be mixed with the text of logo animations, stock reports and the advertisements, whereby the context of one information might be enhanced, reinforced or displaced when juxtaposed with another.

This virtual space will be like a container or collecting tank where the content of television news will be cumulated until a certain amount, mix together and then disappears. It will be like a dike, which collects water to move turbines with the accumulated power of the river.

With a specified configuration for Java3D, it is possible to create easily a dual-

screen projection with each screen rotated toward the other by 30 degrees about the Y-axis. The effect is an expanded display which isn't destroyed by the corner, but gives the impression of a real deep 3D image. The Installation will be made of simple elements of two data projectors without any other objects in a dark room. The installation will allow a deep immersion into the dike of the streaming news where they will be destroyed until they disappear

Research

During the development of the virtual reality environment a framework will be created with the java3D API. A certain amount of software components will be developed in an object oriented way, which can be combined and expanded freely for any other artistic or scientific use. Small blocks should be created which can be combined easily like LEGO components with different tasks. (animation, navigation, automated navigation, lightening, positioning, texturing at runtime, interaction, collision control, interface, etc.) Several software component will be written in a well structured way with as much documentation notes as possible. These framework will be the base for an online open source community for artists and others who are working with java.

Due to the fact, that different media artworks often has very similar structures, it would be interesting to have a kind of library or framework with ready to use components. There is no need to invent the wheel again and again and it also doesn't make any sense to hide such an invention.

