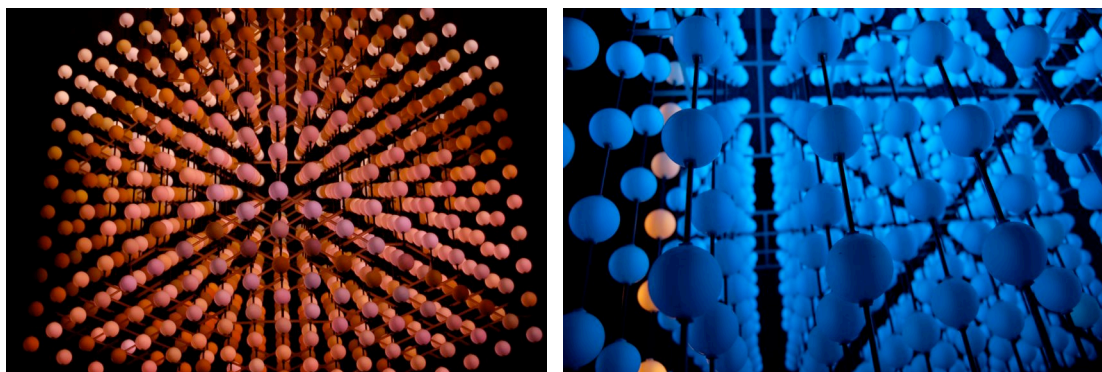


# The Stealth Project: Under the Radar

Visualised in NOVA space

**A project by Squidsoup, ETH Zurich and horao GmbH**

**French Connection/Cyberonica Friday Late at the V&A, 31 October 2008**



*Baby NOVA © ETH Zurich, horao GmbH 2006-2008, photos by Squidsoup.org, 2008*

Planes, missiles and other hardware that deflect or otherwise avoid radar detection were key in the race for world supremacy. Detection avoidance, or *stealth* technology, was one of many 'developments' to emerge from the Cold War.

In the *Stealth* project, two grids of triggers target and launch missiles across an abstracted 3D space at each other, attempting to avoid radar detection and annihilate the opposition.

However, in contrast to the Mutually Assured Destruction madness of the arms race, the piece acts as a collaborative spatial musical instrument – each 'missile' emits sounds based on its relative position and the conditions it encounters along its trajectory.

## *Background*

The *Stealth* Project developed from research into the creative possibilities of volumetric, or 3D, visualisation techniques. Recent Squidsoup experiments using a *Baby NOVA* (the physical centrepiece of this project) suggested that this kind of three-dimensional light grid has considerable potential for abstract gaming applications.

*NOVA*, the world's first full-colour real 3D LED (light emitting diodes) video screen, was conceived to visualize scientific data dynamically in three dimensions. *NOVA* is modular and expandable – a *NOVA* system installed at Zurich's main train measures 5 x 5 x 1m and consists of 25,000 points of light in 3D space.

*The Stealth Project* - by Squidsoup, in collaboration with ETH Zurich and horao GmbH. Based on research part funded by the Arts Institute at Bournemouth, and with additional support from University of Wales, Newport.

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NOVA ©ETH Zurich, horao GmbH 2006-2008

### **About Squidsoup**

Squidsoup's work combines sound, physical space and virtual worlds to produce playful, immersive and emotive headspaces. They aim to enable participants to take active control of their experience by making environments and systems where creative interaction can occur.

Their work can be experienced online at [www.squidsoup.org](http://www.squidsoup.org), and in shared spaces, physical and virtual installations, games and software tools.

### **About NOVA**

NOVA offers a unique opportunity to present dynamic visuals – graphics, patterns, renderings, videos – in full colour and in real three dimensions. Due to its modular layout there are no limits to NOVA's configuration, introducing surround vision to a broad range of temporary and permanent uses and offering a truly immersive experience to its viewers. NOVA was developed by ETH Zurich and realized with the support of private companies, institutions and foundations. An ETH spin-off company, horao GmbH, is further developing and marketing the product.

[www.horao.biz](http://www.horao.biz) [www.nova.ethz.ch](http://www.nova.ethz.ch) [www.youtube.com/horaoclips](http://www.youtube.com/horaoclips)

### **About Monome**

Monome is Brian Crabtree and Kelli Cain. Monome make handmade, flexible, minimalist interfaces. The Stealth project uses two Monome64 devices as interfaces.

[www.monome.org](http://www.monome.org)

