



DM2 by Tom Heene

DM2 (aka DarkMatr 2) is an interactive installation in which the visitor becomes the connector of intelligent information found on the net. A dialogue emerges between the user's body and a textual data entity. The user of the installation becomes part of a system and is submerged into a true sensory experience.

DM2 considers the web as a database for collective human intelligence. Using data visualization graphics, cinema immersion, open source software and new media, the human body becomes a poetic interface to connect with written text found on the net.

DM2 is the artist's version of an Art&D research project, 'DarkMatr', funded by [iMinds](#) (ex IBBT). The project considers the Internet as an extensive semantic database. It merges the web with our physical world. Virtual and real information is blended into a human-computer experience that generates a mental and physical connection with the installation.

CREDITS

DM2 is initiated by filmmaker and media artist Tom Heene (BE). It is based on a PureData program developed by Jean-Marie Boyer (FR) and Nicolas Montgermont (FR). It is developed with the support of the Flemish Community, the VGC, iMAL, Nadine and Netwerk.

[A first version of DM2, called DarkMatr, was developed with the support of iMinds (IBBT).]

Link DM2 : <http://tomheene.be/installations/dm2-2/>

TECH SPECS

DM2 needs a darkened space of minimally 6.5x10 meters. A big retro projection screen of 4.8x2.8 meters and two speakers are set up in the middle. Behind it, at a 3.5 meter distance, stands the "beating hart" of the installation : a closed cage with computers and a HD video projector. People can walk freely around the installation but DM2 will only respond on their presence and interact when they stand in front of the screen at approximately 1.5-2.5 meter.

Detailed Tech Rider : http://theoumek.files.wordpress.com/2013/12/techrider05_dec2013.pdf

TOM HEENE

Tom Heene lives and works in Brussels, Belgium. He is an audiovisual artist developing multi-disciplinary projects in film and digital arts. He collaborates with visual artists, scientists, choreographers, actors and code artists.

Tom's research in the digital arts is about experimenting with new media, data mining the internet, creating new cinematic experiences, reflecting on narrative structures and questioning the human relation with information and communication technologies.

Tom is also active as a film director, assistant director, line producer and post production manager. In the summer of 2012 his first feature film '[Welcome Home](#)' premiered in the Critic's Week selection at the Venice Film Festival 2012. Since then it travels in Theaters and Film Festivals around the world.

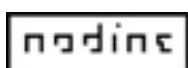
Tom hosted various workshops linking new media with the performing arts and lectured at conferences about narrative in cinema and his installations. He worked as a production manager and scenographer at art exhibitions and often collaborates with Brussels-based [iMAL](#), Centre for Digital Cultures and Technologies.

He is also a member of [r-Ohm](#), a collective that reflects on the crossover of arts, food, society and economics.

More on tomheene.be or Tom's blog theoumek.wordpress.com

DISTRIBUTION CONTACT

r-Ohm
rue du Fortstraat 12
1060 Brussels - Belgium
contact@r-ohm.eu



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