

# SDQ

SCENE DESIGN QUARTERLY

## Body Language reinvented

US-based lighting and installation artist, James Clar, unveiled a wearable 'virtual creature' at the Milan Triennial in August, which he developed in collaboration with New York architecture firm Hariri+Hariri. They responded to a brief to architects, designers, artists, and musicians, who were each given two statues to dress in their own style.

The dynamic LED bodysuit, known as 'Body Language' consists of a 'virtual creature', similar to a tamagotchi, which lives on the suit and reacts to the user's movement and voice, but also has its own personality.

"These suits try to communicate more of our identity than existing fashion because of their dynamic ability," Clar says.

The creature is displayed through an integrated LED system on the front of the suit. In one possible application, the creature

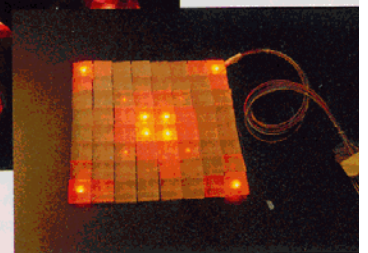
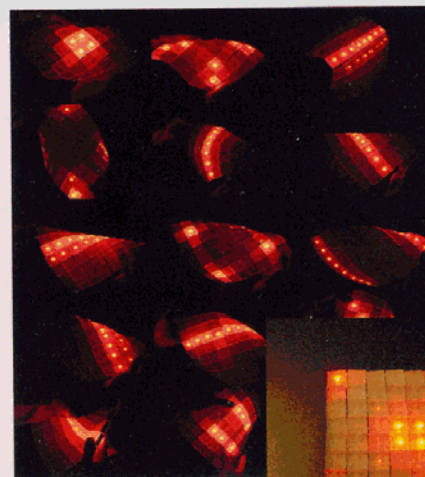
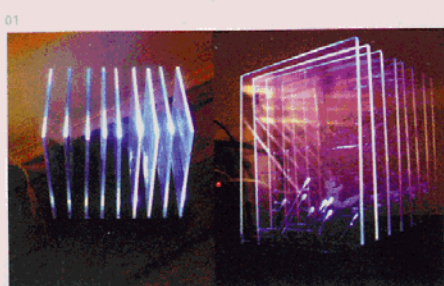
will morph and grow in reaction to the user's movements and voice. For example, if the user runs a lot, the creature might start animating sweat from its face; if the user talks too loudly, the creature might cover its ears; and if the user didn't move for a while, the creature might lie down and fall asleep.

Other possible applications might see the inclusion of networked data, where the information of one user's 'Body Language' suit could react to the user of another suit, for example by using combined body temperature representations to create a dynamic 'Rothko' light painting.

James Clar  
 (1) 646 298 6726  
 jamesclar.com

01 PKE meter: audio-controlled etched plexi animations, by James Clar.

02 & 03 James Clar's 'Body Language' aims to communicate more identity than existing fashion, through dynamic expression.



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