

## Installations

The space this way is a fluid one, where individual and disorganized wondering of the public is interrupted and alternated by the common experience induced by: human presence and engagement of the performer or, on the opposite, the technical intervention of the immersive VR-intermezzos.

1. Devices that reveal their breathing mechanisms:
  - **synaesthesia**-machine: a projector that projects huge pictures of small living entities on the walls (algae, mushrooms, cells, bacteria), connected with sound installation that imitates the biologically non-existent breathing of these living creatures.
  - **thunderstorm**: light-sound modulator: based on Moholy-Nagy's installation - -the modulator starts and accelerates or slows down and emanates light and sound: similar to lightning and thunder – text is placed on it that scientifically explains the ozone-emanation during the thunderstorm.
  - **second skin**: breathing through the skin is essential to stay in life – an installation that imitates the skin with pores of the skin (and colour of the skin) on an approx. 500x scale: a beautiful, healthy half-ball; and small, colourful balls that fit into the pores. The pores can be all filled in with the balls which will look like a beautiful piece of art- but the moment all colourful balls are at their places, the skin sighs, and collapses dead.
  - **breath to light**: at certain moments the room gets dark, and light will turn on only if all participants breath together at a pace given by performer/facilitator.
  - **smoke installation**
2. Smaller objects with scientific descriptions attached that can be tried out and then the experience notes down in a huge book placed next to them:

The book also contains different personal stories of the creators and former participants not only on their experiences with these devices, but also their transitional experiences related to breathing

- **stethoscope** (with the psychological description of patient-medic relationship: hierarchy but help, healing at the same time; and also how to use it to listen to each other's breathing)
  - **police probe**
  - **medical blowpipe**
  - **pulmonary function testing**
  - **a sound installation** for 5 mins meditation – slowing down the breathing
  - **a sound installation** that with music, texts, instructions accelerates the breathing for 5 mins  
(next to both there are lists to write down how much time the participants estimate the spent with both installations)
  - **chemical installations**: chemical substances, liquids that in chemical reaction emanate good or bad smell – also instructions next to the chemical installations.
3. Virtual reality installation:
    - **ocean** – and immersive VR installation that surrounds the participants with the colour, waves and sound of ocean (under the water experience, holding the breathing back)

- **bacteria** – immersive installation that gives the impression of being surrounded by millions of bacteria –that ends up in the collective experience of birth (see the holistic, bacterial research on birth seen as a community process of all present living creatures).

4. Performer/facilitator

The presence of the performer-facilitator gives fluidity to the space – she occupies some spots, explains some installations, also interacts on a quotidian tone with the participants. At certain moments she changes tone and acts out a couple of scenes- often inviting the audience for interaction. From the beginning it is not obvious that she is part of the event, she emerges slowly into a bigger or more obvious role of the performer/facilitator/leader.