LILLIPUT

by SIMONE MICHELIN

In *Gulliver's Travels*, Jonathan Swift investigates the essence of human nature: would humans be basically kind and rational beings or impulsive and cruel beasts?

Lilliput is a metaphor that reflects on the relationships that constitute the public domain. In the context of a globalized capitalism that produces increasingly sophisticated technological prosthetics which materialize human desires, embodying them in n-gadgets, the technology of mobile communications represents the last, temporary, frontier. The artwork system puts in relief the contemporary scene of the society of control, where, increasingly, the construction of reality depends on the mastery in articulating powerful images.

Lilliput, the land of tiny men, an island where Gulliver is cast ashore, is represented here as a virtual reality, a safe tourism in the world of the everything less, where you step into the shoes of the other like an avatar that circulates insulated, comfortably avoiding its odors and possible undesirable contacts.

Welcome to Rio!

Make your own world and carry it in your pocket.

Attention: this is an artist's text

SM RJ

LILLIPUT

A situation projected for the opening of the Centro Cultural Telemar Rio de Janeiro May 2005

Sinopsis

Lilliput is a system composed of human, physical and technological infrastructures that makes feasible the production of wallpapers for cell phones in the Centro Cultural Telemar. The visitor chooses where to position him/herself in a photographic setting - a Mexican-style wooden pyramid with wooden furniture and an infinite blue background; photographs of homeless people in real size mounted on panels, with their faces missing, so that visitors can place their heads onto the cut-out bodies and pose next to real street kids available for the occasion. Cell phones equipped with cameras capture these images and make an upload to the website, where they can be combined with other virtual settings, producing wallpapers that can be downloaded by cell phone via internet.

Technical credits:

Phase 1: Simone Michelin

Phase 2: LAMCE/COPPE/PEC/UFRJ

Phase 3: visitors and users Photos: Coral Michelin Basso she's not a saint, she's not a fool, she just happens to have this passion which has become her purpose

WHY:

... in a recent interview about her participation in the movement, the artist affirmed: "I have no words... However...

[Connect to Art Brings Art to Mobile Phones]

http://www.bananacafe.ca/entertainment/ent-sep-17-04.htm

17 sep 04 finland Connect to Art is a new dimension of art and answer to artists' need to find new, innovative channels for artistic expression and ways to reach new and existing audiences by using new methods http://3quarksdaily.blogs.com/3quarksdaily/2004/09/art_for_your_mo.html

"Connect to Art is a collection of modern art for your mobile phone. This new media of art is innovative and inspiring. It's always with you, you can create a collection of your own!

http://www.bananacafe.ca/entertainment/ent-sep-17-04.htm

vision is <u>life goes mobile</u>. In the future, people will create, distribute and consume almost *anytime and anywhere*, each according to their needs.

Already today, features such as news, music and games can be enjoyed in a mobile environment. It is only

natural that art will go mobile, too.

["Art is one of the *longest lasting* forms of communication between people...]

According to the artist Kati Aberg, new media artists create art with the tools that shape our time. "The mobile phone is one of the more personal tools we own, but until now it has remained out of art's reach. How joyful it is now to conquer this territory! Mobile phones literally bring art into the palm of your hand, making the experience personal and entertaining. The works of art are close to you, genuinely within reach, right in your breast pocket next to your heart, and you alone can view them and own them," Aberg says

connect to Art website can be found at The works of art can be downloaded to imaging smartpohones. In the future, the artwork can also be enjoyed with other imaging devices. Art lovers can download their favorite works to their mobile phones directly from the Connect to Art mobile site at free of charge.

The number of downloadable works of art is limited, which is typical in the world of art.

1. A Little Bit of History

A few years ago, having a cell phone was synonymous with

Wealth. The first models to arrive in Brazil in the early 90's were extremely expensive and restricted to those who could afford not only the absurd price of the device but also high telephone rates.

AMPS Brew

Bluetooth

CDMA (CCC)

ERB \\\\\\\\\\\\\\\\\\\\\\\

GSM GPRS

MMS ASCII

:-0

PCS SMC

////// SMP

WAP

Wallpaper

These are images you can download in your cell phone and use as screens.

The number of cell phones users in the world has doubled since 2000. Close to 1.5 billion people, 1/4 of the world's population, has access to this service – according to the International Telecommunications Union, a UN agency

Brazilian Statistics 01/18/2005 – 65.61 million cell phones

Brasília has more cell phones than inhabitants

http://www1.folha.uol.com.br/folha/dinheiro/ult91u92551.shtml

17/01/2005 - 17h23

a little bit + of history

Subject: projetMichelin

Date: Wednesday, April 5, 2000 11:32 AM **From:** Simone Michelin <sm07@zaz.com.br>

To: <joseags@telemar-rj.com.br> **Cc:** Ivana Bentes <ivana@ax.apc.org>

Dear Alberto

find enclosed the material asked by IVANA BENTES in reference to the expo Museu do Telefone

the first text is for the catalogue

what follows is a detailed description of the whole project, in an accessible language, hopefully for Telemar

I'll be expecting an answer see you tomorrow xxxx Michelin

http://www.smichelin.art.br/mn02.htm

0-800-speak

+++++buzzz++++ You are now at MN.02. This is an Artwork.

By making this call you become a co-creator. +++++buzzz++++ Attention: this material has strictly artistic objectives.

The identity of participants will not be revealed. +++++buzzz++++

To talk about art, dial 1
To talk about invasion of privacy, dial 2
To talk about everything, dial 3
Above all

0-800-listen

+++++buzzz++++ You are now at MN.02. This is an Artwork.

By making this call you become a co-creator. +++++buzzz++++ Attention: this material has strictly artistic objectives.

The identity of participants will not be revealed. +++++buzzz++++

To hear what other inhabitants of Rio think, use The password
To talk about art, dial 1
To talk about invasion of privacy, dial 2
To talk about everything, dial 3
Above all

_____ MN.01 project Rio May 2000

TELEPHONING is the simplest form of long-distance human interaction

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Telephones were the first telecommunications technology (long-distance communication) accessible to practically all the Earth's population. And also the simplest, most direct and most interactive to this day.

Telephones are a means of communication that make possible a conversation between 2 points, a two-way highway. (Note: nowadays, more than two) Starting with the same technology, the internet amplified this possibility, creating a space that can be simultaneously inhabited by different, geographically distant individuals.

Each one of these vehicles – telephones and internet – create an environment that determines the qualities (characteristics) of the information.

What we propose is filling the time-space of the trajectory, the duration that will connect 2 points of contact, while the user waits for a phone call. How?

By inserting short messages that function like the graphic/sound vignettes used in radio and television programming. The user picks up the receiver and listens to messages randomly sent.

0800-type phone lines will be available for receiving and collecting participant's contributions, since the collectivity will be responsible for supplying the messages. This material will generate a data bank that will be placed on the web (WWW) and will also be able to receive contributions.

This event can be considered a model for a process that intends to stimulate the collective exercise of conversation. How will the public react, what attitude will it have before this possibility without precedents and without pre-established rules?

http://smichelin.art.br/teleanamnesis/simone.html

The experiment: Rio, April 2000

- a temporary intervention in the telephone system of Rio de Janeiro
- an action that deals with shared amounts of information and unfolds in 2 communication systems whose vehicle are phone lines (telephones and internet);
- the purpose is creating a non-directed* space for manifestation, with the objective of apprehending values, codes, norms and forms of representation common to the city in this moment;
- it makes means of producing information accessible;
- it intends to move within a *communication-escape*, *machine-escape*, transforming it into an *action-escape*;
- characteristics: a centralized intervention in the communication process; a training for dealing with the simultaneity of apparent sources of meaning, offering possibilities for thinking-acting in relation to it. Artist(s), scientist(s), technician(s) social role as an ethical question (?).

On the **physical** space:

a metaphor for transparent process, work and the creation of a reality

Telephone: communication-escape + binding medium Museum: data bank, abrigo/shelter, fonte/source

WWW: *ágora*; public territory

^{*} based on the idea of data collecting for social researches using non-directive techniques

| Rio, May 2005 Comments: | | | |
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