



God's Eye View I

Pedestrian Simulator

'The fundamental codes of a culture - those governing its language, its schemas of perception, its exchanges, its techniques, its values, the hierarchy of its practices - establish for every man, from the very first, the empirical orders with which he will be dealing and within which he will be at home.'

Michel Foucault, *The Order of Things*, 1966

David Cotterrell's *God's Eye View* is one of three projections which explore themes of approximation and translation in the process of representing behaviour through data.

The work investigates areas of human experience for which the visual language of representation must, to allow comprehension, involve symbolism and acceptance of arbitrary convention.

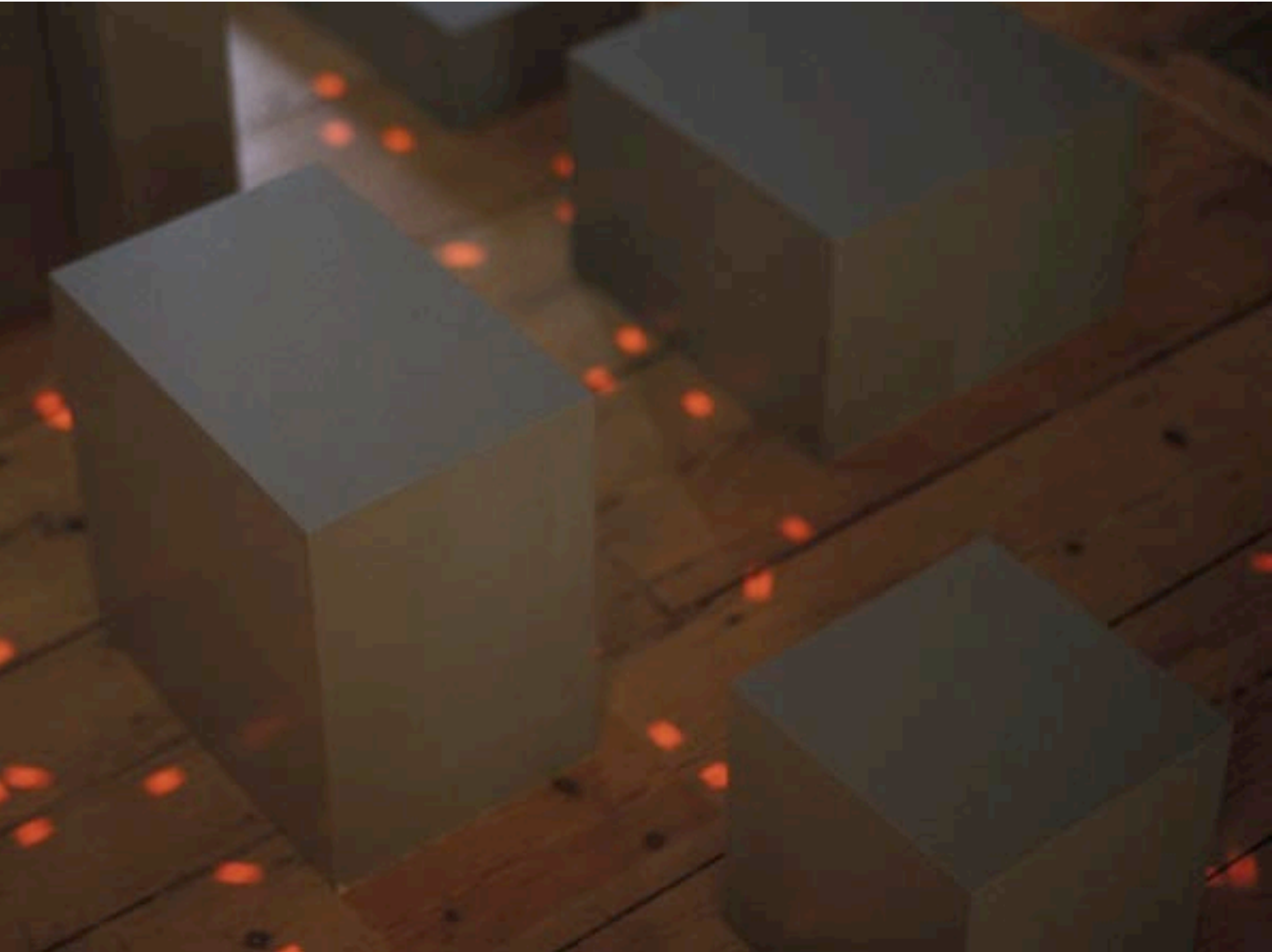
God's Eye View explores facets of the symbolic order imposed on human experience of the world. The work both celebrates and questions the wisdom of attempting prediction.

Red dots, each representing a human life, dash to and fro: bunching together in 'desirable' spaces, leaving others abandoned. These works have an eerie quality reminiscent of science programmes in which we witness the acceleration of the spread of HIV or ebola through a healthy host. We see human choice and naturally occurring patterns reduced to game-like conditions.

The quest for God-like status is brought down to earth by the limitations imposed by humanity's collective imagination: prediction machines are only capable of replicating identified trends. Our inability to witness all of the convolutions of existence is reduced to an abstraction: a translation or 'Beginner's Guide' to this shared existence. Cotterrell employs the very visual language of meteorologists and spatial analysts to create works that openly question the wisdom of urging the blind sibyl to tell her tale.

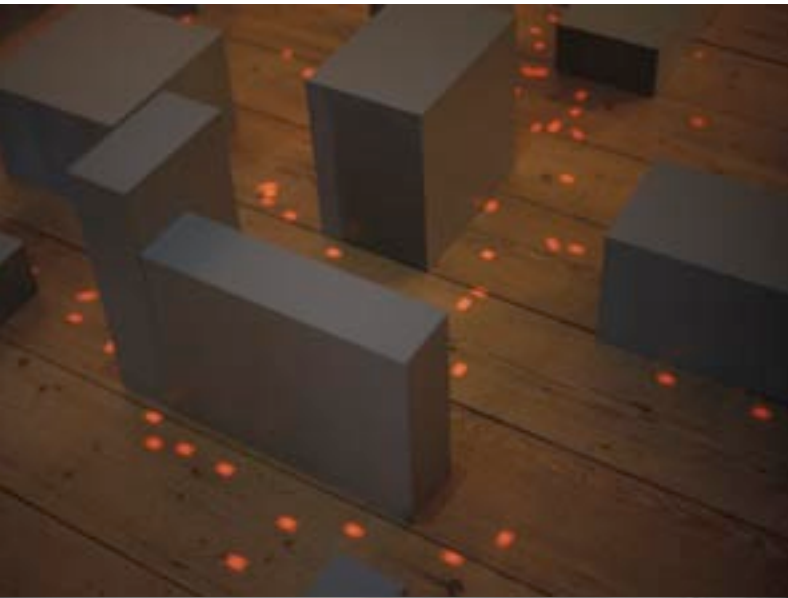


Originally commissioned for exhibition. 'Reference Frame' at Daneille Arnaud contemporary art, London. Artist David Cotterrell developed a series of three mathematically generated installations, which address the representation of complexity. The installations were borne out of research into current attempts to simulate massive systems and to algorithmically predict trends in behaviour. *God's Eye View I (Pedestrian Simulator)*, is the subject of this document.



GEVI

Technical Information



God's Eye View I: Pedestrian Simulator is a combination of custom software and simple physical elements.

The result is the mathematically generated navigation of up to 1000 pedestrians (represented as simple animated red squares) of a schematic city constructed of MDF cubes and cuboids.

The basic city is constructed of 12 of these blue/grey blocks (this basic layout could be expanded through the addition of a greater number of blocks if the gallery space was of a larger scale). The computer can be calibrated manually using the custom setup program included with the artwork or in favourable conditions may be connected to a video camera which continually reads the layout of the 'structures'. The computer program will then calculate values for a million locations across the city which will enable the pedestrians to 'read' their environment and intelligently navigate.



The projector is mounted above the blocks, fixed to a ceiling or wall using a Unicol GKC (or similar) articulated mount. The image is directed toward the playing area via a front coated mirror which is also fixed to the ceiling with the aid of an adjustable ball-joint.

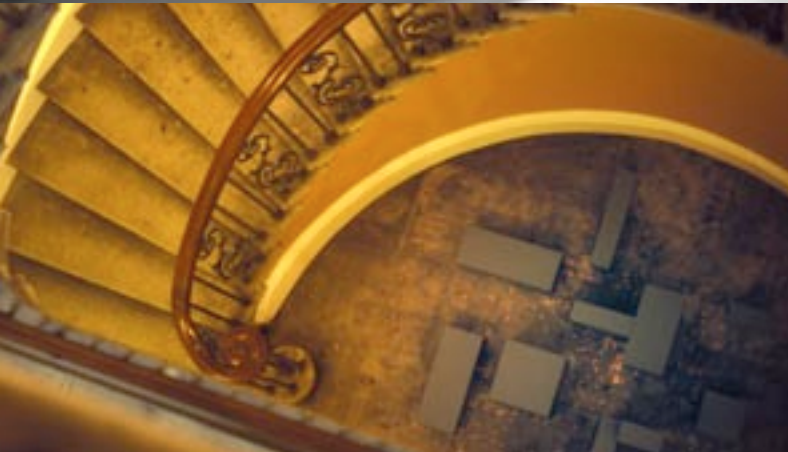
Subject to a basic site survey, the entire installation may be installed and calibrated within 48 hours.

Once installed the installation is virtually maintenance free, waking and sleeping according to gallery opening hours.

In previous realisations of this work, computer access or maintenance has not been required. In the event of a power failure or restart, the calibrated settings are saved and will be automatically reloaded.

As a precaution, a simple testing and calibration program has been authored and is pre-installed on the loan machine. This may be used to confirm or readjust alignment of the projection in the event of audience interference with the 'city' layout. Training and demonstration of these features will be offered to host gallery technical staff.

While all of the elements are available for loan (subject to proof of gallery insurance being provided), it may be more cost-effective for host galleries to provide their own projector and/or cabling to avoid shipping expenses - see *budget advice overleaf*.

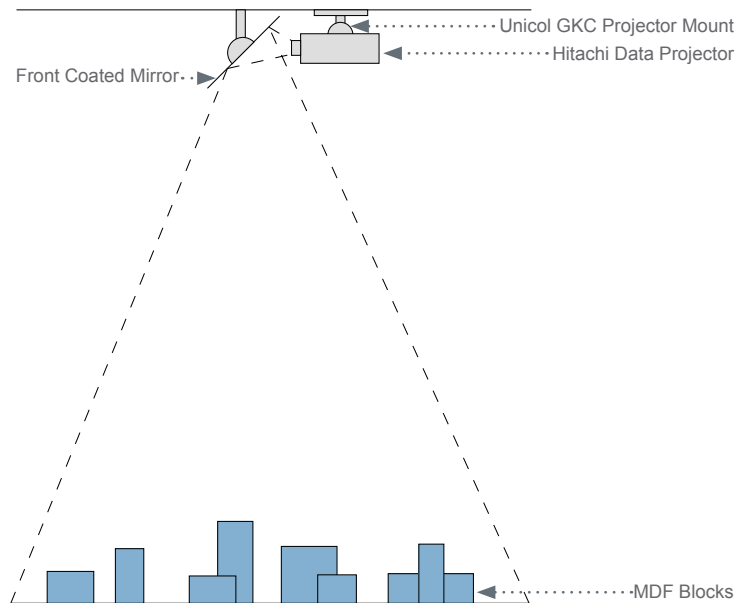


The Table below outlines the costs for fabricating the installation, excluding labour and travel.

The original equipment suppliers are listed for reference, but many items are not exclusively distributed by a single agent and may be purchased or hired directly from local suppliers.

While specific projector, computer, cabling and fixing brands are listed below, equipment with similar specification which is already owned by the host institution or sponsoring organisation may be used as substitutes for these items, subject to verification of compatibility by the artist or the artist's representative agent or gallery.

Certain items (including the MDF components) may be fabricated locally where this is a more cost-effective approach than international shipping.



Equipment Inventory

Description	Qty	Unit Price(GBP)	Price(GBP)	Supplier	Notes
Hitachi CPX1250 Projector 4000 ANSI Lumens	1	2,499.00	2,499.00	Roche AV	Contact Details: Peter Midgeley Roche AV, Aineleys Industrial Estate, Elland, West Yorkshire HX5 9JP Tel 01422 310 193 Fax 01422 310 220 pmidgeley@rocheav.co.uk
Front Coated Mirror	1	80.00	80.00	Mirror 2K	Contact Details: 2K Mirror Ltd. 163 Kings Cross Road, London WC1 9BN Tel/Fax: +44-700 264 7767
MacMini 1.42Ghz, 80Gb HDm 1GB Ram, DVDRW, WLAN, BlueTooth	1	620.00	620.00	David Cotterrell	Contact Details: David Cotterrell
Apple Bluetooth Keyboard and Mouse	1	70.00	70.00	David Cotterrell	11 Navarino Road,
ApplePower Adapter for MacMini	1	50.00	50.00	David Cotterrell	London E8 1AD
DSUB Mini - VGA Adapter	1	12.00	12.00	David Cotterrell	Tel: +44(0)20 7249 4696
VGA - VGA Cable 5m	1	20.00	20.00	David Cotterrell	Mob: +44(0)7958 565 995
VGA - VGA Extension Cable 5m	3	20.00	60.00	David Cotterrell	david@cotterrell.com
UK 2 way Trailing Socket 5m	2	12.00	24.00	David Cotterrell	
Unicol GKC Projector Mount	1	70.00	70.00	David Cotterrell	
Unicol GKC Universal Adaptor Plate	1	45.00	45.00	David Cotterrell	
MDF Block (Painted)	12	15.00	180.00	David Cotterrell	NB: The MDF Blocks may also be fabricated on site.
100m Mains Cable (3Core)	1			Venue	Contact Details:
Insurance for Loan Items	1			Venue	
Shipping for Loan Items (UK - China - UK)	1			Venue	
TOTAL (ex VAT)			3,730.00		
TOTAL (inc VAT)			4,382.75		Insurance Value of Loan Items

Exhibitions

The installations, *God's Eye View I, II & III* were developed for the solo exhibition, 'Reference Frame' commissioned by Danielle Arnaud contemporary art, London in 2003.

God's Eye View I (Pedestrian Simulator) was presented at the 4th International Space Syntax Symposium London and subsequently selected for inclusion in the East Wing Collection No.6: *Urban Networks* at the Courtauld Institute, London, 2003-2005. Other selected artists included Franko B, Jeremy Deller, Isaac Julien, Michael Landy, Yinka Shonibare and Catherine Yass.

Publications

The Impossible Project. 128pp Colour publication (1st Edition 4,500) published by Black Dog Publishers and distributed through Black Dog and Phaidon books. Documenting the work of David Cotterrell, edited by Caryn Faure Walker and including written contributions from Zia Sardar, Claire Fox, Simon Biggs, Kirsten Dautenhehn, Juliet Steyn and David Page. Foreword by Niru Ratnam. ISBN 1 901033 73 2.

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