

David Cotterrell: Babel (v)

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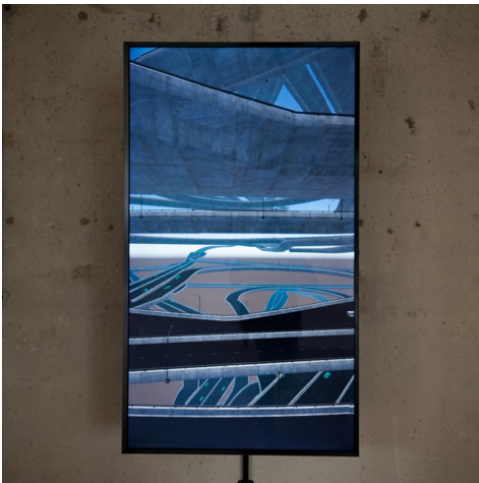
Materials:

MacPro, Samsung Screen

Babel is a 3D projection of a simple closed-system created within a game engine. The work depicts an infinitely expanding highway system.

As traffic increases and queues build, a viaduct is formed. Gradually slip roads are added, lanes widened and a ring road is created to alleviate pressure. Sweeping feeder lanes distribute fast turning traffic and double, then triple deck highways appear. As capacity increases, more cars are added. As more cars are added, capacity is stretched. A vertigo-inducing monument to highway geometry gradually pierces the clouds as Cotterrells ridiculous extrapolation is rendered in real-time. Babel was created using a custom game engine and output as a high definition video. It's generative or linear gallery presence depicts an infinite flyover system, appearing random, but strictly conforming to the rotational symmetry of 'clover-leaf' junctions.

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