Claudio Lucio Midolo

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I'm creating a new kind of camera, designed to maximize the emotional side of the photographic experience and minimize productivity, to ultimately let the audience focus on their feelings rather than on their performance.

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Why Photography?

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The art of capturing images, and with them emotions and memories, has always fascinated me since my early childhood.

I remember I had my first contact with this strange world made of black boxes, strong lights and long lenses when I was five years old.

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## **IMPETUS**

# ANALOG ----- DIGITAL

how we *interact* with the camera to capture visual memories

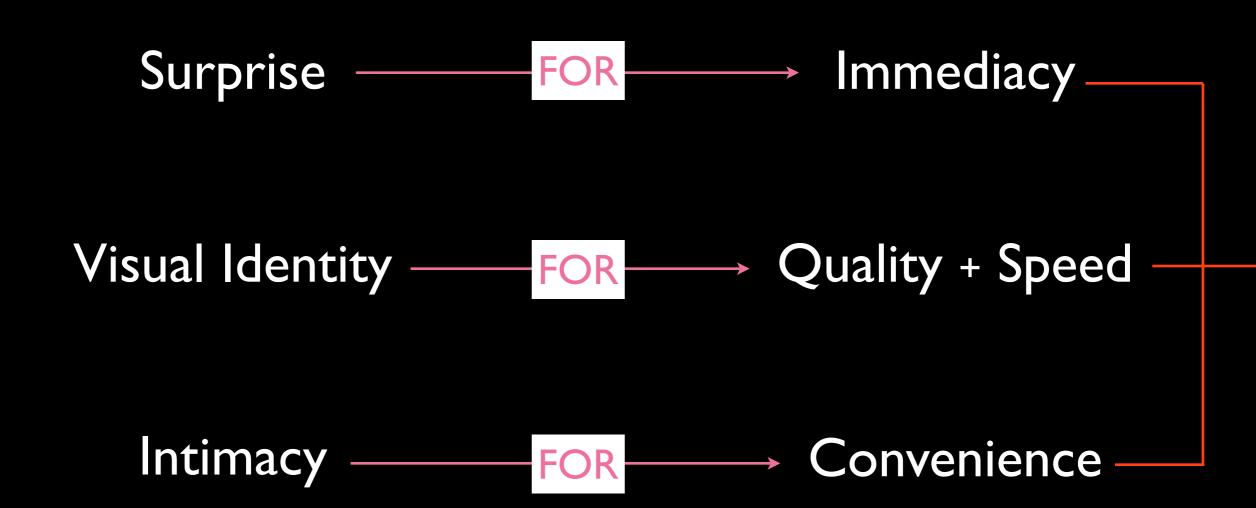
how we look at them

how we share them

what value we attribute them.

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During the transition from digital to analog photography we traded



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Design based on **PRODUCTIVITY** 

Non

professional → Emotions

cameras

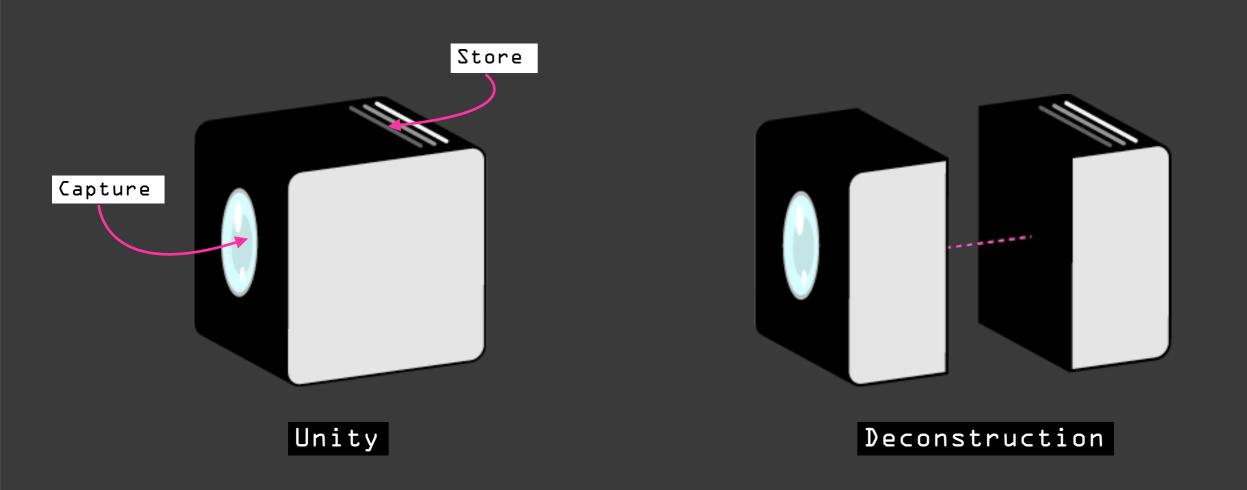
## **IDEA+FORM**

The device I'm envisioning will try to solve the issue previously highlighted, suggesting a possible perspective over a completely ignored, thus incredibly fertile, dimension of design, driven by **Humanity** instead of **Productivity**.

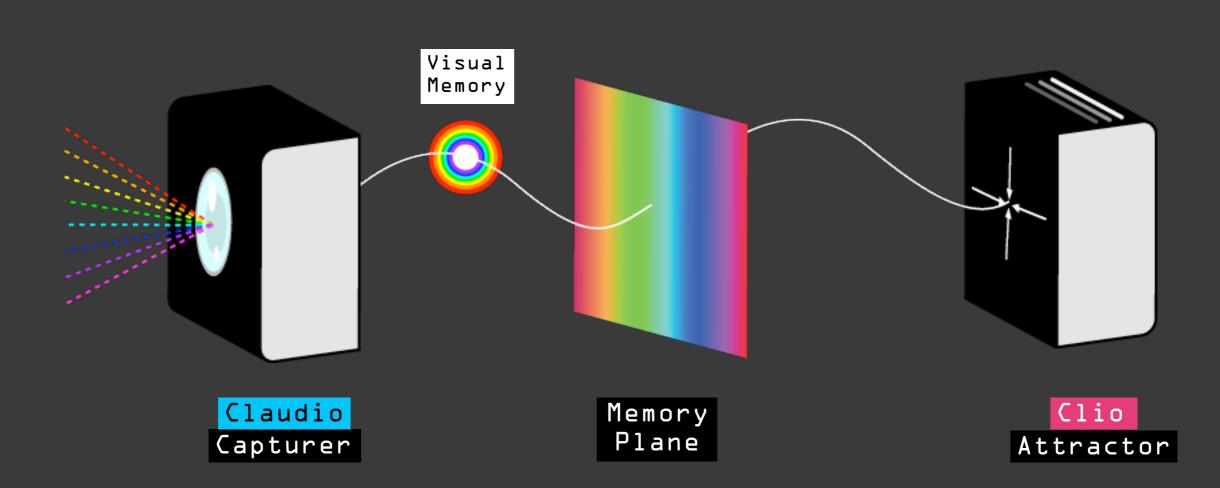
It will bring back the elements of magic, surprise, intimacy, curiosity, commitment and value, currently overshadowed by means of performance.

# Phototropic Memories Claudio Lucio Midolo

It will accomplish this aim starting from the deconstruction of one of the conceptual fundaments of Photography, the unity of the part which captures the image with that which stores it in time.

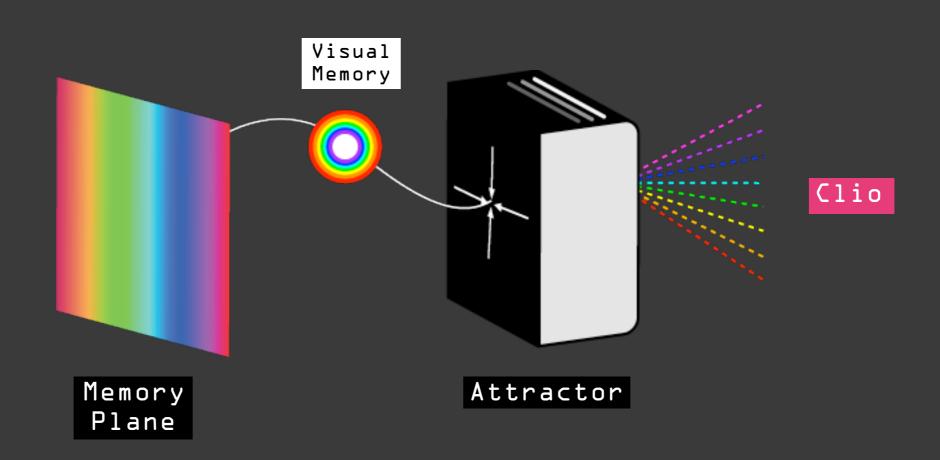


The camera will be split into two halves, each one intimately linked with the other, to be held by two emotionally linked persons, in this case Claudio and Clio, husband and wife. The *Capturer* half will be able to capture a visual memory which will be immediately sent to the *Memory Plane*, a median dimension where memories fluctuate until attracted by the other half, the *Attractor*.



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The Attractor will be able to retrieve the visual memories from the Memory Plane and play them back to Clio, the person who owns the Attractor half.

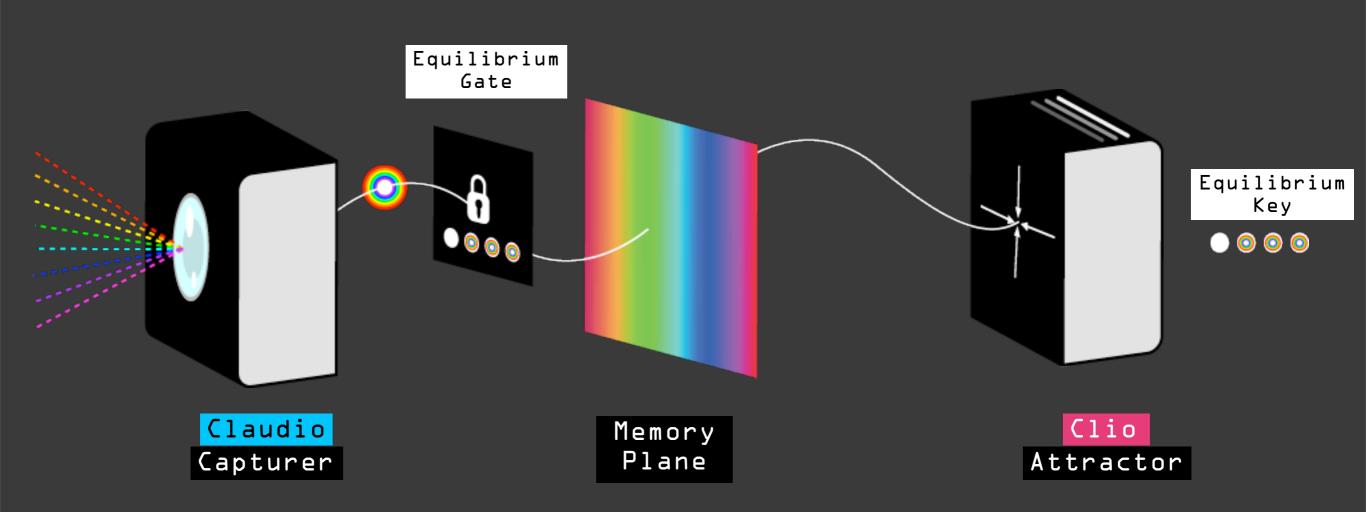


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Some *rules* will regulate this system

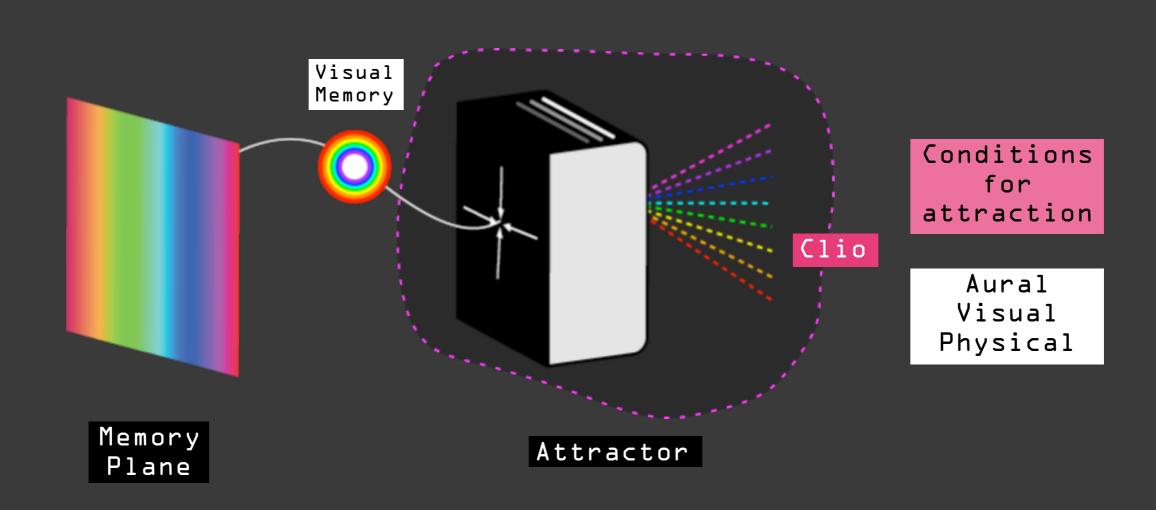
# Phototropic Memories Claudio Lucio Midolo

Claudio wont be able to continuously record one memory after another without any limit, but an equilibrium will exist relative to the number of new visual memories actually seen by Clio.



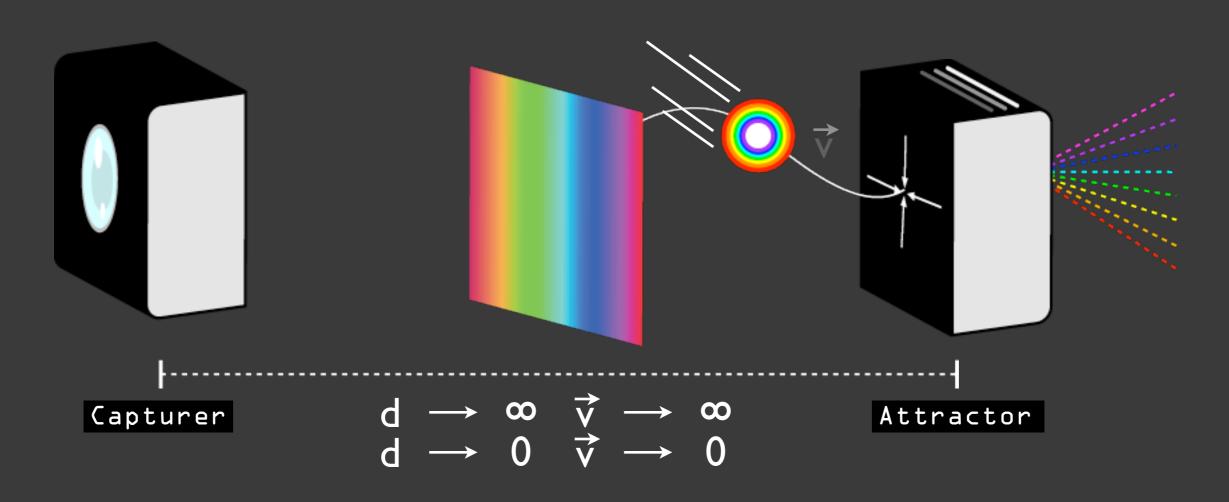
# Phototropic Memories Claudio Lucio Midolo

The Attractor won't work simply as a passive output, as a television, but certain conditions will have to be met by Clio in order to successfully attract visual memories from their plane, such as providing a silent or quiet aural environment, darkness or dim lights and presence, physical commitment.



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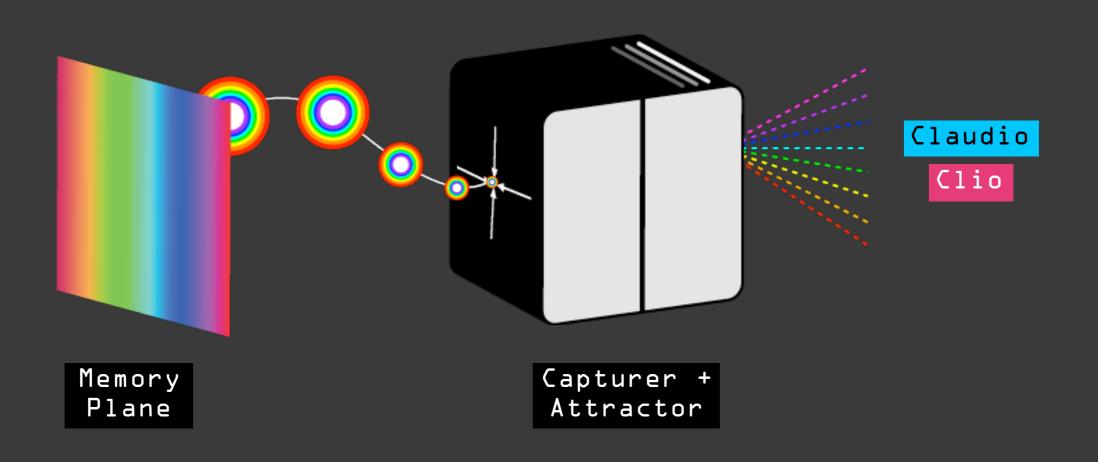
How each single visual memory is going to be attracted by the attractor? It can't be simply a random attraction. The logic I've imagined is based on the idea of physical distance.



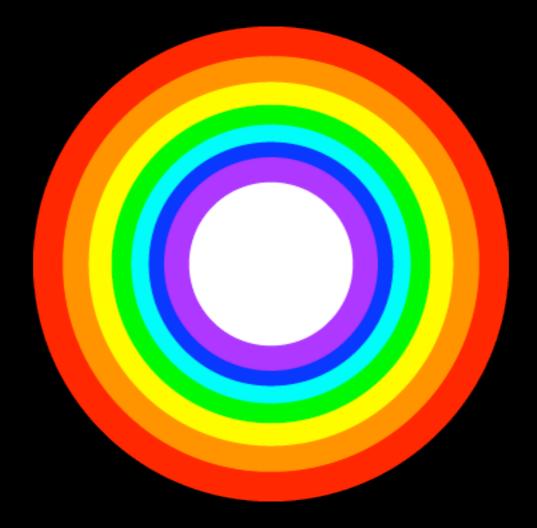
If the physical distance (d) between the two halves is high then then speed  $(\vec{v})$  of the new visual memory moving towards the Attractor is high, and vice versa with distance next to 0 speed is next to 0.

# Phototropic Memories Claudio Lucio Midolo

Claudio wont be able to immediately see the results of its capture, the visual memory it has recorded, until he will physically meet Clio, the holder of the Attractor. In that occasion something very special will happen, as the who halves will recognize each other, finally attracting all the visual memories from the Memory Plane to be enjoyed by the two persons without any limit or condition to be met, until the two parts will be separated again.



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What are the *visual memories* I'm talking about? ... you'll see it in the prototype;)

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## **DOMAINS**

Psychology

Photography

Digital

HCI

Cultural Studies

Memory

Identity

Personal

Interaction Design

Material Culture

Explicit memory

Declarative memory

Episodic memory

Aesthetics

Communication

Slow technology

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# **PRECEDENTS**

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# The Moment Camera

## Technic

Michael F. Cohen and Richard Szeliski

Microsoft Research



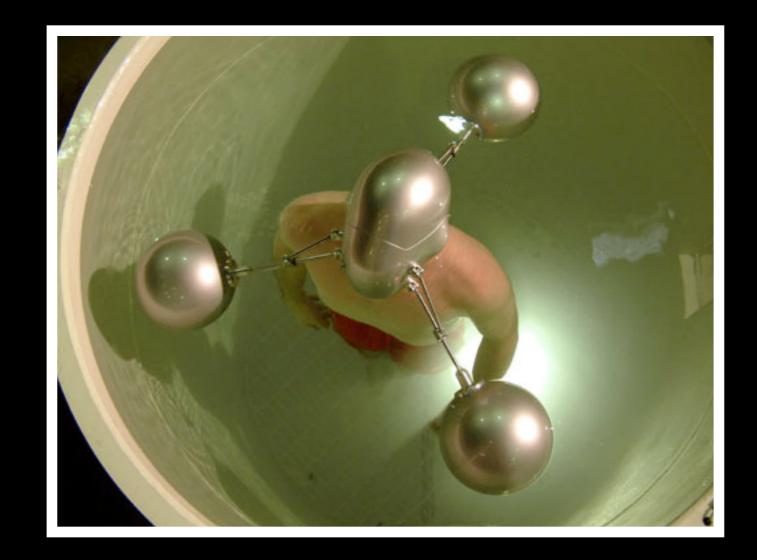


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# Iso-phone Concept

James Auger, Jimmy Loizeau, Stefan Agamanolis

Media Lab Europe



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ILog

Look & Feel

Leafcutter John, Kaffe Matthews, & Thor Magnusson

IXI software

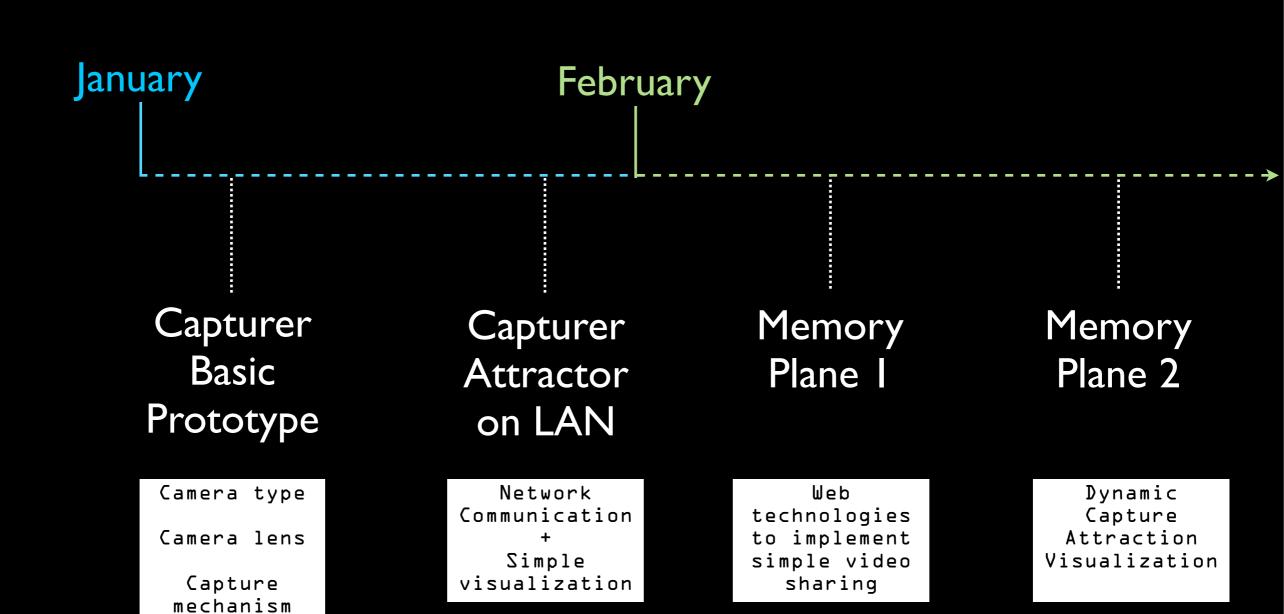


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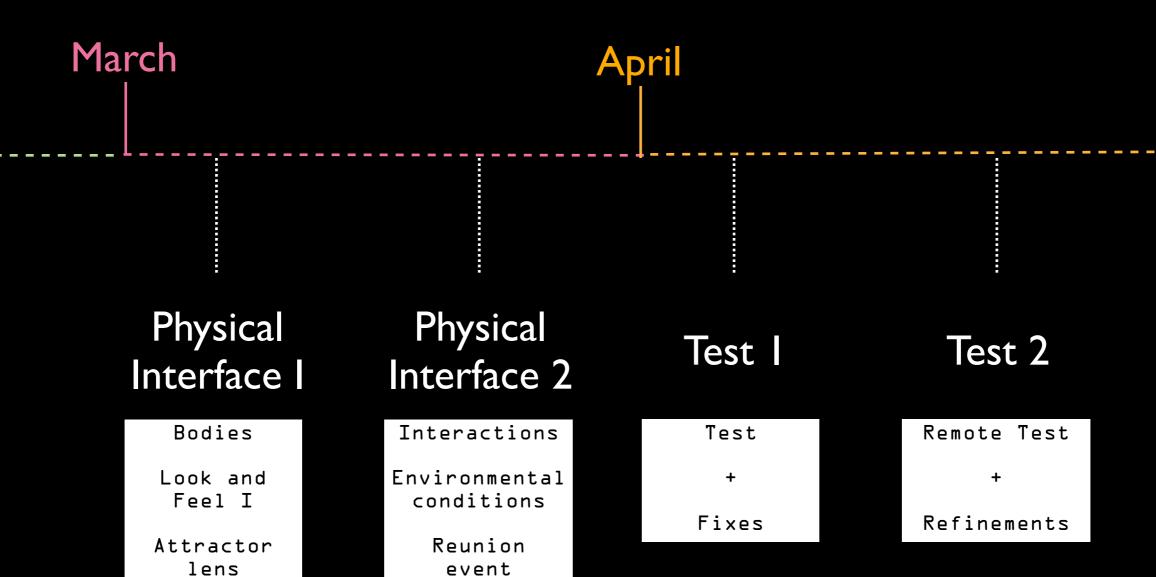
# PROTOTYPE TIME!

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## **SCHEDULE**



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Test 3 Show

Final Testing

+

Evaluation

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Drive to California with my wife Clio probably ending up losing ourselves in the desert :)

## Thank you!



## Special thanks to

Clio, Marko, Loretta, Katherine Moriwaki, Joel for the help with wood and my awesome classmates!

Claudio Lucio Midolo