



## Kick the Fractal

by Olaf Meyer  
2002

This is an audio-visual installation by artist Olaf Meyer – a breathing, self-aware environment that responds to the behaviour of the viewer. Sound and image is composed in real-time in response to the viewer's movement within the space. Move around the space. Vary your movements, vary your direction. Play games with it. How does it respond when you walk at a sharp angle, as opposed to 90 degrees? What can you do to stimulate and excite the installation?

Without the effort of its audience, Kick the Fractal is static. It depends on interaction with outsiders to realise its full potential. It is also self-aware, with the sound installation responding to the visuals, which are in turn responding to the audience.