

## Between the Sacred and the Profane in the S. João d'Arga's Festivities: A Digital Art Installation

Mário Dominguez (Research Centre for Arts and Communication and Centre for the Study of Language, University Institute of Maia (ISMAI), Maia, Portugal), Fernando Faria Paulino (Research Centre for Arts and Communication and Centre for the Study of Language, Communication and Culture, University Institute of Maia (ISMAI), Maia, Portugal) and Bruno Mendes Silva (Research Centre for Arts and Communication, University of Algarve, Faro, Portugal)

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### Abstract

This paper describes the concept, creative process and development decisions regarding an interactive art installation that materializes a point of view on the conflict between the notions of 'sacred' and 'profane' in a particular Portuguese religious festival. The initiative, besides constituting an experiment on the usage of a physical pendulum as control method, aimed to combine three main domains: digital art (in particular generative art), documentary value and game-like challenge. Each user undertakes a personal experience as interaction occurs with a poetic symbolic simulation of the real pilgrimage. As the user intervenes indirectly in the main struggle, the profane and sacred pilgrims, in the shape of digital autonomous agents, uncover a generated art piece that is both a product of the artist vision and the inevitable result of the users conscious and unconscious decisions.

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