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**FATIMA REVISITED: AN INTERACTIVE INSTALLATION**

R. ALVES, M. MADEIRA, J. FERRER, S. COSTA, D. LOPES, B. M. SILVA, L. SOUSA, J. MARTINS, J. RODRIGUES

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**References:** International Multidisciplinary Scientific Conference on Social Sciences and Arts SGEM2014, [www.sgemsocial.org](http://www.sgemsocial.org), SGEM2014 Conference Proceedings, ISBN 978-619-7105-30-8/ ISSN 2367-5659, September 1-9, 2014, Book 4, Vol. 1, 141-148 pp

**ABSTRACT**

Three very young shepherds, on May 13, 1917, reported seeing "... a lady even brighter than the sun...", floating a meter or so in the air, near an old oak tree, when they were pasturing their little herd in Cova da Iria, Portugal. The story of Our Lady of Fátima has remained one of the most remarkable odes in Portuguese folklore. It is, beyond the religious event in itself, a key episode in the official history and culture of the Portuguese people. It is a day celebrated every year; more among the faithful believers, but also in the media and even as a political catchphrase, widespread, recognized and celebrated, including by the Vatican and several Popes. In this paper, we present two multi-media installations where the central figure is Our Lady of Fátima, following two main ideas: (a) a "door" opens up the possibility to access multiple space-time experiments, and (b) we try to reach into the Portuguese imaginary surrounding the appearance of Our Lady of Fátima, using a female archetype suggesting a "sacred apparition". Both installations use a Microsoft Kinect sensor to detect the presence of a viewer for triggering the start of the narrative, followed by recognizing different movements of the viewer(s), e.g., moving left, right, forward, backward, etc., to create different flows in the presented narrative – even at some point changing the face of Our Lady of Fátima with the face of the viewer. Both installations use similar hardware and software concepts, except that the first one uses a Rear Projection solution where the narrative is presented by the image of Our Lady in real size and the second uses a Hologram.

**Keywords:** Interactive Installation, Digital Art, Computer Vision, Film, Hologram.