

# Paul Sermon -Telematic Art-

by Jeremy Canterbury

# Paul Sermon Short Bio

- Born March 23, 1966 in Oxford, England
- Got B.A. At the Newport School of Fine Art
- Post Grad. At University of Reading, work from which led him to his international acknowledgment for telepresence based pieces
- Taught at MGB Academy of Visual Arts, Uni. of Art and Industrial Design, Uni of Reading, Institute for Visual Media, and the University of Linz
- Currently teaches at University of Salford, Manchester



# Telematic Vision

Sermon began to develop interactive installations while he was a student. He wanted to create an intimate setup that could communicate over a distance, and create the systems to allow others to participate in the experience. This resulted in the project Telematic Vision, in which two identical structures were made far away from one another, but were connected electronically. Each had a monitor and a video camera. The two locations were recorded on video, and mixed together in a program that sent the mixed video back to each monitor, where the participants would be able to view themselves along with the other person as if they were actually in the same location.

<http://vimeo.com/19380362>

# Telematic Dreaming

- Created in 1992 for exhibition by the Finnish Ministry of Culture, and supported by Telecom Finland
- Interactive video conference system, where separate live simultaneous images are projected onto the opposite space, and users can see and interact with the counterpart to their location



# The Teleporter Zone

This work was installed permanently in the Evelina Children's hospital in London. An 'S' shaped wall was put in place where children could sit at opposite sides and interact. They were placed into a virtual environment by a computer generated background. This helped entertain the child patients, and relieved the worry of being in a hospital.



# Headroom

After winning the Taiwan Visiting Arts Fellowship Award, Sermon started with a "Blank Canvas", in order to create a work that reflected his experience in Taiwan.

The result was "Headroom", in which sermon constructed two rooms with a low ceiling, and a hole for the participant to stick their head and arms into. The two participants would be recorded, and then displayed via simple video conference face to face with the other user, making a very close up and intimate experience, yet they were not even in the same room

