

Rainbow Makers by Tine Bech Studio

www.tinebech.com

Rainbow Makers - What is it?

Rainbow Makers is a simple, intuitive, collaborative game which encourages visitors to the museum or gallery to explore and engage with specific art works and the venue itself in an inspiring new way in order to achieve a collective vision: the creation of a digital rainbow which takes form simultaneously both in-venue and online.

Through the process of the game, audience members – working together as teams but also as onlookers and witnesses to it – can playfully interpret both the familiar and the new, literally illuminating the venue in order to shine a new light on its collections, spaces and histories. The project provides an inventive, participatory space for people to dream, to play and to explore, and to reimagine the idea of a museum, no matter what their level of knowledge is of art or the venue itself.

How the Game is played - snapshot

Rainbow Makers is a team treasure hunt type game for all ages played within a multi-room museum. Groups of between two and eight people seek out seven spaces, artworks or objects that once found trigger a colour change to the artist made LED illuminated vests all players will wear. The aim of the game is to find all seven spaces, and illuminate the objects or artworks within them with the appropriate colour of the rainbow. Images taken of the teams in situ clad in the seven different colours are uploaded to the web and then displayed on a venue big screen, combined with other team images they form a giant rainbow.

More detail

On arrival, players will go to the 'Hub', typically a foyer or entrance space where materials and instructions can be collected. At the 'Hub' each team collects seven sets of cards which sets out their mission and provides a set of clues about how to locate seven 'Gatekeepers'. Teams are given specially made interactive light wearables and their mission is to find the seven colours of the rainbow before their light fades. The gatekeepers each guard one colour and only by wearing, for example red lights, can players gain entry into the red colour realm. The light wearables (see photos) are easy to put on and fit to all bodies, thus working for visitors of any shape, size or height. Each team sets off from the hub wearing a different colour, thereby going in different directions and avoiding 'queues' at the colour realms.

When the Gatekeeper is found teams must illuminate the particular artwork or space by making interesting poses, interacting and framing it with their body and colourful lights. The gatekeeper will take a photo of the player's 'illuminating selfie' and upload the photo onto a website, which is also projected in various spaces throughout the museum or gallery, so that everyone can view the progress of the teams.

Once the 'Light Chasers' have brought light to the un-illuminated site/artwork and created a photo for the rainbow, the gatekeeper grants them one 'colour wish'. Teams decide where to go to next based on which colour they need to complete the rainbow. The team has only succeeded and achieved harmony when it has passed through the seven colour realms.

Each team's photo from each of the seven colour realms will be part of the rainbow (vertically stacked like a set of photos taken in a photo booth), but as more teams complete their quest, each of the rainbow colours grow in intensity. The more people who play, the more photos are uploaded, and the more powerful, and bigger, the rainbow will become.

How it Works Technically

The interactive light wearables have RGB LED strips soldered and sewn into the garments behind light diffusing fabric. These LED lights are connected to an enclosed 12V (CCTTV) battery and a LED driver with a PIR sensor that can be remotely controlled by the game characters e.g. the Gatekeepers and Game Hub

staff (this magic remote control is similar to a TV remote). Each gatekeeper posts photos online (via flicker) and a smartphone app. Using html coding these images are then automatically inserted into the photomontage, thereby sorting all the player's photos from each colour realm (red /orange /yellow /green /blue /purple /pink) into a rainbow. The rainbow is then (through another piece of software) projected live into (multiple) sites across the Museum/Gallery, growing as people work together. The online vision, the rainbow of people and museums artefacts, can remain online in perpetuity. Players will also be able find their own (and download) their individual portraits and moments from the game.

About Tine Bech

Tine Bech is a multidisciplinary artist and researcher. Originally from Denmark she currently lives and works in London where she creates innovative interactive projects which have excited and inspired people around the world. Her work explores the potential for transforming environments and human behaviour through the creative possibilities of play and place-making. She places the audience at the centre of the work creating open systems, structures and spaces where participation, curiosity and communications are essential facets of the experience. Much of her work seamlessly incorporates new technologies reflecting the way that it is increasingly integral to the human condition and the world around us.

The work has been created and staged in a wide variety of public contexts, both in the UK and internationally: from bridges and bike rides, to theatres and museums. Through the Tine Bech Studio in London she creates large-scale public artworks, interactive spaces, wearable designs, and social games, in response to commissions from museums, galleries, and theatres, businesses and development bodies.

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Venue minimum requirements

1. 3G or 4G Mobile data or Wi-Fi coverage
2. Indoor ambient indoor light (not too dark)
3. Seven objects in seven distinct areas
4. Seven Gatekeepers (can be from youth groups, photographers, actors, volunteers)
5. Physical site for the Game Hub: min 5 meters x 4 meters
6. Projector
7. Staff or volunteers helpers for the Game Hub to help 'dress' players and do crowd control

Studio Tine Bech will provide:

- Final design of game
 - Map handout to players
 - Game Cards with artifact
 - Game flow chart
- 30 CCTV batteries + 10 spares
- 30 chargers with UK plugs
- 30 Light wearables and inherent electronics
- 30 body harnesses – a Velcro system that audience put on and then attach the wearables
- Remote controls
- Laptop and connector

Artist fee **£3,000** plus expenses including all travel, accommodation and sustenance as necessary for site visits and event.

Interested in hosting Rainbow Makers at your venue?

Please contact Nick Stockman on 01273 523983 or email nick@culture24.org.uk.