

Fig.191 Rendering of an ideal exhibition in which 18 of my works are presented. Using a video-game engine I was able to simulate the RGB lighting of the interior space. Previously I also used to manually tween the RGB values of each month using an old animation software. Later my oldest son has developed a software to do so automatically.

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James Turrell and Olafur Eliasson are some of the artists that uses colored lights in their works. While I have been experimenting with reproducing the colors by programming a microprocessor in connection with RGB lights, I have never had the opportunity to publicly show this piece. It is anyway supposed to work as a background atmosphere to my other works. These other works require a more cognitive attention from the visitors. Beside showing it privately in my barn in the alps, the closest I got to exhibit this work was in the Stockholm observatory from which the light could also be projected outside over the already light-polluted city. With some insistence I would certainly have the ability to both build a stable RGB light setup to reproduce the weather data I collect and I establish the right contacts to be able to exhibit it. The purpose of my project is not to show off. The purpose is to document life in its multiple manifestations and if I just get too busy as an artist trying to get a career, my project would turn into a meta project and lose its authenticity. Not that I believe my life to be authentic since I have to complain with many artificial routines but at least I am not pretentious. I do not exhibit work or write about it to suit a given community. I just live taking no pride. Simply put it, I document and therefore I am.