

Nicholas Stedman

The Blanket Project



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Nicholas Stedman has developed a tactile object, which physically interacts with the audience. Resembling a blanket, the device is embedded with electronics and machinery to enable sensing and movement. The result, a hybrid toy, sculpture and tool. Like a computer it can be networked with other devices, in this case to exchange touch between remote users.

Assistance from Rhya Tamasauskas

Nicholas Stedman is a Canadian artist using electronics to sense and impact space and objects. He has developed telematic machines, wearable computing devices, and various sound and video controllers. His current project uses robotic technology to animate physical structures. Movement is used to renew a connection to physicality. www.nickstedman.com

Contact:
touring@futurephysical.org
nickstedman@sympatico.ca



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