

Camille Utterback: *Precarious*

Camille Utterback created *Precarious* to function as a constantly evolving, interactive drawing projected onto the gallery wall. Using custom software that she designed herself, Utterback enables visitors to play a role in her artwork. When visitors step into the lit rectangular area on the gallery floor, an overhead camera captures their movement. Utterback's algorithms translate the birdseye view of people's shapes into black outlines and colorful forms that change and develop. As more people move through the space,

the initially traced silhouettes of individual participants dissipate and become part of the overall composition. Utterback's *Precarious* addresses the question: How can digital technology be used to bring people together, rather than separate us from each other?