phantasmagorie will be a large scale multi-sited new-media artwork involving a train with no passengers travelling around the United Kingdom after dark, pulling approximately nine carriages. Numerous images automatically gathered from the internet will be digitally back-projected onto the train carriage windows. The project will explore the notion that we live in a world whose boundaries are constantly shifting and dissolving encouraging a global universal commonality. phantasmagorie will be an ambitious technologically driven project that will utilise sophisticated current and emerging technologies including the Internet; computer programming; data storage; digital projection and a moving train at night.

> "That is why the debate about capitalism has been, from the very beginning, about which frictions, barriers, and boundaries are sources of waste and inefficiency, and which are sources of identity and belonging that we should protect.   From the telegraph to the internet, every new communications technology has promise to shrink the distance between people, to increase access to information, and to bring us ever closer to the dream of a perfectly efficient, frictionless global market. And each time, the question for society arises with renewed urgency: To what extent should we stand aside. 'get with the program,' and do all we can to squeeze out yet more inefficiencies, and to what extent should we lean against the current for the sake of values that global markets can't supply?   Some sources of friction are worth protecting, even in the face of a global economy that threatens to flatten them." Friedman, Thomas - The World is Flat - p204

1.
phan·tas·ma·go·ri·a (f n-t z m -gôr - , -g r -) also phan·tas·ma·go·ry (f n-t z m -gôr , -g r) n. pl. phan·tas·ma·go·ri·as also phan·tas·ma·go·ries

a. A fantastic sequence of haphazardly associative imagery, as seen in dreams or fever.
b. A constantly changing scene composed of numerous elements.

[Alteration of obsolete French phantasmagorie art of creating supernatural illusions : perhaps fantasme, illusion (from Old French; see phantasm) + allégorie, allegory, allegorical visual representation (from Old French, allegory, from Latin all goria; see allegory).]

phan·tas·ma·gor ic (-gôr k, -g r -) adj.

phan·tas·ma·gor i·cal·ly adv.

2.
The work is site specific but at the same time multi-sited. The site is un-fixed constantly shifting and moving, the site is everywhere from south to north, east to west. The observer is static, as the work comes to them and moves from them. Individual's witnessing this strange unidentifiable object moving through the city and landscape, a capsule travelling through space and time. It moves to you then from you, seemingly connected to everyplace and everyone but at the same time isolated and distanced. A strange light phenomena moving at various speeds encountered in different situations and environments apparently with no fixed location or destination. Glance up while walking in the city, waiting at a level crossing, driving on the motorway, observers accidentally witness an object displaying colour fields consisting of images collected via the internet from all over the world.

3.
The train's wireless connection will be used to link the computer system to the internet. A computer programme will be written designed to search the internet for images using certain keywords that have a direct connection to the site(s) location(s) the train is moving through.
The location the train passes through and the images back projected onto the train carriage windows will always be linked. Example: Newcastle could be one of the keywords. As the train passes through Newcastle the computer programme would search the internet for images that have been titled or labelled with the word Newcastle. Then download the images and back project them onto the train carriage windows.

4.
The images will be downloaded then stored on a second computer. The second computer will resize the images and then send them to the digital projectors. The images sent to the digital projectors will instantly appear in the windows of the carriages. The images displayed on the windows of the carriages will have a connection or correlation with the location the train is passing through.

The images will be constantly changing and updating as the train moves through different locations. Different images will stay on the projection screens for different lengths of time thus making a constantly changing display of images.

5.
Digital data projectors will be used to back project images onto the windows of the moving train carriages. The train carriage windows will be transformed into projection screens by attaching semi-transparent plastic to the inside of the windows. This will allow the projected images to key onto the screen and illuminate into the dark. Individuals will view the images from outside of the train and both sides of the train carriages will have projections in the windows.

6.
The train pulling the carriages would run the length and breadth of the country. The train would run at various different speeds. Potentially stopping at different stations/viewing areas where scheduled viewings had been arranged.

It would also be important that the train was seen 'accidentally' in unplanned and unscheduled ways; as you wait at a level crossing or drive along the motorway or glance up as you walk through the cityscape.

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