

Visible Hand

Internet-connected installation, 2016, after *All Over* (2009)

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Documentation : <https://dispotheque.org/en/visible-hand>



Visible Hand, Samuel Bianchini, 2016. Medialab-Prado, Madrid, Oct. 2016.

Visible Hand is an online artwork based on the simple image of a hand, a sort of hand icon, composed of typographic characters in the manner of ASCII art, using the display techniques of the first computers. In this case, however, the figures and letters composing the images are dynamic and keep changing: they are generated in real-time following the rise and fall of stock market indexes around the world. The originally still image changes according to the volume of financial transactions, which simultaneously feed and disrupt this image. Caught between the digital and the financial, and between two forms of representation, the picture of the hand seems to be constantly struggling for its visibility and its uncertain reality. Whose hand is this? Does that hand mean something? Does it call for help? Is it the hand of a protester? Or of a trader? Just calling or showing the number 5 on his fingers, reminding us that counting on our fingers ("digits") is the base of the "digital". In any case, this hand is not that of Adam Smith, the "Invisible Hand" supposed to regulate the global markets.

Specifications and technical requirements:

- **Application, system, computer:** Visible Hand is a computer application compatible with Linux, Mac OS and Windows. Wherever possible, Mac OS or Windows should be used, on a recent Mini Mac or equivalent.
- **Network:** To work properly, it requires a permanent internet connection (wired: avoid wifi). But a backup version is automatically activated in the case of a network failure.

- **Image display:** The image can be projected (using a video projector), displayed on a flat screen or a wall of flat screens, or displayed on an LED screen. Wherever possible, the LED display system is preferred. The application is easily configurable to allow a wide variety of display resolutions (from 320 x 240 pixels to 4K - 4096 x 2160, through specific non-homothetic resolutions, such as on LED screens).

N.B. : Make sure that the computer and its system are compatible with the display system, particularly if a specific driver is required. Also check that you have the right interface (adapter and cable) between the computer and the display system.