



Everybody knows the myth of the labyrinth, the narrative nucleus, the cronotop and the characters in action by extension labyrinth as a topos denominates any type of structure related to architecture, archaeology, ornamentica, gardening, anatomy or technology which is easy to enter but difficult to get out of also by extension the labyrinth as a myth denominates a set of theoretical terms for the use and pleasure of philosophers such as the test of the labyrinth the ordeal, the temptation, the adventure, the journey, the quest or the path towards the Center where the Hero meets an Opponent whom he has to defeat in order to earn a sign of value, the great dilemma of the Hero remains the way out of the labyrinth in order to get the reward in this mythological/theoretical context the digital system of the computer reveals its creative potential announcing the following problematic aspect is it possible to program a labyrinthine pattern starting from real objects without appealing virtual images? giving a positive answer the KI group produced a kind of Commedia del Multimedia with interactive possibilities. "Commedia" because of the playful approach proposed with ironic cross-references where the mythological referent is paraphrased by the digital processing of everyday-objects and analogic frames put on screen by the authors as electronic variations of the labyrinth theme.

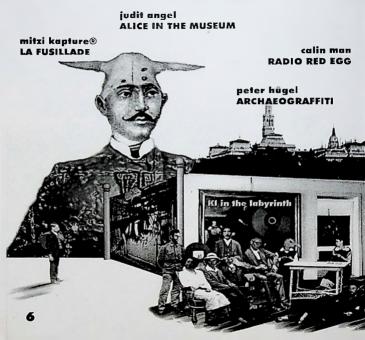


caius grozav G.L.A.E.



ioan ciorba CLOUDSBEAT

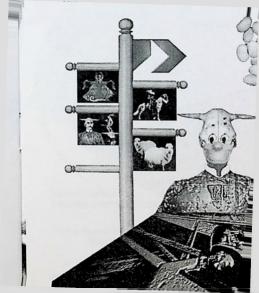
## george sabáu TEST OF THE IMAGINARY



romulus bucur

## peter hugel ARCHAEOGRAFFITI







calin man FISH A LA SPIELBERG



peter hügel ARCHAEOGRAFFITI

> caius grozav ALTERNATIVE ESCAPE

george sabāu TEST OF THE IMAGINARY



## INTERMEDIA

is the review. 11/1997 of the atelier Kinema-Ikon editors: museum arad & Ki sponsor: Soras Center for Contemporary Art Bucharest



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> requirements: pentium or later windows 95 or later 16 MB of RAM 640/480 true color

Start run browse CD /ComMedia.exe