Computer technology: robotic milking and interactive mirrors
From image to display

Daniel Rozin
The wooden mirror is actually very large scale display. A computer display. In the centre of the wooden mirror, actually in the physical centre of the wooden mirror is a tiny video camera. And that video camera is capturing the image of whoever or whatever stands in front of the mirror. That video signal is then sent to a computer which analyses and captures that video signal. And that image is then evaluated in greyscale, in black and white values. Where each black and white value actually corresponds to an angle of one of these wooden pixels. Eight hundred and thirty five in all.

So once the computer has done that, it sends, it communicates with many server controllers, serial server controllers. Sending them commands to move with the motors as needed. And the system is quite fast. So it refreshes itself probably fifteen or twenty times a second. So it yields sort of a smooth animation. And as a by-product most of the motors are moving when you move in front of it. So there's sort of a nice hushing sound coming out of it, when you interact with it.