

雙打 Doubles

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「有人說雙打就像下棋，每一招都要有目的。」

「雙打」是利用簡單的球體滾動降低摩擦力原理，施力的同時使裝置產生滑動效應。沒有目的、分數、關卡，更沒有互相比拼的必要；僅單純在速度、距離或動作改變下進行探索，企圖將「互動」還原到它原本的樣子。

在一來一回的過程，影像與聲音仿若永無休止的太極推手。潛伏波動的低頻，貼附於光流緩緩運行之處；交會撞擊的閃爍，將高頻毫不留情地爆發宣洩出來；消退之時，隨之而來的是寂靜、是沉默，直至下一個電光雷火的瞬間。

“Doubles has been compared to a game of chess; every move you make should have a purpose”.

Doubles is based on the simple principle that the rolling of a ball will lead to reduction in friction. When the player makes their move, a sliding effect is created in the installation.

There is no objective, no points to be scored, no levels to rise through, and no need for any competition with other players. It is simply a process of exploration in which the player alters speed, distance or motion in an attempt to bring the interactive installation back to its original state.

In the back-and-forth process, the video and sound are in constant motion, like a tai-chi master. Submerged, passive low frequencies accompany the points where the flow of light has slowed; when a flash shows that an impact has occurred, there is a sudden, uncompromising shift to high-frequency sound. When the light falls back, it is accompanied by silence and stillness, until the next flash of light appears.