

SPECIAL TOPICS IN INTERACTIVE PERFORMANCE AND TECHNOLOGY

Week3, Spring 2013

Development Environment

Input

- Kinect/Webcam
- Sensor

Process

- Any software environment (Max6, Processing, Openframeworks, etc.)

Output

- Projection
- Physical Actuation

Camera (Kinect/Webcam)

- Body Image



- Body Data

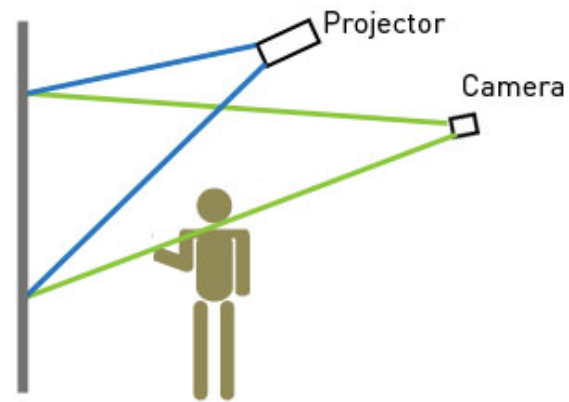


Software

- MAX 6 <http://cycling74.com/>
- Openframeworks <http://www.openframeworks.cc/>
- Processing <http://processing.org/>
- Aruidno <http://www.arduino.cc/>

Presentation/Show

□ Projection setup



□ Physical Actuation



Assignment

- Concept Proposal
 - Inspiration
 - Direct/Indirect (Movement Effort) Concept
 - Visual/Sound Aesthetics
 - Interaction
 - Stage Setup
 - Technical Diagram
 - Schedule
- Team meetings on Wednesday