Interactive Performance & Technology

Sketch One: Interactive Improvisation

Andy, April, Michael, and Sarah



CATEXIS | 2012

CATEXIS is an interaction between dance and sound that allows the performer to compose a piece with his/her movement.

DMD

Technology: phonemes, surround sound speakers, light gestures, motion tracking

Inspiration

By Pablo Palacio

and Muriel Romero

http://vimeo.com/40523751 | Andy Hurley



Direct space: Point A to Point B
 Indirect space: One destination, many paths
 Our program should compliment Sarah's improvisation style
 Unburdened exploration of space

Direct / Indirect Space



Spinning
Depth
Collision
Speed
Use of high, middle, and low space
Laban's movement

Modes for Interaction

k Flick
k Slash
k Float
k Wring / Press



Laban's Movement



- ${\scriptstyle \&}$ Complements both sound and movement
- ℵ Follows dancer's movement
- Laban's movements cause striking, angular graphics that momentarily flash on screen; bright colors
- Color temperature changes based on high / middle
 / low space
- ℵ Tool: Processing(?)

Visual Aesthetics

Desaturated vs. Saturation Organic vs. Geometric Brevity vs. Ongoing



Visual Inspiration maybe



Drum beat is regular but becomes faster as the dancer spins more rapidly

- ${\scriptstyle \large \&}$ To reiterate, spinning speed affects ongoing sound
- 🔈 Laban's movement triggers a spontaneous sound
- & Notes change based on high / middle / low space

Sound Aesthetics

- & Scrim in front of Sarah
- 🗴 Kinect between Sarah and scrim
- & More than one Kinect for larger use of space
- Optimize balance of visibility of dancer and graphics
 Barkstooth Sertin "Bleed Through Effect"



Stage Set-up



と 2 Kinect と 2 computers と 1 scrim と 1 projector

ℵ Kinect SDKℵ openFrameworks/Processing

Technical Diagrams

- Working prototype with sound and visuals by the end of next week
- $\ensuremath{\bowtie}$ Final week to polish the program and performance

Schedule

oositob	otos	Febrero			2013	
Lunes	Martes	Miércoles	Jueves	Viernes 1	Sábado 2	Doming
4	^{stor} 5	6	49 7 91	8	9 da	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28			