

XV

Fifteen points (XV) defines the role of cognitive dissonance in diverse reactive spaces. In an interactive floor projection, viewers are encouraged to move throughout the space and engage in the manipulation of the art piece. Detecting both sound and body of the participant, the 3D shapes and textures within the installation bend and distort to the interference accordingly. When a presence is no longer sensed, the shapes are autonomously restored with a burst of energy to their original state, while a generative synth soundscape orchestrates the entire experience.

By immersing the viewer in a full body experience of shifting compositions bred by human motion, this piece projects many diverse, retinal interpretations of space. XV challenges the senses and plays a crucial role as a generative system, giving insight to the prospect of inaccurate visual assumptions that can drive us to understand new possibilities. A piece with pleasing aesthetics, carefully planned architecture, algorithmically defined behaviors, and ability to regenerate from destructive energy, the work serves as a fusion point of art, design, mathematics and technology.

Video Link:

<http://vimeo.com/115872531>

A Project by Esteban Garcia Bravo
In Collaboration with Aaron Zernack (Sound design) and
Jorge Garcia Galicia (Algorithm design)

Technical and space requirements

- A room with at least 10m x 10m floor space
- Dim environment
- A video projector installed in the ceiling (see photo)
- Room ceiling should be high - approximately 7m tall
- Sound system (amplification and speakers)

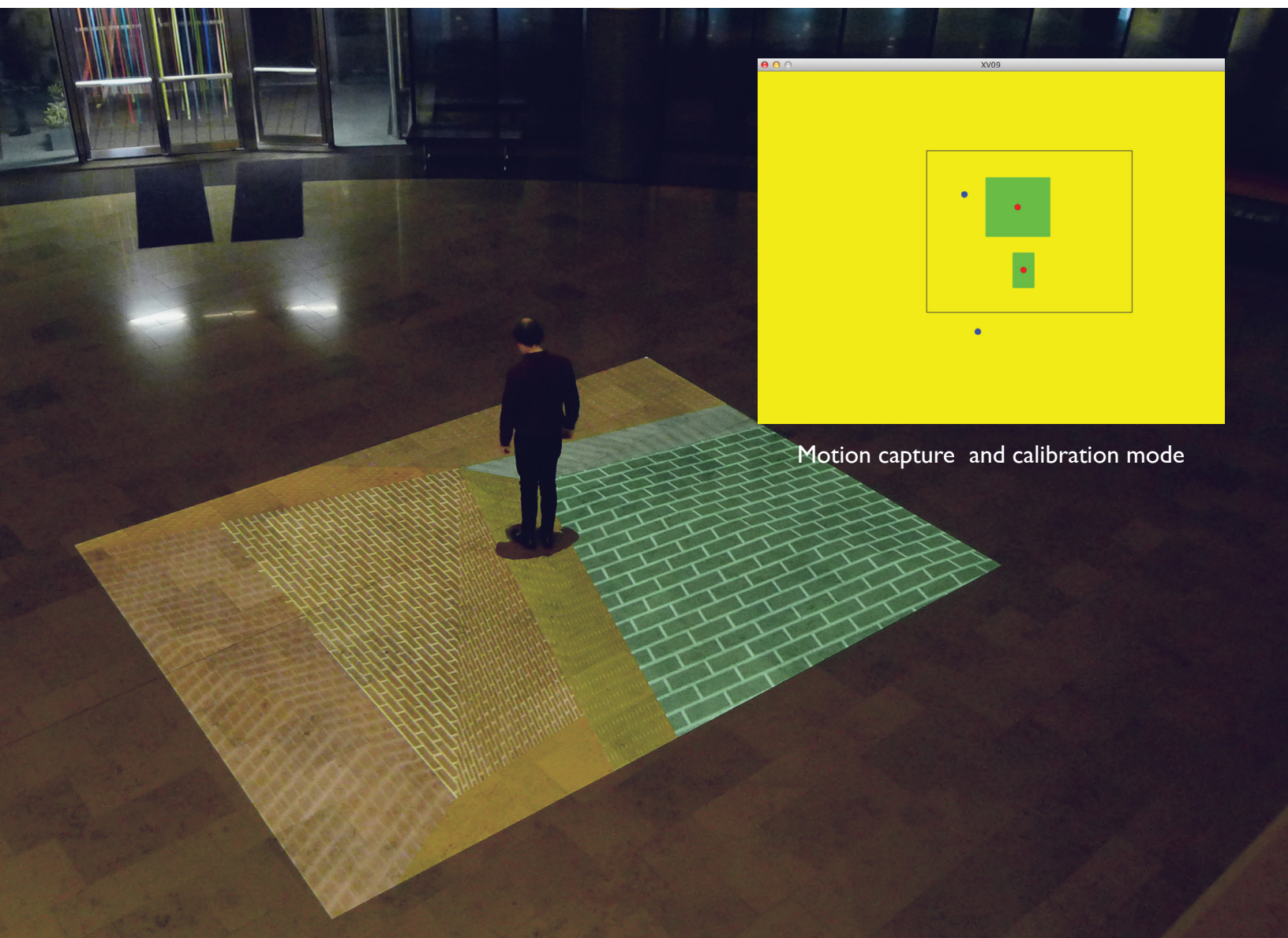


Transportation and Assembly

The materials for this installation are portable and fit on a 50x50x8 cm box. The contents consist of:

- A compact computer with the software
- Spool of 40m BNC cable
- 30m of VGA cable
- Infrared camera and mount (attaches to any projector's base)

At least one of the participants will install the piece and leave it running during the time of the festival. The system can be easily calibrated for different contexts through a visual interface.



Motion capture and calibration mode