

Allowing the masses into the world of Vjing...

InteractionMap, standing for everything educational, playful, physical and visually pleasing...

Mixing projection mapping, real time movements and augmented reality, we aim to take the viewers into a fun science-orientated journey.

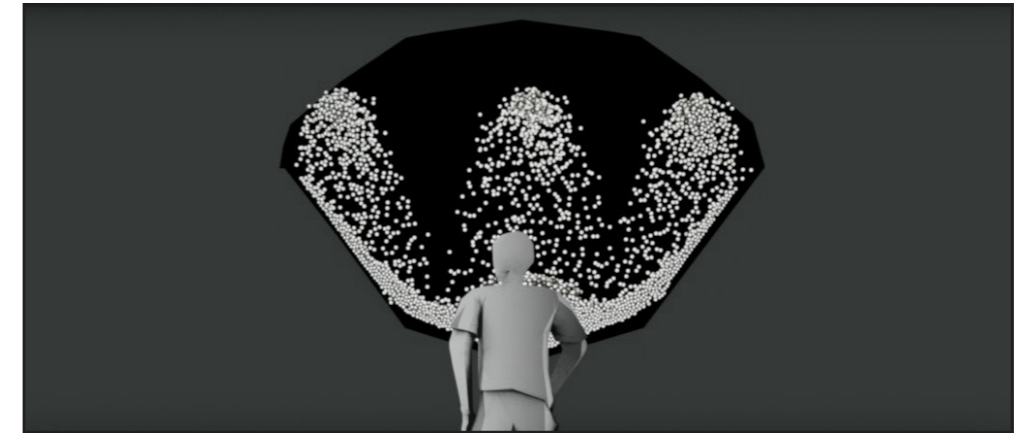
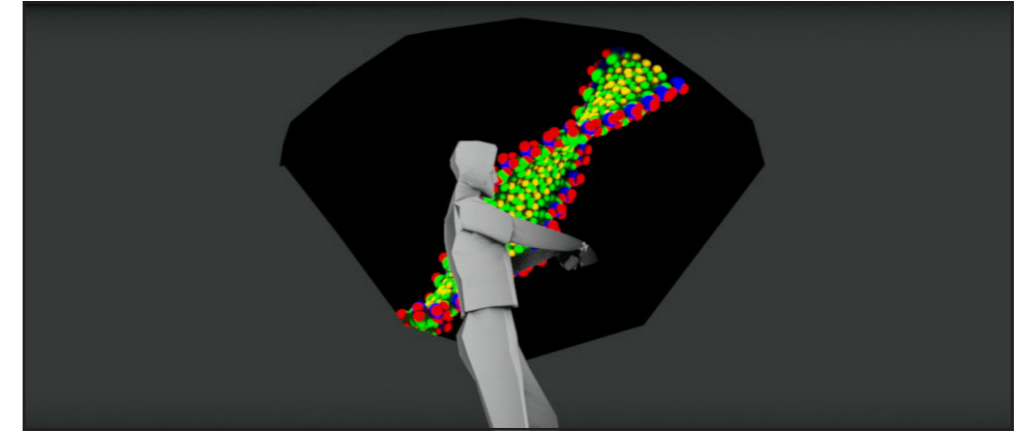
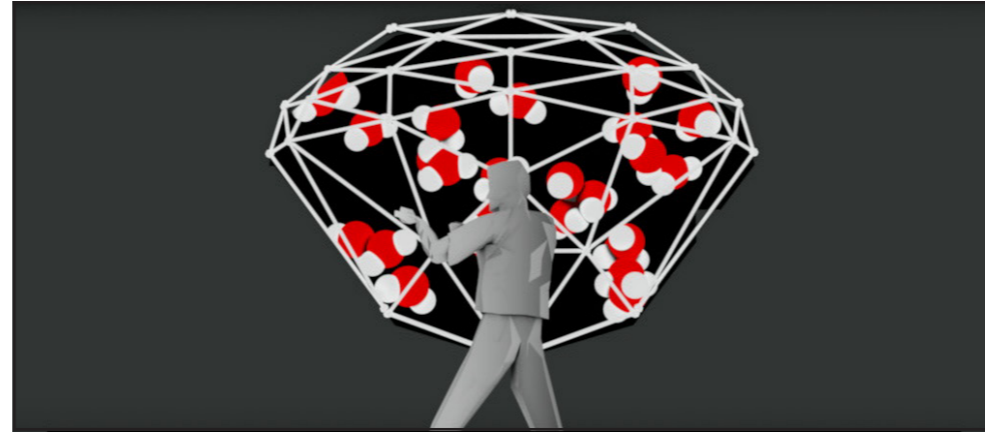
Within the environment we create, the audience explore the space in relation to their movements, as they communicate with one another they become aware that through working together they can open up secret content.



InteractionMap :The interaction happens in the 2 following ways...

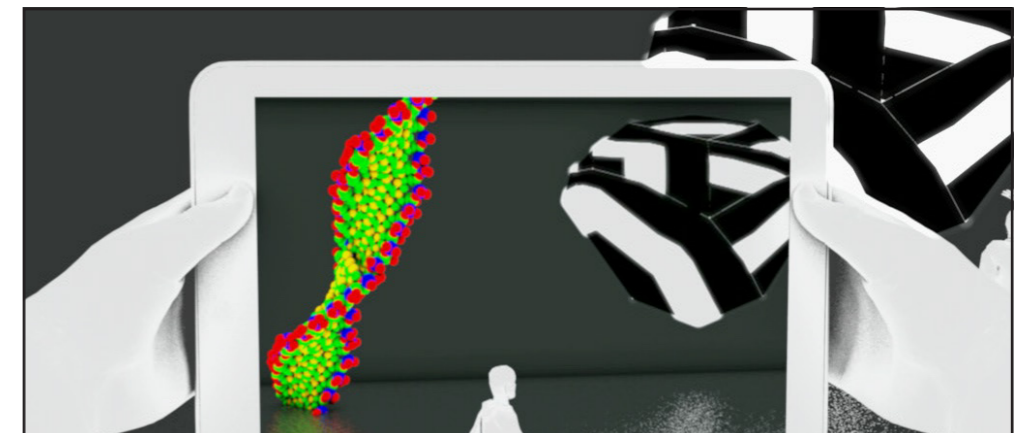
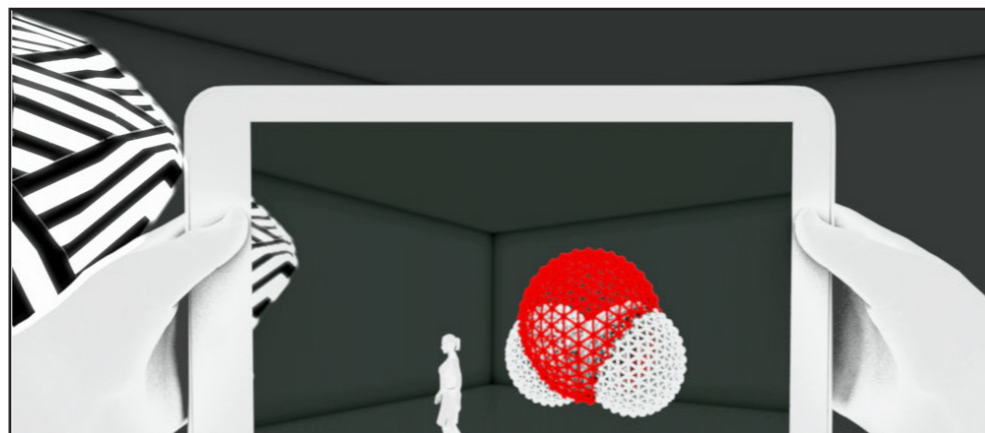
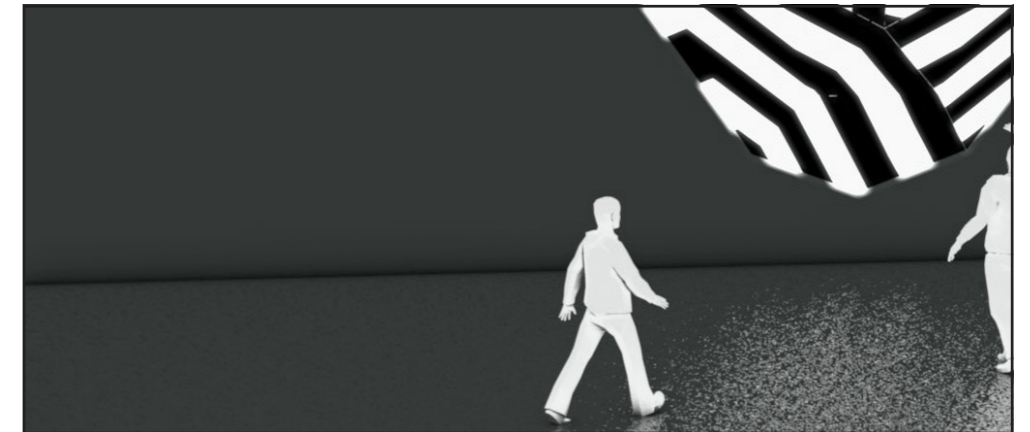
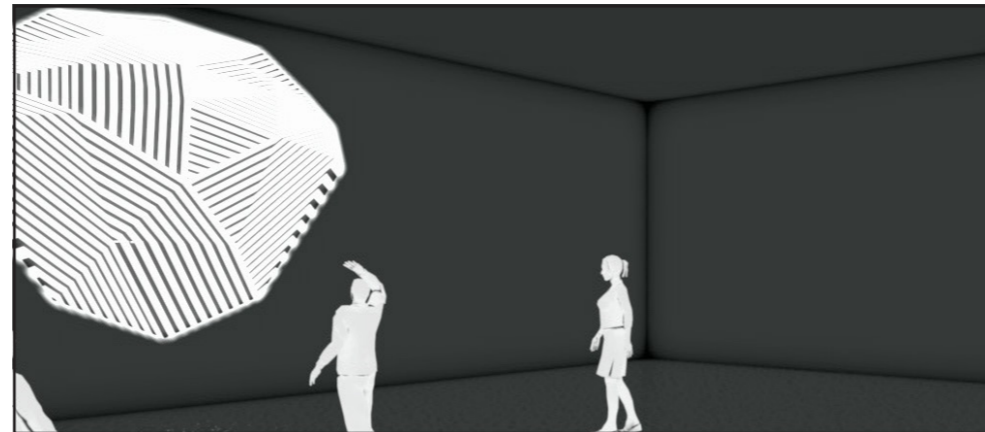
1.

The viewers, moving their bodies or certain parts of their bodies within a defined space, will trigger and control sequences of clips projected on the 3D sculpture.



2.

Using a smart phone with an existing augmented reality application, the audience will see series of distinctive (unique) perspectives of the projection in real-time, as they explore the artificial environment we created.



InteractionMap



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Workspace:

see pdf diagrams for details:
installation based on a single wall-
rear-projection on the 3D sculpture (3m/2m15)
3D sculpture and lightboxes will need to be mounted on a
fake wall
space for audience to move/interact around the sculpture
(minimum 3 cubic meters around sculpture)

Configuration:

A kinect picks up the spatial coordinates of a subject, this
information is then run through a custom application out-
putting said data as a midi signal. From here the signal can
be used to control modul8, which is then in turn is run
through madmapper.

