

To Watch and Be Watched: Interactive Art

PROJECT DESCRIPTION:

For this project, we are going to use an Xbox Kinect motion sensor and software to create a video that responds to interaction with the audience. This is an introduction to interactive and responsive technology. For this project, you will create two videos, one that will be projected and one that will appear in the silhouette of the person moving in front of the motion sensor. The two videos you create must have a relationship in some way. Maybe one is historical and one is contemporary, maybe one is of nature and one is digitally enhanced, maybe one is inside and one is outside. We will use DSLR's to capture footage that will be used in the video (you can also consider including found footage but it must be licensed for use or used in a way to be considered Fair Use), Adobe Premiere to edit the videos, an Xbox Kinect motion sensor to capture an image based on the movement of a person and Millumin (a projection mapping software) to composite the two and create the motion mask.

Additionally, you are required to create audio to compliment the video. The audio will not response to motion. The audio needs to be original but can use elements of found clips.

Interactivity can be playful but it can also highlight notions of surveillance, and artists that use interactive technology often address surveillance as part of the message of their interactive works.

THINGS TO ASK YOURSELF:

How does surveillance exist in our culture today? Is surveillance a good or bad thing and why? The process we are using allows the audience to uncover or expose the underlying video imagery. Does your project capitalize on the elements of surprise or illusion? What is the relationship between the two videos you create for the viewer to interact with? Are they contrasting or complimenting each other? How is your imagery working visually and aesthetically? How are you using the elements and principles of art and design to create an engaging and well-balanced composition?

TOOLS WE WILL USE:

- DSLR VIDEOGRAPHY / FOUND FOOTAGE
- AUDIO RECORDING
- AUDIO/VIDEO EDITING IN PREMIERE
- MOTION SENSOR MASK
- MILLUMIN PROJECTION SOFTWARE

PROJECT REQUIREMENTS:

- BETWEEN 1-3 MINUTES
- MUST CONTAIN ORIGINAL AUDIO
- MUST CONTAIN TWO DIFFERENT VIDEOS THAT RELATE TO ONE ANOTHER
- CONTENT MUST BE THOUGHTFUL AND INDICATIVE OF THE PROCESS

ART THAT WE WILL LOOK AT:

Student Examples:

<https://tiffanycarbonneau.com/projects/>

- Raphael Lozano Hemmer

https://www.lozano-hemmer.com/vanishing_points.php

https://www.lozano-hemmer.com/zoom_pavilion.php

https://www.lozano-hemmer.com/redundant_assembly.php

-Ai Weiwei at the Park Avenue Armory

https://www.youtube.com/watch?v=qhksjQ69_IY&ab_channel=iart-StudioforMediaArchitectures

- Camille Utterback

<http://camilleutterback.com/projects/shifting-time-san-jose/>

<http://camilleutterback.com/projects/entangled/>