THE DIVINATION CIRCLE
Matthew Grey-Noble
Katerine Dennie-Marceaux
The Divination Circle aims to create a mystical experience through the digital simulation of an ancient stone circle. Sound and video come together to stimulate the viewer's curiosity and take them on a journey through earth and sky.

FREQUENCY
Julie Chaffarod
Frequency is the number of occurrences of a repeating event per unit time. Experiment it through motion, color and sound.

RISKY VISUAL TOOLS
Sidney Satorsky
Risky Visual Tools combines audio reactive video synthesis, live video processing, and videoclip sequencing into easy to use tools that run within Ableton Live as Max for Live plugins.

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DATA(MOSH)
Johanna Taar
Jade Séguéla
Andy Spink
A patch which emulates the aesthetics of datamoshing in realtime. This system recognizes the user’s face and implements the distortion upon it without altering their surrounding environment.

SONIC VISIONS
Laurence Pilon
Description: Sonic Visions consists of a graphic visualization of sound. In this project, audio-reactive algorithms are triggered by external sounds captured by a microphone and generate visual and synchronized graphics.

INTERACTIVE VIRTUAL PONG GAME
Etienne Surprenant Legault
Félix-Antoine Brunet
Our virtual Pong game aims to create a visually stimulating environment for the players. The rules of the game are defined by the players themselves and as they play, they will discover more and more about their environment. The ultimate goal for the players being the exploration of their virtual world.

INVESTIGATION INTO INTERACTIVE VISUALIZATION TECHNIQUES OF BIOLOGICAL MATERIAL IN THE CONTEXT OF PERFORMANCE
Justyna Ausereny
Amanda Lee
Zachary Hershman
This responsive winter themed environment, intended for stage performance, features reactive DNA snowflake visuals affected by motion and sound. The visuals aim to reflect and merge advancements in the fields of technology, biology and theatre. The goal of this project is to explore the relation between stage, performances and performers and to challenge future tendencies in the creative industry.