

# CART370

## Real-Time Video EXPOSITION

Students Project Presentations  
Instructor: Miao Song

COMPUTATION  
ARTS



### THE DIVINATION CIRCLE

*Matthew Grey-Noble  
Katerine Dennie-Marcoux*

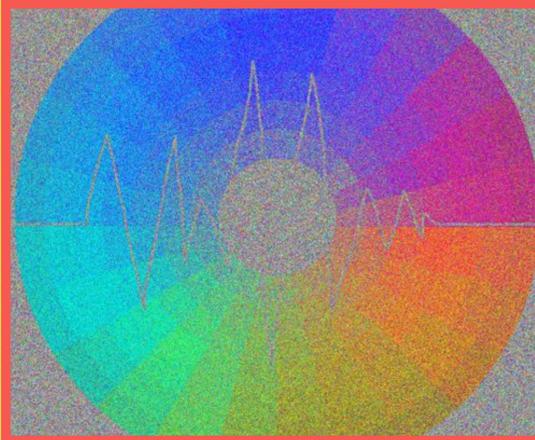
The Divination Circle aims to create a mystical experience through the digital simulation of an ancient stone circle. Sound and video come together to stimulate the viewer's curiosity and take them on a journey through earth and sky.



### FREQUENCY

*Julie Chaffarod*

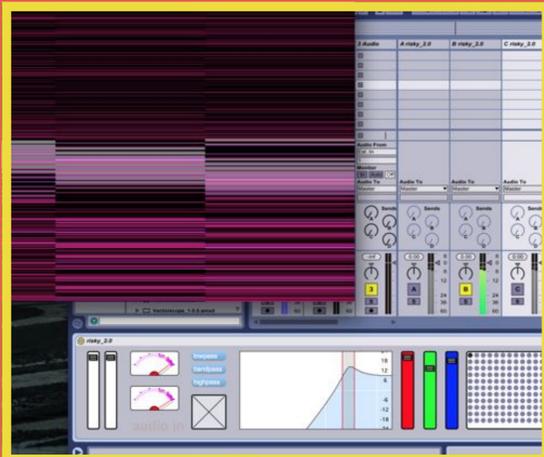
Frequency is the number of occurrences of a repeating event per unit time. Experiment it through motion, color and sound.



### 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.



### RISKY VISUAL TOOLS

*Sidney Satorsky*

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

### INTERACTIVE VIRTUAL PONG GAME

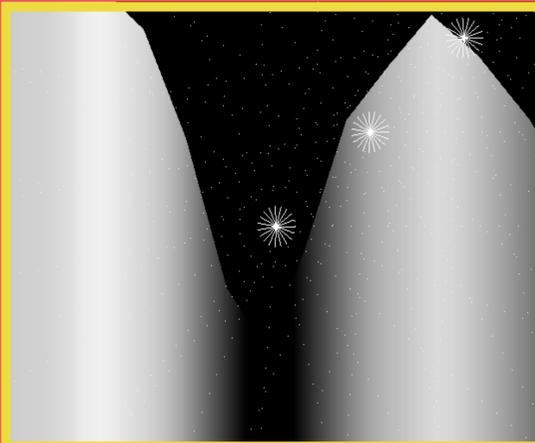
*Etienne Surprenant Legault  
Félix-Antoine Brunet*

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.

### 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.



### 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.



NOVEMBER  
27 / 2014

ROOM EV 7.735

1515, Ste-Catherine Ouest (Université Concordia)

PRESENTATIONS  
13h30 - 15h00

EXHIBITION  
15h00 - 17h00