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<th><strong>André Rangel</strong></th>
<th><strong>Installation: SoLu Hiperinstrument</strong></th>
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**Topic:** Architecture  
**Authors:**  
**André Rangel**  
Centro de Investigação e Tecnologia das Artes (CITAR)  
Universidade Católica Portuguesa - Escola das Artes  
http://artes.ucp.pt/  
**Anne-Kathrin Siegel**  
Faculdade de Engenharia,  
Universidade do Porto  
Portugal  

**References:**  
[2] www.3kta.net/solu

**Contact:**  
aa@3kta.net  

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SoLu – Hyperinstrument

André Rangel Macedo.
Scholarship Fellow Foundation for Science and Technology, 2009
Research Center for Science and Technology of the Arts (CITAR)
Portuguese Catholic University – School of the Arts
Rua Diogo Botelho 1327, 4169-005 Porto, Portugal
armacedo@porto.ucp.pt

Anne-Kathrin Siegel.
Engineering Faculty of Porto University
Rua Dr. Roberto Frias, s/n 4200-465 Porto PORTUGAL
me@a-ks.eu.

Abstract

Demonstration of a proposal of correspondence between Light and Sound. This proposal is materially exemplified by means of a new hyperinstrument, which gives its users the control over a multi-sensorial algorithmic composition generated in real-time. The employed methodology and mathematical model are also presented with some detail, insofar as they pretend to be matter and reference for future developments in the field of multi-sensorial composition.
The hyperinstrument

There is in contemporary art a growing interest in interactive and multi-modular works (Campos, Traldi, Oliveira & Manzoli, 2007). The power of modern computers and its processing ability offer new possibilities to musical, visual, multi-sensorial interactive composition. The Art of today is real-time Art, live Art where what counts is its instantaneity (Virilio, 2005): the hyperinstrument created to this demonstration is therefore part of that present Art trend, for it calculates audio-visual composition in real-time. As a hyper-instrument, the main goal of its meta-conception was its easy and intuitive utilization by human beings.

The hyperinstrument prototype that we present allow people with few or very few skills, while users and creators of audiovisual, to participate in a process of generative algorithmic composition.

References:


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