

André Rangel

Installation: SoLu Hiperinstrument



Abstract:

Demonstration of a proposal of correspondence between Light and Sound. This proposal is materially exemplified by means of a new hyper- instrument, 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.

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.

Topic: Architecture

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References:

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[2] www.3kta.net/solu

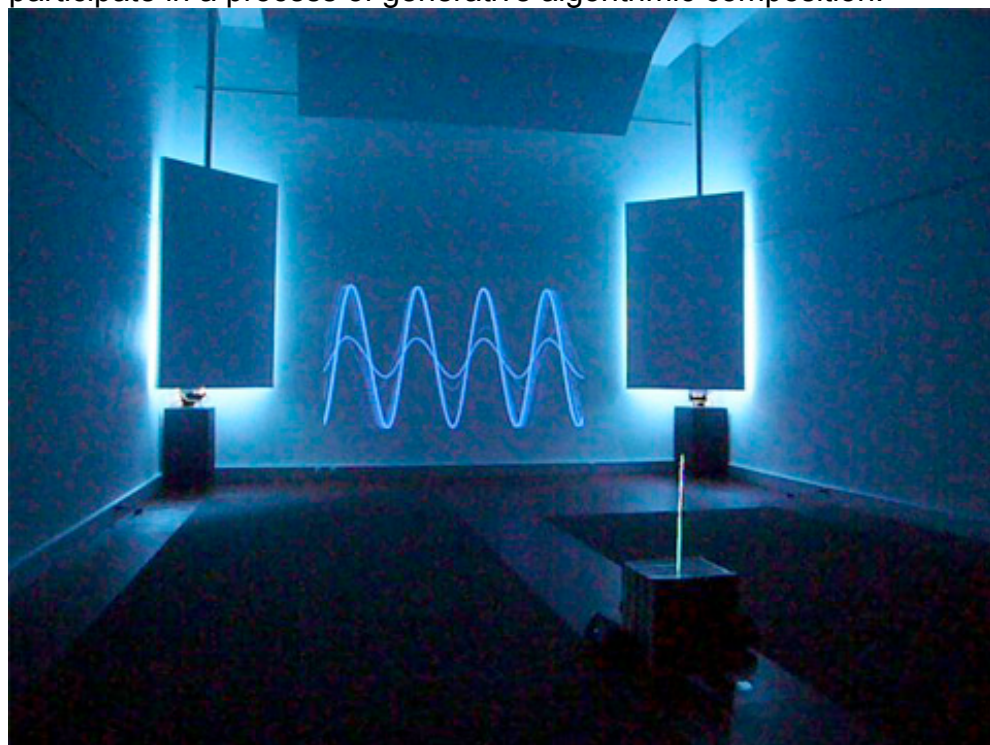


Image of SoLu Hyperinstrument

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Keywords:

Real time systems, Color, Music, Generative Art, Interactive computing, Interactive systems, Algorithms, Art, User interfaces

SoLu – Hyperinstrument

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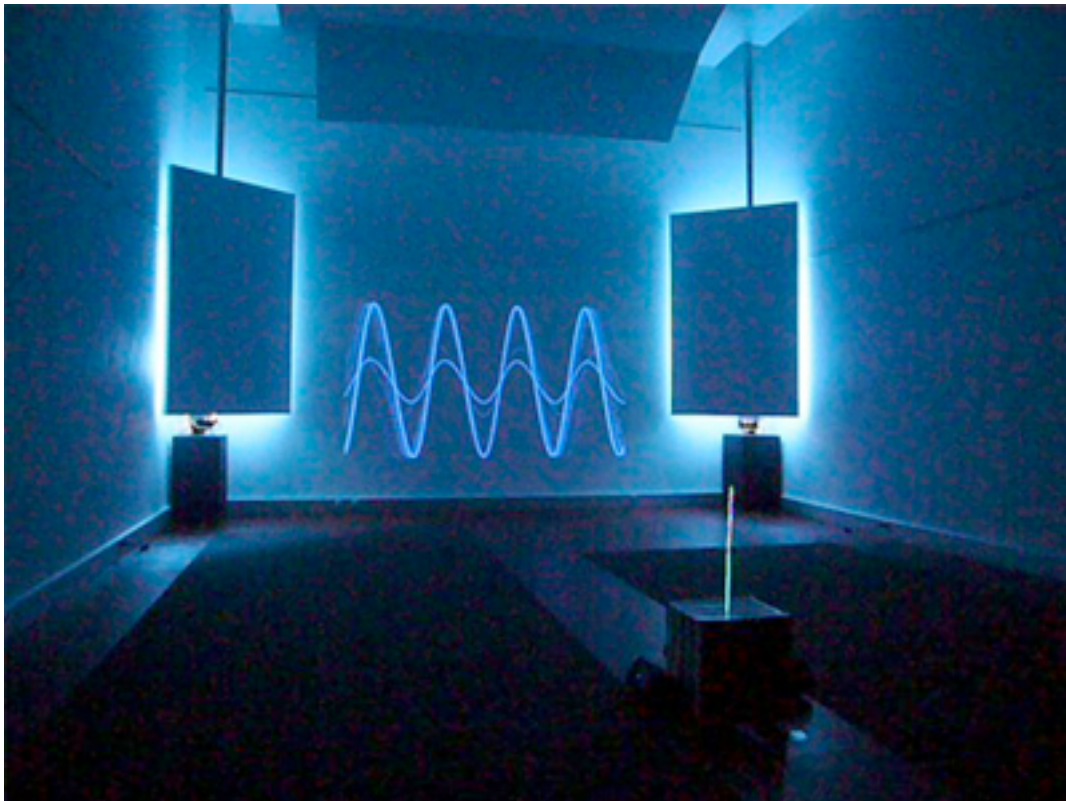
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Abstract

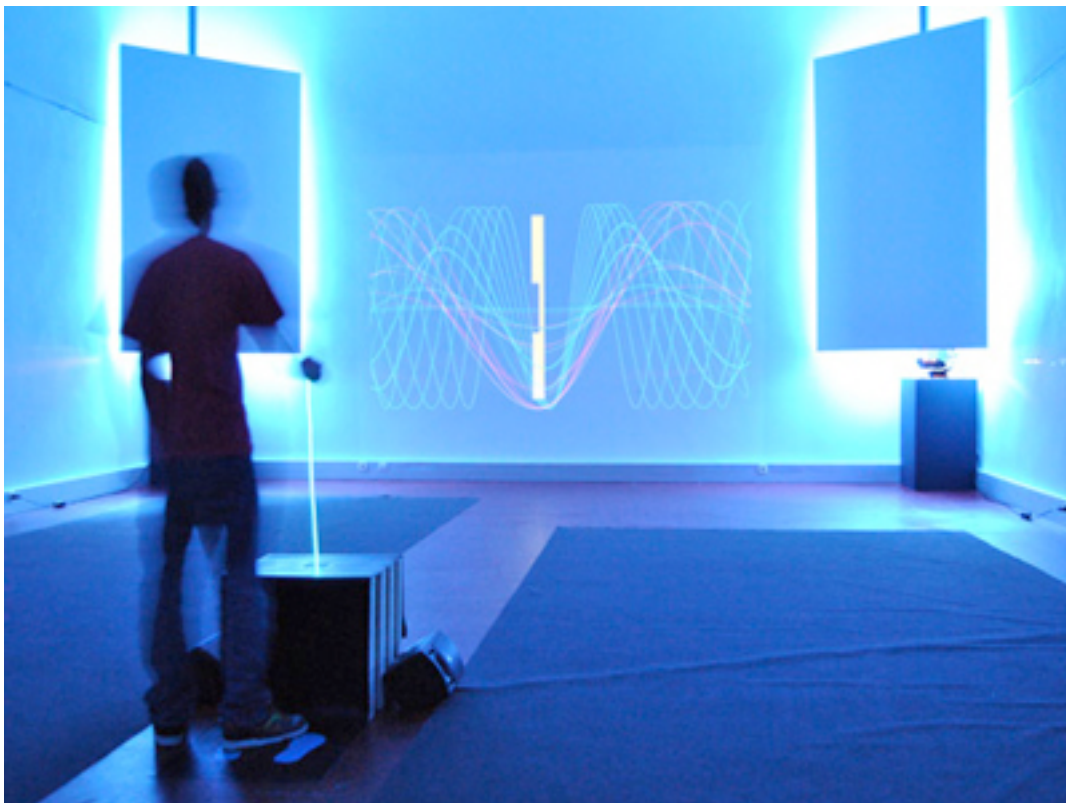
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The hyperinstrument

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.

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References:

- [1]CAMPOS, Cleber; TRALDI, Cesar; de OLIVEIRA, Luis Felipe; MANZOLLI , Jônatas; (2008), *Anticipation, Improvisation and Multimodality: Musical Meaning on Interactive Performance*. Music Department, Arts Institute, University of Campinas [Online]: http://recherche.ircam.fr/equipes/analyse-synthese/EMUS/AGORA/abstract_poster/manzoli_poster_EMUS_AGORA_abstract.pdf
- [2] VIRILIO, Paul; Lotringer, Sylvère (2005), *The Accident of Art*. Semiotext(e) Ed.
- [3] www.3kta.net/solu