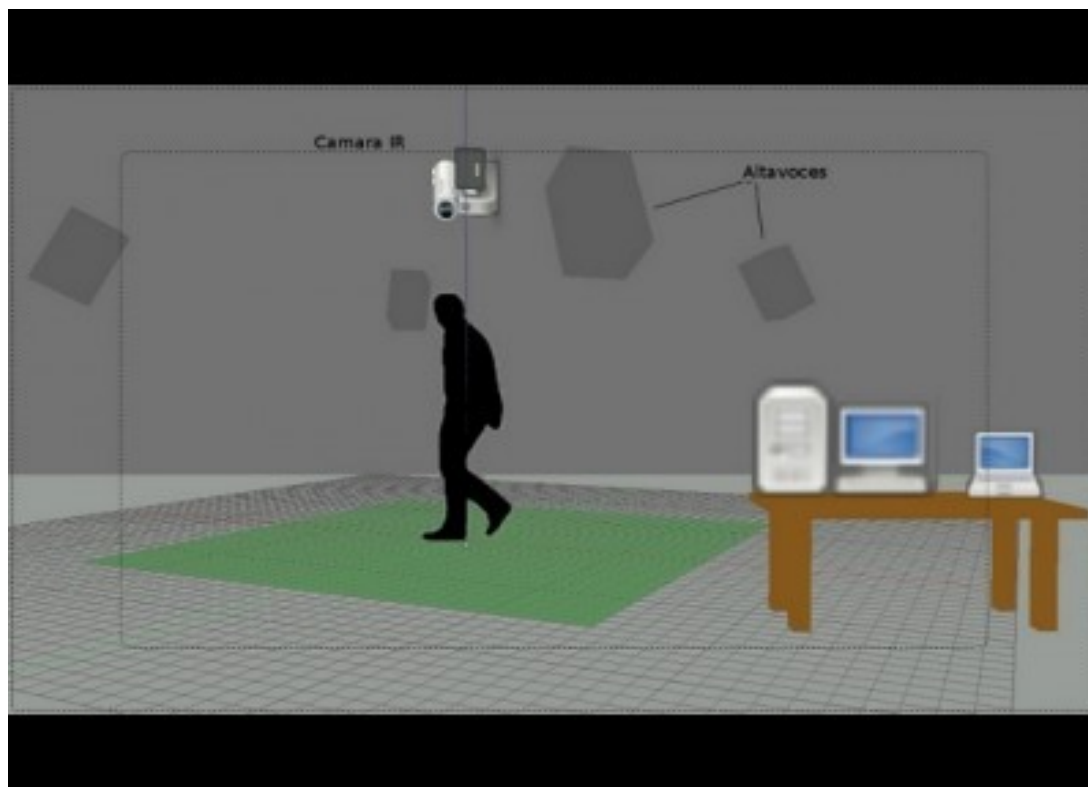


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Tracking y Vjing

Learn how to control your vjing session using motion tracking tools

.What

Make an interactive vj set, move freely away from the computer or make your videos reactive to the playground are some of greater desires of every VJ. In this workshop we'll introduce basic elements of Computer Vision's technic that let you get this goal. Using OpenSoundControl protocol we will connect our data analysis to most important vjing programs (Modul8, Resolume, GrandVJ, VDMX). During the workshop we will use a infrared camera and microsoft kinect sensor to tracking different tipe of movement.

.When

3 days long workshop about 3 hours at day. Maximum number of participants: 20

Workshop's duration can change depending on the festival needs (minimum 2 days)

.Target

Workshop is oriented to Vjs, musician who are looking for video interaction, media artists and interactive designers.

.Workshop's program

first day:

- Motion tracking introduction
- Communication protocols (OpenSoundControl y Midi)
- Face tracking with [FaceOSC](#)
- Vjing program connexion using [robOSC](#)

second day

- [Reactvision](#): how to use for interactive videos
- Sensibles Area detection

third day

- Kinect, [Synapse](#) y Vjing
- Laboratory session to develop personal works

This workshop have been run 5 times: Rome (LPM festival), Salerno (Flussi Festival), Barcelona (@Telenoika), Madrid (Espacio Menos Uno gallery), Brescia (AT&T center). Next already confirmed dates: Madrid (Spain), San Sebastian (Spain).

The workshop will be held in spanish or english.

.Material

During the workshop will be use multi-platform software usable with any vj program
Bring your own laptop, external webcam and kinect (if you have one).



ReactOSC by Luca Carrubba



robOSC by Luca Carrubba