

MobileFest
Sao Paulo
November 2008

embodied presence in mobile media performance

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mobile video vj performance: phd research project

exploring:

- performing presence: live versus networked, simulated/virtual;
- mobile media/video performance media practices that investigate the exchange between/ and the experience of the participant/ performer;
- ways that current explorations in mobile media performance address the presence of the performer in time and space;
- the audience as performer or the interchanging roles of performer/audience;
- mobile VJing.

performance / locative media project: *embodied transference / transcendence*

performance mobile vjing:

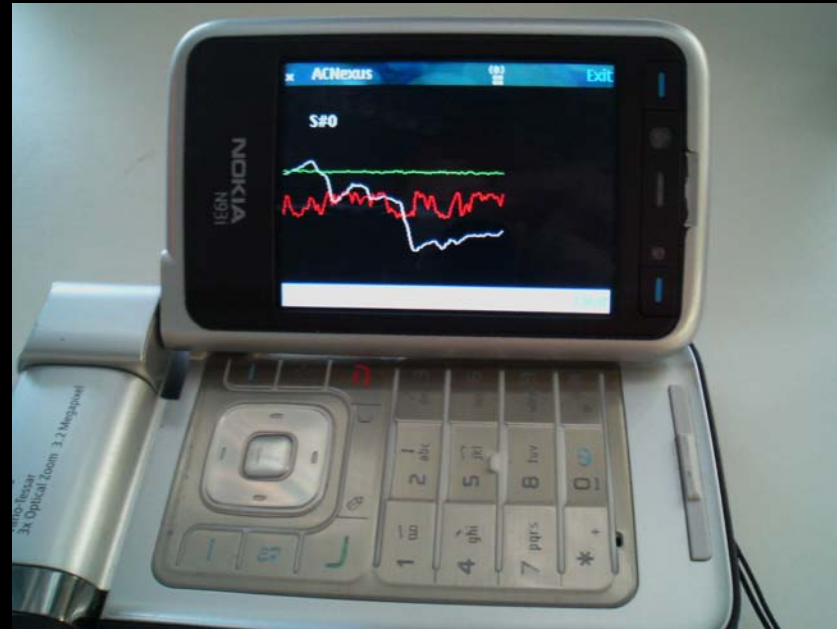
- is a model of collective consciousness;
- is about social transference / transcendence, collaboration + participatory performance using mobile technology;
- explores aspects of embodiment, inner experience, collective experience coupled with communication technology;
- is about exchanging inner experiences and connecting participant performers;
- assists participants becoming attuned to their own minds and bodies, to record, transfer/exchange, and mix these experiences into collective narratives.

liveness in mobile video participatory performance

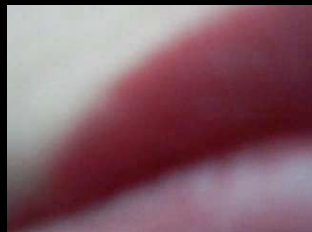
- ✧ liveness (*mediated*)/ virtual (*real*)
- ✧ presence (*absence*)
- ✧ experience (*perception*)
- ✧ locative mobile media / video
- ✧ embodied performance
- ✧ visceral / sensation
- ✧ intimacy / immediacy / mobility
- ✧ sensor technology and the body
- ✧ performers / audience



mobile performance media project: *embodied transference / transcendence*

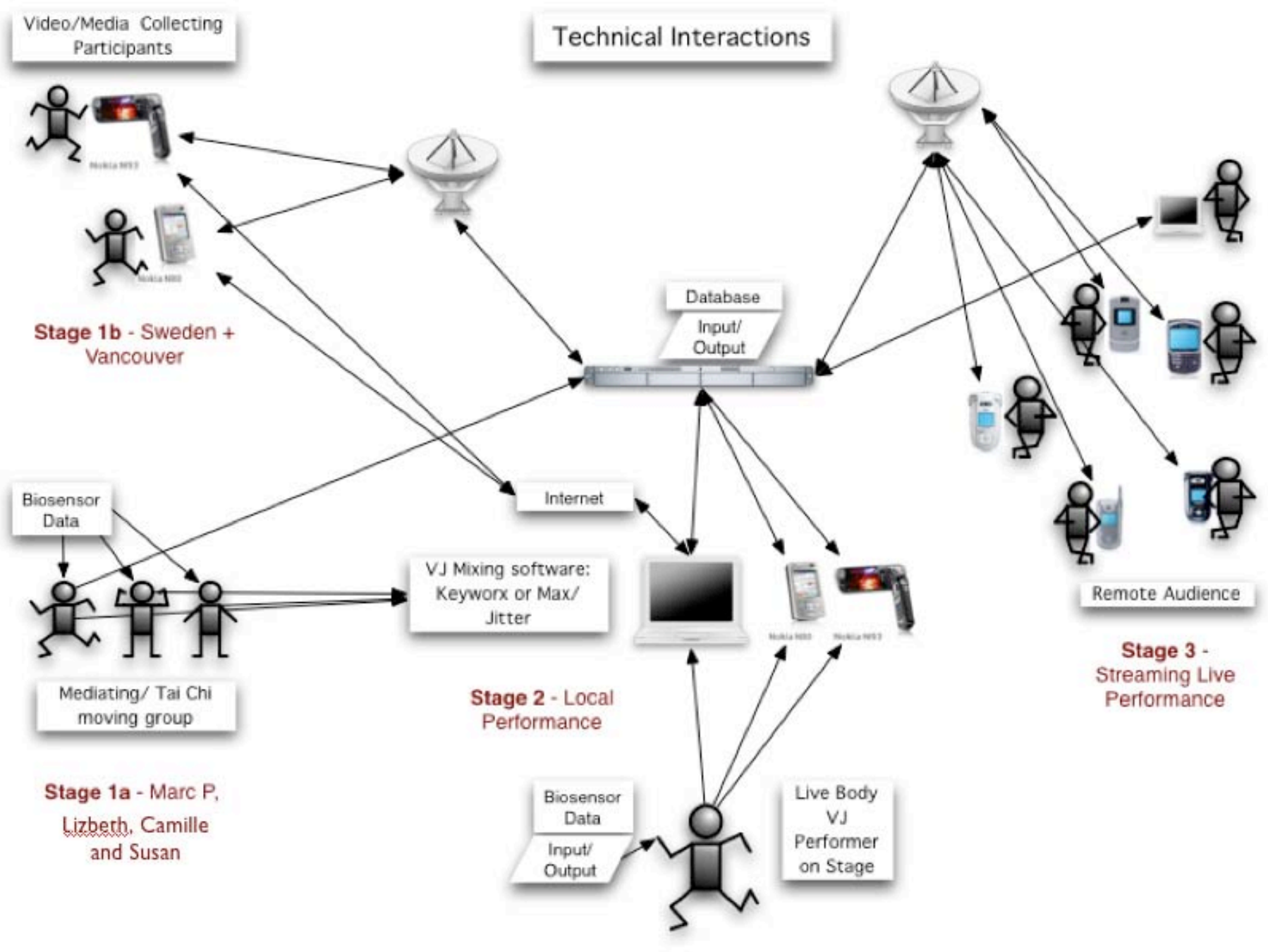


mobile devices as non-verbal expression



collecting mobile performance media artifacts





Video/Media Collecting Participants

Technical Interactions

Stage 1b - Sweden + Vancouver

Biosensor Data

Internet

VJ Mixing software: Keyworx or Max/Jitter

Remote Audience

Mediating/ Tai Chi moving group

Stage 2 - Local Performance

Stage 3 - Streaming Live Performance

Stage 1a - Marc P, Lizbeth, Camille and Susan

Biosensor Data Input/Output

Live Body VJ Performer on Stage

video collection workshops : two - Dublin



[play video](#)

Image 5. © 2007 C. Baker workshop still Dublin July 2007

video collection workshops : three - Vancouver



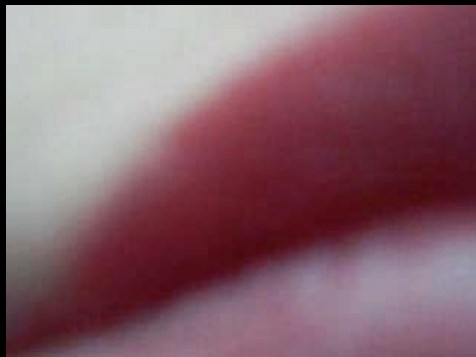
[play video](#)

Image 6 and 7 © 2007 C. Baker - stills from participants' videos from Vancouver workshop August 2007

video collection workshops : fourth - Dublin



[play video](#)



Images© 2007 C. Baker - stills from participants' videos from Dublin workshop October 2007

mobile video – examples



mobile video – workshop pt 1

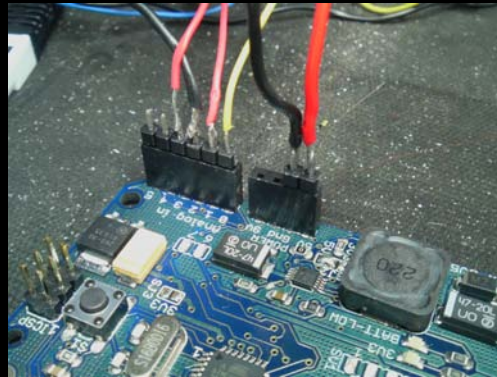
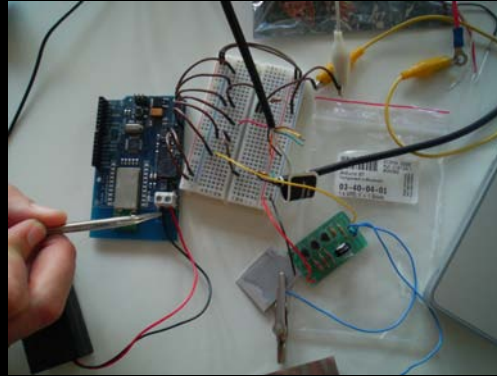
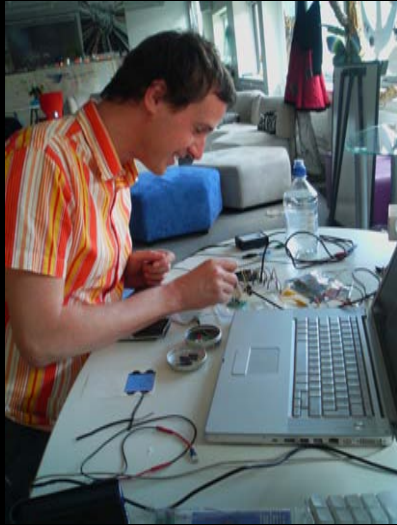
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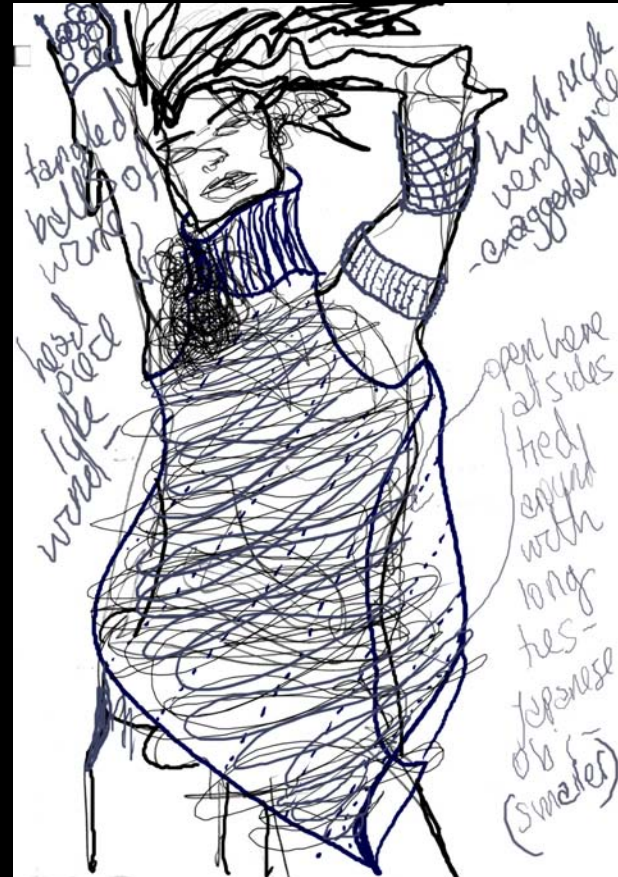
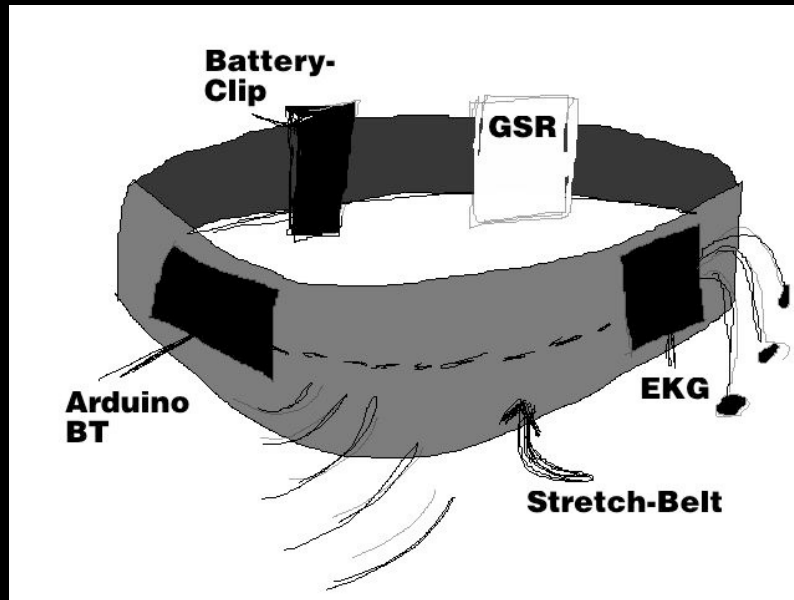
mobile video – workshop pt 2

sensors + software

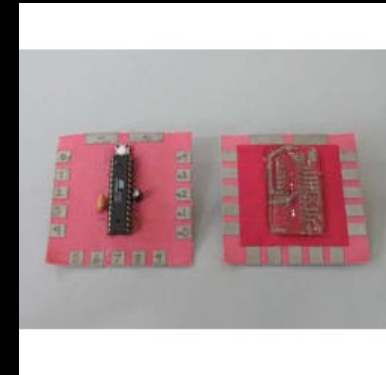
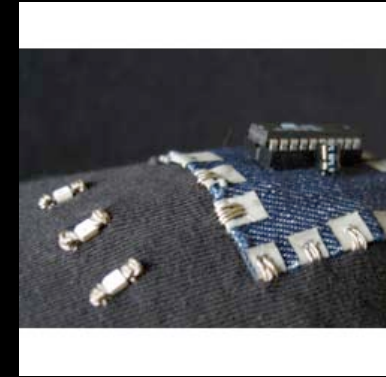
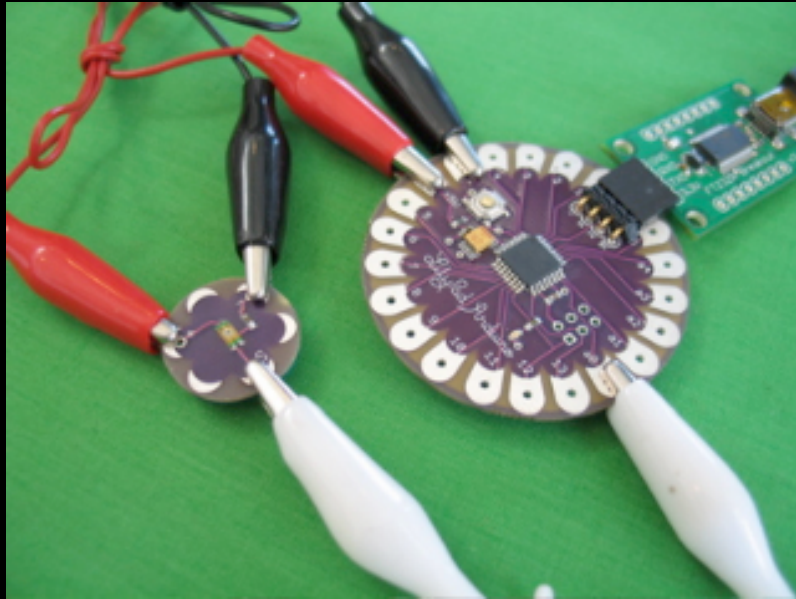


Camille Baker, MSc Interactive Arts

smart garments



wearables, garments and embedded sensors – future developments

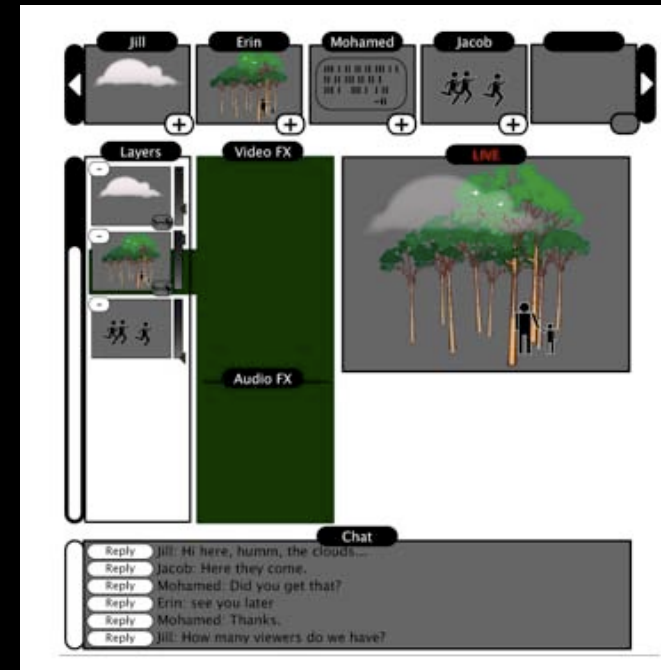
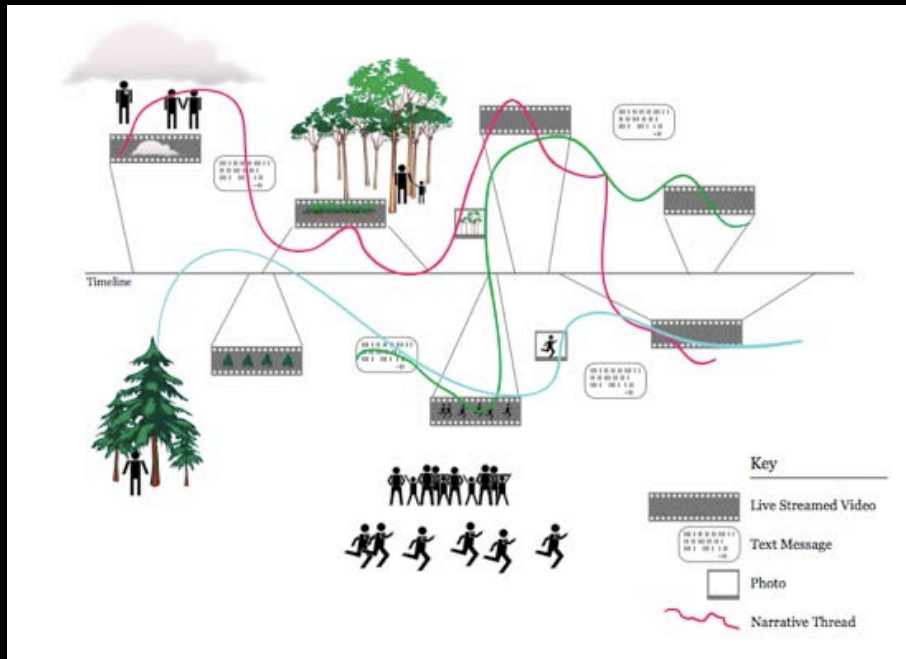


From Leah Buchley's site : <http://www.cs.colorado.edu/~buechley/projects/performance/performance.html>

mobile video software – in development

The image shows a screenshot of the Quartz Composer application interface. The main window is titled "ACNexusBT_06.qtz - Editor" and displays a "Root Macro Patch" workspace. The workspace contains several interconnected objects: an LFO object, an ACNexusBT object, an ACNexusEnhancer object, and three debug objects (ACDebugClear, ACDebugBars, and ACDebugStrings). The ACNexusEnhancer object has multiple input and output ports connected to the other objects. The ACDebugBars object is connected to the ACNexusEnhancer's output ports. The ACDebugStrings object is also connected to the ACNexusEnhancer's output ports. The ACDebugClear object is connected to the ACDebugBars object. The ACDebugBars object is connected to the ACDebugStrings object. The ACDebugClear object has a "Clear" button and "Enable" and "Clear Color" options. The ACDebugBars object has "Enable" and "Height" options. The ACDebugStrings object has "Show Numeric Info" and "String 0" through "String 5" options. The viewer window on the right shows a visualization of the patch, displaying a series of vertical bars of varying heights and colors (yellow and green) against a black background. The viewer window is titled "ACNexusBT_06.qtz - Viewer" and shows a resolution of 592x453 Pixels and a frame rate of 59.94 FPS. The Quartz Composer interface includes a menu bar (File, Edit, Editor, Viewer, Window, Help) and a toolbar with various tools like Patch Creator, Zoom Levels, Create Macro, Edit Parent, Create Clip, Patch Parameters, Patch Inspector, Viewer, Run, Stop, Full-Screen, Rendering Mode, Input Parameters, and Editor. The system status bar at the top shows the time as 08:51:58 and the date as Sat 05:34:39.

mobile video software – in development



research update: future + performances



mobile video – workshop pt 2