Fighting Fools

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Abstract— **This document describes the ideation and simple development of the interactive performance "Fighting Fools"**

I. IDEATION AND CREATION OF THE PROGRAM

Figure 1 Standby visual when no ones interacting

My Project "Fighting Fools" was originally inspired by the classical fairytale "The Nightingale" by H.C. Andersen. In the story of the Nightingale, the emperor is beseeched by an uncurable sickness, when his mechanical bird breaks down and is no longer able to sing for him. In his final moments, death appears before him and with him, kind and gruesome faces, representing the emperors good and bad deeds. I wanted to create these floating spirits, that would be puppeteered by a live actor. The spirits would then be projected onto a stage, to accompany death in a performative scene. Although this was my original intention, along the way the project changed. Playing around with the program the relationship between the spirits on screen became more interesting than the interactions they had with someone outside their 2D world. This is where the idea for "Fighting Fools" emerged. The Performance is of two ethereal blobs, only different In colour and movement, meeting, becoming friends, sharing their interest for music and eventually fighting over who is allowed to play their music.

II. CONSTRUCTING THE PROGRAM

For the program itself the software VVVV is used. The program uses a Kinect, two audio files, a custom-made texture brush, and built-in effects from VVVV. The program starts off with using the tracking function of the Kinect to return skeleton data for every tracked user. The skeletons are then sliced so only one skeleton is returned. The positional data is the converted from vector3 to vector 2, since we only need the x,y coordinates. After this, the skeleton is sliced once more so we only get the data from left hand. Now we have the exact position of our left hand, and this data is funnelled into two different sections. The audio Trigger nodes, and the draw/texture nodes.

A. Audio Trigger:

The audio is triggered by creating a circle withing the sketch. Using the node CircleContainsPoint, we can check if a Vector2 is within the circle we have defined. It can then send a boolean signal to an audio player. Playing said audio if our hand is within the circle.

B. Draw/Texture:

The vector2 is also used custom Brush Node. The brush node creates a circle that it exports as a texture. This texture is then manipulated by a Growth Node and a Bump Node that first distorts the texture and then bumps the surface lighting. This is all done twice, once for the right hand and once for the left. The two textures this creates is then merged in a Blend Node and finally, rendered. The result being these two ethereal circles that can trigger a song to play if they are moved into the right space on the screen, all controlled by the users right and left hand.