

CLOUDS

AN INTERACTIVE DOCUMENTARY EXPLORING CODE AND CREATIVITY

A generation of artists and hackers have emerged on the internet using open source technologies for experiments in art and design.

CLOUDS is an interactive documentary and a portrait of this community of digital pioneers, explored through the lens of code. The project asks questions about the future of creativity at a time when algorithms play an important role in shaping culture.

People featured in the film include 40 artists, designers and hackers who participate in the co-creation of free tools for creative expression: Processing and openFrameworks. Reflecting the story of these online

communities, the software behind CLOUDS was built in C++ using openFrameworks, and includes real-time interactive visualizations by the artists featured in the documentary.

In its revolutionary hybrid format, somewhere between a documentary, a videogame, and data visualization, CLOUDS allows viewers to navigate a web of ideas. It uses a data-driven Story Engine to present an endless ever-changing conversation, where artists co-exist with their code, presented through real-time interactive visual systems and lush 3D environments.

MINIMUM SYSTEM REQUIREMENTS

DESKTOP MODE

MAC OS X 10.9+
WINDOWS 8.1+
INTEL HD GRAPHICS 4200 OR BETTER

VIRTUAL REALITY MODE

OCULUS RIFT
WINDOWS 8.1+
NVIDIA GTX970 OR BETTER

www.cloudsdocumentary.com