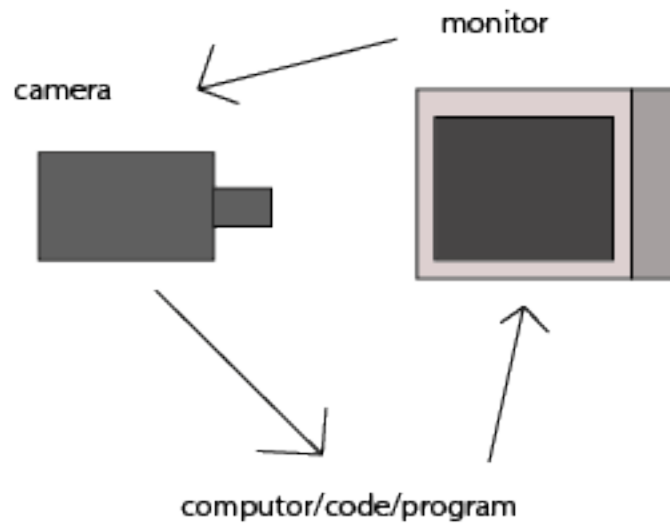Project proposal

Reflections, coded video feedback

For Project 2, I wish to create a single-channel interactive video installation, where one monitor will be placed in a room with an external camera pointing toward it. The camera feed will then pass through several modifications using code, and then a distorted version of said feed will be shown on the monitor. The camera's direction would also create a video feedback effect since it

is pointed toward the monitor. The user will be able to interact with the piece in several ways. First, stepping into the camera's frame would put the user directly into the video feed, thus changing the display. Secondly, the program will have

some motion capture features; the data it provides will then be mapped, and those mapped parameters will modify the image displayed on the monitor.

The goal

I want to create an environment of weird, liminal space for the viewer. Create something that seems familiar but quite.