dorkbot

people doing strange things with electricity

The next dorkbot-nyc meeting will take place at 7PM on Wednesday, September 5, 2012 at Location One in SoHo. The meeting is free and open to the public. PLEASE BRING SNACKS AND DRINKS TO SHARE!!! WE ARE HUNGRY!!! make a fun/dumb/awesome song/video, include "dorkbot" in it somewhere, and we'll play it at the beginning of the meeting!

Featuring the world's second largest living felids:

Yon Visell: Touching the Virtual — Engineering Haptic Interaction

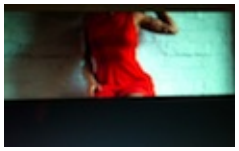
Technologies for interacting via the sense of touch are advancing rapidly. New techniques for furnishing active touch feedback, or "haptics", are poised to impact a diverse array of human-interactive computer systems, ranging from virtual reality surgical simulators to cars and tablet computers. Accurately rendering haptic stimuli is challenging, due to the large variety of natural stimuli and interaction types, the wide range of length and time scales involved, and the distributed nature of the sensing organ — the skin. In this talk, I will discuss new approaches to engineering interfaces that provide haptic feedback, and will explain how, by pursuing parallel advances in the science of human perception and the physics of mechanical contact interactions, we can create unique methods for rendering virtual touch sensations. I will describe several novel effects, devices, and algorithms that have been developed during the course of my work, and which have made it possible to deliver rich, perceptually salient haptic and multimodal stimuli to the hands and, most especially, to the feet.

http://www.cim.mcgill.ca/~yon

Jeremy Couillard: paintings, videos, kinetic sculptures

I make paintings, videos, kinetic sculptures, and also combinations of all of these. I'll show some of my process, some stuff I'm working on and some things I already did and kind of like. My projects and aesthetics are inspired from things as diverse as pseudo-science and Chinatown to Flusser and early 90s video games.

http://www.jeremycouillard.com



Michaela Davies: EMS music

For the past few years I have been creating performances using sonified data and live percussion to control/manipulate the human body using electric muscle stimulation (EMS). Wires connected to electrodes adhere to the performer's skin delivering an electric current which activates the performer's muscles causing their limbs to move involuntarily. For my most recent work, performers in a string quartet were controlled by seismic activity via EMS. Seismic data was collected via an online database provided by observatories around the world and converted to audio using a program developed in Python. The waveform data was resampled at 2205hz and the audio files were combined to produce a seismic composition used as a basis for determining how midi information triggered the EMS hardware. The EMS hardware was controlled via midi, sending electrical impulses to specific muscle points on the performer's body and triggering involuntary movement causing them to "play" their instruments. Differences in the amplitude and pitch of the seismic waveform determine variations in the pulse rate (hz) and the voltage of the electrical impulse sent by the EMS hardware to the performer's muscles.

http://www.michaeladavies.net

http://dorkbot.org/dorkbotnyc/

26 Greene Street (between Canal and Grand Streets), NYC

Subway: A, C, E, N, R, 6, J, M, or Z to Canal Street

flyer by Joel Schlosberg (joelschlosberg@gmail.com)