MRT Mini Project

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In this project we created an interactive work using VVVV gamma, where we allow the audience to become creative by utilizing our coding, and engaging the audience to use their body to draw a digital art piece.

The first main idea for the project was to make a sketchbook, to incorporate our theater play, since we have a giant book in the play. Although we finalized the idea through careful considerations, and decided to do the drawing projection instead.

The main purpose of this project is to create a live interaction with the audience, reshaping the nature of human interaction with computers.

The program works by using a kinect and tracking the right hand of the user, using a skeleton, as the right hand is what most people have as their dominant hand. When the user moves their right hand a circle follows the hand around the screen and draws a line matching the movements. The user can then draw whatever image they desire. This results in a drawing program utilizing dynamic digital art through an embodied experience, that gives the user a sense of creative freedom on a larger scale and enables the user to both move and think creatively.