

Daniel Kernan

MA Motion Graphics

“Interactive Audiovisual Objects”

Nuno N. Correia and André Carrilho

review

What is the author’s main argument?

This reading introduces the history of audiovisual art and then brings us up to date with modern techniques. The authors explain how people like Oskar Fischinger worked for Disney and thus had to animate musical scenes for Disney’s character based stories. This was different to how Fischinger envisioned ‘Visual Music’ which looks a lot like vector graphics and feedback loops, although it was all hand made. The author then goes on to explore the ideas of interaction between sound and visuals, discussing how currently nearly all audiovisual performances show the visual artist reacting to or following a musician. The idea of synaesthesia is raised and how this is an interaction of sorts between sound and vision.

How does the author’s argument relate to your practice/
discipline? Give examples where appropriate.

Of course lots of motion graphics are accompanied by sound (or vice versa) and the interaction between musician and visual artist can be hard to manage and technology is often an obstacle. I’ve done a little bit of live visuals generated through Touchdesigner

to jam with live electronic music, while it's relatively simple to match a beat so that one element of your composition is chained to a musical element like a kick drum, it's really difficult to have a deeper relationship between the music and visuals, it can be especially tricky if there's a sudden change in bpm or time signature. The idea of interaction through synaesthesia is interesting now because it changes the dynamic of the performance from one where the musician has to be followed by the visual artist, to one where either artist could potentially influence the other.

How could you develop some of the authors ideas through your own design/research?

It will be fascinating to see the development of tools for linking sound and vision over the next few years because currently a lot of the hardware used by VJ's is repurposed musical MIDI devices, I'll be collaborating with a visual artist and musician for my collaborative project so in introducing the idea of two way interaction between music and visuals I hope to develop some techniques for my own practice that will help me sync visuals to music and have a rich level of interaction between the music and the sound. From what I have seen I do think there is a lack of development on this interaction, I haven't found any tools for helping interaction in this context so it would be interesting to try and make one, whether it's an actual piece of software or just a method for effectively communicating during live performances.