50 IDEAS

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CART 353

1. A kinetic drawing machine that draws pattern automatically and continuously based on random algorithms. The user can influence the result by interacting with specific commands.

2. The user in confronted with a series of script and a console that gives direct control to avatar's mind. In another window we can witness in real-time the behaviours of the actual avatars. We will observe that some of the avatars will follow these rules and some won't. The piece aims us to think about the command lines which rule our own lives. There's no user input. The user just observes the exchange of rules and actions.

3. A simple machine or "robot" with a creature-like behaviour. The user can send commands to the uncanny machine, but its response will remain clumsy and unnatural. Even with a full command of modern technology, the perfect creature-like movements can't be achieved.

4. Computer generated diorama of a "Nature Morte". A skull, a rose, a glass of wine, an apple and other dead artifacts are standing on a floating table. The aesthetic recalls a Dutch Baroque style, but pixelated in a modern way, evoquing an archaic and modern attitude. The objects are moving extremely slowly allowing a sense of time to be made visible.

5. The avatar of the user finds himself in a gallery space. Plenty of podiums, random blurry memories represented by objects. The goal of the user is to curate this space filled with nostalgic memories. The user can refresh the room at any time to start over, there is no end to the game.

6. My own interpretation of Plato's "Allegory of the Cave". The scene starts with this 2D minimal aesthetic. Rain, unsaturated, flows on the screen. A shadow far away comes towards the rain. It's a women. She goes through this curtain of rain and the user witness her blue dress and her colors. She stands there for a minute, moving her body very slowly. Finally, she goes back into the darkness and the screen turns black. The user just watches the scene, helpless to the reality.

7. An audiovisual performance that explores the language of scientific analytical imagery and representations of the physical world. Use medical imagery in a search for damage in an irreparably human body. The imagery will be treated by sound analysis for the visuals to glitch and pulsate through cut and shattered bodies.

8. Use the notion of reappropriation and recycling, by treating materials like found footage. The user will have access to a set of keys to perform a live A/V performance. Each keys will have a different function to alter the aesthetic of the footage and to add layers. The user will be able to record the piece to store it in a library.

9. Remake of Basinski's "Disintegration loop". I'll be using recordings and a video or an image and of a still object. These will be looping indefinitely. As time goes they will disintegrate until sound and imagery become noise.

10. Two to three cameras shooting and editing each other in a video installation feedback. The program will control the camera's rotation and the editing process.

11. A program that allows you to draw with the sound of your voice.

12. The scene starts with a sculpture made out of wax. The "Venus of Willendorf". The user will model the sculpture with flames based on the mouse coordinates.

13. Use dance and movements to draw. Use a kinect to the track the movements of a performer dancing. A projection of lights and minimal shapes will track the movement of the dancer.

14. Optical feedback effect. A camera sees a quad with texture that the last frame the camera rendered, leading to a continuous loop and self organization. Complex patterns emerge.

15. Interactive kinetic audiovisual installation referring to the Wave as the basis of all audiovisual art. Using the theory of Wave-particle duality that considers the light to be a particle and a wave at the same time. Use serial communication between arduino and processing to physically present this notion in space with lights on stretched cables moved by a system of motors. The installation will react to the presence of audience to create an autonomous sound and light composition.

16. Use sensors that measure body activity, like muscle sensors, to modulate sounds and visuals (footage of parts of my own body) by doing serial communication between arduino and processing.

17. Contemplation of the past. Your avatar is walking in a room with a screen floating above its head. Each 15 seconds the screen shows what you did in the last 15 seconds and the visuals add up building an infinite loop of superposed events and memories.

18. Modulate sounds and visuals by altering the environment of a plant using electrodes, arduino and processing.

19. Inspired by Chris Marker's "La Jetee", I'll build a "photo-roman" containing computer generated still images using processing. Each time the program is run, the order of the images differs, creating a different story each time.

20. You have 15 second to get out of a room. Otherwise, game over.

21. Your avatar finds himself in a room filled with crumpled paper. Each time you select one, it unfolds itself in the room, eventually generating a sentence, a "Cadavre Exquis".

22. You find yourself in a gallery filled with cultural souvenirs. You walk around the space.

23. Multi-screen projection with same narrative made with processing. First one is at normal speed, second is slightly slower and the third slightly faster. Inducing the "deja-vu" effect of making the narratives diverging increasingly over time. Experience similar to "deja-vu".

24. Interactive installation dealing with the bitcoin cryptocurrency. Develop a system to visualize and study the principle of blockchains.

25. Data painting using weather data of a specific area to turn invisible pattern of weather into poetic abstract patterns.

26. Explore reaction to shock. Study the same impact in a few scenes using different objects and materials to witness how they break or don't when they reach the ground.

27. Build a datamoshing program that allows users to import videos and images. Different levels of data corruption will be available for the user to select. Recording option available.

28. You are faced to a wall filled with superposed text. You can either erase layers of texts of leave it as it is. By erasing parts of layers you reveal text, eventually leading to a story or poem. Inspired by William S. Burroughs cut-up technique.

29. Exploration of how content circulate. How something material can become immaterial.***

30. Save a selection of various human faces and use an artificial neural network to imagine and generate portraits of non-existent people.

31. Your avatar is having intercourse with a robot sex doll that seem to enjoy sex as much as humans and responds differently according to how she or he is treated.

32. Your avatar is stuck in a cube made out of glass in the middle of the desert. The only features around him are a white horse, a wooden ladder and a bouquet of roses. These objects are placed outside the cube. The user can move these objects around as he pleases in order to find a way to escape the cube. At some point, he'll realize that there is no way out.

33. Live audiovisual performance where sound drags you inside the code to induce the feeling of being lost between numbers. Focus on micro-sounds created with binary operations in layers of music coding.

34. Transformable lighting display that presents real-time information in an ambient manner.

35. An absurd game where a conspiracy of AI cleaning devices work together as a mafia gang to secretly take over the neighborhood. You are the vacuum.

36. An augmented reality set of glasses to project and overlay the original state of a site (monuments, buildings, statues, etc.) when visiting an historical or archeology site like when visiting Athens' Acropolis.

37. An "intelligent" book for kids. Equipped with AI software and voice recognition/speech processing, it responds to any question and is intended to steer its owner intellectually toward a more interesting life. It records all previous conversations, learns the owner preferences over time and guesses what topics the owner should be interested in.

38. An "intelligent" diary. Equipped with AI software and voice recognition/speech processing, it records the diary spoken by its owner but in addition, can act as basic therapist. By processing the diary entries, it can detect of the owner might need some counselling and enters a dialogue to suggest solutions.

39. Multi-channel video installation that visualises a score to investigate sculptural quality of visual music by using algorithmic structures built on realtime analysis.

40. Examine possibilities of grid systems by altering their structural form and perception. Use particle system.

41. Video installation using a tracking device. Each time a viewer go to the next page, an important amount of words and letters start floating on the wall.

42. Explore the possibilities and consequences of these digital memories being corrupted, altered and, ultimately, destroyed.

43. Create a serie of representation and clippings of the milky way.

44. Set of algorithms that interact with each other to make partially predictable results. Explore the different sound and visual variations that is possible to create by using the same algorithm.

45. Explore various aspect of data from personal to political. Silence, memories, crimes as data, visually and through sonification.

46. Active sculptures of digital organisms in the process of metamorphosis into physical embodiment.

47. Track body movement for sound generation and sound control.

48. Create a light show using 6 screens.

49. Your goal is to keep an "intelligent "parasite alive, by contracting your muscle (using myoware, muscle sensor). This thing will leech on that energy until the visitor stops feeding it.

50. As you write in the canvas, from time to time the machine will take over the keyboard using bits of saved philosophical texts and human writing, producing a continuation of the writing.