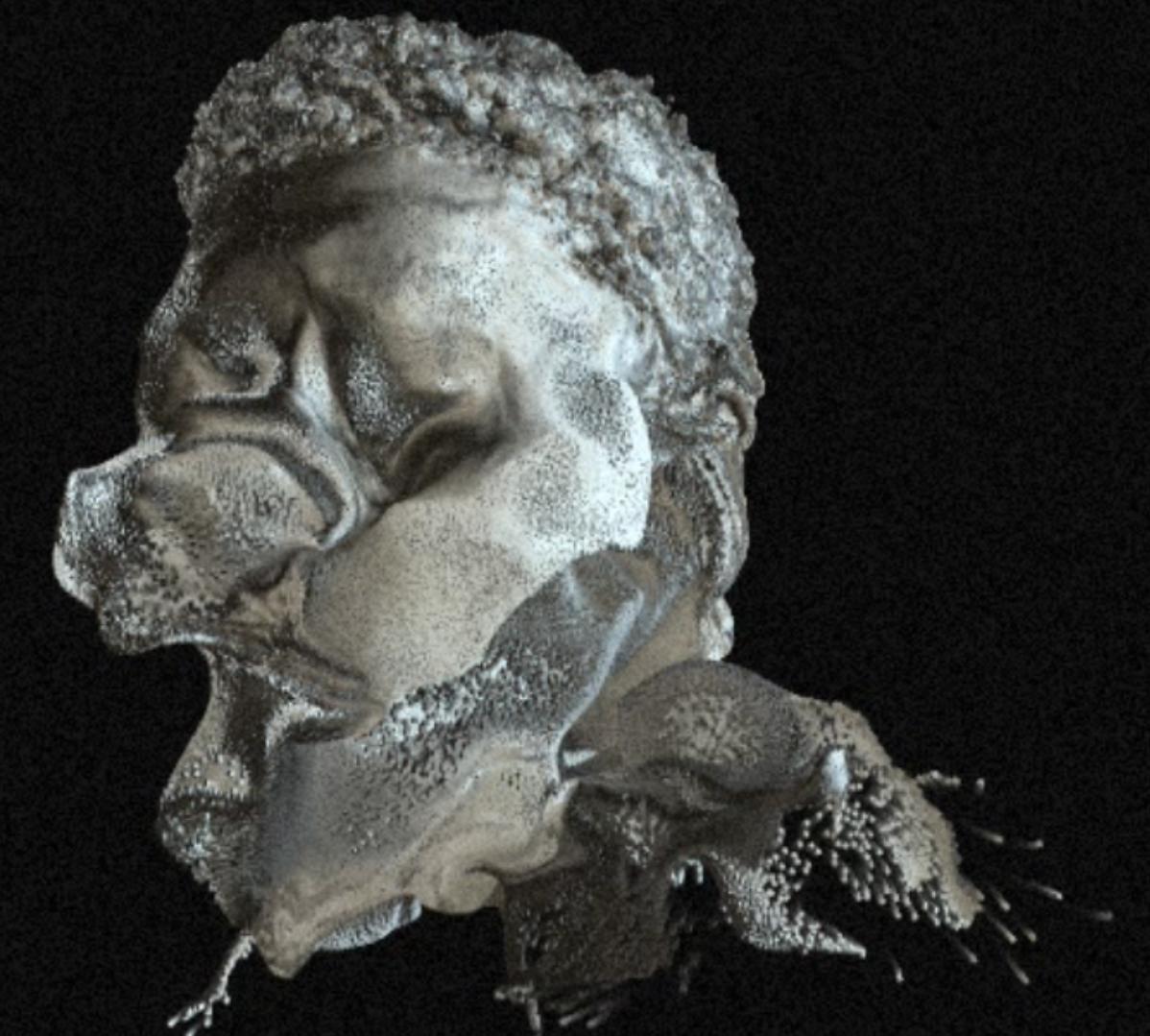


The background of the image is a dark, textured landscape, possibly a forest or a rocky terrain at night. There are several bright, glowing spots of light scattered across the scene, resembling distant stars or fireflies. The overall atmosphere is mysterious and ethereal.

Carlos A. Serrano

2020







Memor[ia]s

what a dream means to a computational device,
that is not trained and controlled by a human
anymore?

[ia]

inteligencia artificial

El Lugar



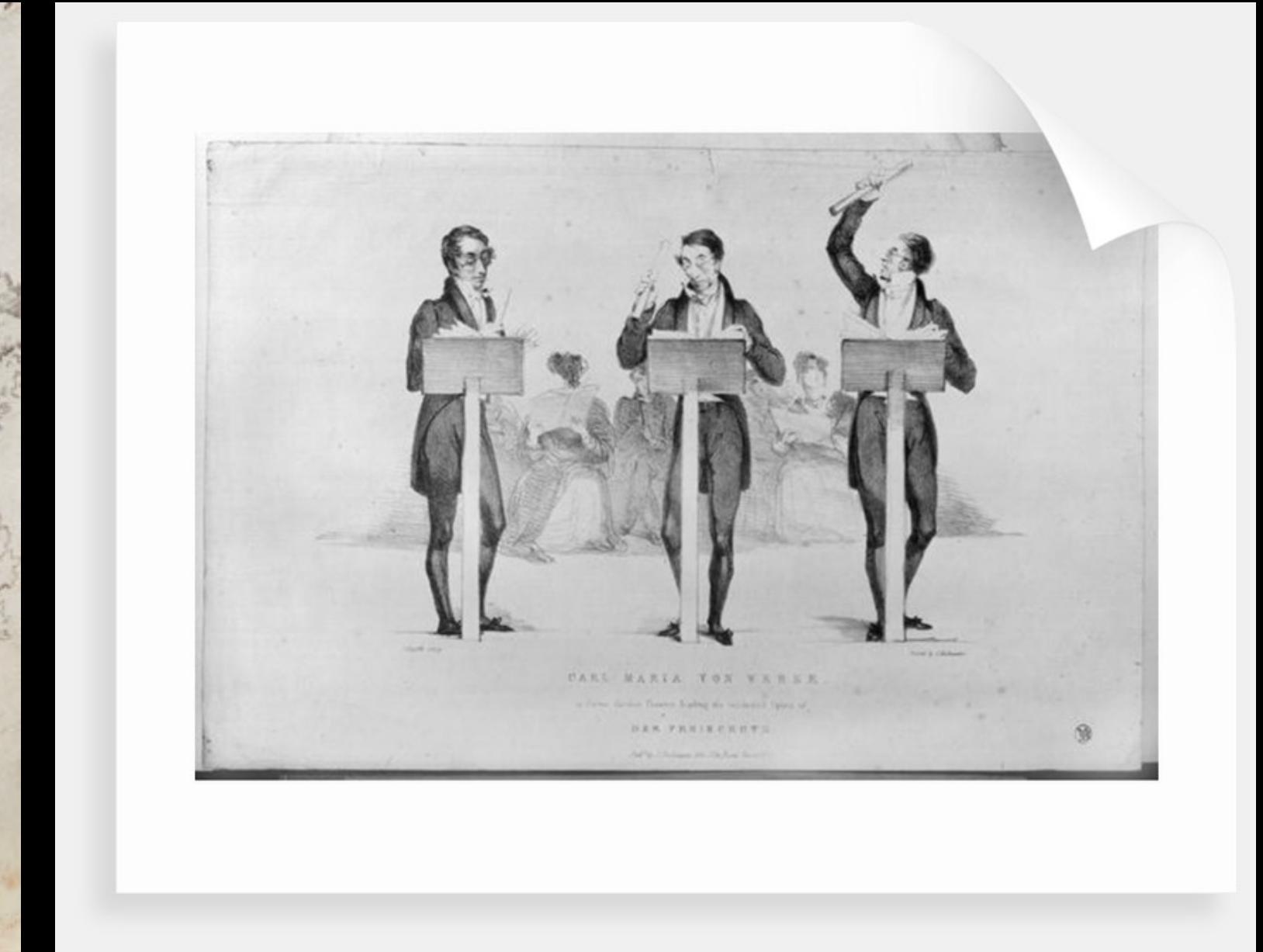
The Bastei near Rathen in Saxon Switzerland

Photo: picture alliance / Bildagentur H

Referentes

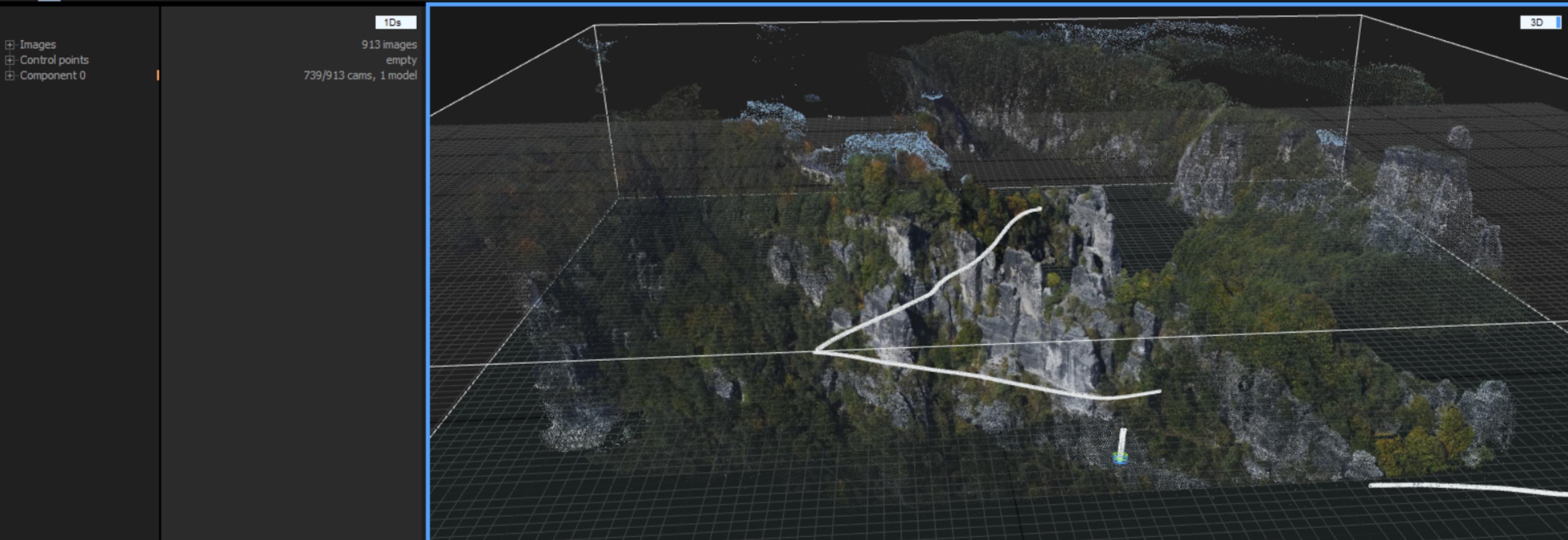


L.Richter, Tivoli



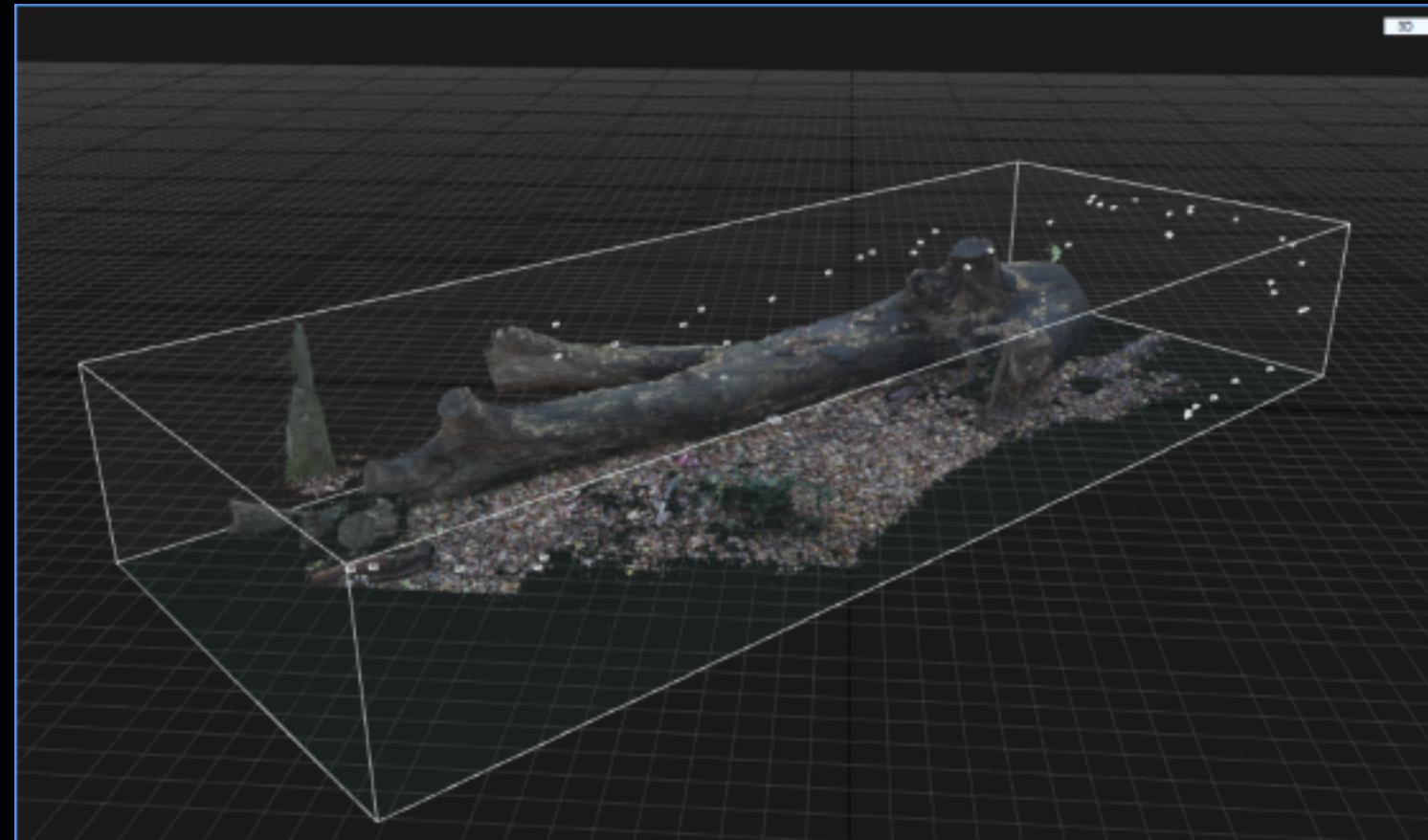
Carl Maria von Weber, at Covent Garden Theatre Leading his
Celebrated Opera of 'Der Freischütz'

Fotogrametría



Software: Reality Capture

Nube de Puntos



Bounding box and reconstruction area of a 3D scanned trunk



Showing the arrangement of the different cameras to build a dense cloud

Machine Learning

The screenshot shows the RunwayML interface with the following components:

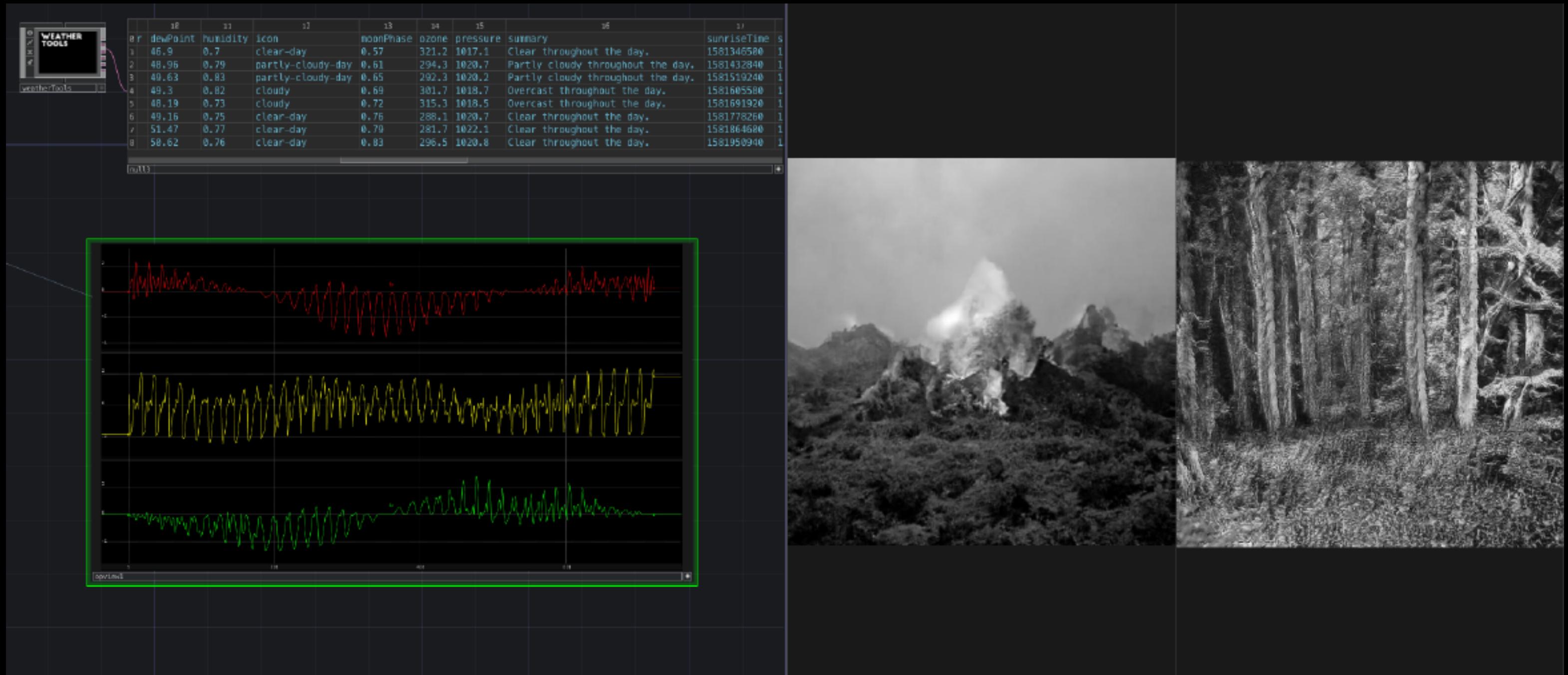
- Left Sidebar:** A tree view of projects:
 - Nut Humanism
 - Grape Performance
 - Currant Pointillism
 - Plum De Stijl
 - Memorias (selected)A purple box highlights the "BigGAN" and "GPU" items under "Memorias".
- Central Preview Area:** A 4x5 grid of generated landscape images. The first image in the top-left corner is labeled "BigGAN". Below the grid are three circular icons: a blue arrow pointing down, a blue arrow pointing up, and a blue circle with a white "C".
- Bottom Navigation:** Buttons for "Output" (Preview or Export), "512x512", and "519ms".
- Export Settings Panel:** Shows "Process Status" (Ready to export) and "File Configurations" (Export Type: Text, Format: CSV, File Name: BigGAN - January 30th 2020 at 6.26.29 PM).
- Export Preview Panel:** Displays a large image of a landscape.
- Right Panel:** Two sections of code snippets.
 - Query the model via HTTP:**

```
const Inputs = {  
  "z": "<array of 128 floats>",  
  "category": "<string>"  
};  
  
fetch('http://localhost:8000/query', {  
  method: 'POST',  
  headers: {  
    Accept: 'application/json',  
    'Content-Type': 'application/json',  
  },  
  body: JSON.stringify(inputs)  
}).then(response => response.json())  
.then(outputs => {  
  const { generated_output } = outputs;  
  // use the outputs in your project  
})
```
 - Get the model output via HTTP:**

```
fetch('http://localhost:8000/data')  
.then(response => response.json())  
.then(outputs => {  
  const { generated_output } = outputs;  
  // use the outputs in your project  
})
```

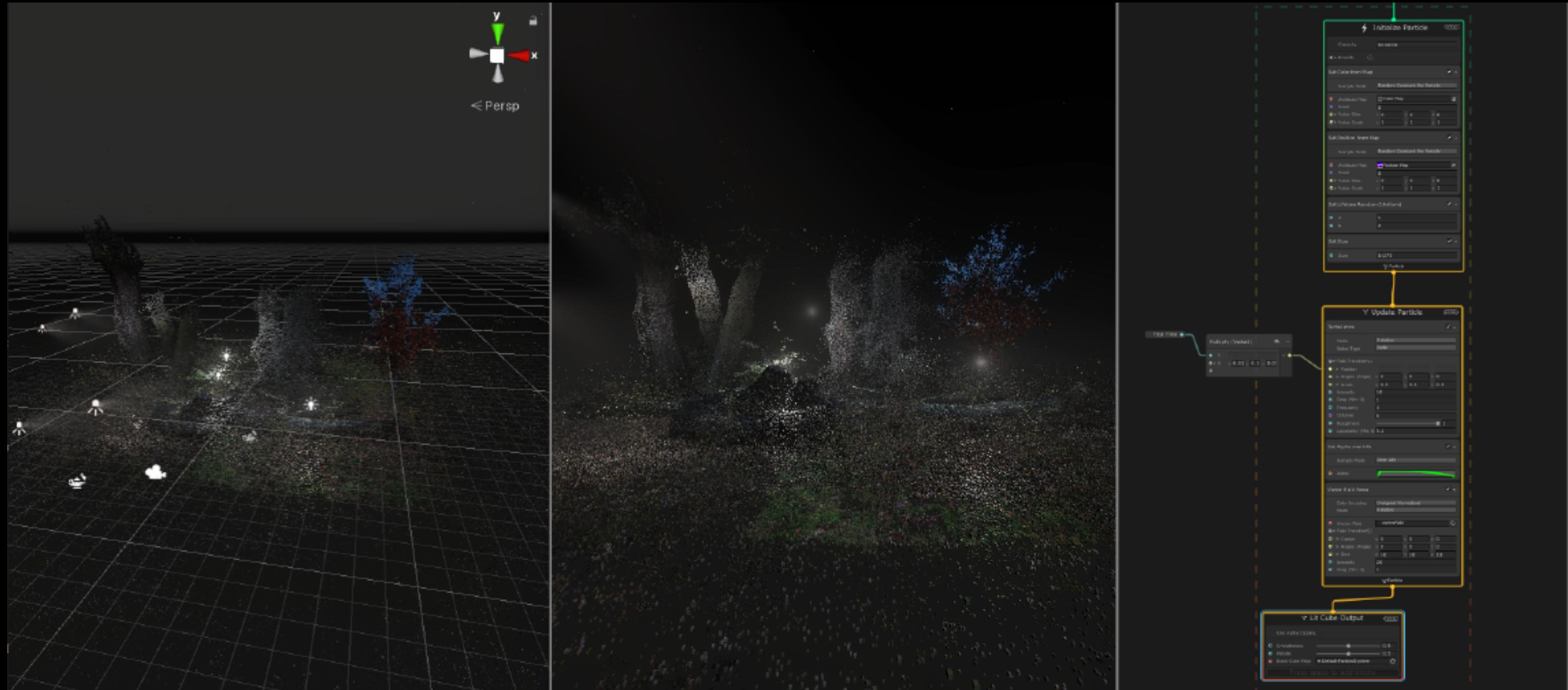
Software: RunwayML

Sistema de control de datos



Software: TouchDesigner / Processing the Machine Learning data

Sistema de gráficas



Software: Unity3D

Diseño de Sonido

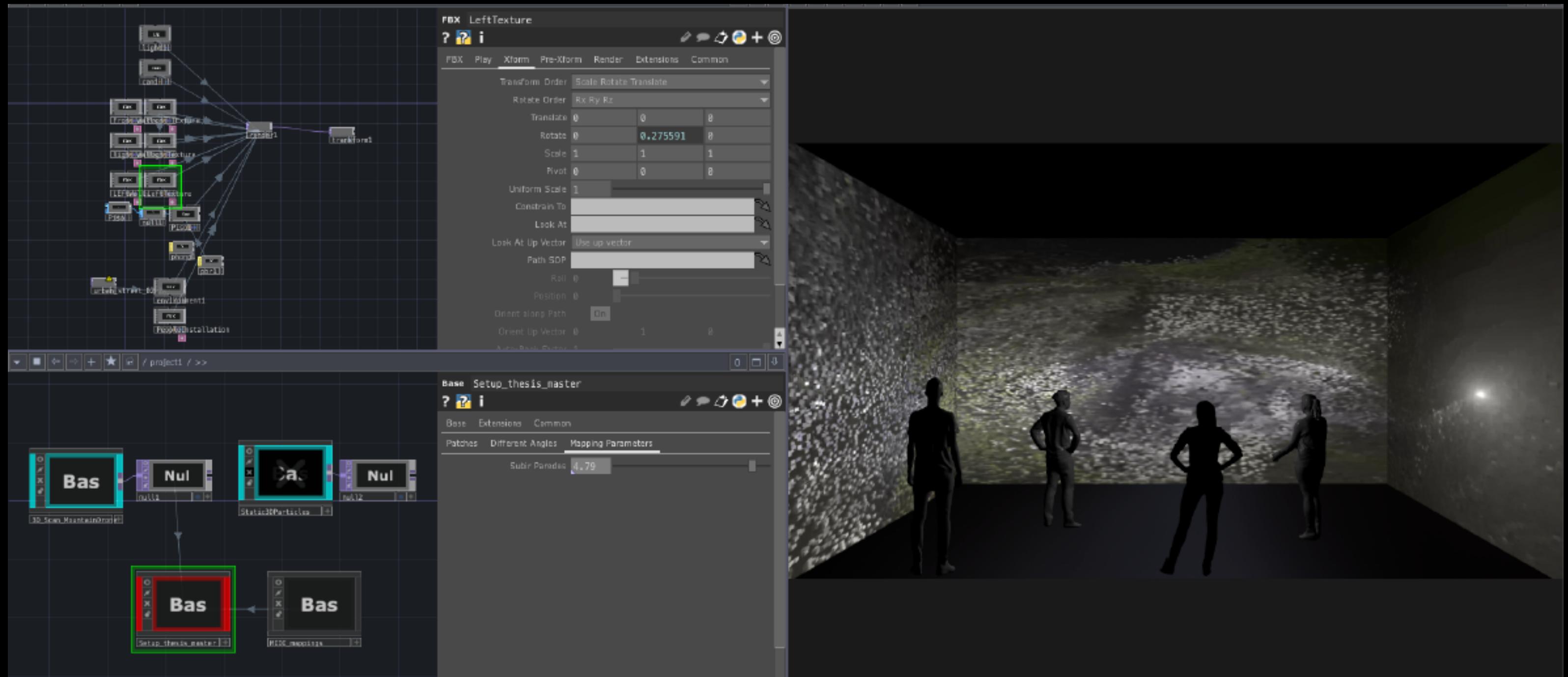


Software: Reaktor



Software: Ableton Live

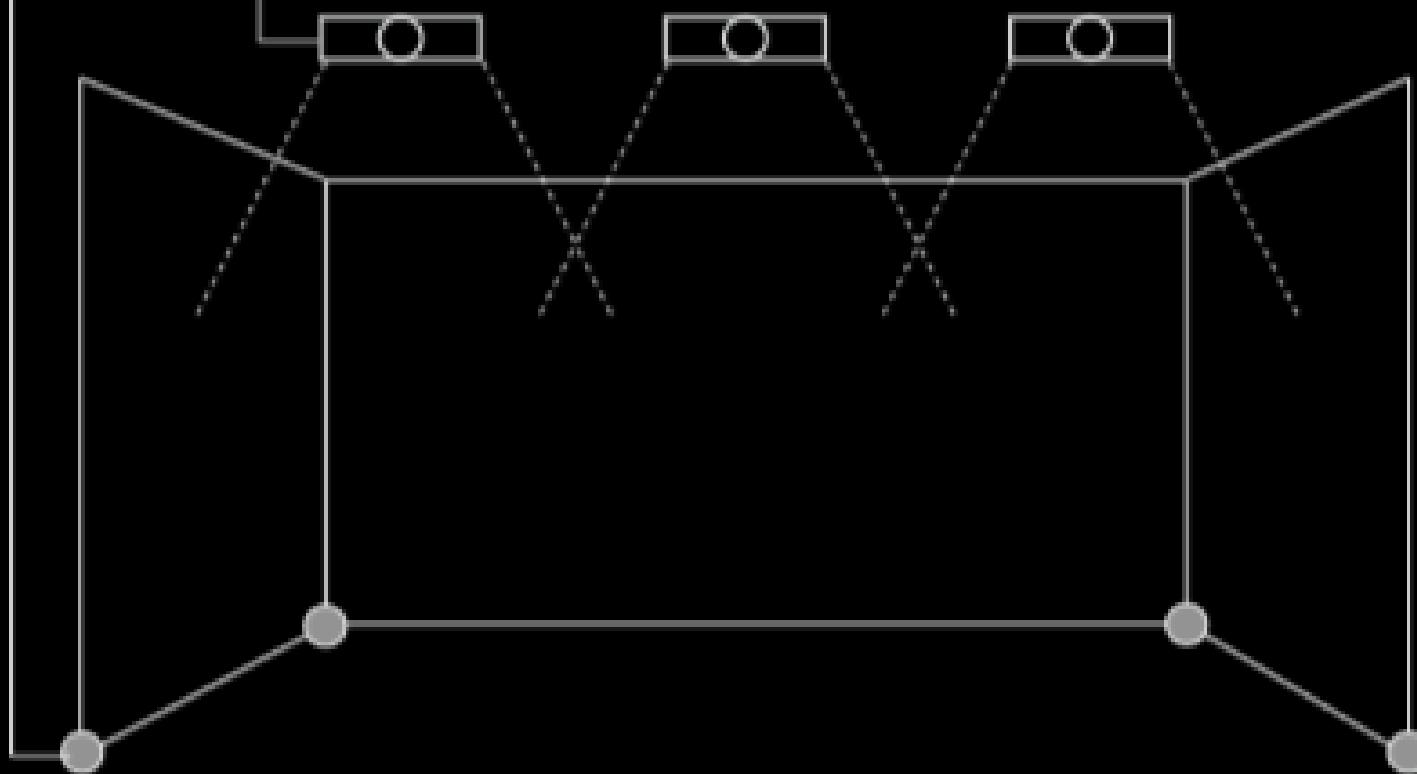
Pre Visualización y Proyección



Software: TouchDesigner / pre-viz tool and projection system

THE EQUIPMENT

- 3 projectors
- 4 speakers
- 1 computer
- 1 monitor screen
- 1 audio card

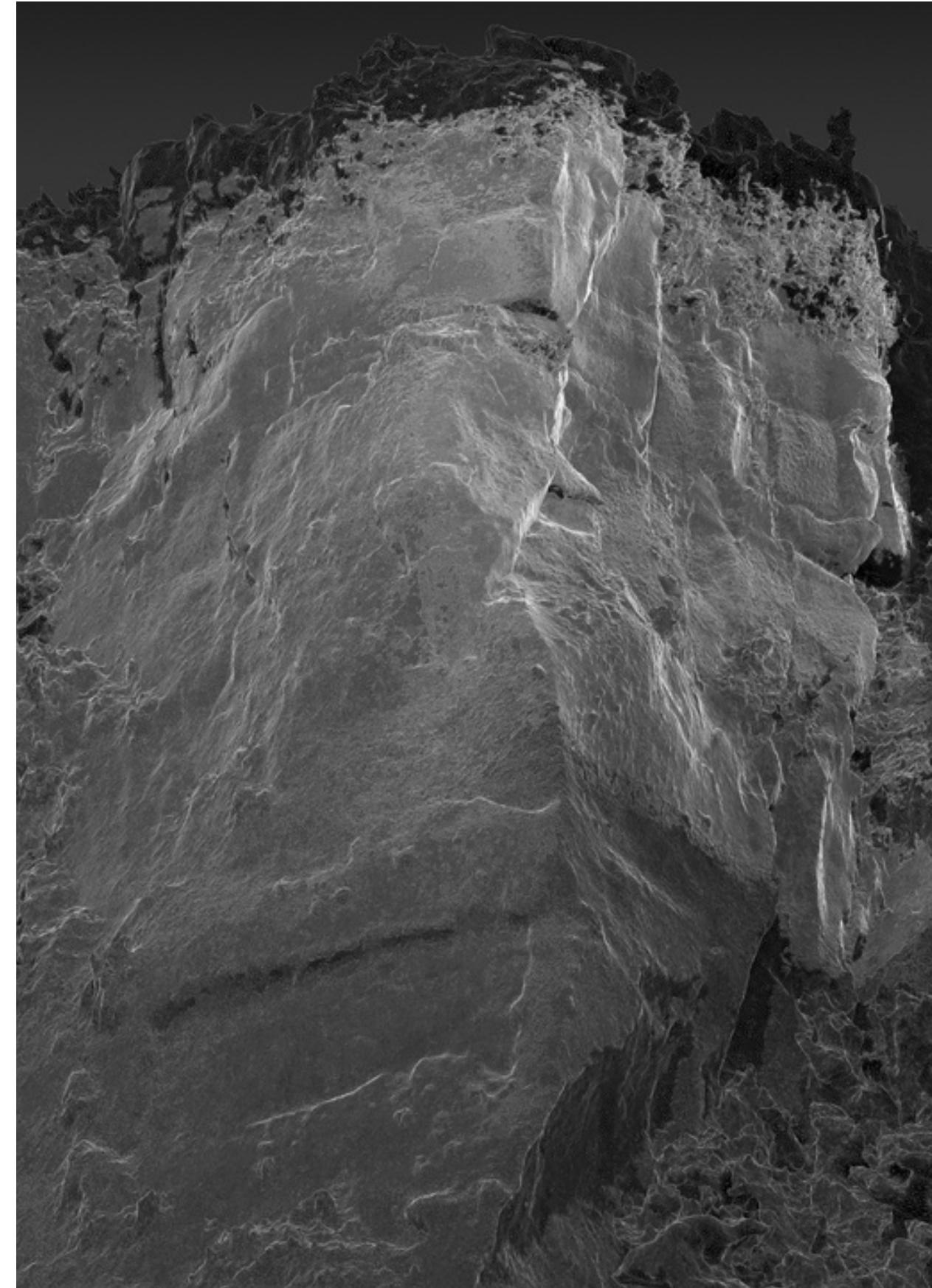


PUNTOS EN LA NUBE

una exposición del **COLECTIVO +PLAY** álvaro rodríguez · carlos serrano · juan david figueroa



galería JAYMARTE · calle 5 N° 3-15 · subachoque. cundinamarca ————— cierre: 15 al 17 de marzo







Instalación

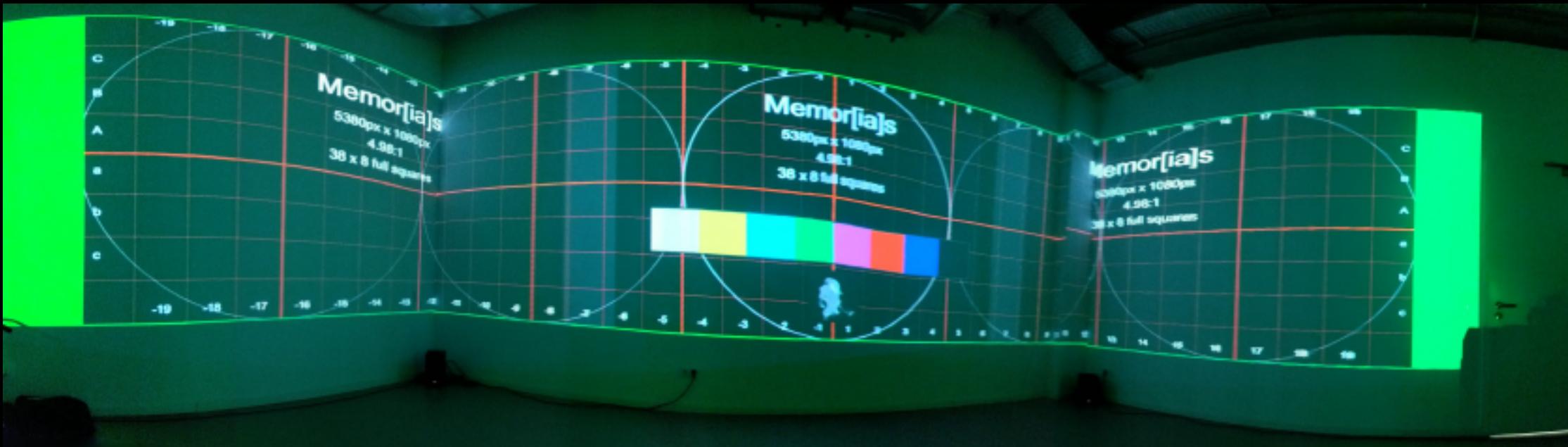


Trying different projectors set-ups



Not enough coverage of the projection area

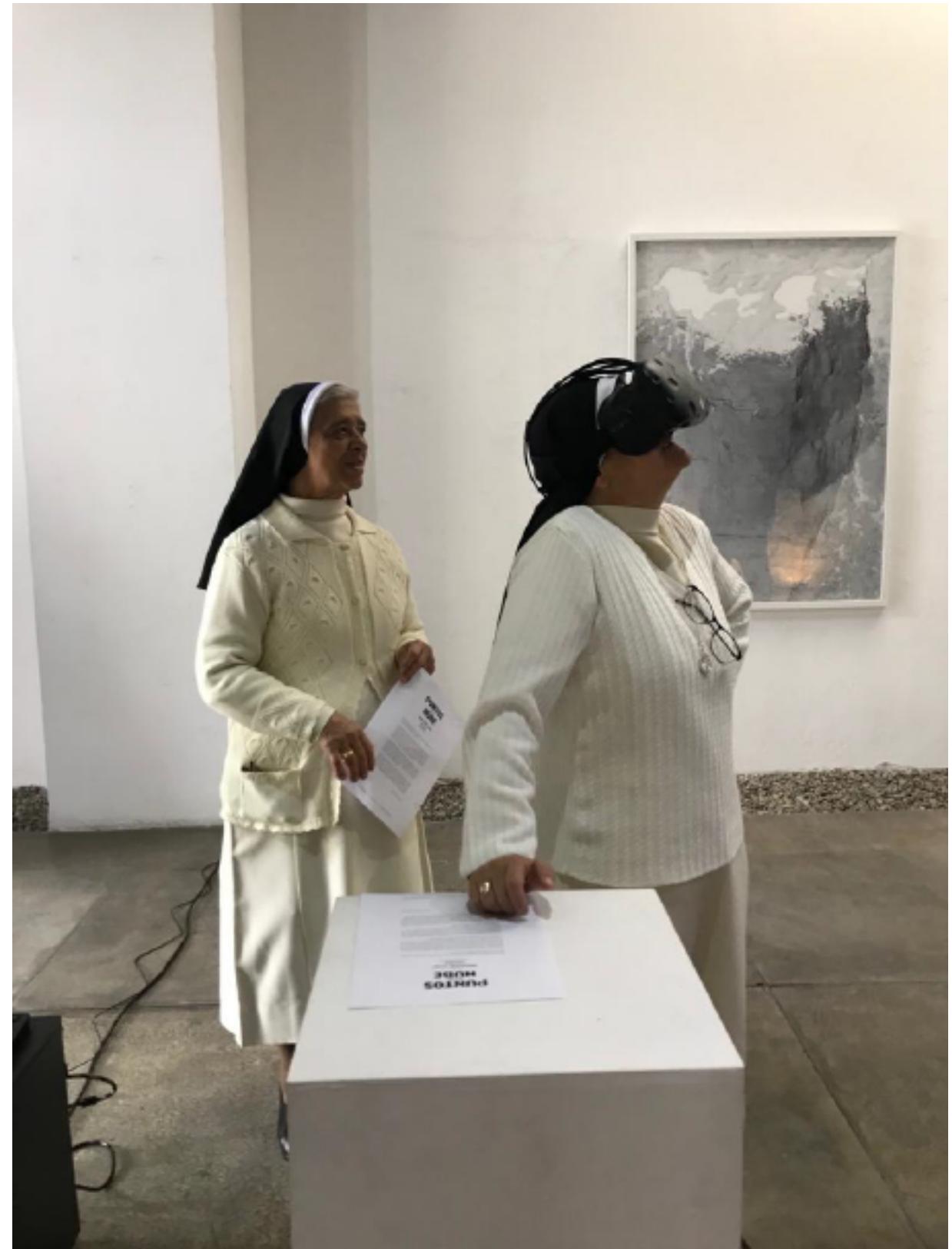
Mapping



La Experiencia



For more: <https://vimeo.com/387698128>



Puntos en la Nube

Example

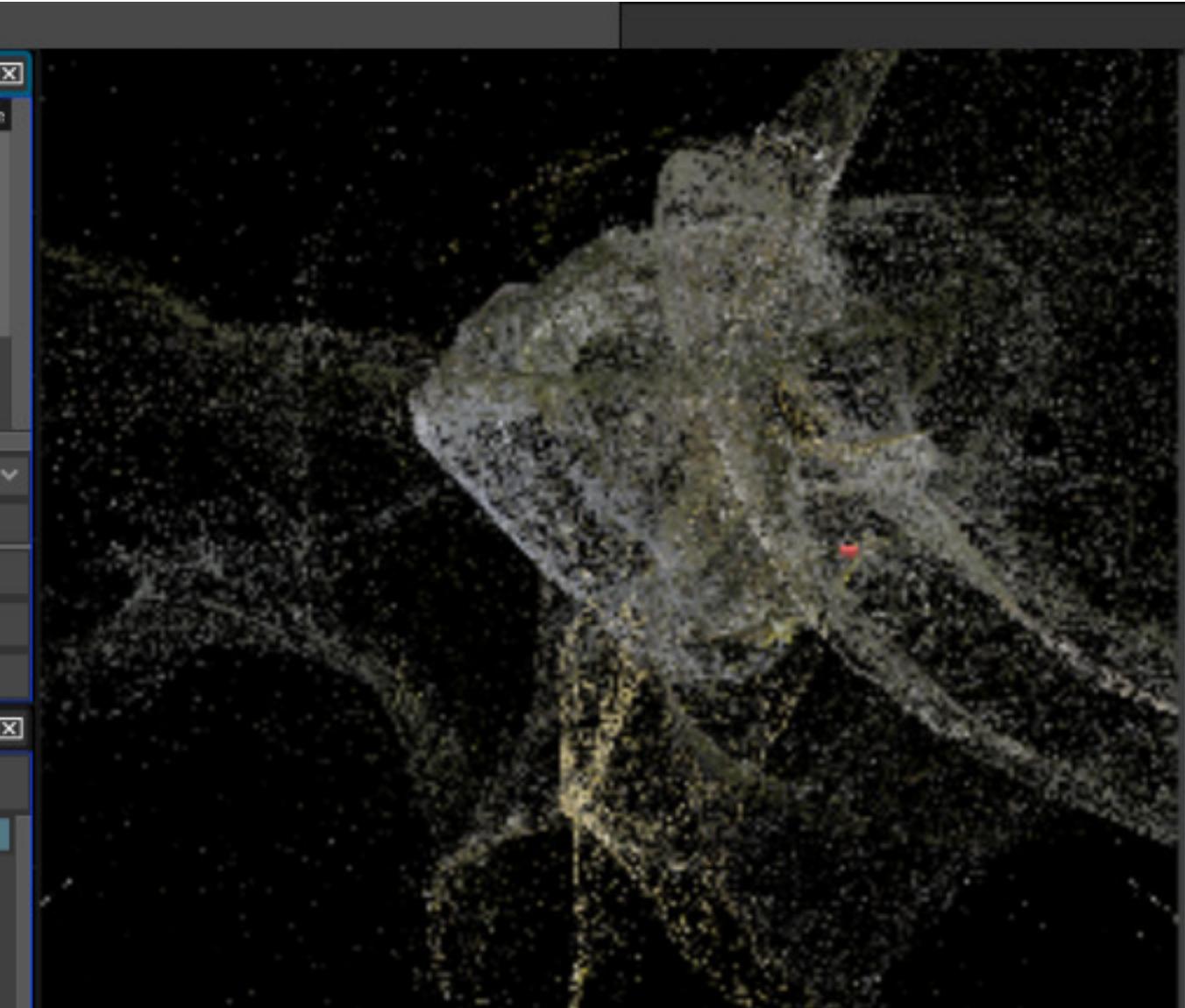
operator	par	preload	type	remove
/project1/TDVR/world/Pointcloud_eff	Translatecamerax	False	fade	X
/project1/TDVR/world/Pointcloud_eff	Translatecameray	False	fade	X
/project1/TDVR/world/Pointcloud_eff	Translatecameraz	False	fade	X
/project1/TDVR/world/Pointcloud_eff	Rotatecamerax	False	fade	X
/project1/TDVR/world/Pointcloud_eff	Rotatecameray	False	fade	X
/project1/TDVR/world/Pointcloud_eff	Rotatecameraz	False	fade	X

Preset Presetcinco

Recall	Go	Time 12.0	Slider	Curve	In
Store	Load	Update			
Clear Stack on Record	Load Stack on Recall	Clear Stack			
Remove	Import	Export			

Preset CueList

Next Cue Index 9	Update Cue	Record Cue	Add Empty Cue
Loop			



Interactions

switch1

Effects Control

Effects

Change Between Effects 0.372

Camera Animation

Control

Translate Camera X -1.39
Translate Camera Y 0
Translate Camera Z 0.72
Rotate Camera x 13
Rotate Camera Y -38
Rotate Camera Z 0

Point Render

Point Data File	+ (button)
Point Size 1.5	
Set Vertex Colors On	
Normalize Colors On	
Max Color Value 255	

Go

Space



Gracias
