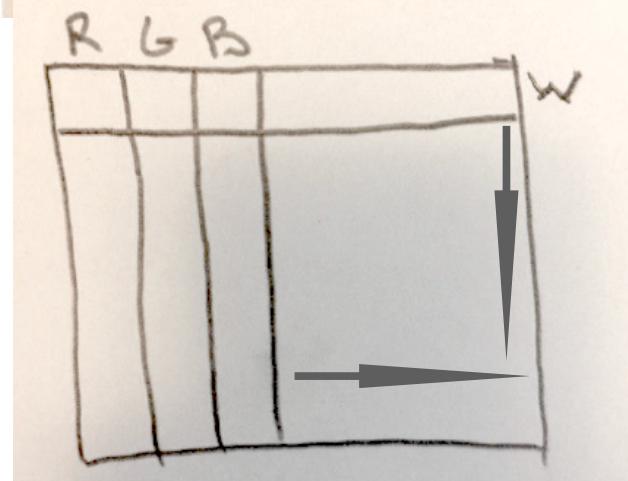
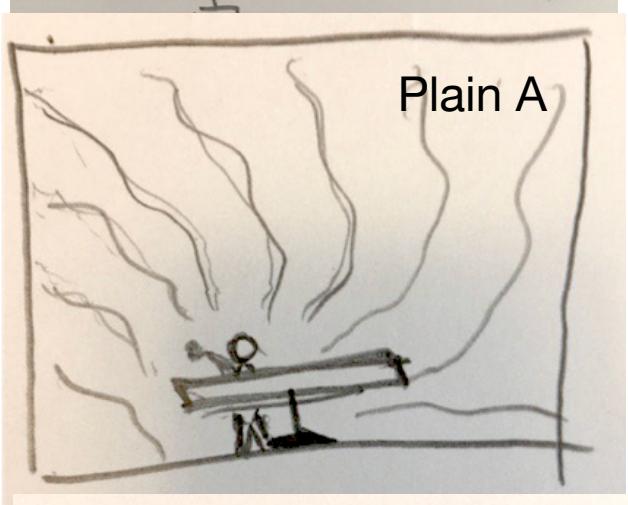
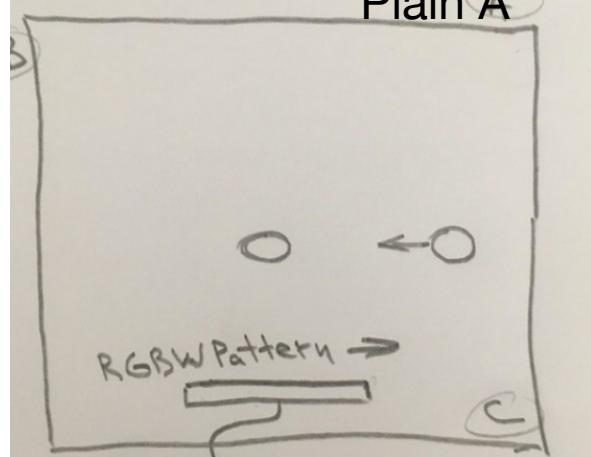
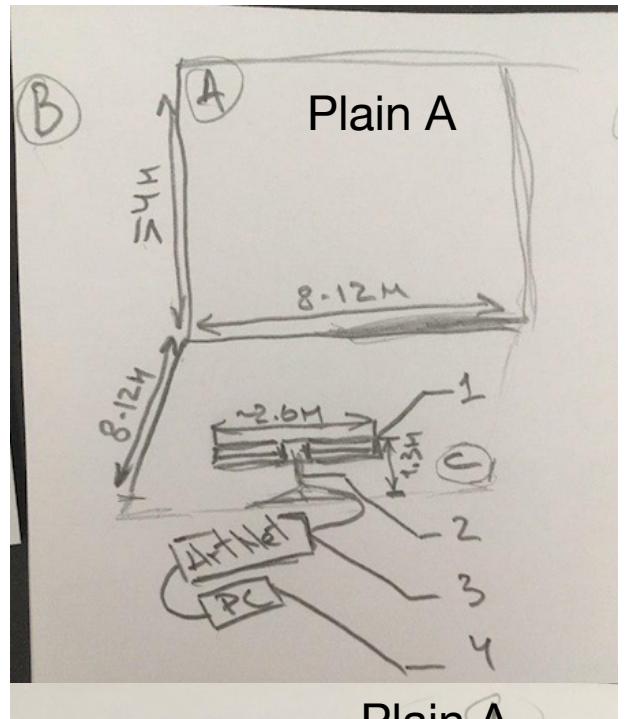


# New Media Exhibit Developer position at the Exploratorium

three-part performance

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## Task 1A : New Exhibit Idea



**Dark space:**

$x = 8-12$  mètres  
 $y \geq 3.5$  mètres  
 $z = 8-12$  mètres

**Equipment:**

1. 2 powerful RGBW LED BARs;
2. Mount stand;
3. ArtNet;
4. PC with TouchDesigner or vvvv;
5. Commutation.

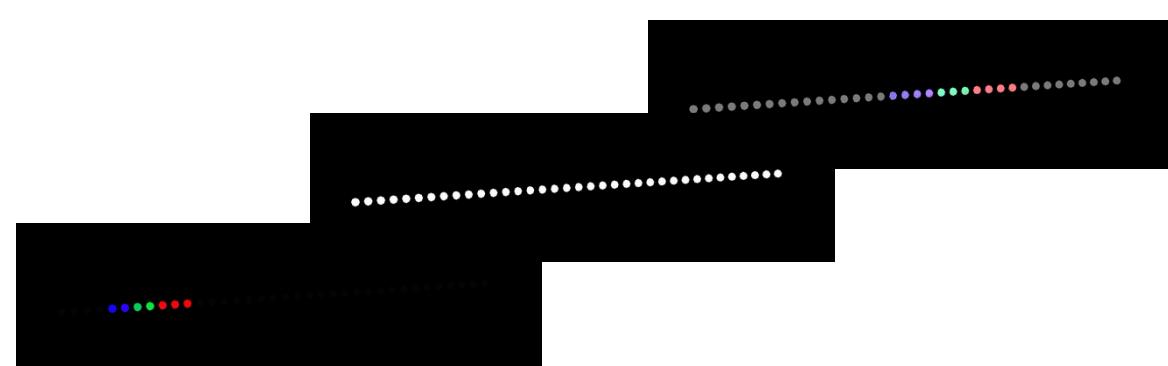
Installation is established opposite plain A, in center on distance ~30 feet.

On the LED BARs we are send dynamic RGBW or just W pattern.

In the entrance object/human between installation and plain A, in the plain A we get so nice inference dynamic and colorful RGBW or BW pattern if we send W pattern.

Vectors for RGB and W managed LFO Ramp pattern, LFO frequency depends from Sine pattern etc.

Also we can link audio OSC pattern depends with RGBW channels for more deep experience.



## Task 1B: Portfolio - Professional/Personal Projects

### **Russia's 2017 innovation awards tech direction.**

#### **Team:**

- Alex Funtov - general producer
- Kleinewelt architekten team
- Administration of Schusev State Museum of Architecture

#### **My role:**

I been provider for technical solutions.

#### **Content:**

I started the work one week before official opening.

The building of the museum didnt have internet connection in moment of the exhibition and have strict stage rider.

Real tasks: first - hardware and software audit for the exhibition. Second - provide fast and stable Internet channel and setup. Thirst - care one month more than 30 interactive installations in the 2500 square feet space.

#### **Solutions:**

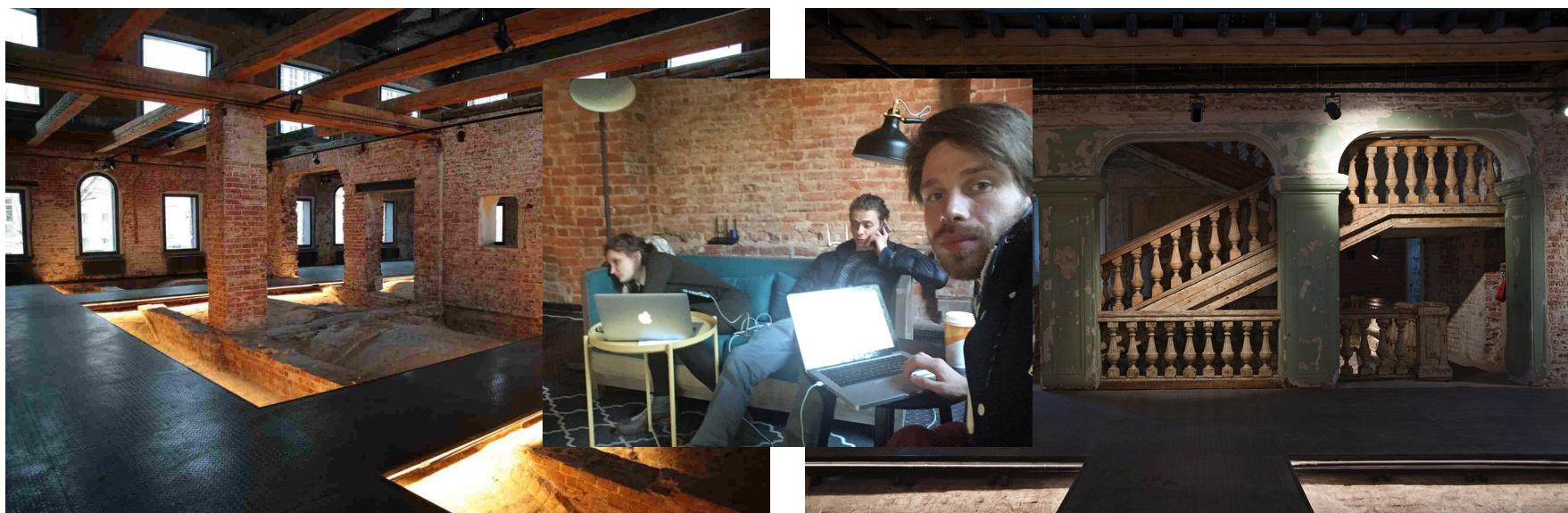
Super fast rewrite web software for interactive screens.

Provide wifi bridge from roof of neighbors.

Setup and assemble 30 interactive screens.

Assemble and setup projectors for 3D mapping.

Provide network equipment and purchase projectors lamp.  
etc.



## Task 1B: Portfolio - Professional/Personal Projects

### **Interactive solutions for Belgian show group Ontoerend Goed: Fight Night and £ ¥ €\$ (Lies) in Russia.**

#### **Team:**

- Feodor Elutine - general producer
- The Impressario artist and management team
- Technical equipment teams

#### **My role:**

I been provider promotion solutions for web, called up fixed the problem in Belgian software for collecting votes in the show and spent more then 25 live shows Fight Night.

#### **Content:**

I started the work like producer partnership in interactive mechanics. My tasks: create promotion web mechanics for premiere show, fix software problem, communicate with Belgian technical support, communicate with Audience Response Solutions Provider, and finally i been technical director of Fight Night show 25th times. Installation and dismantling all the show equipment, control live video show setup and manage all the live tech solutions.

#### **Solutions:**

1. Design and develop web solution for create poster with sharing in social media;
2. Design and develop web solution for imitation market stock game;
3. Fixing floating software error solution for theatre show;
4. Develop Plan B if software will wrong way.



## Task 1B: Portfolio - Professional/Personal Projects

### Digital support for music festival Synthposium 5. Moscow.

#### **Team:**

- Nairi Simonyan - general produser.
- 360 degree team of the festival.

#### **My role:**

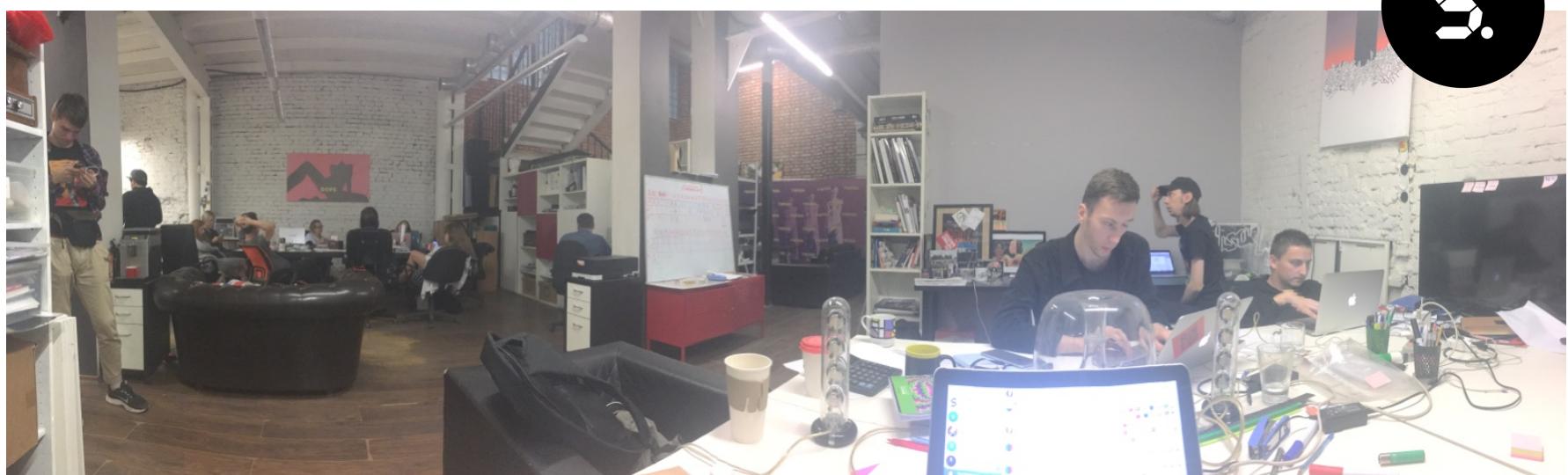
Provide digital solution and support the festival.

#### **Content:**

Real tasks - Setup architecture of database, create mobile app, design of websites, develop access system, create universal metrics screen. Also, within the general tasks I supported Proun gallery and Pluton Night Club with light installations and manage some visual shows in the spaces.

#### **Solutions:**

1. Database integration;
2. Mobile app integration;
3. Design and develop 3 web sites;
4. Assemble more than 10 audio visual installations;
5. Etc.



## Task 2: Code Sample

### Video wave visualization.

[https://github.com/idvisualart/td-/tree/master/  
Wawes Visualisator](https://github.com/idvisualart/td-/tree/master/Wawes_Visualisator)

File for TouchDesigner

I converted Video In signal to 40 wave channels, merge with audio oscillator and put result to geometry lines.

In control panel we can change source of input, type of waveform, frequency and scale parameters.

Its code can apply to some installation, interactive photo-booth or some-thing like that.

