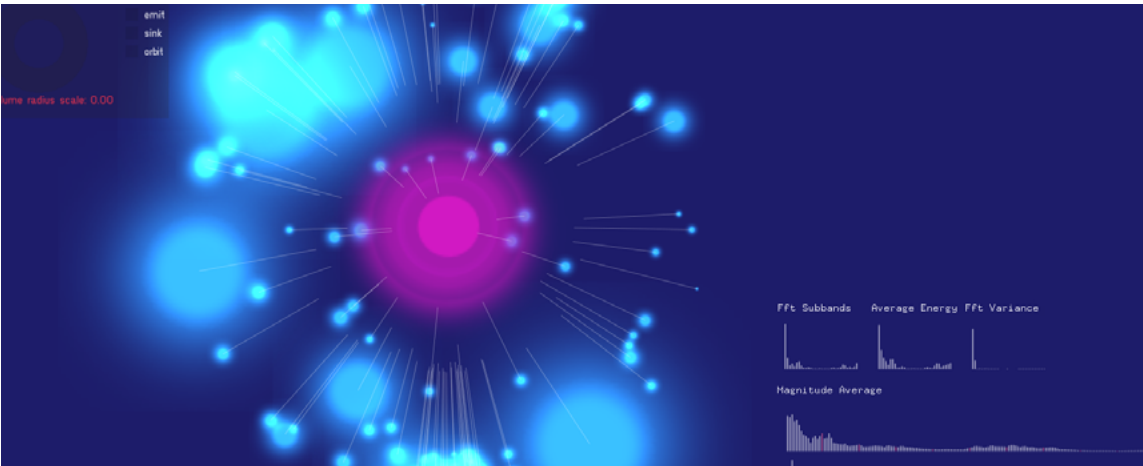


# AiVDJ



AiVDJ is a flexible audio-visual platform that allows any budding DJ to generate dynamic audio reactive visuals on the fly, without having to micromanage.

During a modern DJ set, the visuals play almost as important of a role as the music. With the lack of a front man in a typical set, visuals are used to excite the crowd, keep them entertained, and dictate the overall feel of the concert itself. Currently, the DJ scratches videos in sync to the beat or a tech team is employed to generate visuals that match the audio on the fly. However, for a solo artist, the first option places a huge cognitive load, and the second is expensive and sacrifices creative freedom.

*“an intelligent generative visual system that interacts with its audience, environment and performer”*

## Adaptable

In addition to displaying visuals on the screen, the system is capable of controlling LEDs. Thus the DJ can create a backlit sign or display to add another dimension to the performance.

## Inexpensive

The system makes use of a few common and fairly inexpensive pieces of equipment - the kinect, a laptop, and a microprocessor. Any of these items can be found cheaply online or can easily be acquired from friends if the user does not own them himself or herself. But even better, the system still works with just a laptop.

## Tailored

New to any Visual system, AiVDJ is built to be customized to the specific performance. By reading from the music, the audience's movement, the DJ's movement, and even using keywords that the DJ can input, the system will adjust the color theme of the visuals and the videos it mixes so that the end result is always tailored to the moment.

## Intuitive

The system does all the work, while the DJ mixes. It intelligently knows what to display based on how dynamic either the audience or DJ is at any period of time or the pace of the music that's playing. This way the DJ barely has to touch the controls.

With AiVDJ you can have an engaging performance while focusing on what you love.

