***Ying-Yang***

Ying Yang is an interactive audio-visual installation inspired by the 1964 film 砂の女

(roughly translated into English as *The Woman in the Dunes*). A single nine-second audio clip has been sampled from the film and three video clips have been chosen as explicate source material. In addition to utilizing the film for the literal source materials the emotional themes of tension and serene hopelessness became guides for our sonification and visualization process.

With this piece we explored the duality exposed in the movie: man/woman, black/white, insiders/outsiders, noise(sand)/neatness(house). Everything in Ying Yang is presented in sets of two to mirror the dualistic nature of the film. Two controllers control two A/V synthesis engines, two sets of two TV’s, two synthesis engines, etc.

The audio coming out from the TV’s is dry and is not completely responsive to the controls, representing the outsiders point of view, whereas the audio from the headphones is completely immersive and controllable. This represents the man and the woman living in the house with their own interior point of view where every action has an immediate response.

All video processing has been coded in the Processing programming language and the Audio playback and processing is handled in Pure Data.

Nathan Bio: Nathan spends most of his time creating interactive installation art, composing, programming and hacking. Nathan is a MFA candidate and BFA alum from the MTIID department at CalArts.

Martin Bio: Martin enjoys making lots of different noises (even music), building interfaces for expressive user interaction and musical performance, multimodal sensor systems and sound installations. Martin is currently an MFA 2 candidate from the MTIID department at Calarts.