Ugly Paintings, Pretty Eyes

A modern adaptation with affective computing

What is the effect of emotion in live performance?

Pretty Eyes, Ugly Paintings

by Mario Vargas Llosa (1996)

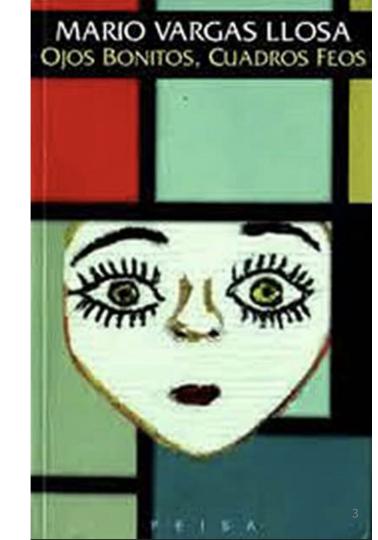
Summary (Fishburn 195)

Set: Lima, Peru

Themes: Art+Criticism, Death, Sexuality

Sensory images: Paintings, music, the city

Characters: Eduardo, Rubén, Alicia



Dir. Luis Alberto Rosas (Venezuela, 2007)

FOTOGRAFÍA: ALEJANDRA CORRALES

Alicia's Appearances (Flashbacks)

- 1. Optimistic art student decides to become painter
- 2. Monologue on her anger and frustration after reading the critic's review
- 3. Last conversation between Rubén and Alicia, where she breaks up with him

Realization

The Idea



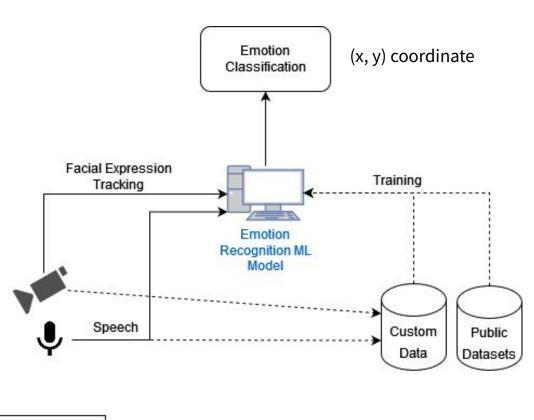


"Augmented Acting"

- Alicia controls ethereal scenography through the emotions embedded in her acting
- Track what the acting represents
- Stanislavski
- Benefit: Extending the "Performative medium" (65 S. Dominicus)

Emotion Recognition

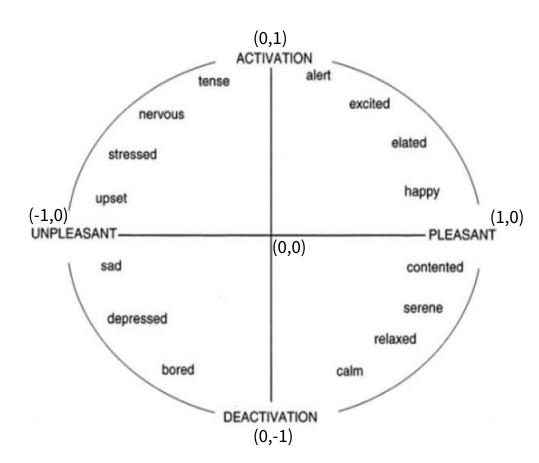
- Multimodal Machine Learning
 - Facial Expression
 - Tone of voice



Actor

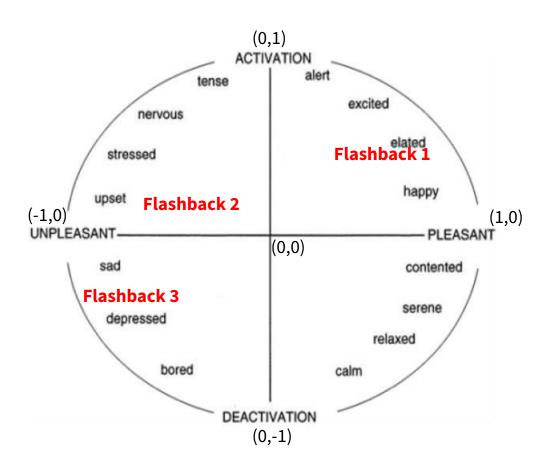
Emotion Model

- 2 Dimensions
 - Activation (energy)
 - Pleasure
- Numerically representing emotions



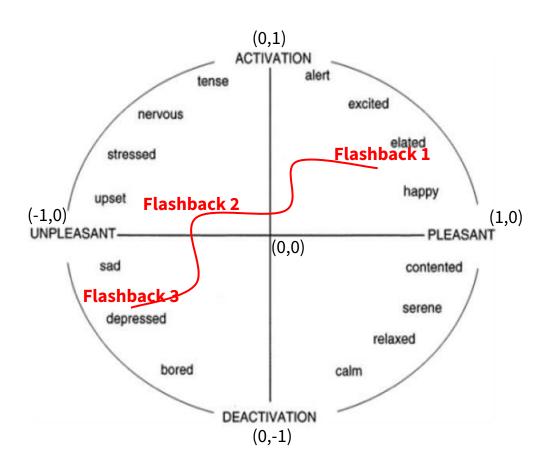
Emotion Tracking

- 2 Dimensions
 - Activation (energy)
 - Pleasure
- Numerically representing emotions



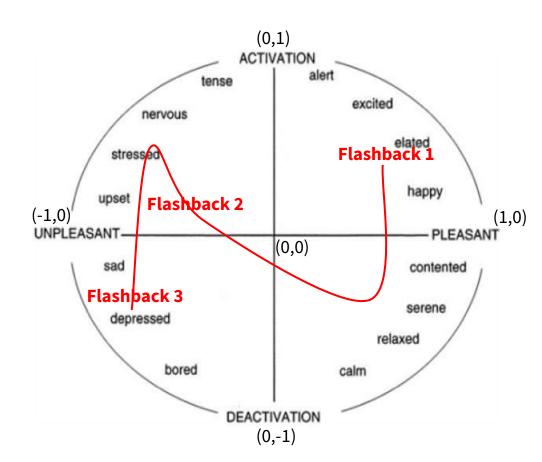
Emotion Tracking

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Emotion Tracking

- 2 Dimensions
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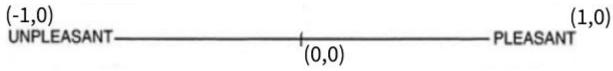




Synthetic rain

Heavy Rain No Rain





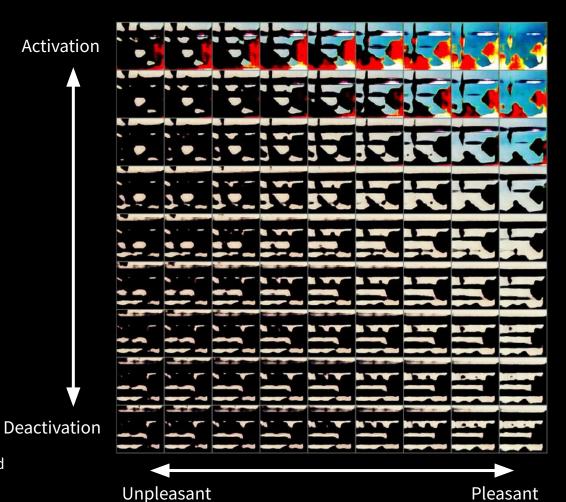
https://pxhere.com/en/photo/921465 https://pxhere.com/en/photo/971441 https://pxhere.com/en/photo/648001

Image Sources:

Mondrian Paintings (2 dimensions)

Mondrian Latent Space

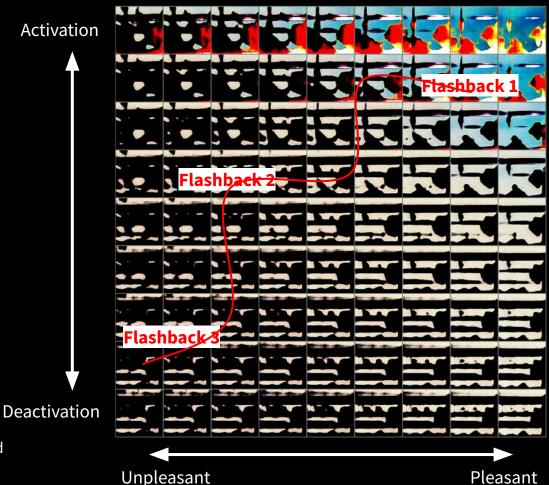
StyleGAN - Image Synthesis



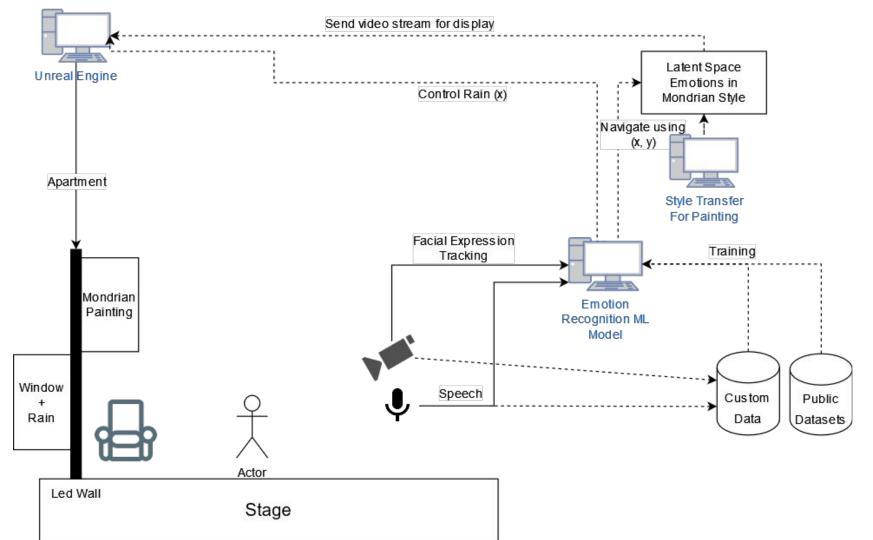
From: Gao, Kaihong. GSD J-Term Exploring AI and Neural Networks in Design. 2021.

Mondrian Latent Space

StyleGAN - Image Synthesis



From: Gao, Kaihong. GSD J-Term Exploring Al and Neural Networks in Design. 2021.



Next Steps

- "Minor Science" (Deleuze and Guattari)
 - Used by Seth Thorn in his development of an augmented violin
- Measures of Success
- Reflection and Impact
 - Feasibility and use of technology
 - Effects in performance
 - Audience's impression

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