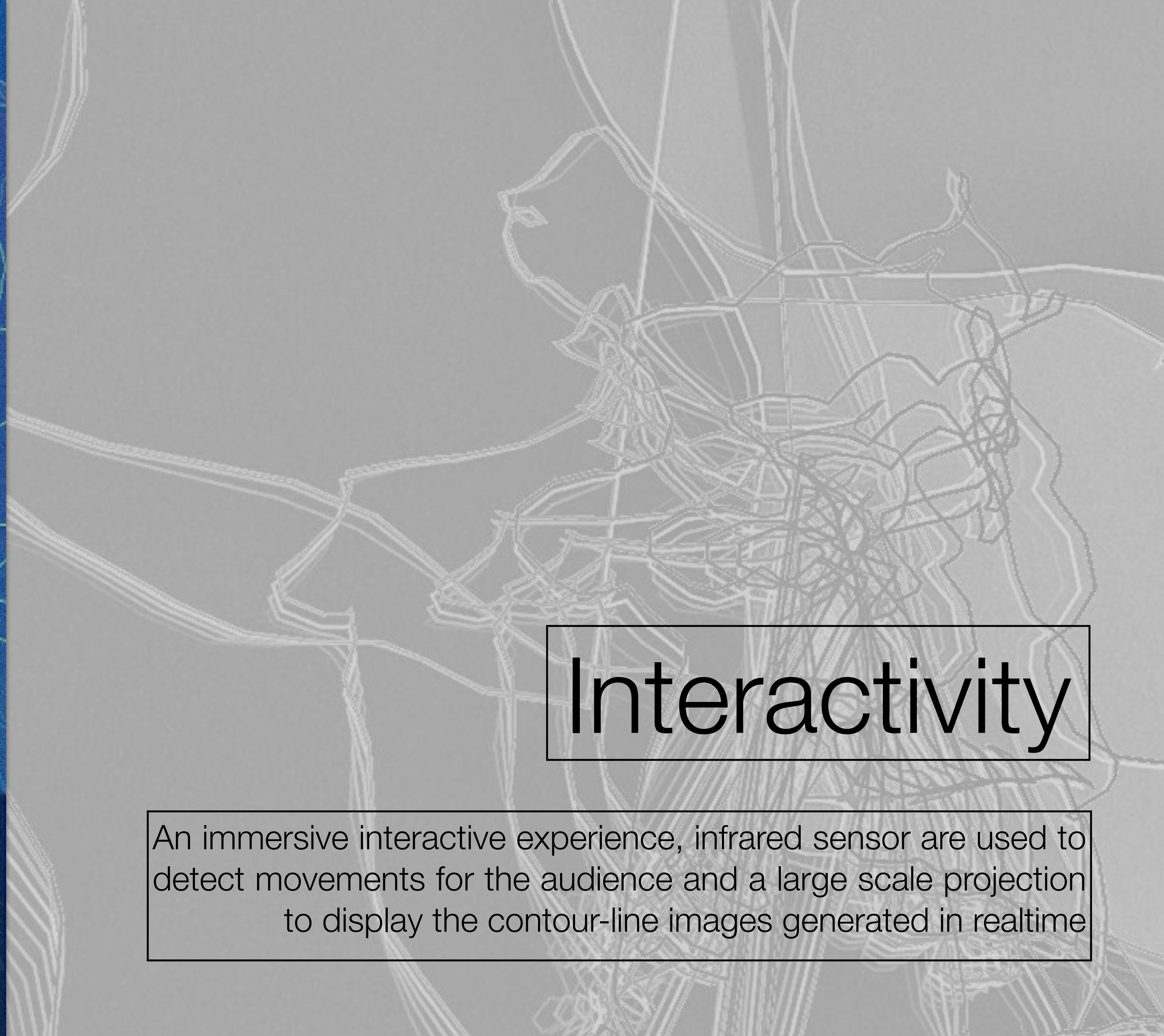
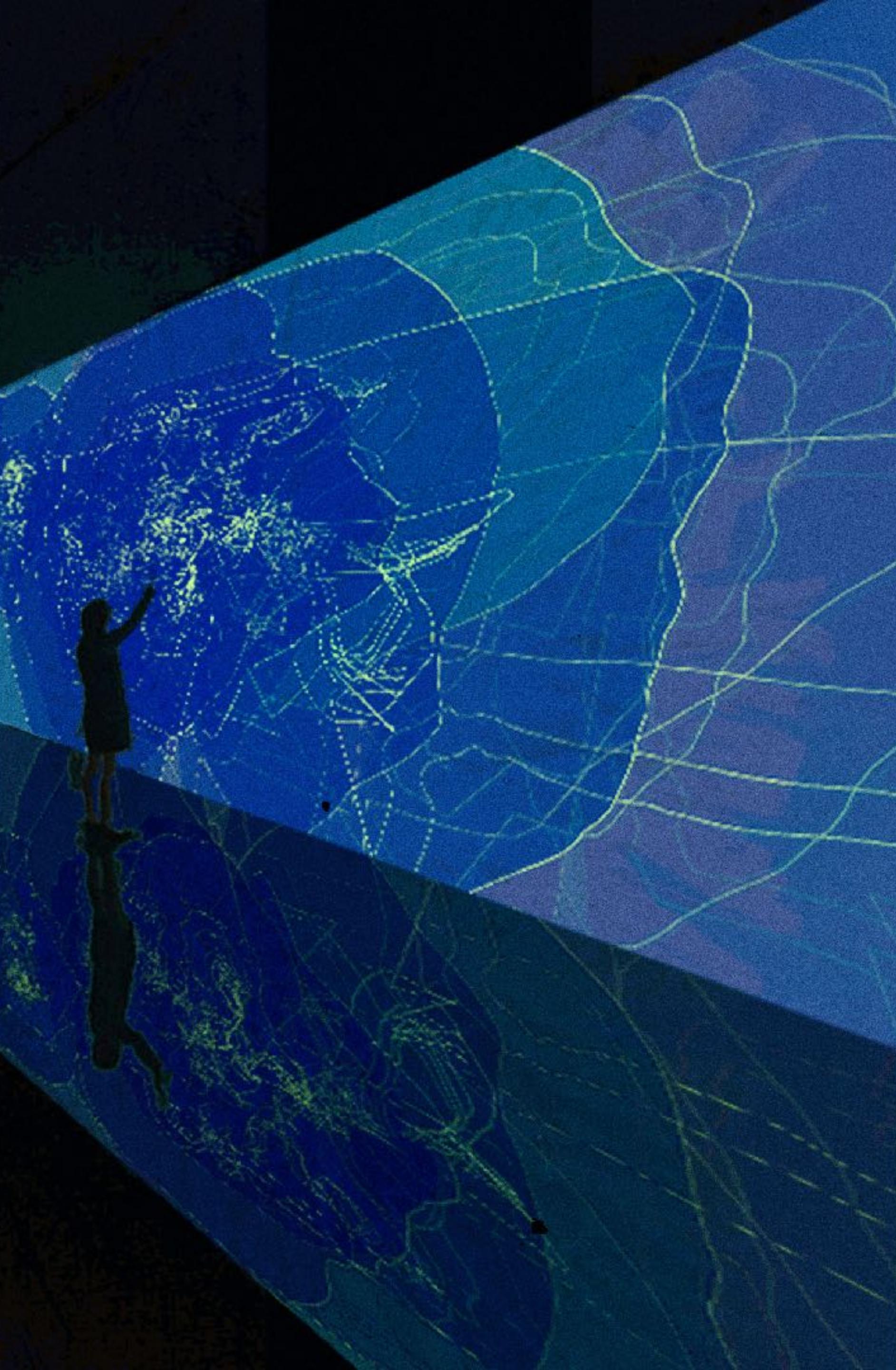




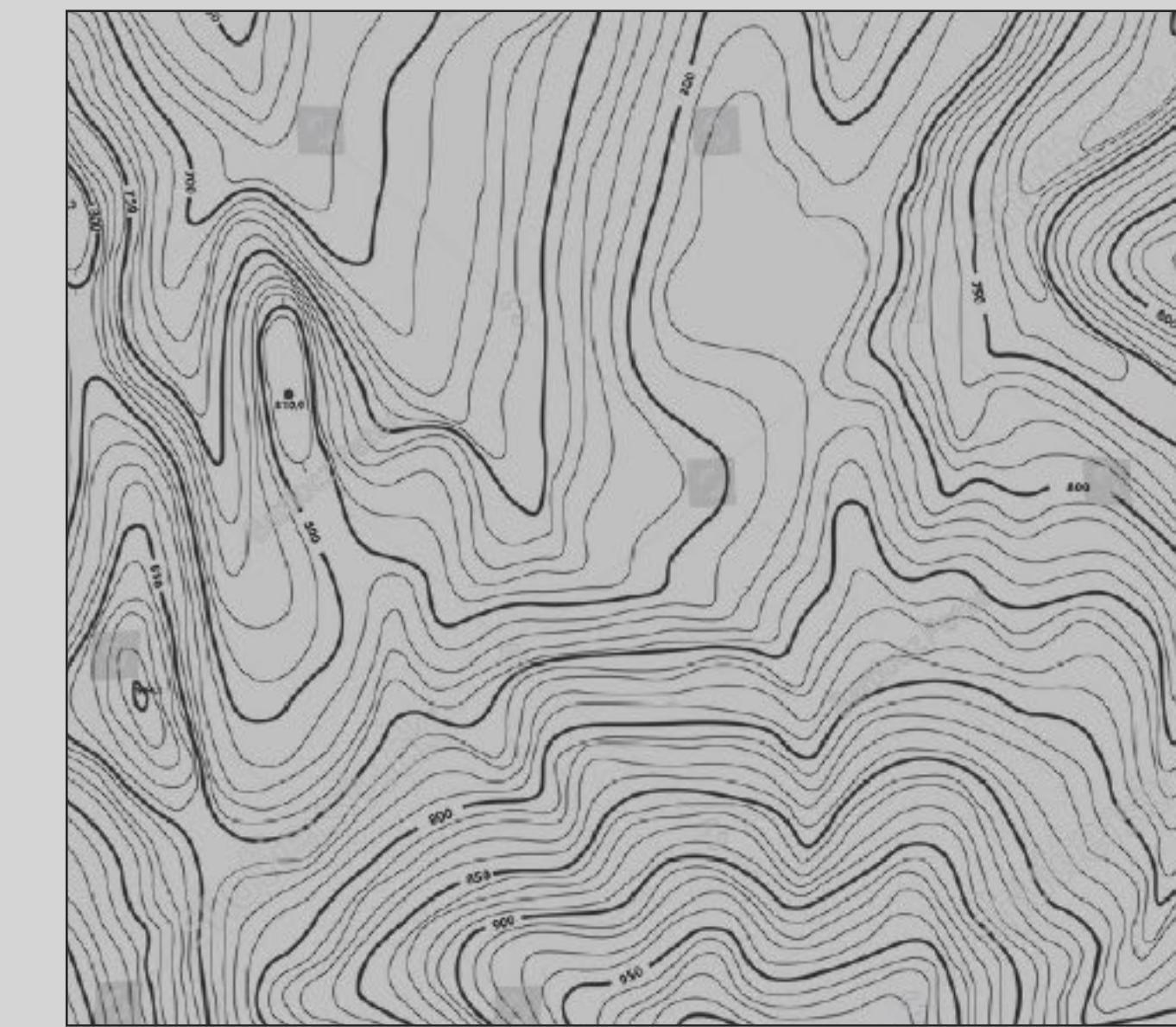
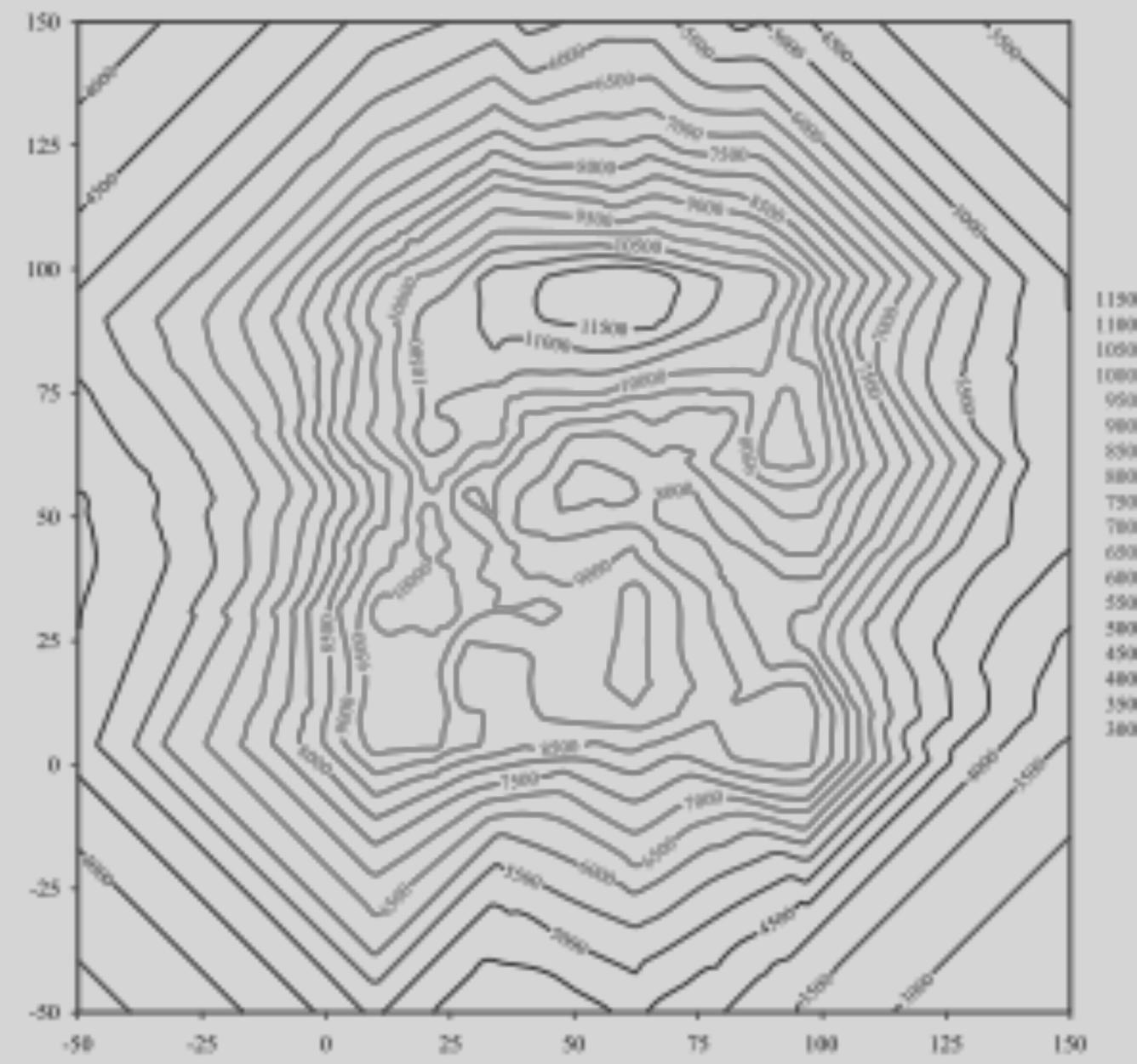
**\_washed**

Interactive installation about time scale and random transformation.

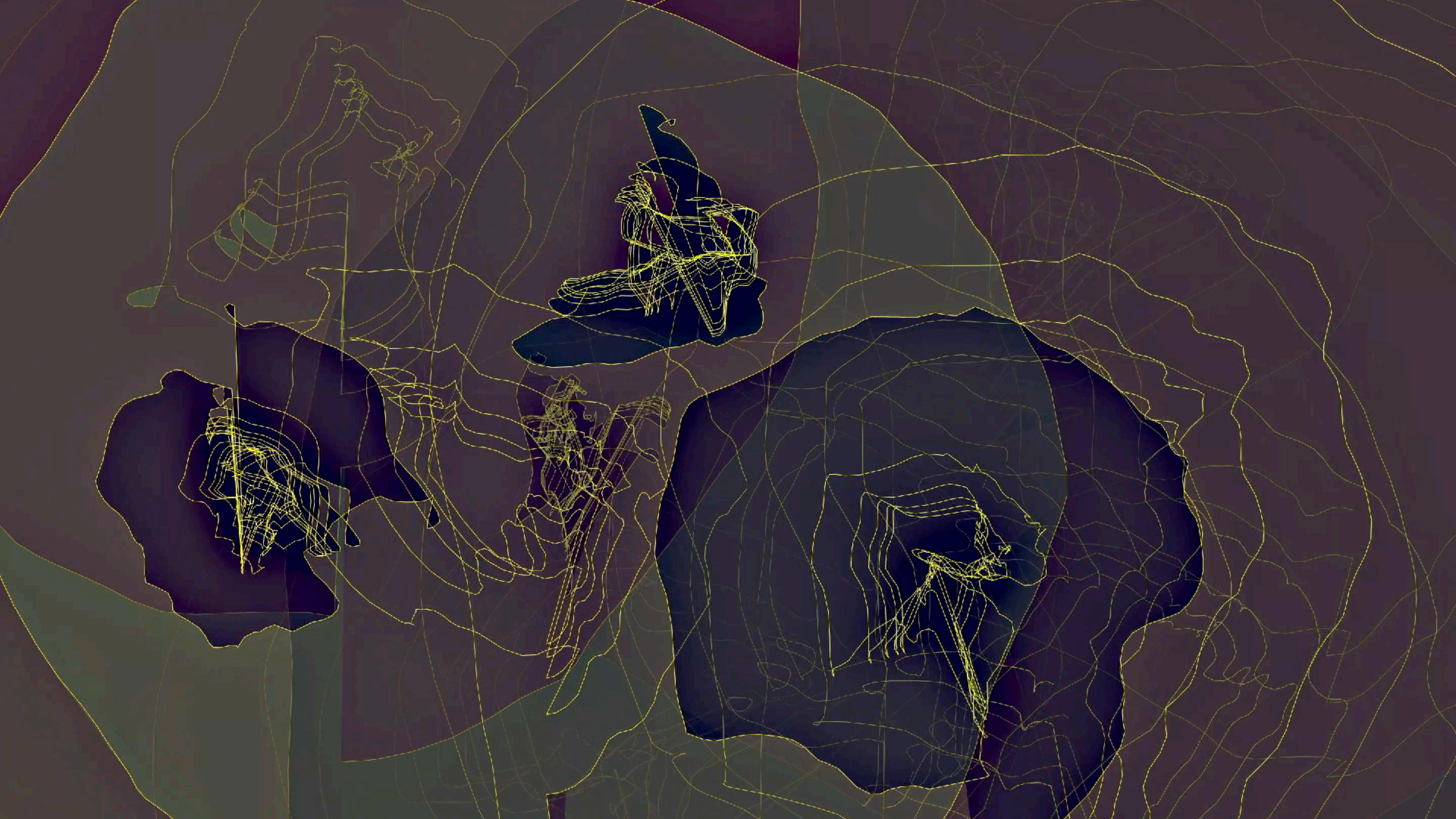


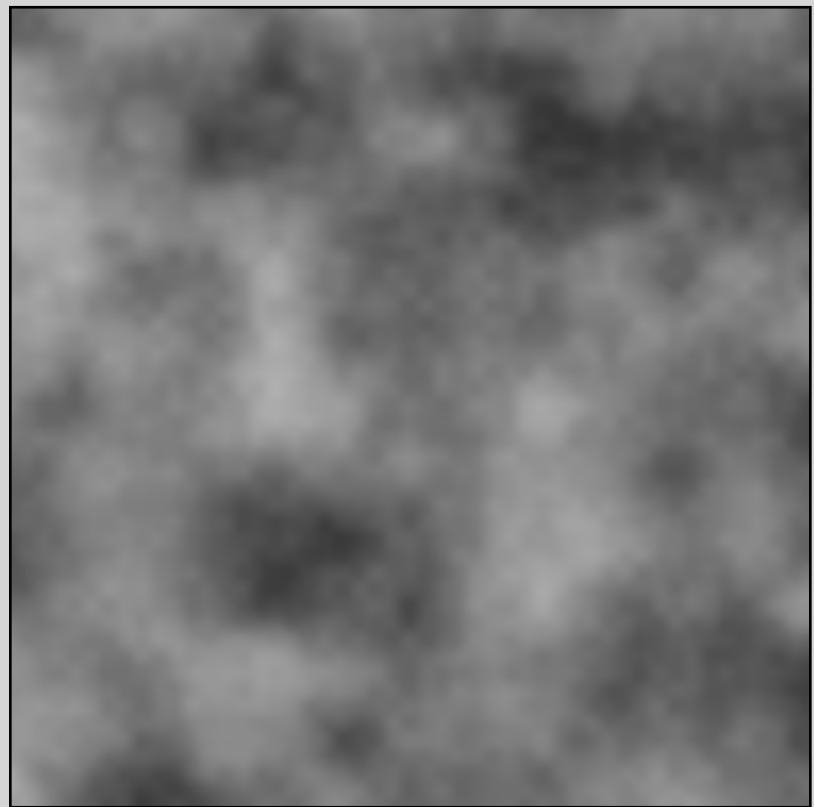
# Interactivity

An immersive interactive experience, infrared sensor are used to detect movements for the audience and a large scale projection to display the contour-line images generated in realtime



What if landscape changes by millisecond?





# Perlin Noise

```
RandomCir.prototype.display = function(){
  push();
  translate(this.x, this.y);
  beginShape();
  for(let s = 1; s< 10; s+=1.5){
    for(let theta = 0; theta < 2*PI; theta += 0.05){
      let r = this.size/s;
      let x = r * sin(theta);
      let y = r * cos(theta);
      let offset = noise(theta+this.size,xoff)*300;
      let offsey = noise(yoff,theta)*300;
      vertex(x+offset,y+offsey);
    }
  }
  endShape();
  pop();
}
```

A technique used to produce natural appearing textures on computer generated surfaces for motion picture visual effects.

```
for(let i = 0; i < 10; i++){
    rect[i] = new RandomCir(random(0,width),random(0,height),random(0,2000));
}
```



# FRACTAL FLOWERS 2014

Generative and interactive virtual-reality installation  
Exhibition Paradis Artificiels, Musée d'art moderne de Céret



# FRGMENTS 2017

FRGMENTS is both an audiovisuel live performance and an autonomous installation showing the permanent disruption of a continuous sound & visual flow.