



YANN DEVAL, AURÉLIEN MERCERON,  
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# IMMERSIO

A virtual reality performance

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booking : Juliette Bibasse

# Project history



- **Collective creation**
- **Immersive technology**
- **Project start : 2013**



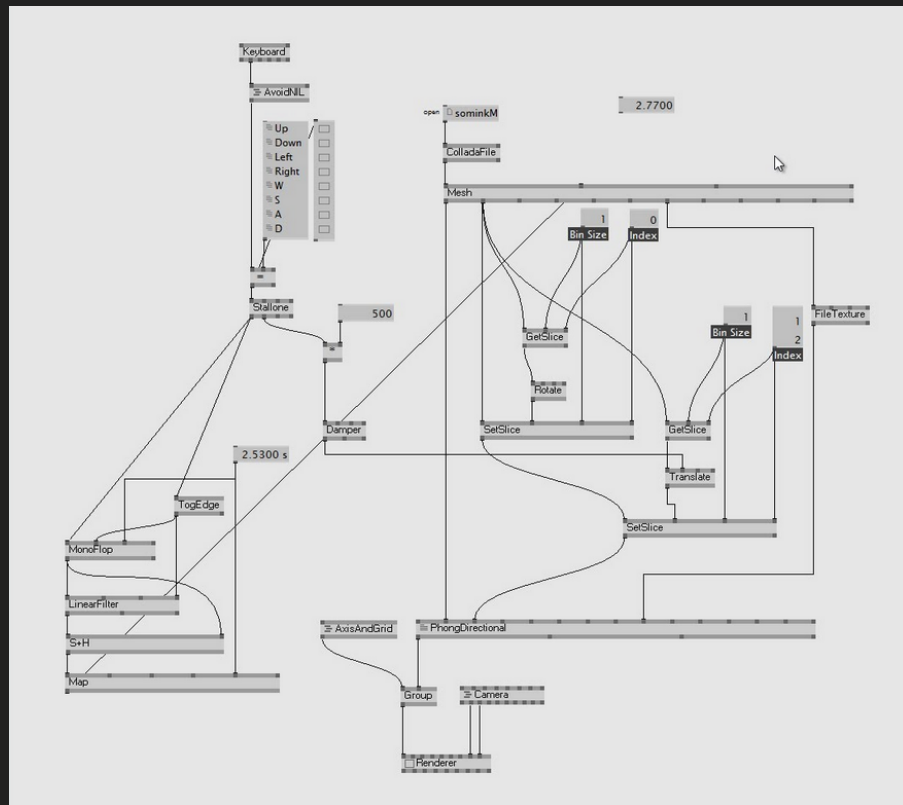
## Installation: The Cube

# Artistic performance



- **Purpose**
- **Aesthetics**
- **Unique experience**
- **Participant / artist / algorithms**

# VVVV, a multipurpose toolkit

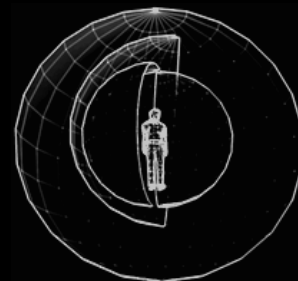


PROGRESS

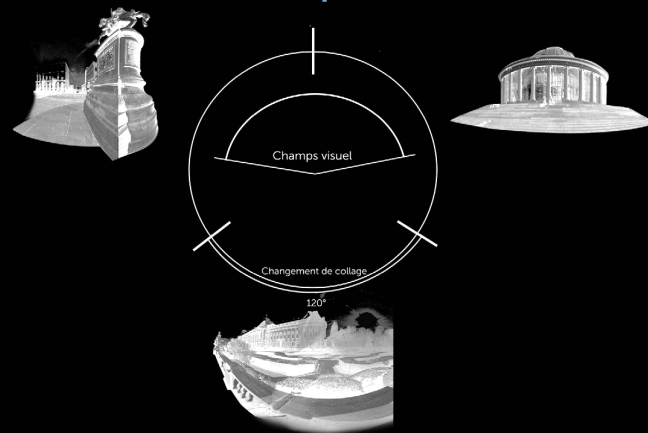
World  
BACK CITY

Technology  
360° PHOTOGRAPHY

Affecting  
DIRECTION



Generative algorithm for  
360° Landscape  
composition

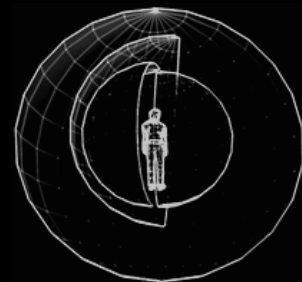


PROGRESS

World  
TIMELAPSE

Technology  
ANIMATED 360°

Affecting  
TIME



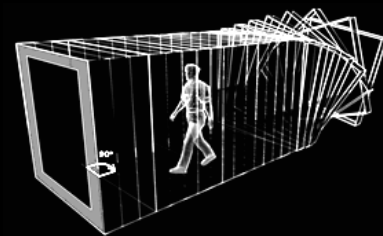
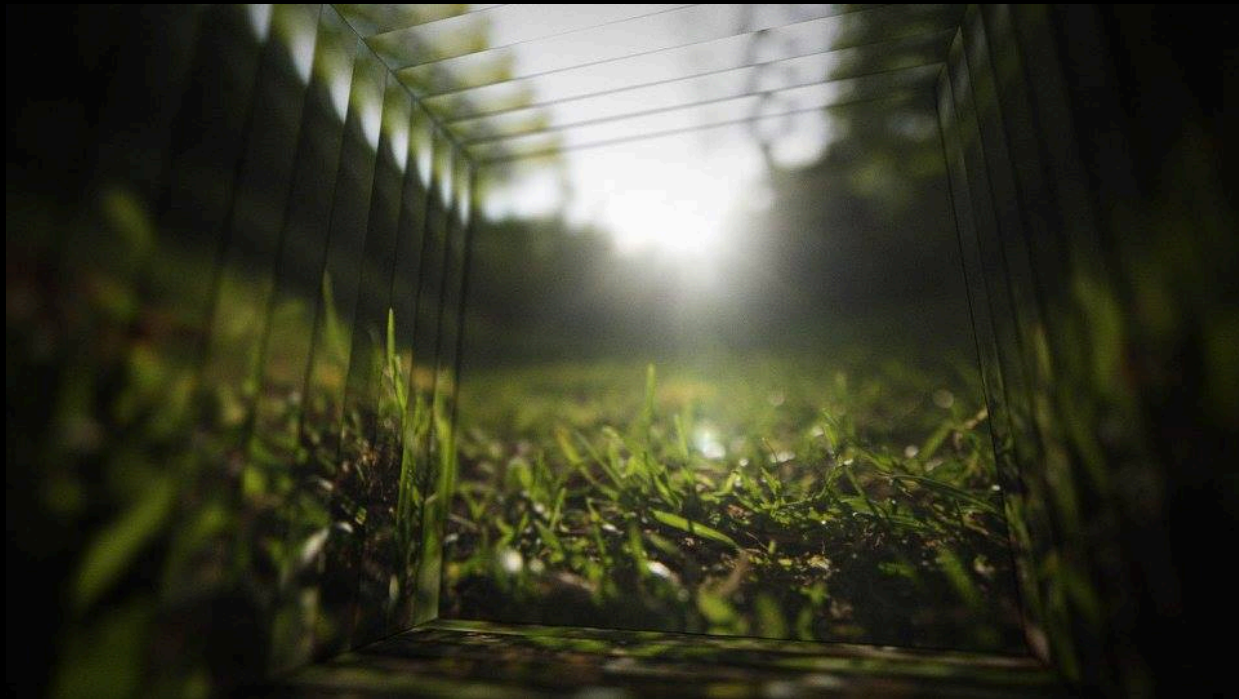
360° Timelapse

PROGRESS

**World**  
**TRAVELLINGS**

**Technology**  
**HYPERLAPSE**

**Affecting**  
**DISTANCE**



Insect-scale view

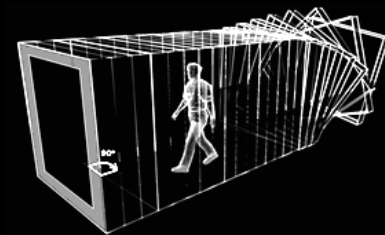


PROGRESS

World  
TRAVELLINGS

Technology  
HYPERLAPSE

Affecting  
DISTANCE

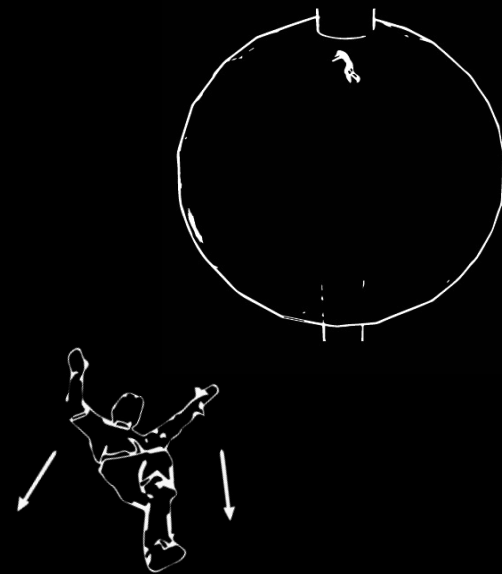


PROGRESS

World  
**THE FALL**

Technology  
**STEREOSCOPIC 3D**

Affecting  
**SPACE**

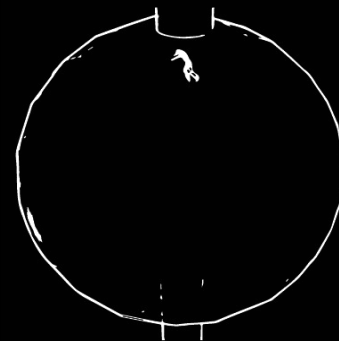


PROGRESS

World  
THE FALL

Technology  
STEREOSCOPIC 3D

Affecting  
SPACE



Photogrammetry for 3D  
reconstruction

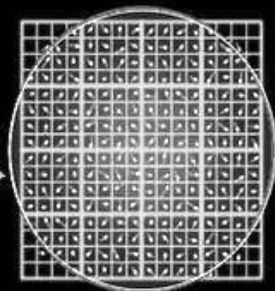
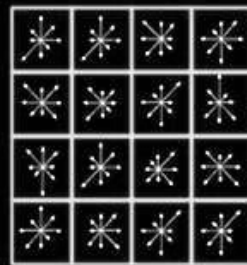
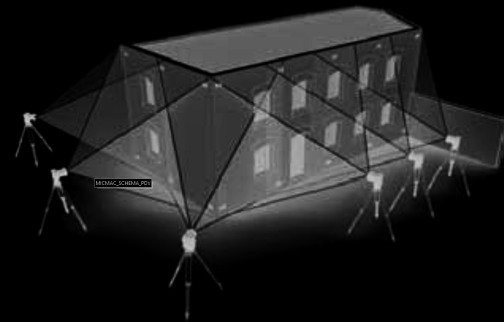


Image gradients



Keypoint descriptor



PROGRESS

World

INFINITE FLY

Technology

GENERATED POINT CLOUD

Affecting

FREEDOM OF MOVEMENT



Kinect - Gesture recognition

PROGRESS

World  
INFINITE FLY

Technology  
GENERATED POINT CLOUD

Affecting  
FREEDOM OF MOVEMENT

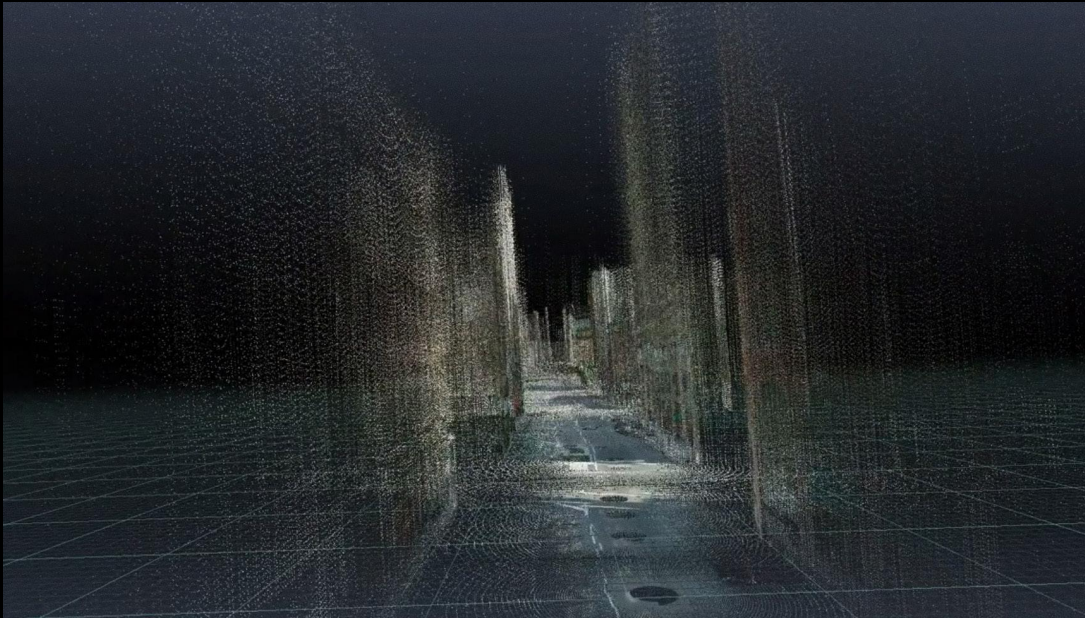
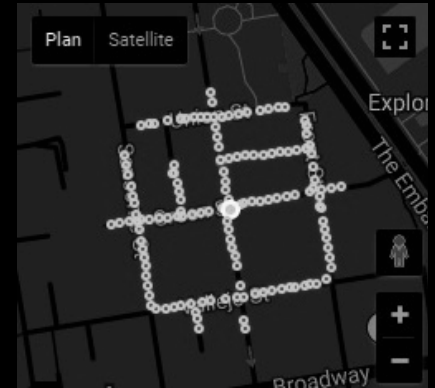


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PROGRESS

World

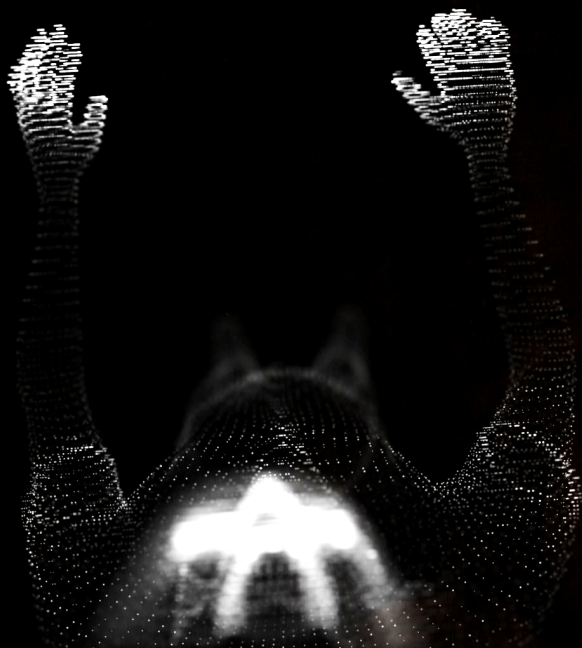
SELF ENERGY

Technology

LIVE POINT CLOUD

Affecting

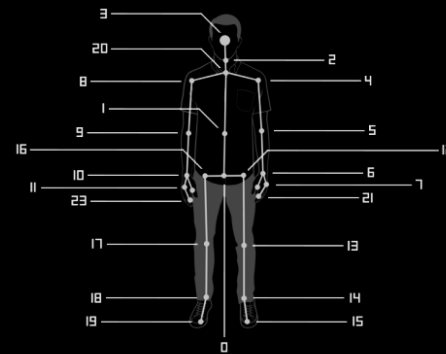
RECONNECTION WITH REALITY



KINECT V2 JOINT ID MAP

25 JOINTS  
6 BODIES

|                         |       |
|-------------------------|-------|
| JOINTTYPE.SPINEBASE     | + 0.  |
| JOINTTYPE.SPINEMID      | + 1.  |
| JOINTTYPE.NECK          | + 2.  |
| JOINTTYPE.HEAD          | + 3.  |
| JOINTTYPE.SHOULDERLEFT  | + 4.  |
| JOINTTYPE.ELBOWLEFT     | + 5.  |
| JOINTTYPE.WRISTLEFT     | + 6.  |
| JOINTTYPE.HANDLEFT      | + 7.  |
| JOINTTYPE.SHOULDERRIGHT | + 8.  |
| JOINTTYPE.ELBOWRIGHT    | + 9.  |
| JOINTTYPE.WRISTRIGHT    | + 10. |
| JOINTTYPE.HANDRIGHT     | + 11. |
| JOINTTYPE.HIPLEFT       | + 12. |
| JOINTTYPE.KNEELEFT      | + 13. |
| JOINTTYPE.ANKLELEFT     | + 14. |
| JOINTTYPE.FOOTLEFT      | + 15. |
| JOINTTYPE.HIPRIGHT      | + 16. |
| JOINTTYPE.KNEERIGHT     | + 17. |
| JOINTTYPE.ANKLERIGHT    | + 18. |
| JOINTTYPE.FOOTRIGHT     | + 19. |
| JOINTTYPE.SPINESHOULDER | + 20. |
| JOINTTYPE.HANDLEFT      | + 21. |
| JOINTTYPE.THUMBLEFT     | + 22. |
| JOINTTYPE.HANDRIGHT     | + 23. |
| JOINTTYPE.THUMBRIGHT    | + 24. |



Kinect - Matrix displacement



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