Live Steering of New Media Arts

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Overview

What's live steering and new media arts?

Relation to Computer Science

My Personal Project

Thoughts
Piece of art created using digital media & new technology

Interaction that creates amazement, awe

Explores the relationship between humans and technology

Artefact that creates mind-space
Live Steering

Performing in front of people

Making on-the-fly changes

Readjusting to audience's expectations
Computer's Involvement

“New media art is a genre that encompasses artworks created with new media technologies, including digital art, computer graphics, computer animation, virtual art, Internet art, interactive art, video games, computer robotics, 3D printing, and art as biotechnology.”

from Wikipedia
My Project

I plan to produce a software interface that will allow its user to create a synchronised audio-visual performance in front of a live audience.

Instruments used in performance:
Laptop, Midi tools (keyboards, drum pads)

future work: Microphone, 3D scanning device (Kinect)
Tools & Processes

Touch Designer, for framework.

Python scripts, for automation.

Ableton Live, for music abstraction.
Andrew Quinn

Multimedia artist, Australian

“The Matrix”, “Nirvana”

Performed at the 2012 Biennale of Music

Lecture a 1-week master-class on TD at ANU
Motivation

create an object that others will use
develop scripts to ease future people's work
discover new ways of making art

develop artistic abilities using computers programs
gain knowledge in the field of new-media arts
gain research and communication skills
Thank You!