



Embodiment

Dance in the Interactive Multimedia Environment

Workshops Demonstrations Performance

exploring interaction technologies, sound fields
robotic lights and multimedia environments.

Part I :: Workshops and Demonstrations

In this workshop series we dive into the interactive multimedia environment, a construction of space design, sound, lights, interaction programming and movement. We are using body movement and digital technologies to manipulate sound, lights and video, in a choreography of humans, computers, media and the virtual environment.

Embodiment Instructors: Max Willis (interaction design) Kiwi Chan (dance)

Date & Time (\$30/ Workshop) Polyu SD students FREE

Workshop (1) 07 June 2014 (Sat) 11am-1pm

Workshop (2) 07 June 2014 (Sat) 4pm-6pm

Workshop (3) 14 June 2014 (Sat) 11am-1pm

Demonstration (1) 13 June 2014 (Fri) 7pm-7:20pm

Demonstration (2) 14 June 2014 (Sat) 3pm-3:20pm

Demonstration (3) 14 June 2014 (Sat) 5pm-5:20pm

Part II :: Performance (Entrance Fee: \$30 w/drinks and snacks)

We have invited some local performers to participate in this project. And we proudly present you a 40-minutes-performance investigating the technology-dance crossovers we are developing.

14 June 2014 (Sat), 8pm

Venue: Hong Kong Polytechnic University Motion Capture Studio PQ002

Project Curators :: (Polyu SD Instructor) Max willis and (Local Artist) Kiwi Chan.

Supported by HerStory 她說

Participants: Wilfred Wong, Miu Law, Alvin Chan, Ero Kwan, Maru Yuen, Wong Sze Mei, Stella Tsui, Terry Wu, Chan Hin Lung, Sandra Chan, Joseph Ngan

查詢 Enquiries::

Kiwi CHAN - +852 9356 8133 - kiwi.kwchan@gmail.com

Max Willis - +852 5507 7017 - max.willis@polyu.edu.hk



Embodiment

Dance in the Interactive Multimedia Environment

Workshops Demonstrations Performance

exploring interaction technologies, sound fields
robotic lights and multimedia environments.

Embodiment Interaction technologies : these include motion and distance sensing, camera tracking of color and position. We are programming basic and advanced interactions with MAX/MSP, the design of logic and algorithm for live performance.

Embodiment Sound fields: we are creating in a circle of sound, a 3d sound field build with ambisonics technologies. In our sound field, individual sounds move and interact with each other, with performers and with audience to create an immersive, physical environment.

Embodiment Multimedia Environments: Audio, Video and colored lights are staples of contemporary media-stagecraft crossover, but our Embodiment workshops take this 'multimedia' to another level. These elements become objects, actors in our network, their existence and their manifestations are dependent on interactions with live performers and semiautonomous softwares, creating an INTERactive Multimedia Environment.

Curators' Bio

MAX WILLIS is an artist, performer and interaction designer, former Cityu SCM guy, currently Instructor at HKPOLYU School of Design. In-between Max gained some years of experience as art-technology consultant to a black box theatre in Beijing. Returning to Hong Kong's digital, networked civilization, he is experimenting again, integrating digital media, performance, with space and time.

KIWI CHAN, an artist graduated from Inter-cultural studies (MA) of The Hong Kong Chinese University. Actively participates in performing and visual art since 2009. Recent focus with Butoh dance, devising theatre and site-specific performance