

Media art technology: tools for creating emotion

Pr. Thierry Dutoit, Faculté Polytechnique de Mons (FPMS), TCTS Lab, Mons (Belgium)

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Abstract

With the worldwide deployment of tools such as Processing, PureData, the Arduino board, or OpenFrameWorks, creating interactive media art is now in the reach of bachelor students, if not of secondary school students in some cases. In the NUMEDIART Institute for New Media Art Technology (www.numediart.org) of UMONS, we have been working for the past 5 years with these frameworks, both for using them in applications (installations and performances) and for developing new tools. This talk will explain the steps we have taken to develop this know-how and make it available to our students and researchers, and will show a large number of video examples of project results (see www.numediart.org/demos).