

Interactive "painting" controlled with OSC data from phone to Isadora

Description:

A set-up with an interactive "painting" and light fixture named "Van Gogh heeft een oogje op je foon" controlled by the smartphone sensors with ZigSim to OSC, Isadora, DMX light and a projector. The installation demonstrates the use of smartphone sensors within in a creative context.

Required components:

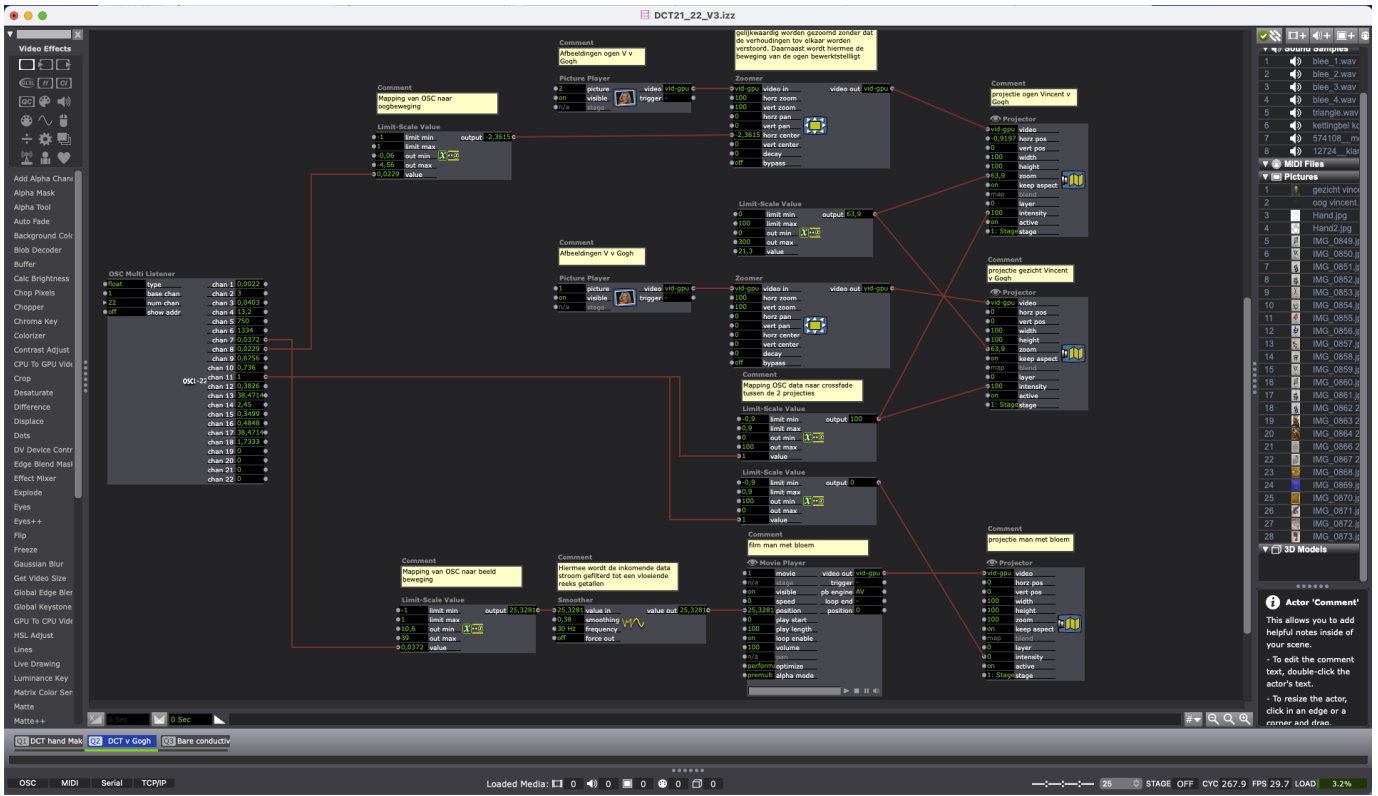
- Smartphone with [Zigsim](#) app
- Computer with Isadora (Isadora patch via this [link](#))
- Projector or display
- Isadora patch and media files: [Files.zip](#)

Order from input to output:

- Smartphone sends [OSC](#) data using the [ZigSim](#) app:
 - OSC data is received by the visual programming environment [Isadora](#).
 - In Isadora, the data from phone rotation and finger position on the touchscreen is converted into, among other things, eye movement, fade between projections and scrolling through frames.
 - [Gazebo](#) was used as a bridge to convert telephone data to [DMX](#) for controlling theater lighting.
- Most recent versions can be found [here](#). More info [here](#).



https://www.youtube.com/embed/kn_O34BuWag



Terminology:

- [OSC](#)
- [DMX](#)
- [Patch](#)

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