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:

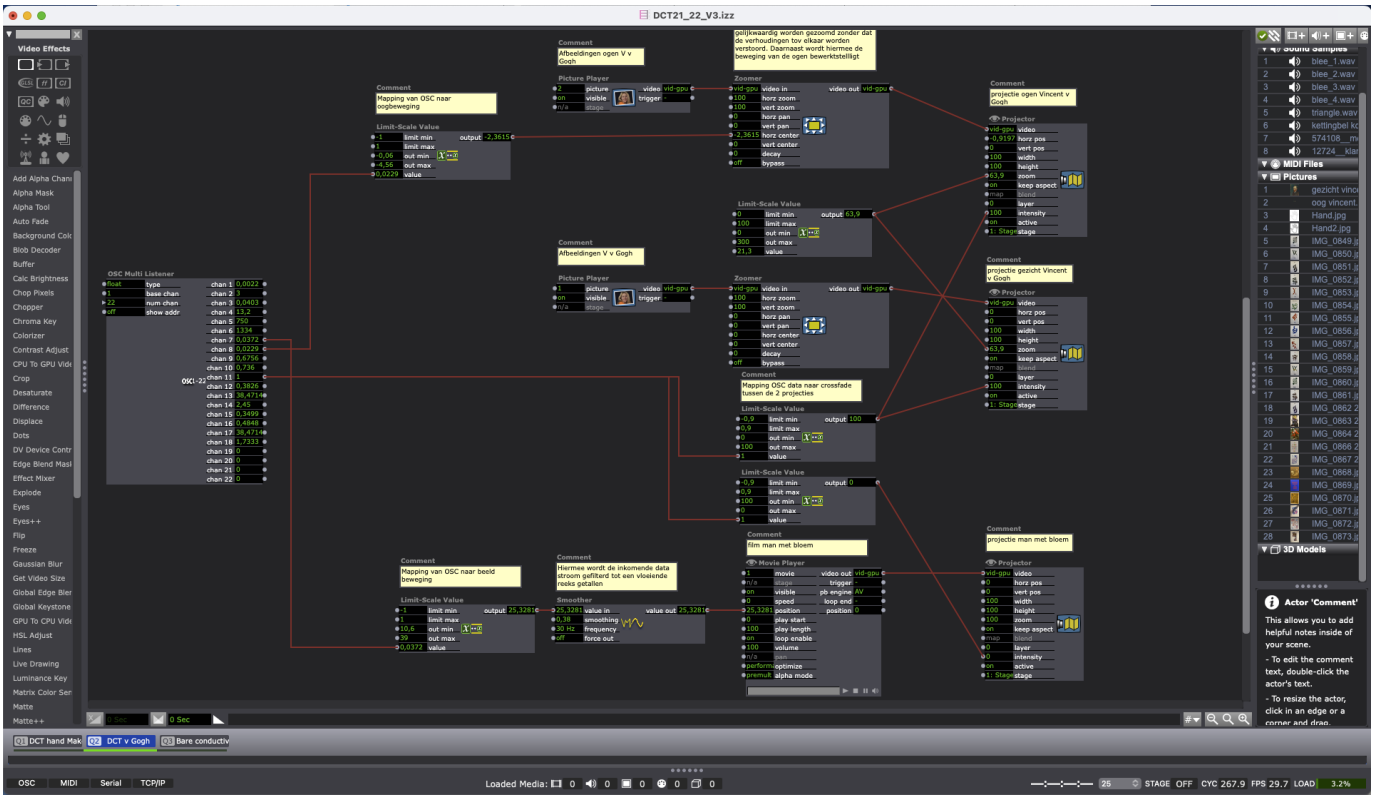
- OSC data is received by the visual programming environment Isadora.
- In Isadora, the data from phone rotation and finger position on the touchscreen is converted into, among other things, eye movement, fade between projections and scrolling through frames.

- 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.


ALIENWARE

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



Terminology:

- OSC
- DMX
- Patch

Revision #13
Created 2023-11-15 12:03:32 UTC by Tjerk
Updated 2024-02-05 10:36:34 UTC by Tjerk