

Performance Title: “Hyper-DJSet”

1. General information

Site: Centro Culturale Candiani, Mestre (Venezia), Italy.

Date: June 14, 2002

Context: Concert

Involved partners: KTH, DIST

Involved artists: 1210 Jazz e Mika Snikars (DJ), Live electronics set by J. Bowers and S.O. Hellstrom (KTH), DIST - InfoMus Lab (EyesWeb movement analysis and interactive video processing)

2. Aim

- To test MEGASE in a real performance involving motion analysis and real-time generation of interactive video.
- To present the MEGA outputs to the general public and to people from other EU Projects: the event was organized in the framework of the SOHO atelier (held at Centro Culturale Candiani, Mestre (Venezia) on June 10-21 2002) which collected people from several projects working together and sharing ideas for two whole weeks.

3. Concept

Two DJs (1210 Jazz and Mika Snikars - Stockholm) improvise using standard and hyper turntables. Live electronics set by J. Bowers and S.O. Hellstrom (KTH - Stockholm). DIST - InfoMus Lab used movement analysis techniques applied on the DJs' hands to generate in real-time interactive video.

For the concert in Mestre, 1210 Jazz and Mika Snickars have been playing together again for the first time in a long while.

The audience appreciated a varied and virtuoso performance in world class showcasing what turntablism is all about. 1210 Jazz and Mika Snickars played together with a third DJ, Fanatik, in the all-scratch band Scratchaholics. This group gained considerable popularity in short time and defined scratch music for both the general public and other DJs in Sweden. Suffering the loss of the irreplaceable Fanatik, however, they disbanded Scratchaholics.

Generally when playing together, one DJ takes the role of rhythm section while the other improvises and solos over the beat. With four record players and two mixers, two DJs can produce quite intricate and exciting music. The results of the efforts on developing hyper-DJ tools with FonoBump have been presented and incorporated in the concert.

4. Relation with MEGA

- Test some research outputs from MEGA from WP3 (real-time movement analysis of DJs' hands) and WP5 (real-time generation of visual media) in an interactive context (mapping of DJs' hand movement cues onto visual media generation)

5. Technical description

5.1. Hardware and software set-up

Color videocamera, EyesWeb setup for movement analysis (extraction of expressive cues from hand movement, e.g., Quantity of Motion).

Setup for real-time generation of visual media: projection on a large screen of processed images of hands and abstract shapes whose colors and appearance depended on the extracted motion cues.

6. Performance evaluation

More than 40 spectators attended the concert: overall positive excellent feedback.