



ODYSSEY



C O N T E N T S

Introduction	2
Process	6
Performance	12
Conclusion	16

I N T R O D U C T I O N



During the short term project «Motion Experience Lab: Visual Music – Loops in Space» we dealt with the scope of VJing and the topic of Visual Music in general. We focused especially on video loops as a designed performance module. Throughout the four days we discussed the structure of a live performance and transferred this knowledge to our own applications. We created video loops and then integrated them conceptually into our own ideas. Once we had determined the basics, we looked at more technical issues such as video mapping, sound synchronicity and midi mapping. In the end we discussed and evaluated the results in a presentation. The goal of the workshop was to gain the ability to understand the fundamentals of a live performance and to create what you need to bring it to life.





The project started on the 15th of May 2017: on this day we met Michael Titze for the first time, he introduced himself as a VJ and motion designer by showing us some of his performances and works. This presentation was also really helpful to make clear what the final outcome of the project should be. Then each one of us proposed a moodboard regarding the concept we had to conceive for the first meeting: by similarities in concepts we were divided in six groups. In the following days Michael and Prof. Juric gave us some feedbacks on our progress and some inputs about the softwares, like Resolume Arena, VDMX and Modul8, that we could use for VJing. On Friday we performed.

P R O C E S S

As soon as the groups were established, we started to work on the final concept: it wasn't a difficult task since our previous proposals were in agreement.

First of all we chose the song You by Petit Biscuit. The mood of this song is quiet but with a well defined rhythm, so originally our concept was bodies in movement: layering blue and red shapes on sketched animated bodies doing different actions. However we also wanted to tell a story through our performance, so the idea of a little man travelling across the history came to our minds. We focused on history of art and cinema: we searched for the contents in these two fields. This gave us the idea to put each era in a frame and represent it with a piece of art from each period. So, for example, in the first frame for the prehistoric era we put a buffalo from Altamira cave paintings.

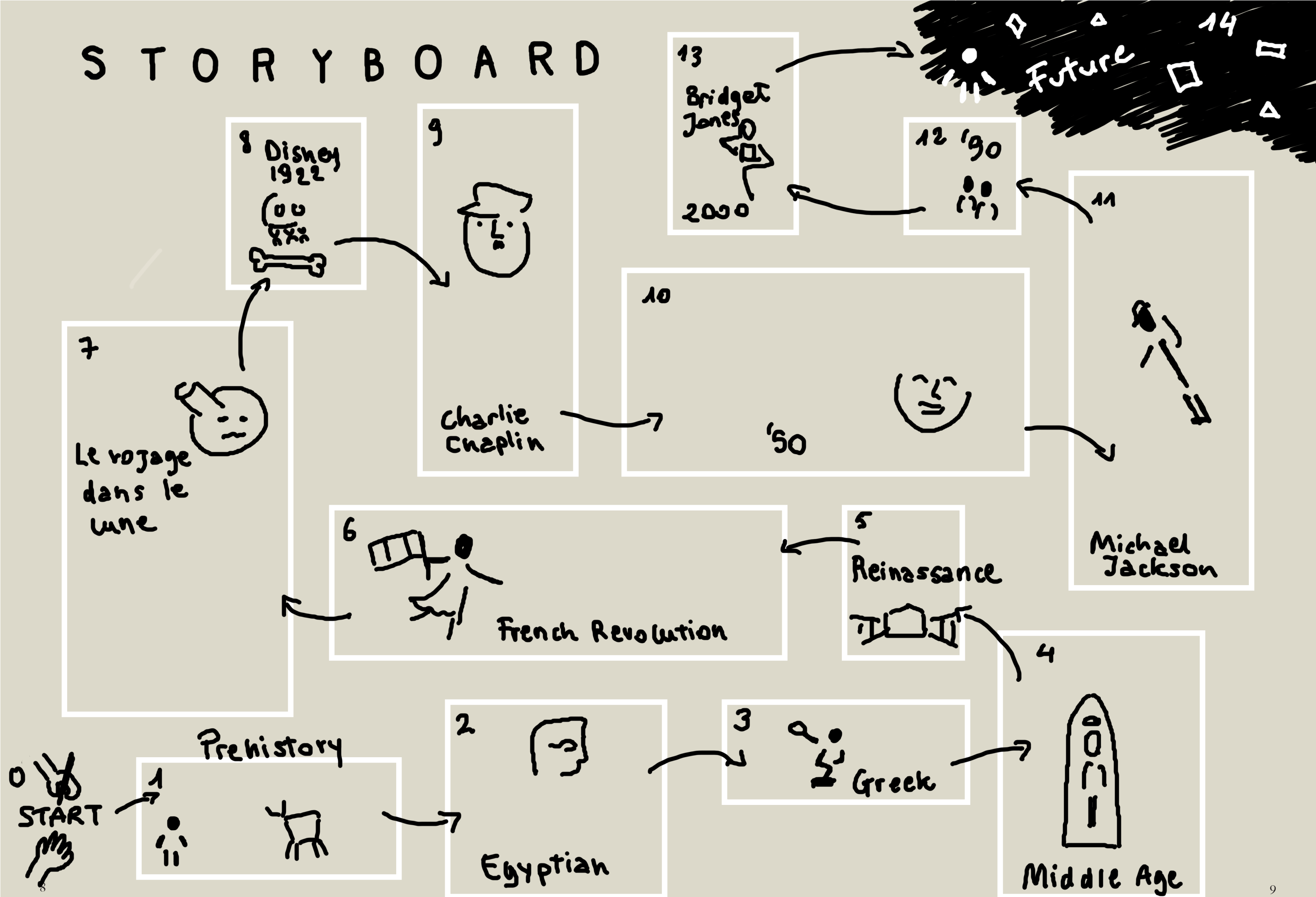


So the little man had to follow the path traced by these frames to reach the present era. And then, what? We didn't like the idea of stopping him at this point, we wanted him to go further. We decided to add a conclusion part in the future. Since it is something unknown, the mood of the performance had to change at this point: we got rid of the frames and welcomed some glitches and mixed the song chosen before with Nong Khai by Apparat, its mood is minimal with a dispersive rhythm.

We had clear in our mind the appearance and the style we wanted to achieve. During the first part, the one where the little man is travelling through each frame, we decided to take a black and white picture or video of one piece of art from each era, put it in a white frame with a beige background and adding blue and red graphics. We also added hands as graphic elements through the path: they represent the hands of the person who had drawn the little man at the beginning of his journey. At the end we wanted something more minimal, to resemble the mood of the song at this point: here everything turns black and white, the pictures, videos and coloured elements disappear, giving place to geometric shapes and glitches.



STORYBOARD

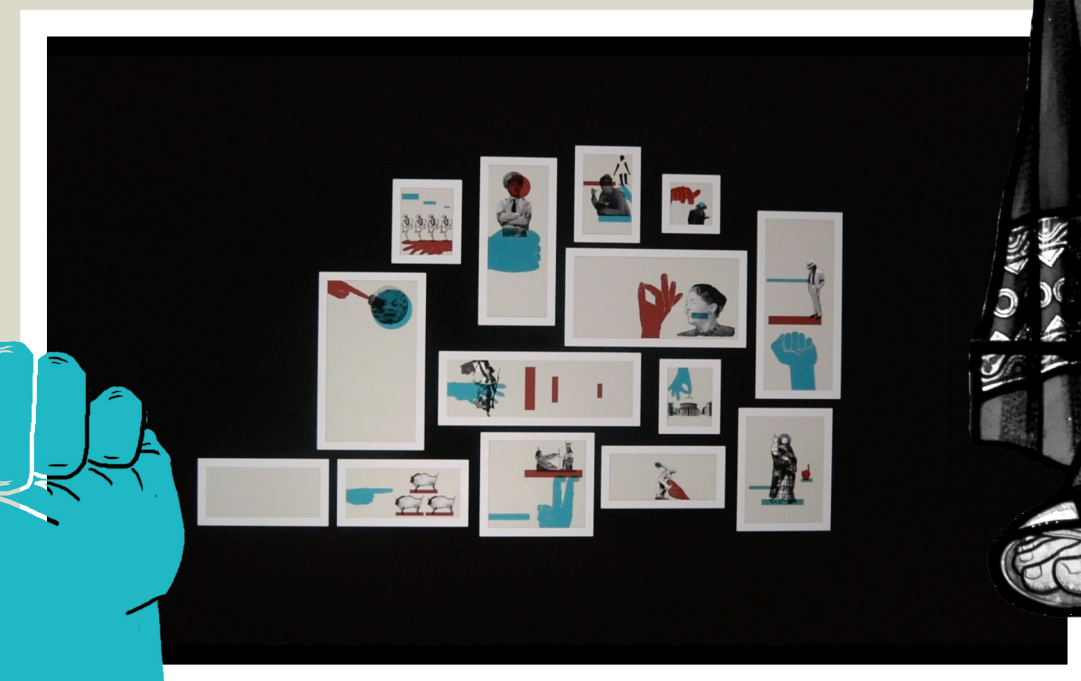
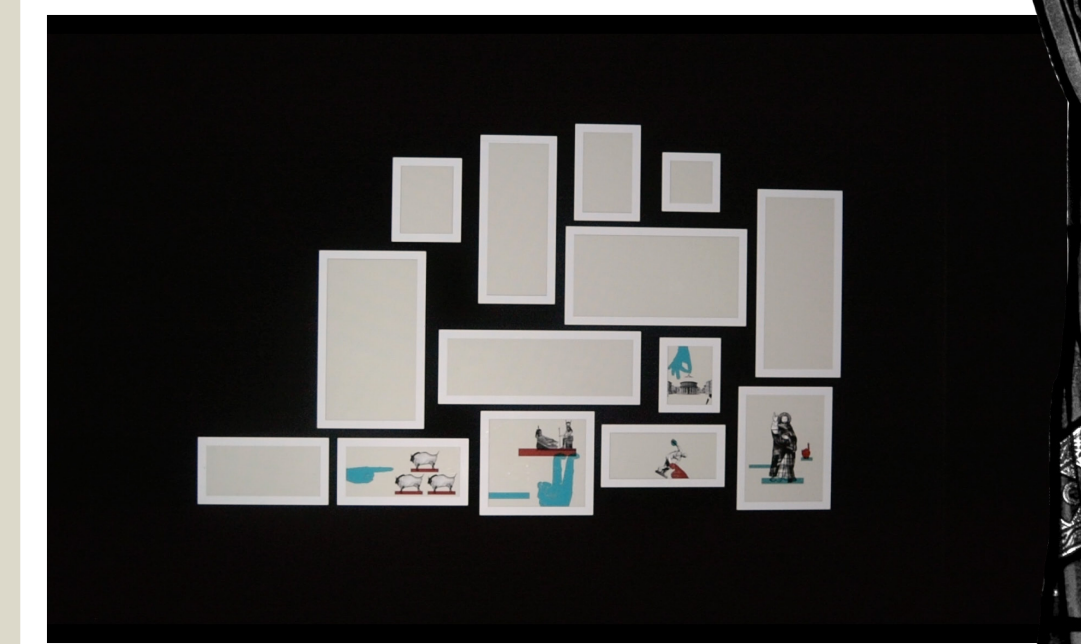
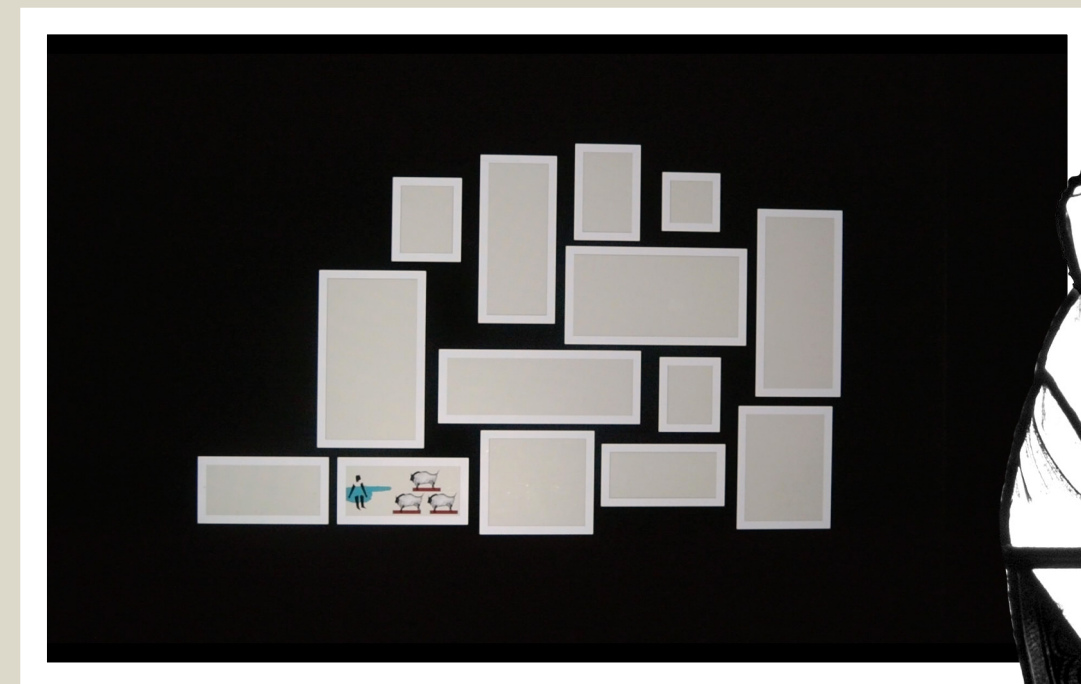


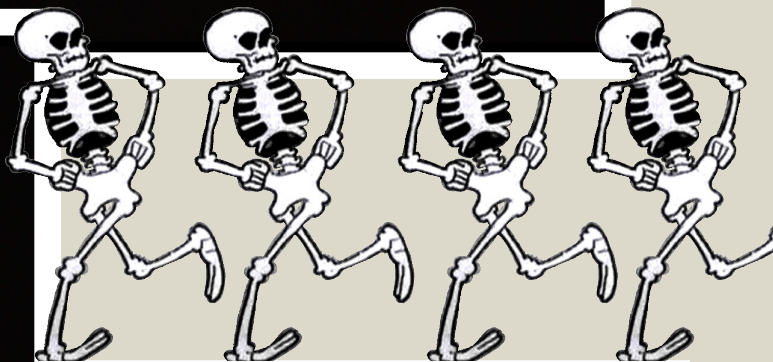
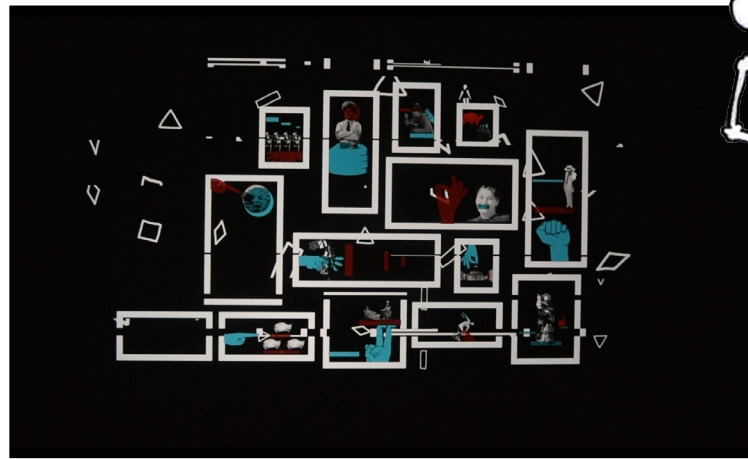
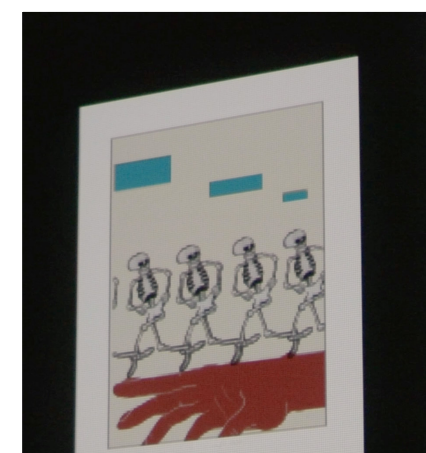
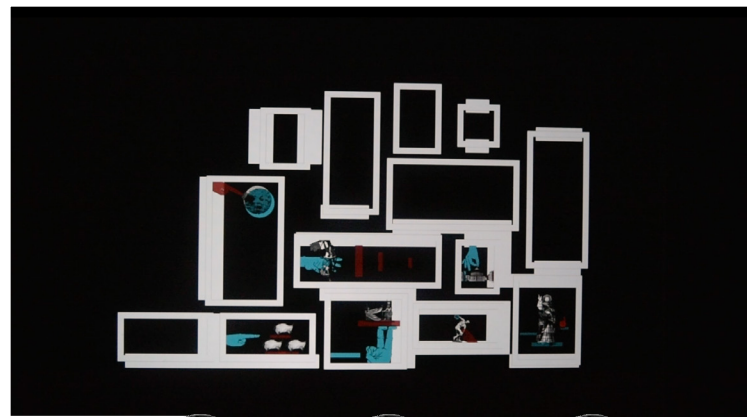
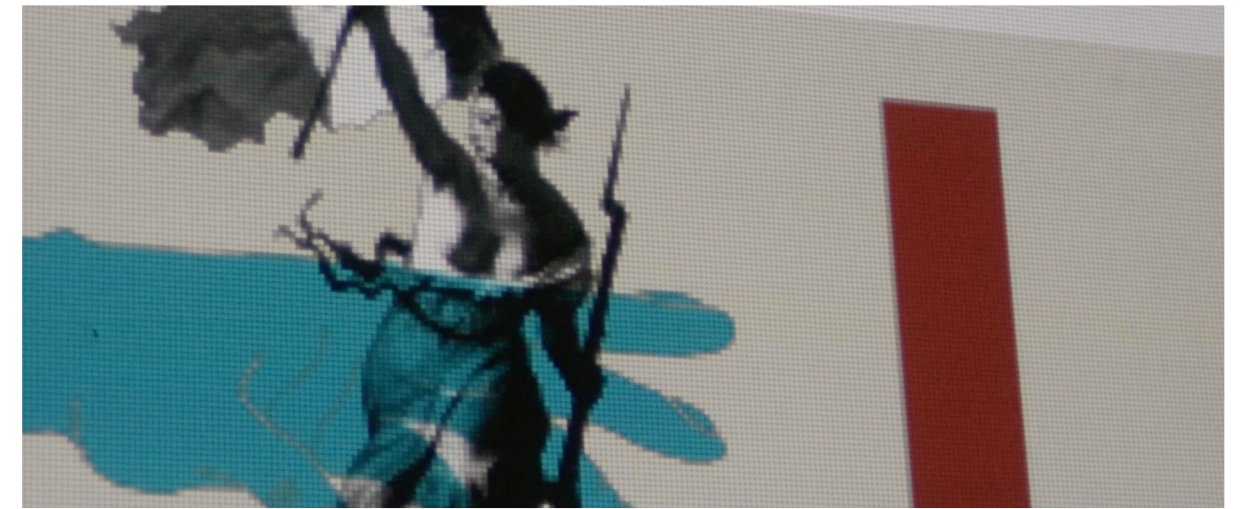
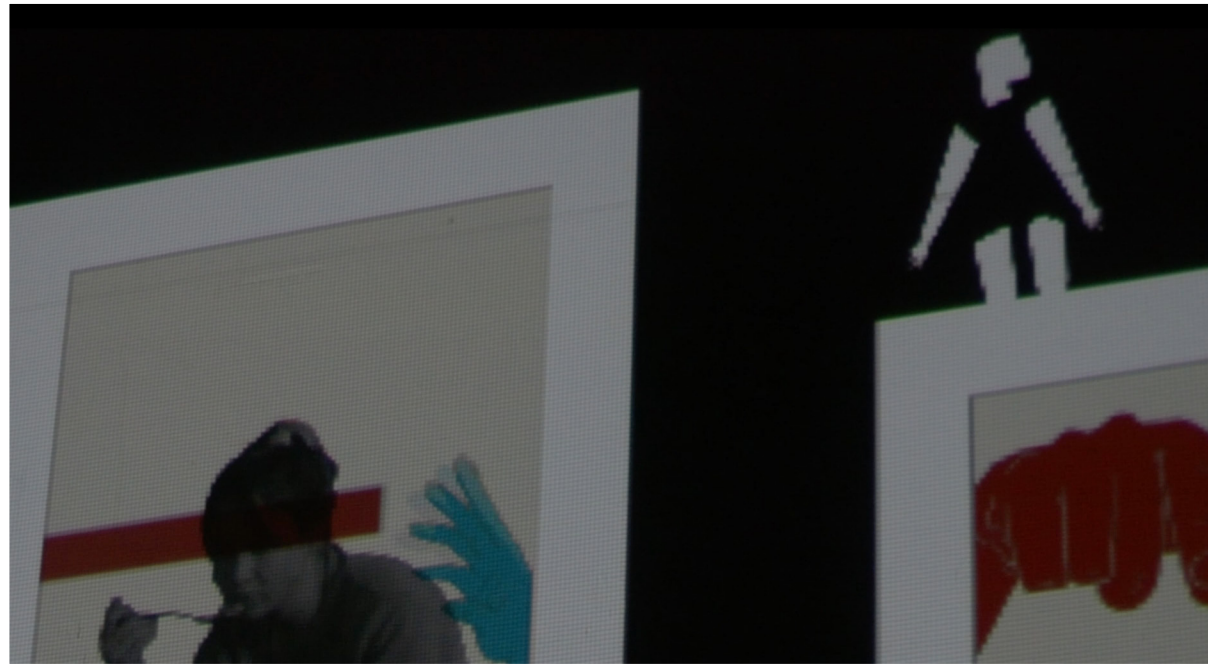
The final performance had to be composed of visual loops. For each frame we prepared two kind of loops, one with the black and white element and the other one with the blue and red ones. In the first six frame the black and white elements were static pictures, therefore we animated a detail in it using After Effects. For the last seven frames we used videos instead, so we rotoscoped the main figure in it with After Effects as well. We drew the blue and red graphic elements in Photoshop and then made simple animations out of them in After Effects. The animation of the little man is in only one sequence that lasts for all the performance, and was done with both Photoshop and After Effects. Following this, we prepared an After Effects file in which we composed the scene as we wanted it to be in our performance, then, from this file, we exported every file we needed for Resolume Arena. We did this to avoid the mapping of every single frame on the day of the performance. At the beginning we thought to create real frames to hang on the wall where we were going to project during the performance, but as soon as we got more familiar with this software, we realised how complicated it could get.

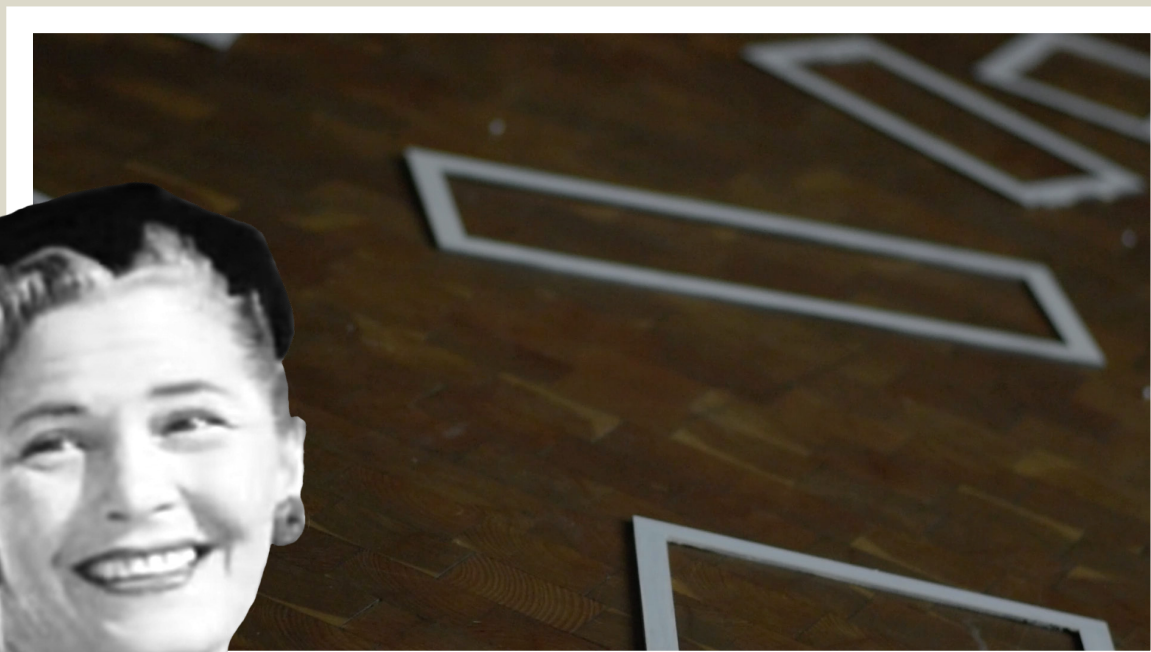
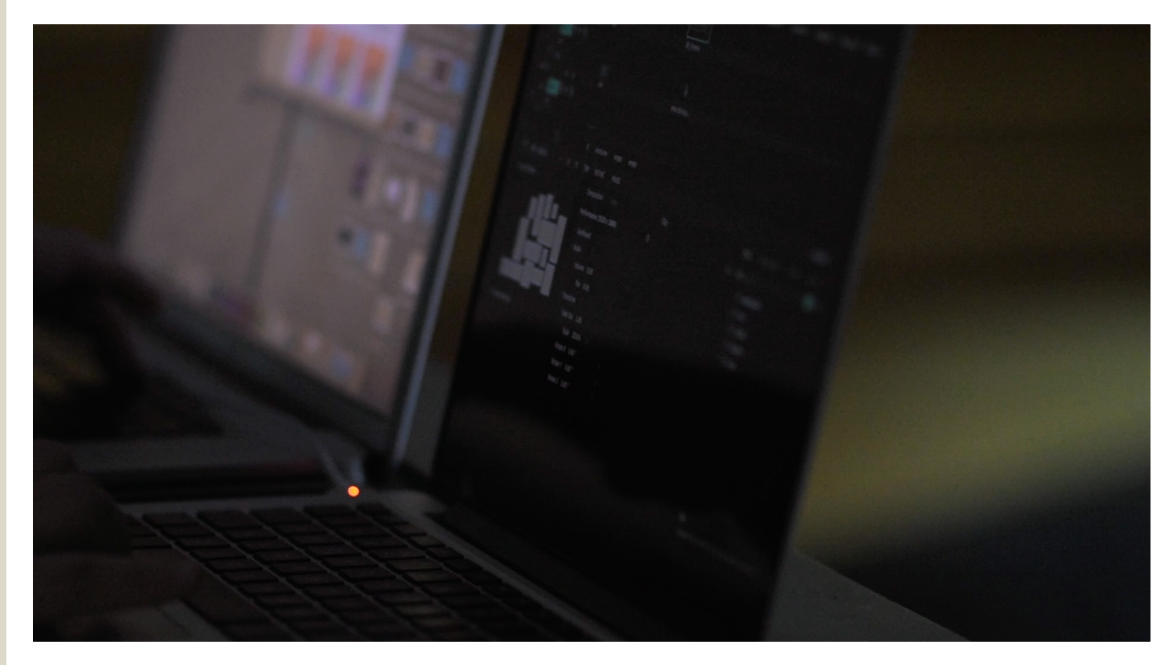
Having all the loops we needed, we created the Resolume file and we started practicing for the live performance on Friday.



P E R F O R M A N C E







CONCLUSION

We are very proud of our final performance. On Monday we were warned by both Prof. Juric and Michael that our idea was pretty ambitious to accomplish in just four days. We realised that as soon as we were in the middle of the project, but we didn't want to give up and so we worked even more on that.

Our concept took a lot of time and effort to be realised, but we enjoyed doing it a lot.



visual music live performance
developed and executed by

A N D R E A + A L E S S A N D R A
E G I D I F A C C H I N

M O T I O N E X P E R I E N C E L A B
V I S U A L M U S I C - L O O P S I N S P A C E

a project initiated by

P R O F. N I N A J U R I C

and

M I C H A E L T I T Z E
from
P F A D F I N D E R E I

KISD

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